
Subject: Re: image drawing

Posted by [raxvan](#) on Tue, 27 Apr 2010 11:32:11 GMT

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ok thanks , what i want to do involves both simple and `hard` transformations:

1. zoom in/out ; mouse wheel will just zoom in/out on the image

2. Drag and drop:

Suppose that A (rectangle) is my Picture Ctr, and B is my image.

Normally B is exactly the size of A and the size of the image.

When i click and drag the image in the Picture Ctrl the image will follow my mouse , so when i move right the image will move right. The background will be white or black

Hard:

3. Rotate the image in the 2D space.

When i click the corner of the image for example, the picture will rotate around the center.

4. Rotate in 3D space. But i'm not sure if i want to do this.

Imagine you are looking to a plane in space from (0,0,0). The image is at (1,0,0) with the normal (-1,0,0) facing you.

You should be able to rotate the image about Y and Z only around the origin.

Thanks,
Raxvan.
