Subject: projection of 3D object to 2D plane using projection 3x4 matrices

Posted by mark on Tue, 27 Jun 2006 08:17:29 GMT

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Hello,
I have a set of 3x4 projection matrices describing an X-ray system in
which the detector plane remains fixed, and the X-ray source movies in
an arc around some object, taking projection images. Therefore, the
detector is *not* perpendicular to the central ray-line (except for the
middle projection).
I would like to prject x-rays through a my own virtual 3D object to
this 2D plane for any given projection angle using the 3x4 projection
matrices that I have. Does anyone have some code for this?
Regards,
Mark