

## Quaternion

- + W
- + X
- + Y
- + Z

- + Quaternion()
- + Quaternion()
- + Quaternion()
- + degreesToRadians()
- + length()
- + mult()
- + mult()
- + conjugate()
- + Inverted()
- + normalize()
- + getX()
- + getY()
- + getZ()