

# Projection

## Module `vec3`

### Classes

#### Class `vec3`

```
class vec3
```

Container for 3D vectors

#### Class variables

**Variable `x`** Type: float

X coordinate

**Variable `y`** Type: float

Y coordinate

**Variable `z`** Type: float

Z coordinate

### Methods

#### Method `get_array3`

```
def get_array3(  
    self  
)
```

Returns the vector as a numpy array

#### Method `get_array4`

```
def get_array4(  
    self  
)
```

Returns the vector as a numpy array

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