```
ec::Transform3D
   #m up
   # m position
   # m_forwardVector
   # m scale
   + Transform3D()
   + ~Transform3D()
   + updateLocalMat()
   + getLocalPosition()
   + getUpVector()
   + getForwardVector()
   + getLocalMat()
   + setLocalMat()
   + getTranslation()
   + getTranslationX()
   and 39 more...
         ec::Node
 # m parent
 # m children
 # m_drawables
 + Node()
 + ~Node()
 + render()
 + updateGlobalMatrices()
 + getGlobalMat()
 + getGlobalPosition()
 + getParent()
 + addChild()
 + removeChild()
 + removeChildren()
 and 6 more...
        ec::Camera
+ Camera()
+ Camera()
+ ~Camera()
+ changeAspectRatio()
+ updateLocalMat()
+ updateGlobalMatrices()
+ getView()
+ getProjection()
+ setProjectionOrtho()
+ setProjectionPerspective()
and 12 more...
* m aspect
* m fov
* m_near
* m_far
```