


Camera3D::Camera3D



```
graph LR; A[Camera3D::Camera3D] --> B[Camera3D::update]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'Camera3D::Camera3D'. The right box is gray with a black border and contains the text 'Camera3D::update'.

Camera3D::update