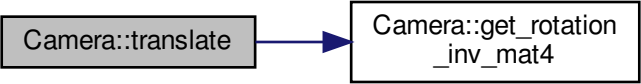


Camera::translate



```
graph LR; A[Camera::translate] --> B[Camera::get_rotation_inv_mat4]
```

A diagram showing a call to the `Camera::translate` method. A grey rectangular box on the left contains the text `Camera::translate`. A dark blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text `Camera::get_rotation_inv_mat4`.

Camera::get_rotation
_inv_mat4