Align Rotation to Vector Node

The *Align Rotation to Vector* node rotates an Euler rotation into the given direction.

Inputs

Rotation

The Euler rotation to align.

> Important
>
> This input has to be a rotation input. Be careful not to connect a direction vector like the normal.

Factor

Determines how much the points are rotated towards the vector. Zero effectively disables the node and one means that the points are aligned with the vector perfectly.

Vector

The direction vector that points should be rotated to. The vector is in the local space of the object that is being modified. When it is all zeros for a point, it is not rotated at all.

Properties

Axis

Local axis of the object that is to be rotated towards the vector input.

Pivot

The local axis to rotate around.

Auto:
The best rotation angle is computed automatically. This minimizes the angle of rotation.

X, Y, Z:
Rotate around a specific local axis.

Outputs

Rotation

The rotated Euler rotation.