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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.