Subject: Why are transforms 4 x 4?
Posted by profxtjb on Mon, 15 Dec 2003 01:10:26 GMT
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My geometry knowledge is limited, so I am unsure why IDL uses 4 x 4
transform matrices to rotate, translate and otherwise mess with
three-dimensional vectors. Can someone please render an explanation?
There must be a reason. Is it just that they like to be able to
handle four-vectors and the ever-popular Lorentz xfm? :)

-Thomas