
Subject: Re: Computer Graphics Question

Posted by [Craig Markwardt](#) on Thu, 05 Aug 2004 15:15:38 GMT

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David Fanning <davidf@dfanning.com> writes:

> Craig Markwardt writes:

>

>> My guess is that the easiest thing to do is to convert to pixel
>> coordinates, do your rotation, and then convert back to normal
>> coordinates. The pixel coordinate system is isotropic, so you are
>> set.

>

> Oh, my goodness, that was easy. And it works great.

> Thanks!

Yay, and computer scientists be damned!

Craig

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