Object Rotation Mode Items

QUATERNION: Quaternion (WXYZ). No Gimbal Lock. XYZ: XYZ Euler. XYZ Rotation Order - prone to Gimbal Lock (default). XZY: XZY Euler. XZY Rotation Order - prone to Gimbal Lock. YXZ: YXZ Euler. YXZ Rotation Order - prone to Gimbal Lock. YZX: YZX Euler. YZX Rotation Order - prone to Gimbal Lock. ZXY: ZXY Euler. ZXY Rotation Order - prone to Gimbal Lock. ZYX: ZYX Euler. ZYX Rotation Order - prone to Gimbal Lock. AXIS_ANGLE: Axis Angle. Axis Angle (W+XYZ), defines a rotation around some axis defined by 3D-Vector.

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