

Camera::GetViewInverseMatrix



```
graph LR; A[CameraComponent::GetViewInverseMatrix] --> B[Camera::GetViewInverseMatrix]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Camera::GetViewInverseMatrix'. The right box is white with a black border and contains the text 'CameraComponent::GetViewInverseMatrix' on two lines. A blue arrow points from the right side of the gray box to the left side of the white box.

CameraComponent::GetView
InverseMatrix