
Subject: x-ray imaging using 3x4 projection matrices

Posted by [mark](#) on Thu, 29 Jun 2006 10:32:32 GMT

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Hello,

Can someone please help with this problem?

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 moves in a limited arc around some object, taking projection images. Therefore, the detector plane is **not** perpendicular to the central ray-line (except for the middle, or "zero angle", projection). I have a unique projection matrix for each angle.

I would like to simulate projecting 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, or some advice as to how to proceed? My knowledge of using such matrices is limited.

Regards,

Mark
