

EugeneLib::GetPerspective
FovMatrix

```
graph LR; A[EugeneLib::GetPerspectiveFovMatrix] --> B[DirectX::XMMatrixPerspectiveFovLH]; A --> C[DirectX::XMStoreFloat4x4];
```

DirectX::XMMatrixPerspective
FovLH

DirectX::XMStoreFloat4x4