```
vctFixedSizeConstVectorBase< size, stride, elementType, vctFixedSizeVectorTraits< elementType, size, 1 >::array >
vctFixedSizeVectorBase< _size, 1, _elementType, vctFixedSizeVectorTraits< _elementType, _size, 1 >::array >
                                 vctFixedSizeVector< elementType, 3 >
                  vctRodriguezRotation3Base< vctFixedSizeVector< _elementType, 3 >>
                                vctRodriguezRotation3< _elementType >
```