```
vctFixedSizeConstMatrixBase< rows. cols. rowStride, colStride, elementType, vctFixedSizeMatrixTraits< elementType, rows, cols, rowMajor? cols:1, rowMajor?1: rows >::array >
vctFixedSizeMatrixBase< rows, cols, rowMajor? cols:1, rowMajor?1: rows, elementType, vctFixedSizeMatrixTraits< elementType, rows, cols, rowMajor? cols:1, rowMajor?1: rows >::array>
                                                                  vctFixedSizeMatrix< elementType, 3, 3, rowMajor >
                                                   vctMatrixRotation3ConstBase< vctFixedSizeMatrix< elementType, 3, 3, rowMajor >>
                                                     vctMatrixRotation3Base< vctFixedSizeMatrix< elementType, 3, 3, rowMajor >>
                                                                    vctMatrixRotation3< elementType, rowMajor>
```