NTUST
TransformDemonstration01
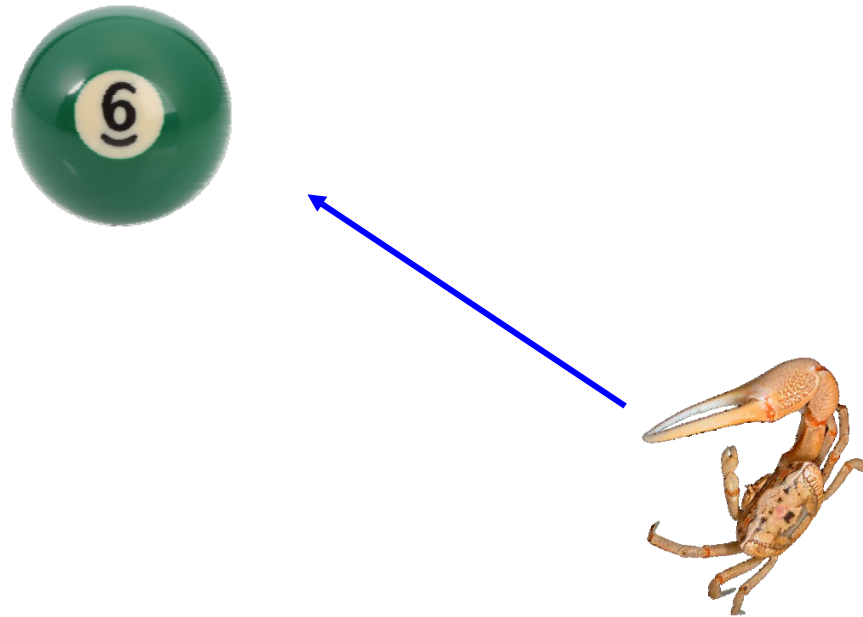