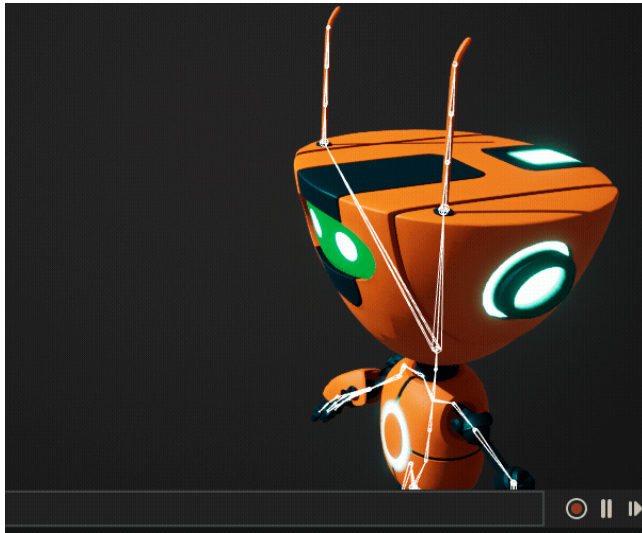# Apply a Percentage of Rotation

Describes how Apply a Percentage of Rotation drives the Rotation of a target bone with a specified percentage of the Rotation of another bone within the Skeleton.
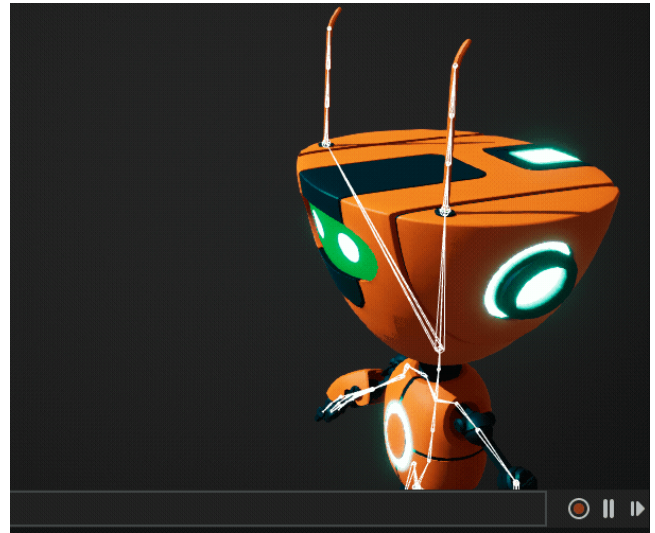

With the **Apply a Percentage of Rotation** [Animation Blueprint](#) node, you can apply a **Source Bone**'s rotation motion to a **Target Bone**.

Here, the robot's antena are matching the X-axis rotation its head.
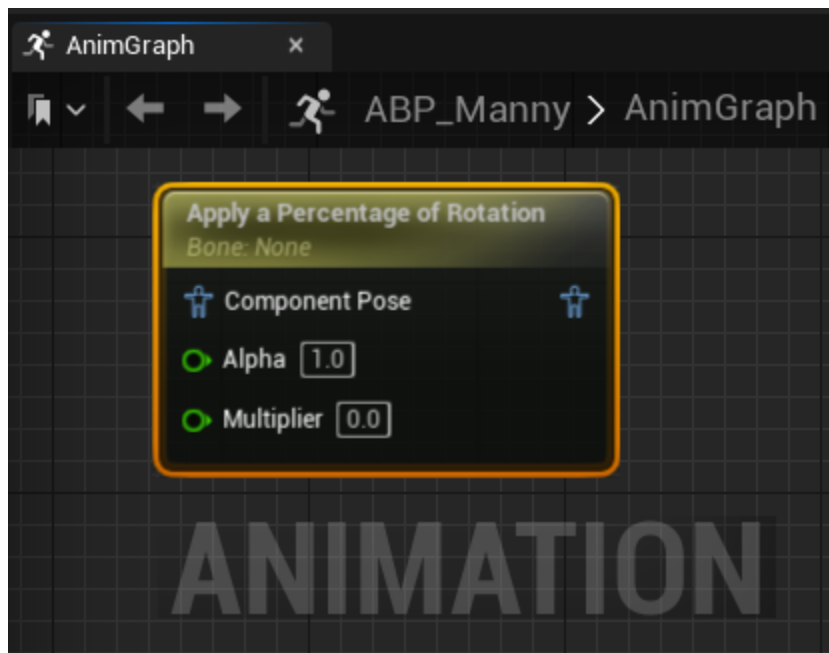
Disabled Apply a Percentage of Rotation   Enabled Apply a Percentage of Rotation

Overview

The Apply a Percentage of Rotation node operates within **Component Space**, so a space conversion will need to occur to implement the node within your character's Animation Blueprint.

