

 <b>SNC-LAVALIN</b>		Notes de calcul/Design Brief	
Vérifié par Checked by Date	ELEMENTÉMENT	No. de projet Project No.	Sub-projet Phase
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look at matrix =

$$\begin{bmatrix}
 U_x & U_y & U_z & -C_x U_x - C_y U_y - C_z U_z \\
 V_x & V_y & V_z & -C_x V_x - C_y V_y - C_z V_z \\
 W_x & W_y & W_z & -C_x W_x - C_y W_y - C_z W_z \\
 0 & 0 & 0 & 1
 \end{bmatrix}$$

View Transform = look-at vector \* world transform Matrix

from part I

the matrix multiplication is too hard to do by hand but that equation should give the right output