



+fov
+pitch
+sensitivity
+speed
+yaw

+cameraFront
+cameraPos
+cameraUp



Camera

```
+ Camera(glm::vec3 cameraPos=glm::vec3(0.0f, 0.0f, 3.0f), glm::vec3 cameraFront=glm::vec3(0.0f, 0.0f, -1.0f), glm::vec3 cameraUp=glm::vec3(0.0f, 1.0f, 0.0f))  
+ glm::mat4 calculateView() const  
+ void processKeyboard(Direction direction, float deltaTime)  
+ void processMouse(float xoffset, float yoffset)  
+ void processZoom(float yoffset)
```