Rotation Results by axis

POINTS			Axis: Z						Axis: X						Axis: Y					
			1			2			3			4			5			6			7			8			9		
			z = -1			z = 0			z = 1			x = -1			x = 0			x = 1			y = -1			y = 0			y = 1		
-1	-1	-1	-1	1	-1							-1	1	-1							-1	-1	-1						
-1	-1	0				-1	1	-1				-1	0	-1							0	-1	1						
-1	-1	1							-1	1	1	-1	-1	-1							1	-1	1						
-1	0	-1	0	1	-1							-1	1	0										-1	0	1			
-1	0	0				0	1	0				-1	0	0										0	0	1			
-1	0	1							0	1	1	-1	-1	0										1	0	1			
-1	1	-1	1	1	-1							-1	1	1													-1	1	1
-1	1	0				1	1	0				-1	0	1													0	1	1
-1	1	1							1	1	1	-1	-1	1													1	1	1
0	-1	-1	-1	0	-1										0	1	-1				-1	-1	0						
0	-1	0				-1	0	0							0	0	-1				0	-1	0						
0	-1	1							-1	0	1				0	-1	-1				1	-1	0						
0	0	-1	0	0	-1										0	1	0							-1	0	0			
0	0	0				0	0	0							0	0	0							0	0	0			
0	0	1							0	0	1				0	-1	0							1	0	0			
0	1	-1	-1	0	-1										0	1	1										-1	1	0
0	1	0				1	0	0							0	0	1										0	1	0
0	1	1							1	0	1				0	-1	1										1	1	0
1	-1	-1	-1	-1	-1													1	1	-1	-1	-1	-1						
1	-1	0				-1	-1	0										1	0	-1	0	-1	-1						
1	-1	1							-1	-1	1							1	-1	-1	1	-1	-1						
1	0	-1	0	-1	-1													1	1	0				-1	0	-1			
1	0	0				0	-1	0										1	0	0				0	0	-1			
1	0	1							0	-1	1							1	-1	0				1	0	-1			
1	1	-1	1	-1	-1													1	1	1							-1	1	-1
1	1	0				1	-1	0										1	0	1							0	1	-1
1	1	1							1	-1	1							1	-1	1							1	1	-1

* Counterclockwise (rotate() convention)

z axis: y ↔ x, y ← -x (Counterclockwise), y ↔ x, x ← -y (Clockwise)

x axis: y ↔ z, y ← -z (Counterclockwise), y ↔ z, z ← -y (Clockwise)

y axis: z ↔ x, z ← -x (Counterclockwise), z ↔ x, x ← -z (Clockwise)

--> for each specified rotation, specify which coordinate(s) to be swapped to update the position of the vertex