绕任意轴的旋转

绕任意轴(R_x, R_y, R_z)旋转的矩阵为：

$$\begin{bmatrix} \cos\theta + {R_x}^2(1-\cos\theta) & R_xR_y(1-\cos\theta) - R_z\sin\theta & R_xR_z(1-\cos\theta) + R_y\sin\theta & 0 \\ R_yR_x(1-\cos\theta) + R_z\sin\theta & \cos\theta + {R_y}^2(1-\cos\theta) & R_yR_z(1-\cos\theta) - R_x\sin\theta & 0 \\ R_zR_x(1-\cos\theta) - R_y\sin\theta & R_zR_y(1-\cos\theta) + R_x\sin\theta & \cos\theta + {R_z}^2(1-\cos\theta) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

OpenGL expects all the vertices, that we want to become visible, to be in normalized device coordinates after each vertex shader run.