

mage::Camera

```
classDiagram
    class Camera {
    }
    class OrthographicCamera {
    }
    class PerspectiveCamera {
    }
    Camera <|-- OrthographicCamera
    Camera <|-- PerspectiveCamera
```

A UML class diagram showing a hierarchy. At the top is a box labeled 'mage::Camera'. Below it are two boxes: 'mage::OrthographicCamera' on the left and 'mage::PerspectiveCamera' on the right. A horizontal line connects the two bottom boxes, and a vertical arrow points from the center of this line up to the bottom of the 'mage::Camera' box, indicating inheritance.

mage::OrthographicCamera

mage::PerspectiveCamera