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rots: variation of six rotation orders

<description>

This data demonstrates variation of rotation order for
HMD animation. You will see six string objects like the following:

XYZ	YXZ	ZXY
XZY	YZX	ZYX

These strings show order of rotation matrix.
For example, "XYZ" object is rotating with matrices for rotation
around X axis, Y axis and Z axis. This means, the object is
rotating around Z axis at first, and Y axis, finally X axis.

Please use psx/sample/hmd/anim/animview to run.

The following steps created this data:

1. Based on the data is created by 3D Stdio MAX R2 and GAMUT-PSm.
2. A LAB file "rots.lab" is generated by xhmd.
3. Interpolation primitive types are edited by text editor.
4. In conclusion, HMD file "rots.hmd" is generated by HMD assembler (labp).