A点移到原点 x-xa y-ya z-za

绕z旋转r1=atan(b/a) xcosr1-ysinr1 xsinr1+ycosr1

绕x旋转r2=atan(sqrt(a\*a/b/b)/c) ycosr2-zsinr2 ysinr2+zcosr2

绕z（AB）旋转θ xcosθ-ysinθ xsinθ+ycosθ

绕x旋转-r2

绕z旋转-r1

A点移回原点