<http://blog.csdn.net/jeksonal/article/details/9084755>

<http://k57box.blog.163.com/blog/static/142261374201310211257762/>

<http://blog.csdn.net/ronintao/article/details/52236210>

<http://www.360doc.com/content/16/0829/14/12282510_586760119.shtml>

<http://www.cnitblog.com/luckydmz/archive/2010/09/07/68674.html>

对于基于锚点的旋转可以采用矩阵计算T(x,y)\*R\*T(-x,-y)

旋转注视

**RaycastHit中的碰撞点为世界坐标系上的碰撞点**

Lerp 线性插值

Slerp 球面插值

Transform方法

LookAt

四元数方法：

LookRotation

FromToRotation

SetLookRotation

**球面插值旋转**

myTransform.rotation = Quaternion.Slerp(myTransform.rotation,

Quaternion.LookRotation(target.position - myTransform.position), rotationSpeed \* Time.deltaTime);

**下面两种情况结果一样**

transform.LookAt(target.transform);

transform.rotation = Quaternion.LookRotation(target.transform.position - transform.position);