css: matrix3d coordinates

X- rotation

degree	1	0	0	0
	0	cos	-sin	0
	0	sin	cos	0
	0	0	0	1

180	1	0	0	0
180	0	-1	0	0
180	0	0	-1	0
180	0	0	0	1

=matrix3d(1, 0, 0, 0, 0, -1, 0, 0, 0, 0, -1, 0, 0, 0, 0, 1)

-180	1	0	0	0
-180	0	-1	0	0
-180	0	0	-1	0
-180	0	0	0	1

=matrix3d(1, 0, 0, 0, 0, -1, 0, 0, 0, 0, -1, 0, 0, 0, 0, 1)

90	1	0	0	0
90	0	0	-1	0
90	0	1	0	0
90	0	0	0	1

=matrix3d(1, 0, 0, 0, 0, 0, -1, 0, 0, 1, 0, 0, 0, 0, 0, 1)

-90	1	0	0	0
-90	0	0	1	0
-90	0	-1	0	0
-90	0	0	0	1

=matrix3d(1, 0, 0, 0, 0, 0, 1, 0, 0, -1, 0, 0, 0, 0, 0, 1)

Y- rotation

cos	0	sin	0
0	1	0	0
-sin	0	cos	0
0	0	0	1

-1	0	0	0
0	1	0	0
0	0	-1	0
0	0	0	1

=matrix3d(-1, 0, 0, 0, 0, 1, 0, 0, 0, 0, -1, 0, 0, 0, 0, 1)

-1	0	0	0
0	1	0	0
0	0	-1	0
0	0	0	1

=matrix3d(-1, 0, 0, 0, 0, 1, 0, 0, 0, 0, -1, 0, 0, 0, 0, 1)

0	0	1	0
0	1	0	0
-1	0	0	0
0	0	0	1

=matrix3d(0, 0, 1, 0, 0, 1, 0, 0, -1, 0, 0, 0, 0, 0, 0, 1)

0	0	-1	0
0	1	0	0
1	0	0	0
0	0	0	1

=matrix3d(0, 0, -1, 0, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 1)

Z- rotation

cos	-sin	0	0
sin	cos	0	0
0	0	1	0
0	0	0	1

-1	0	0	0
0	-1	0	0
0	0	1	0
0	0	0	1

=matrix3d(-1, 0, 0, 0, 0, -1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1)

-1	0	0	0
0	-1	0	0
0	0	1	0
0	0	0	1

=matrix3d(-1, 0, 0, 0, 0, -1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1)

0	-1	0	0
1	0	0	0
0	0	1	0
0	0	0	1

=matrix3d(0, -1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1)

0	1	0	0
-1	0	0	0
0	0	1	0
0	0	0	1

=matrix3d(0, 1, 0, 0, -1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1)