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Subject: Re: IDLgrModel, rotation angles  
Posted by [Rick Towler](#) on Mon, 23 Feb 2004 19:36:54 GMT  
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"lyubo" wrote...

> I have a transformation matrix and I must find the amount of rotation  
> in degrees. How can I do that? Any help would be appreciated.

If James answer doesn't satisfy you, take a look at the Matrix and  
Quaternion FAQ, question 37. A copy is available here:

<http://skal.planet-d.net/demo/matrixfaq.htm#Q37>

-Rick

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