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Subject: calculating rotations from a transformation matrix

Posted by [nivedita.raghunath](#) on Mon, 18 Sep 2006 15:04:07 GMT

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Hello all,

I have a 4x4 transformation matrix. Is there a way to calculate x,y,z rotation angles from this matrix ?

I need to find out individual x,y,z rotations to use w/ T3D.

Any help would be appreciated !

Thank you,  
Nivedita

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