Camera
- _proj: QMatrix4x4 - _view: QMatrix4x4 - _world: QMatrix4x4 - _eye: QVector3D - _center: QVector3D - _up: QVector3D
«constructor» + Camera() «constructor» + Camera(proj, view, world: QMatrix4x4) + setProj(proj: QMatrix4x4): void + setView(view: QMatrix4x4): void + setWorld(world: QMatrix4x4): void + getProj(): QMatrix4x4 + getView(): QMatrix4x4 + getWorld(): QMatrix4x4 + getWorldIT(): QMatrix4x4 + getMVP(): QMatrix4x4 + lookAt(eye, center, up: QVector3D): void + move(val: int): void + perspective(angle, ratio, near, far): QMatrix4x4