VRE::VRE_Camera

- glm::vec3 mPosition
- glm::vec3 mRotation
- glm::mat4 mProjectionMatrix
- glm::mat4 mViewMatrix
- glm::mat4 mInvViewMatrix

+ void SetOrthographicProjection
  (float top, float bottom,
   float left, float right, float
   near, float far)

+ void SetPerspectiveProjection
  (float fovY, float aspectRatio,
   float near, float far)

+ void SetViewDirection
  (glm::vec3 position,
   glm::vec3 direction,
   glm::vec3 up=glm::vec3
   (0.f, 1.f, 0.f))

+ void SetViewTarget
  (glm::vec3 position,
   glm::vec3 target, glm
   ::vec3 up=glm::vec3(0.f,
   1.f, 0.f))

+ void SetViewXYZ(glm
  ::vec3 position, glm
  ::vec3 rotation)

+ const glm::mat4 GetProjection
  () const

+ const glm::mat4 GetViewMat
  () const

+ const glm::mat4 GetInvView
  Mat() const

+ glm::vec3 GetRotation
  () const

+ glm::vec3 GetPosition
  () const