

# Bone Roll

In *Edit Mode*, you can control the bone roll (i.e. the rotation around the Y axis of the bone).

However, after editing the armature, or when using [Euler Rotation](#), you may want to set the bone roll.

## Recalculate Roll

Reference
<b>Mode:</b> Edit Mode
<b>Menu:</b> Armature ▶ Bone Roll ▶ Recalculate Roll
<b>Shortcut:</b> Shift - N

### Axis Orientation

#### Local Tangent

Align roll relative to the axis defined by the bone and its parent.

X, Z

#### Global Axis

Align roll to global X, Y, Z axis.

X, Y, Z

#### Active Bone

Follow the rotation of the active bone.

#### View Axis

Set the roll to align with the viewport.

#### Cursor

Set the roll towards the 3D cursor.

### Flip Axis

Reverse the axis direction.

### Shortest Rotation

Avoids rolling the bone over 90 degrees from its current value.

## Set Roll

Reference
<b>Mode:</b> Edit Mode
<b>Menu:</b> Armature ▶ Bone Roll ▶ Set Roll
<b>Shortcut:</b> Ctrl - R

This is a transform mode where you can edit the roll of all selected bones.

[transform](#)

Made with [Furo](#)  
Last updated on 2025-05-10

[View Source](#)  
[View Translation](#)  
[Report issue on this page](#)