

mage::Camera

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

A UML class diagram illustrating inheritance. 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, with a vertical line extending upwards from its center to the bottom of the 'mage::Camera' box. An arrowhead points upwards at the intersection, indicating that both 'OrthographicCamera' and 'PerspectiveCamera' inherit from 'Camera'.

mage::OrthographicCamera

mage::PerspectiveCamera