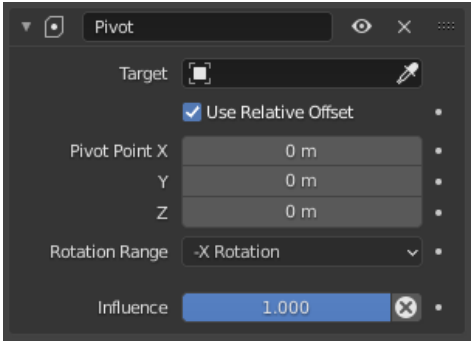# Pivot Constraint

The *Pivot* constraint allows the owner to rotate around a target object. It was originally intended for pivot joints found in humans e.g. fingers, feet, elbows, etc.

Options

Pivot panel.

Target

Data ID for the selection of the object to be used as a pivot point. See common constraint properties for more information.

Use Relative Offset

Offset will be an absolute point in space instead of relative to the target.

Pivot Point X, Y, Z

Offset of pivot from target.

Rotation Range

Rotation range on which pivoting should occur.

Always

Use the pivot point in every rotation.

-X/-Y/-Z/X/Y/Z Rotation

Use the pivot point in the corresponding direction around the corresponding axis.

Influence

Controls the percentage of affect the constraint has on the object. See common constraint properties for more information.

Example