Three-dimensional rotations by shears

We have developed an algorithm for achieving *rotations in three dimensions* by composition of three *shears*, the first and third along a specified axis and the second along another given axis orthogonal to the first. This algorithm is well suited to the processing of discrete images (arrays of pixels), is well matched to typical memory organization and access constraints (e.g., dynamic RAMs); and is efficiently supported by the CAM-8 architecture.

Different views of a solid figure