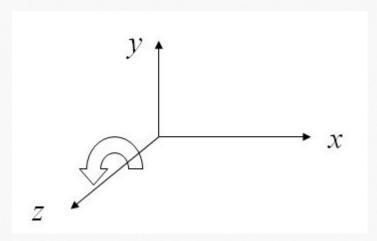


# css3三维矩阵



#### 三维旋转矩阵推导:

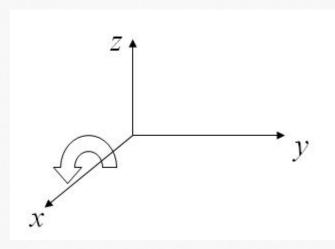


$$(x' y' z' 1) = (x y z 1) \begin{bmatrix} \cos \gamma & \sin \gamma & 0 & 0 \\ -\sin \gamma & \cos \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

绕云轴旋转



#### 三维旋转矩阵推导:

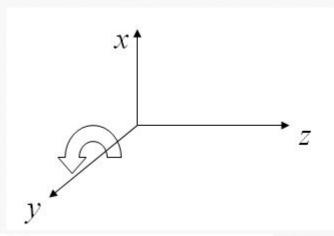


$$(x' y' z' 1) = (x y z 1) \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \alpha & \sin \alpha & 0 \\ 0 & -\sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

绕x轴旋转



#### 三维旋转矩阵推导:



$$(x' y' z' 1) = (x y z 1) \begin{bmatrix} \cos \beta & 0 & -\sin \beta & 0 \\ 0 & 1 & 0 & 0 \\ \sin \beta & 0 & \cos \beta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

绕y轴旋转



#### 三维旋转矩阵推导:

(3) 绕任意轴旋转

$$\begin{bmatrix} a^2+(1-a^2)cos\theta & ab(1-cos\theta)+csin\theta & ac(1-cos\theta)-bsin\theta & 0\\ ab(1-cos\theta)-csin\theta & b^2+(1-b^2)cos\theta & bc(1-cos\theta)+asin\theta & 0\\ ac(1-cos\theta)+bsin\theta & bc(1-cos\theta)-asin\theta & c^2+(1-c^2)cos\theta & 0\\ 0 & 0 & 1 \end{bmatrix}$$



## 单位向量



单位向量也叫做标准化向量单位向量=当前轴向量/向量模

