Camera + Camera() + generateRay() getTMin() + glInit() + glPlaceCamera()

- + dollyCamera() + truckCamera()
- + rotateCamera()
- + getCameraType()

OrthographicCamera

- + OrthographicCamera()
- + generateRay()
- + getTMin()
- + glInit()
- + glPlaceCamera()
- + dollyCamera() + truckCamera()
- + rotateCamera()
- + getCameraType()

PerspectiveCamera

- + PerspectiveCamera()
- + generateRay()
- + setRatio()
- + glInit()
- + glPlaceCamera()
- + dollyCamera()
- + truckCamera()
- + rotateCamera()
- + getCameraType()
- + getTMin()