

EugeneLib::Get2DMatrix

EugeneLib::GetLookAtMatrix

EugeneLib::GetOrthographic  
Matrix

EugeneLib::GetPerspective  
FovMatrix

DirectX:XMStoreFloat4x4

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graph LR; A[EugeneLib::Get2DMatrix] --> D[DirectX:XMStoreFloat4x4]; B[EugeneLib::GetLookAtMatrix] --> D; C[EugeneLib::GetOrthographic Matrix] --> D; E[EugeneLib::GetPerspective FovMatrix] --> D;
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The diagram illustrates the mapping of four EugeneLib functions to a single DirectX function. On the left, four white rectangular boxes are stacked vertically, each containing a function name from EugeneLib. On the right, a single gray rectangular box contains the DirectX function name. Four blue arrows originate from the right side of each EugeneLib box and point towards the left side of the DirectX box, indicating that each EugeneLib function is implemented by or maps to the DirectX XMStoreFloat4x4 function.