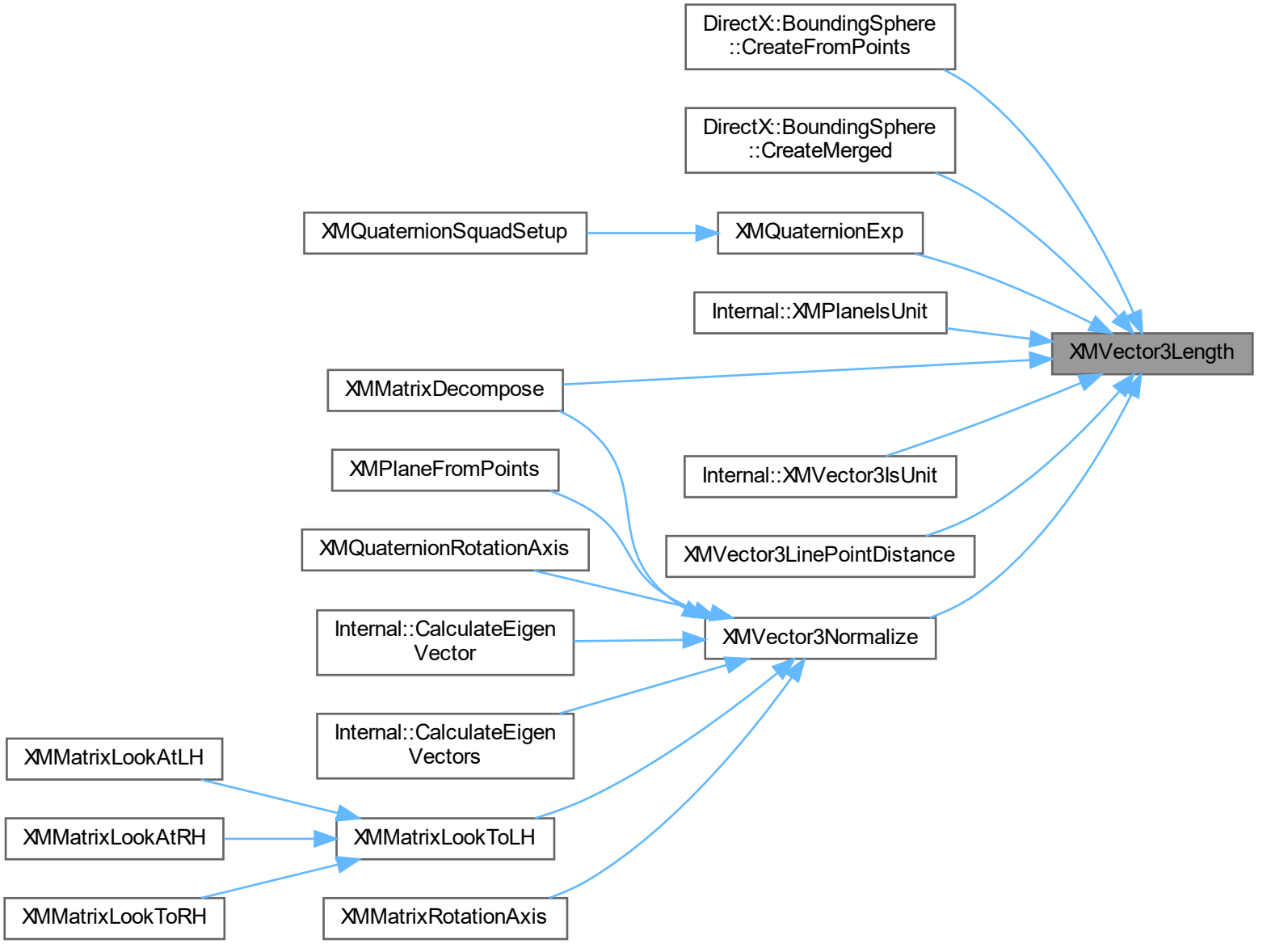
DirectX::BoundingSphere::CreateFromPoints
DirectX::BoundingSphere::CreateMerged
XMQuaternionSquadSetup
XMQuaternionExp
Internal::XMPlaneIsUnit
XMVector3Length
XMMatrixDecompose
XMPlaneFromPoints
Internal::XMVector3IsUnit
XMQuaternionRotationAxis
XMVector3LinePointDistance
Internal::CalculateEigenVector
XMVector3Normalize
Internal::CalculateEigenVectors
XMMatrixLookAtLH
XMMatrixLookAtRH
XMMatrixLookToLH
XMMatrixLookToRH
XMMatrixRotationAxis