

PoV y SCENE

Devuelve todo a su lugar

```
public static void ArrowHead (Vector3 position, Vector3 direction,
                             float size, float offset = 0) {
    direction.Normalize();

    Matrix4x4 newMatrix = Handles.matrix *
        Matrix4x4.TRS(position, Quaternion.LookRotation(direction),
            Vector3.one);

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

```
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;
}
```

