

Rotate Euler Node

The *Rotate Euler* node rotates an Euler rotation.

Important

This node is deprecated, use the [Rotate Rotation Node](#) instead.

Inputs

Rotation

The [Euler](#) rotation to rotate.

Rotate By

Specifies how much an Euler rotation is rotated. This input is only available when the rotation type is set to *Euler*.

Axis

The axis to rotate around. This input is only available when the rotation type is set to *Axis Angle*.

Angle

The angle to rotate by around the specified axis. This input is only available when the rotation type is set to *Axis Angle*.

Properties

Rotation Type

Axis Angle:

Use separate axis and angle inputs to control the rotation.

Euler:

Use an Euler input to control the rotation.

Space

Object:

Rotate an Euler rotation in the evaluated object's space.

Local:

Rotate an Euler rotation in local space.

Outputs

Rotation

The rotated Euler rotation.