

Camera::GetViewMatrix



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Camera::GetViewMatrix'. The right box is white and contains the text 'CameraComponent::GetViewMatrix' 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::GetView
Matrix