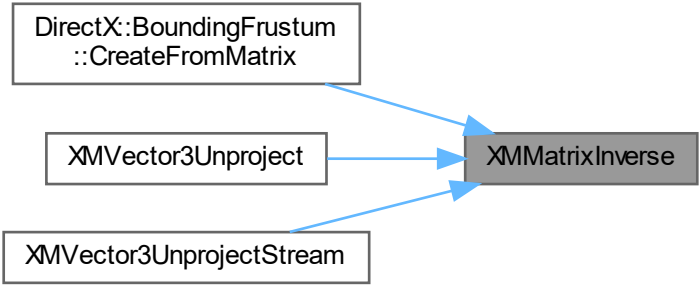


DirectX::BoundingFrustum
::CreateFromMatrix

XMVector3Unproject

XMVector3UnprojectStream

XMMatrixInverse



```
graph LR; A[DirectX::BoundingFrustum::CreateFromMatrix] --> D[XMMatrixInverse]; B[XMVector3Unproject] --> D; C[XMVector3UnprojectStream] --> D;
```

The diagram illustrates that three different functions or methods depend on or utilize the `XMMatrixInverse` function. The functions on the left are arranged vertically, and blue arrows point from each of them to the `XMMatrixInverse` box on the right. The `XMMatrixInverse` box is shaded gray, while the others are white with black borders.