With the **Alpha** property or pin, you can control the degree of the applied rotation on the generated output pose. A value of **1** will fully use the generated output pose, while a value of **0** will output the source pose.

The **Multiplier** property or pin allows you to multiply the degree of the rotation beyond the **Source Bones** rotation.

> (i) A **Multiplyer** value of 0 will not apply any rotation to the Target Bone.

In the Apply a Percentage of Rotation node's **Details** panel you can select a **Source Bone**, to copy the rotational movement from, as well as a **Target Bone** in which to apply the copied rotation motion.
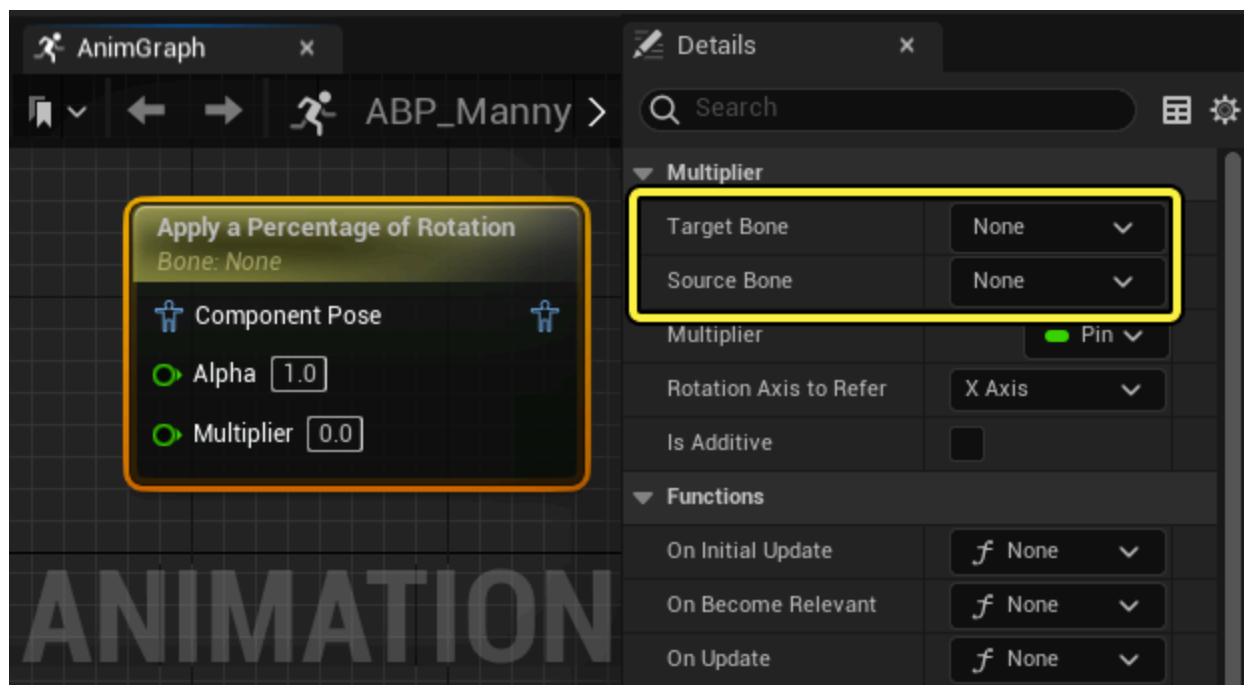
See the [Property Reference](#) table for more information about the Apply a Percentage of Rotation node's properties.

Stacking Nodes

Multiple Axis rotation can be used by stacking addition Apply a Percentage of Rotation nodes together, and assigning unique axis of rotation to each.

