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Cameras and Projections

**“Fly-Camera” implementation using translation and rotation**

The fly camera is the camera that will be used to move around the scene. To implement a fly-camera, create a new class. This class will be called “FlyCamera” and it will inherit from the Camera class. Inheriting from the camera class will allow the fly-camera to have the basic camera functions while allowing us to add functions specific to the fly camera.