
Subject: Re: Why are transforms 4 x 4?

Posted by [profxtjb](#) on Mon, 15 Dec 2003 18:18:07 GMT

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"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
news:<vtrldcr3j1gl7d@corp.supernews.com>...

> "Thomas Brueckner" <profxtjb@earthlink.net> wrote in message

> news:52e94d00.0312141710.2a29c8f2@posting.google.com...

>> My geometry knowledge is limited, so I am unsure why IDL uses 4 x 4

> Affine transformations are made up of a linear transformation followed by a
> translation.

> point. So, if you add an additional 4th coordinate to the 3D vector with

> value 1, you can put the translation factors in the 4th row or column of the

Well, shucky darn, Karl, that sounds like a nice, sneaky trick. I can
see how it works.

It must've been invented by a really LAZY programmer! I approve! :)

-Thomas
