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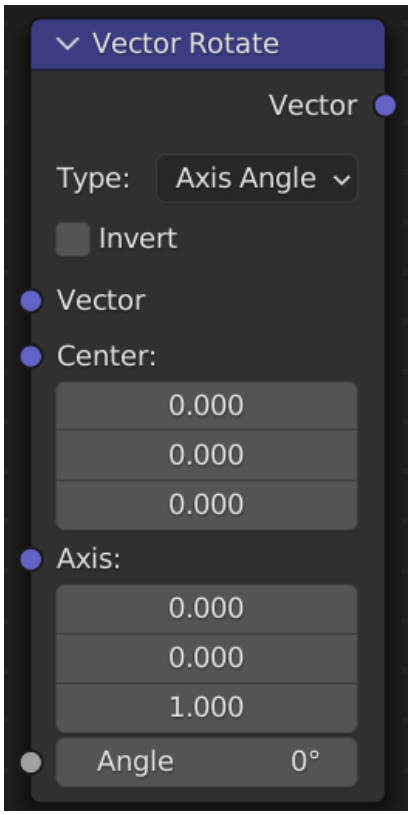
Vector Rotate Node



The *Vector Rotate Node* provides the ability to rotate a vector around a pivot point (*Center*).

Inputs

Vector
: Vector to be rotated.

Center
: Point to rotate around.

Axis
: Axis to rotate around.

Angle
: Angle to rotate the input vector by.

Rotation
: When *Type* is set to *Euler*, rotate the input vector by these angles around the X, Y, then Z axes in that order.

Properties

Type
: The type of angle input.

X/Y/Z Axis:
: Rotates the vector around the defined axis and the amount of rotation is defined by the *Angle* input.

Axis Angle:
: Rotates the vector around an arbitrary axis defined by the *Axis* input vector. The amount of rotation is defined by the *Angle* input.

Euler:
: Rotates the vector about a center point defined by the *Center* input vector. The amount of rotation on each axis is defined by the *Rotation* input vector.

Invert

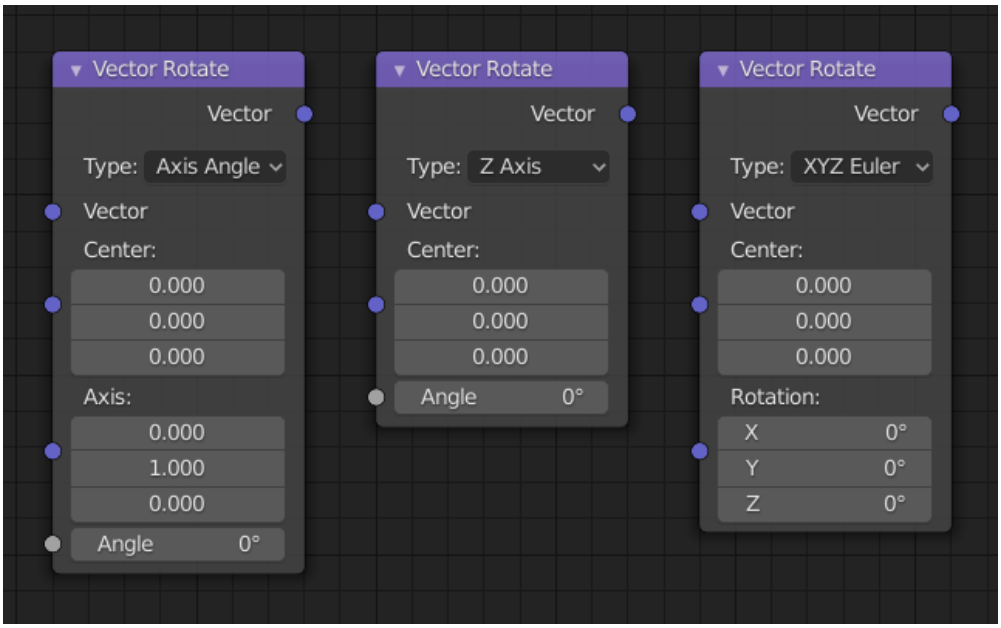
Inverts the rotation angle.

Outputs

Vector

The rotated vector.

Examples



Vector Rotate node example.

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