Right Antenna

Left Antenna

X-Axis Rotation

Y-Axis Rotation

Z-Axis Rotation

Local To Component

Apply a Percentage of Rotation
Bone: antenna_01_r
† Component Pose
○ Alpha [1.0]
○ Multiplier [2.0]

Apply a Percentage of Rotation
Bone: antenna_01_l
† Component Pose
○ Alpha [1.0]
○ Multiplier [2.0]

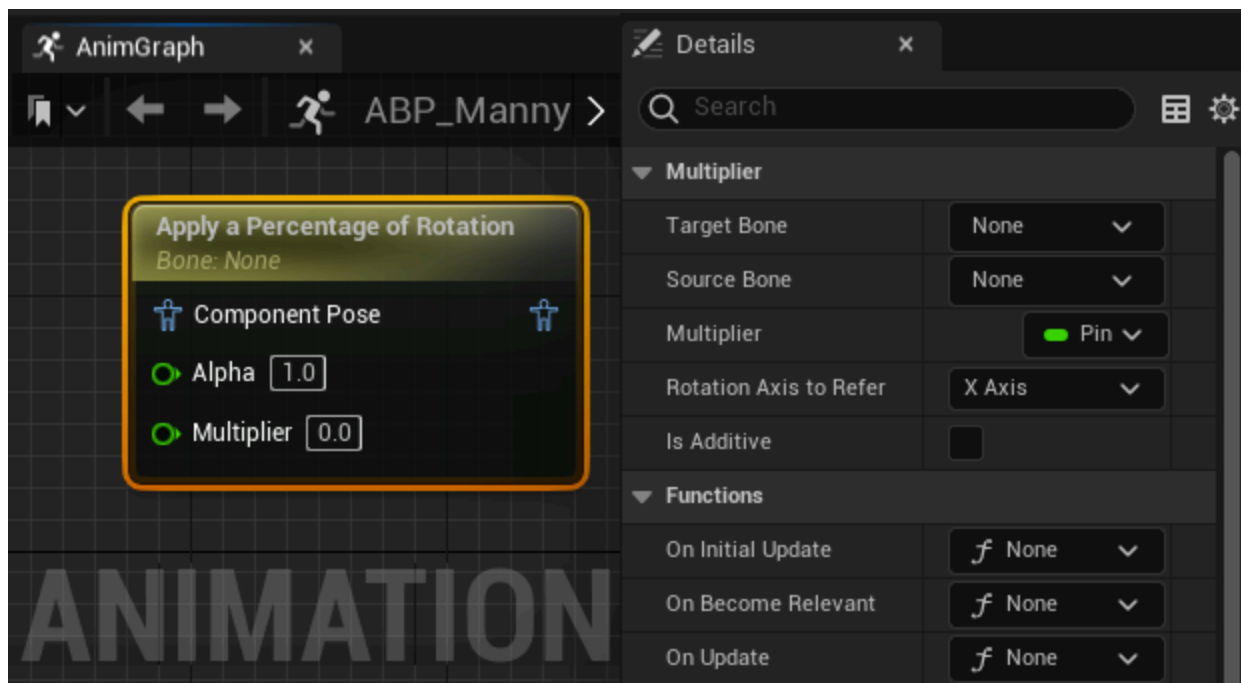Apply a Percentage of Rotation
Bone: antenna_01_r
† Component Pose
○ Alpha [1.0]
○ Multiplier [2.0]

Apply a Percentage of Rotation
Bone: antenna_01_l
† Component Pose
○ Alpha [1.0]
○ Multiplier [2.0]

Apply a Percentage of Rotation
Bone: antenna_01_r
† Component Pose
○ Alpha [1.0]
○ Multiplier [2.0]

Apply a Percentage of Rotation
Bone: antenna_01_l
† Component Pose
○ Alpha [1.0]
○ Multiplier [2.0]

Component To Local

ANIMATION

ⓘ When stacking Apply a Percentage of Rotation nodes, ensure the **Is Additive** property is enabled in the **Details** panel for any additive or stacked nodes applying rotation to the same bone. This property is also important to enable when using the Apply a Percentage of Rotation node in conjunction with any other animation or node making adjustments to the same bone.

Property Reference

Here you can reference a list of the Apply a Percentage of Rotation node's properties.

Property	Description
Target Bone	Select a bone from the character's Skeleton in which to apply the rotation from the **Source Bone**. Any child bones of the Target Bone will also be moved relevant to the parent bone motion.
Source Bone	Select a bone in which to copy the rotational motion from, on the axis defined in the **Rotation Axis to Refer** property. This rotation motion will then be applied to the **Target Bone**.
Multiplyer	Set a multiplier to apply to the rotation motion from the **Source Bone** as it is applied to the **Target Bone**. A value of 1 will copy the rotation motion exactly. ⓘ By default this property is accessible in the **AnimGraph** on the selected node.
Rotation Axis To Refer	Here you can select which axis of rotation motion will be copied from the **Source Bone**, and applied to the **Target Bone**.

Property	Description
Is Additive	Enable this property to enable the rotation motion to be applied to the bone as additive. Disabling this property will overwrite any previous motion on the **Target Bone**.