
Subject: Re: calculating rotations from a transformation matrix
Posted by [Rick Towler](#) on Mon, 18 Sep 2006 16:25:24 GMT
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See <http://www.flipcode.com/documents/matrfaq.html#Q37>

Note that you can set !P.T directly with your transform matrix and you wouldn't have to do this dance.

-Rick

nivedita.raghunath@gmail.com wrote:

> 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
>

Subject: Re: calculating rotations from a transformation matrix
Posted by [David Fanning](#) on Mon, 18 Sep 2006 16:36:20 GMT
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Rick Towler writes:

> See <http://www.flipcode.com/documents/matrfaq.html#Q37>

The discussion of Quaternions on this page inspired me:

Yo mama's so dumb she thinks "Gimble lock" is what you spread on bagels.

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
