

# Driver Target Rotation Mode Items

## AUTO:

Auto Euler.

Euler using the rotation order of the target.

## XYZ:

XYZ Euler.

Euler using the XYZ rotation order.

## XZY:

XZY Euler.

Euler using the XZY rotation order.

## YXZ:

YXZ Euler.

Euler using the YXZ rotation order.

## YZX:

YZX Euler.

Euler using the YZX rotation order.

## ZXY:

ZXY Euler.

Euler using the ZXY rotation order.

## ZYX:

ZYX Euler.

Euler using the ZYX rotation order.

## QUATERNION:

Quaternion.

Quaternion rotation.

## SWING\_TWIST\_X:

Swing and X Twist.

Decompose into a swing rotation to aim the X axis, followed by twist around it.

## SWING\_TWIST\_Y:

Swing and Y Twist.

Decompose into a swing rotation to aim the Y axis, followed by twist around it.

## SWING\_TWIST\_Z:

Swing and Z Twist.

Decompose into a swing rotation to aim the Z axis, followed by twist around it.