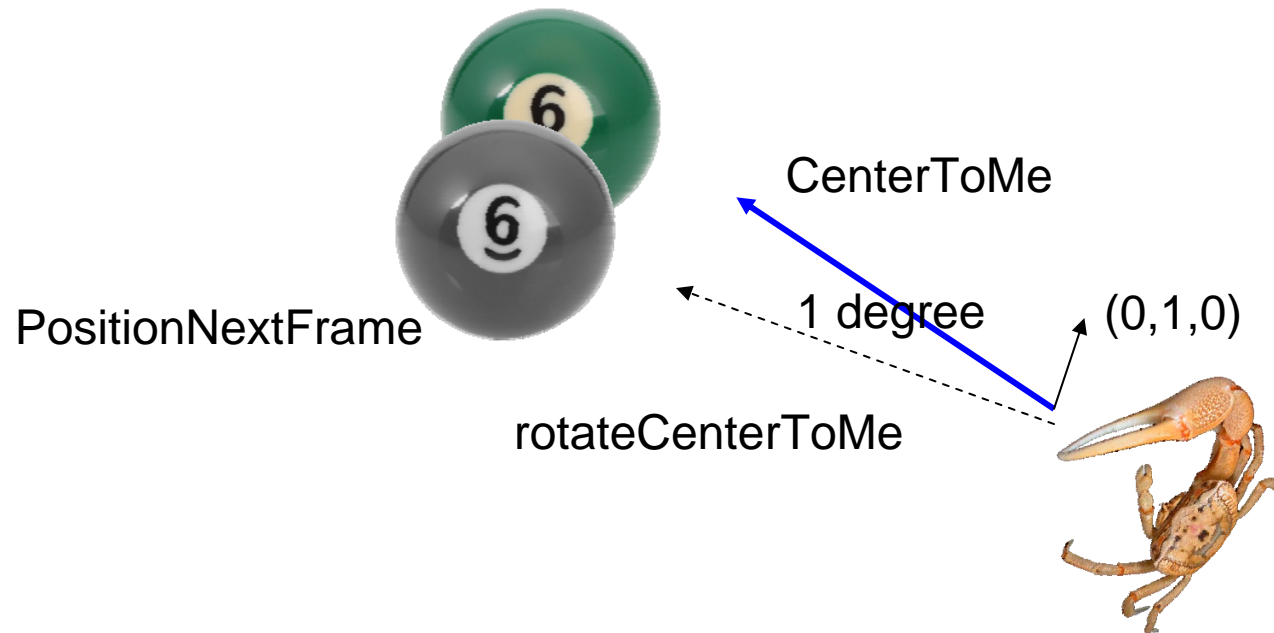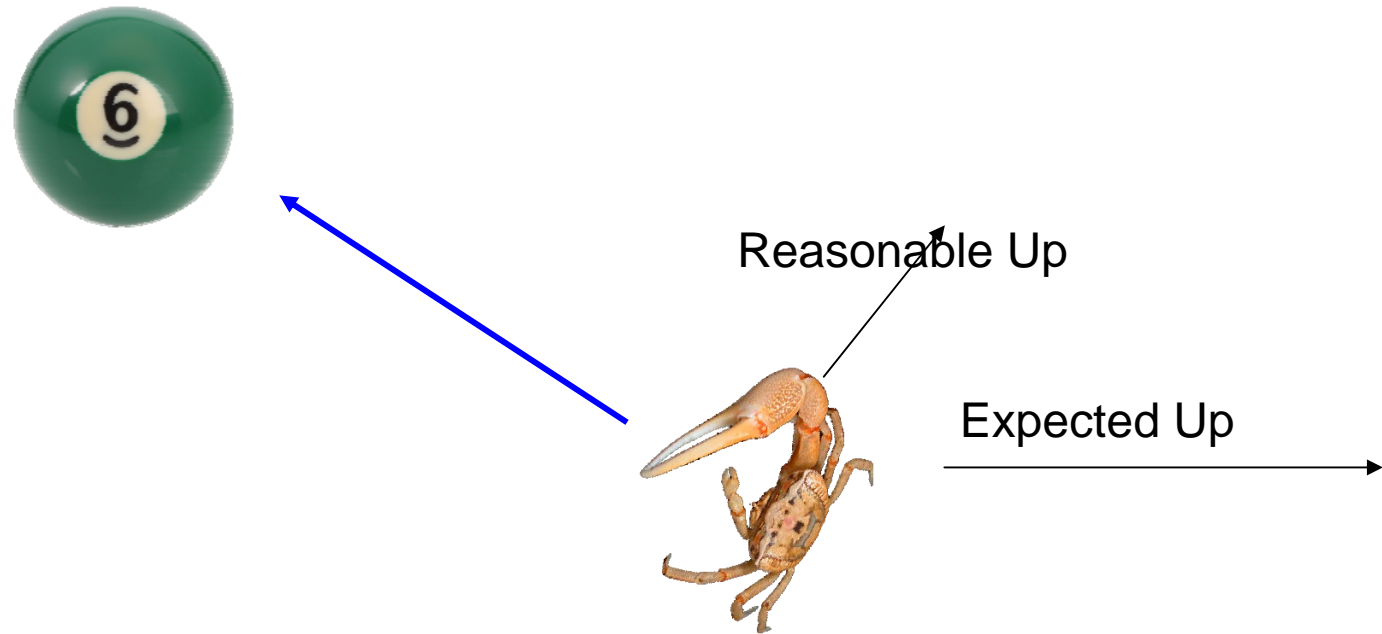
NDark

