

[Skip to content](#)

Rotate Rotation Node

The *Rotate Rotation* node applies an additional rotation to a given one.



To rotate an [Euler Rotation](#), first use the [Euler to Rotation Node](#).

Inputs

Rotation

The starting rotation.

Rotate By

The additional rotation.

Properties

Space

Global:

Rotate in [Global Space](#).

Local:

Rotate in [Local Space](#).

Outputs

Rotation

The resulting rotation.

[Previous](#)
[Invert Rotation Node](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License

[Next](#)
[Rotate Vector Node](#)

Made with [Furo](#)

Last updated on 2025-05-10

[View Source](#)
[View Translation](#)
[Report issue on this page](#)