

Camera::GetProjection2DMatrix



```
graph LR; A[Camera::GetProjection2DMatrix] --> B[CameraComponent::GetProjection2DMatrix]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Camera::GetProjection2DMatrix'. The right box is white with a black border and contains the text 'CameraComponent::GetProjection2DMatrix' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

CameraComponent::GetProjection2  
DMatrix