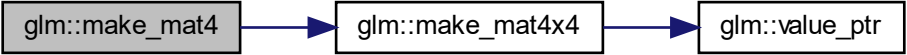


glm::make_mat4



```
graph LR; A[glm::make_mat4] --> B[glm::make_mat4x4]; B --> C[glm::value_ptr];
```

glm::make_mat4x4

glm::value_ptr