

[Skip to content](#)

Rotate Instances Node

The *Rotate Instances* node rotates geometry instances in local or global space.



The [Instances](#) page contains more information about geometry instances.

Inputs

Instances

Standard geometry input.

Selection

Boolean field used to determine if an instance will be rotated.

Rotation

The [Euler](#) rotation to rotate the instances by.

Pivot Point

The position around which each instance is rotated. If the *Local Space* input is true, the location is relative to the initial transform of the instance.

Local Space

If enabled, the instances are rotated in local space. In other words, they are rotated around the axes described by the initial transform of each instance. When the input is disabled, the pivot point and rotation are specified in the local space of the modifier object.

Properties

This node has no properties.

Outputs

Instances

Standard geometry output.

[Previous](#)
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