
Subject: Re: 3D vector rotation to the Z axis
Posted by [penteado](#) on Tue, 14 Dec 2010 03:23:01 GMT
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On Dec 14, 1:11 am, MartyL <mlandsf...@yahoo.com> wrote:
> I would like to rotate an arbitrary 3D vector to be aligned with the
> Z axis. I can translate and scale the vector but I can not find a
> formula to create the rotation matrix to perform the rotation. It
> sounds simple but I can't seem to find one.
> Thanks

Do you mean something like

```
IDL> t3d,identity(4),matrix=matrix,rotate=[45d0,0d0,0d0]
IDL> print,matrix
    1.0000000    0.0000000    0.0000000    0.0000000
    0.0000000    0.70710678   -0.70710678    0.0000000
    0.0000000    0.70710678    0.70710678    0.0000000
    0.0000000    0.0000000    0.0000000    1.0000000
```
