Orientation

Get transform and orientation from camera:

```
string camera = "/obj/alembicarchive1/Camera2/CameraShape2"; // path to your camera
@P = ptransform(camera, "space:current", {0,0,0});
@N = ntransform(camera, "space:current", {0,0,-1});
```

Random orient on points:

```
float seed = float(@ptnum);
vector4 orient = quaternion(radians(rand(seed) *ch("add")), normalize(rand(seed + 1)));
@orient = orient;
```

Point normals at camera:

```
string cam = chs("cam");
matrix cam_xform = optransform(cam);
vector dirtocam = cracktransform(0,0,0,{0,0,0}, cam_xform);
@N = normalize(dirtocam - @P);
```

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