

PoV y SCENE

Por qué crear una Matriz 4x4?

```
public static void ArrowHead (Vector3 position, Vector3 direction,
                              float size, float offset = 0) {
    direction.Normalize();
    Matrix4x4 old = Handles.matrix;
    Handles.matrix = old *
        Matrix4x4.TRS(position, Quaternion.LookRotation(direction),
                      Vector3.one);

    Handles.DrawAAConvexPolygon(new Vector3[] {
        new Vector3(0, 0, -offset),
        new Vector3(size/2f, 0, -size - offset),
        new Vector3(-size/2f, 0, -size - offset)
    });

    Handles.matrix = old;
}
```

