

# Package ‘libimath’

February 22, 2026

**Type** Package

**Title** 'Imath' Computer Graphics Linear Algebra Static Library

**Version** 3.2.2-0

**Description** Provides a static library for 'Imath'  
(see <<https://github.com/AcademySoftwareFoundation/Imath>>),  
a library for functions and data types common in computer graphics  
applications, including a 16-bit floating-point type.

**License** BSD\_3\_clause + file LICENSE

**SystemRequirements** GNU Make, cmake

**Encoding** UTF-8

**Config/build/compilation-database** true

**RoxygenNote** 7.3.2

**Biarch** TRUE

**NeedsCompilation** yes

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**Repository** CRAN

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**Description**

This rotates a point around the origin at the angles specified. This function is primarily just included as an example of integrating the Imath library into a package. See imath-info.cpp in the source for the corresponding C++ code.

**Usage**

```
imath_rotate_point(point, angles)
```

**Arguments**

point	A length-3 numeric vector (x, y, z)
angles	A length-3 numeric vector (rotation angles in radians)

**Value**

The rotated point as an R numeric vector

**Examples**

```
# This rotates a point around an angle.  
point = c(1.0, 0.0, 0.0)  
angles = c(0.0, pi/4, 0.0)  
imath_rotate_point(point, angles)
```

---

```
print_imath_version Print the Imath library version info
```

---

**Description**

Print the Imath library version info

**Usage**

```
print_imath_version()
```

**Value**

None.

**Examples**

```
# Print the Imath version provided in the static library  
print_imath_version()
```

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