```
LouiEriksson::Component
  + virtual std::shared
   ptr< GameObject > Parent
  () const
  # Component(const std
  ::shared_ptr< GameObject
   > &_parent)
  # virtual ~Component()
     LouiEriksson::Camera
+ Camera(const std::
shared ptr< GameObject
> &_parent)
+ ~Camera() override
+ void PreRender()
+ void Render(const std
::vector< std::shared
_ptr< Renderer >> &_renderers,
const std::vector< std::shared
ptr< Light >> & lights)
+ void PostRender()
+ void SetWindow(const
std::shared ptr< Window
> & window)
+ std::shared_ptr< Window
> GetWindow() const
+ void SetTransform(const
std::shared ptr< Transform
> & transform)
+ std::shared ptr< Transform
> GetTransform() const
+ float Aspect() const
+ void FOV(const float
& fov)
+ const float & FOV()
const
+ void NearClip(const
float & nearClip)
+ const float & NearClip
() const
+ void FarClip(const
float & farClip)
+ const float & FarClip
() const
+ const glm::mat4 & Projection()
+ glm::mat4 View() const
+ void SetDirty()
+ static void Clear()
```

+ static void ClearColor (glm::vec4 color)

+ static glm::vec4 ClearColor()