



gluLookAtの等価表現

gluLookAtでMultiplyされる行列を自前で作る場合、以下のようにすればokです。

If you want to get the matrix that is generated by gluLookAt, here is the way to do it.

```
//gluLookAt(  
// eye[0], eye[1], eye[2],  
// at[0], at[1], at[2],  
// 0.0, 1.0, 0.0);  
// equivalent pseudo code  
float lookout[16];  
midentity(lookat);  
vec3 *s = (vec3*)&lookat[0];  
vec3 *u = (vec3*)&lookat[4];  
vec3 *f = (vec3*)&lookat[8];  
vec3 *t = (vec3*)&lookat[12];  
vcpy(t, &eye);  
vneg(t);  
vsub(f, &at, &eye);  
vnormalize(f);  
vec3 up = {0, 1, 0};  
vcross(s, f, &up);  
vcross(u, s, f);  
vneg(f);  
glMultMatrixf(lookat);
```