

Camera::GetProjection3DMatrix



```
graph LR; A[CameraComponent::GetProjection3DMatrix] --> B[Camera::GetProjection3DMatrix]
```

The diagram illustrates a function call. On the left, a gray rectangular box contains the text 'Camera::GetProjection3DMatrix'. A dark blue arrow points from this box to a white rectangular box on the right. The white box contains the text 'CameraComponent::GetProjection3DMatrix' split across two lines.

CameraComponent::GetProjection3DMatrix