Candera Engine 3D

Camera: Set up and lookAt vectors in one call

Camera::SetUpAndLookAtVectors allows setting the up and lookAt vectors at once. It is useful to avoid situations like when setting one of them could cause fail because is collinear with the default value of the other one, which is going to be changed anyway.

Revision #2
Created 2023-03-02 08:08:27 UTC by Kanai Tomoaki
Updated 2023-06-13 14:25:25 UTC by Kanai Tomoaki