

Transform Gizmo

The *Transform Gizmo* node provides a compound gizmo that can control a position, rotation and scale.

Inputs

Value

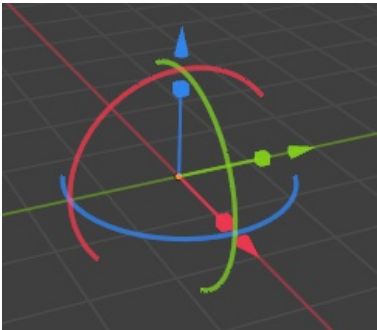
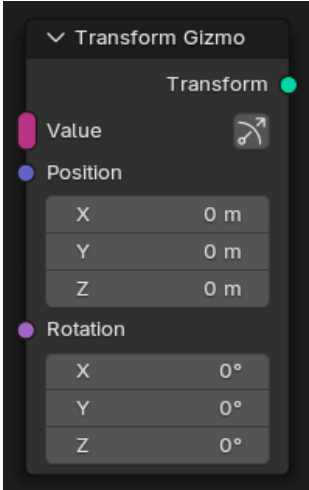
Special gizmo value socket. Everything that linked into this socket will be modified when the gizmo is modified.

Position

Position of the gizmo in the local space of the object.

Rotation

Local orientation of the gizmo.



Note

The rotation input is ignored by the 3D viewport if the transform orientation is set to global.

Properties

The node has properties in the sidebar which allow disabling parts of the gizmo. This can be useful when e.g. controlling only a translation or only a rotation.

Outputs

Transform

Should be joined into the geometry that is controlled by this gizmo.

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