LookAt

Position

(0,1,0)
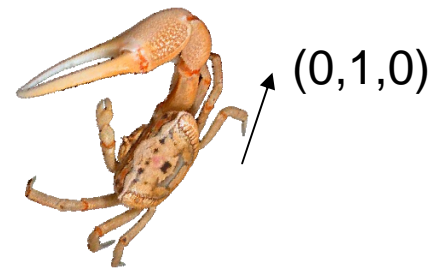
Quaternion.LookRotation

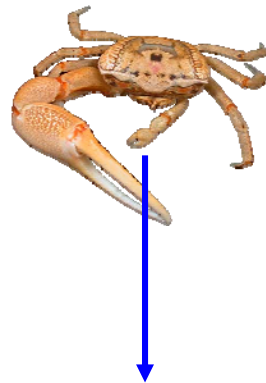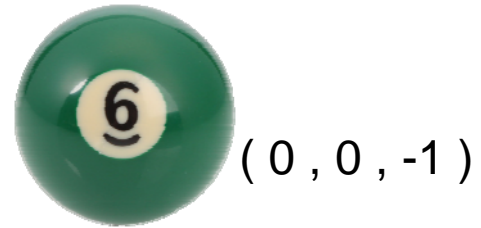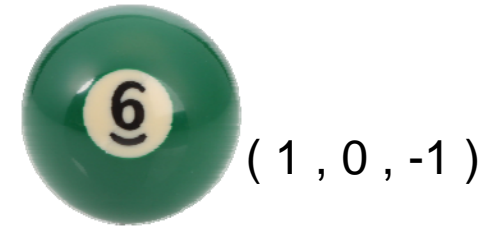# RevolutionArroundObject01

Component: RevolutionArroundObject01

CenterToMe

PositionNextFrame

1 degree

(0,1,0)

rotateCenterToMe

Up case 1

Reasonable Up

Expected Up

Up case 2

Expected Up

Reasonable Up

Transform.Transform

(0 , 0 , -1)
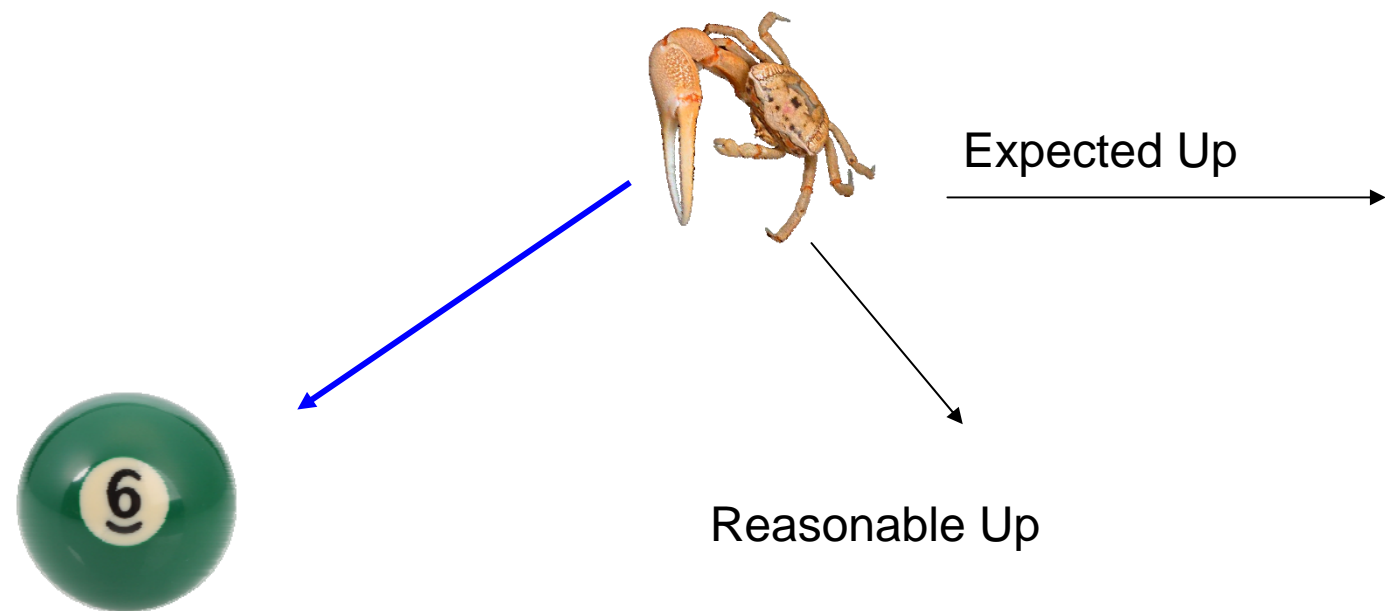
Transform.Transform

(1 , 0 , -1)

(1 , 0 , 0)

Transform.Transform

(-1 , 0 , 0)

(0 , 0 , 0)