



+x
+y
+z

Engine3D::Point3d

- + Point3d()
- + Point3d()
- + operator-()
- + operator+()
- + operator*()
- + cross()
- + dot()
- + normalize()

+fov
+nearPlane

+direction
+position
+up

Engine3D::Camera

- + Camera()
- + moveForward()
- + moveRight()
- + moveLeft()
- + moveUp()