```
C3DMatrix::Matrix
       11
      12
      _13
       14
      <sup>-</sup>21
     _22
      _23
       _
24
       31
     32
    and 6 more...
    + Matrix()
              -m Matrix
        C3DMatrix
+ C3DMatrix()
```

+ CreateIdentity()

+ _11() and 15 more... - MatrixMultiply()

+ CreateTranslateMatrix()
+ CreateScaleMatrix()
+ CreateRotateMatByX()
+ CreateRotateMatByY()
+ CreateRotateMatByZ()
+ TransformVector3D()
+ degreesToRadians()