# Skip to content 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.

Previous Align Euler to Vector Node Copyright  $\ensuremath{\mathbb{C}}$  : This page is licensed under a CC-BY-SA 4.0 Int. License Made with Furo

Last updated on 2025-05-10

No For Each Geometry Element Zo

View Source View Translation Report issue on this page