rotateZ()

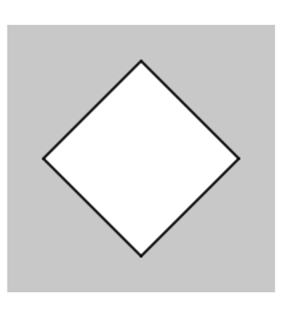
Rotates the coordinate system about the z-axis in WebGL mode.

The parameter, `angle`, is the amount to rotate. For example, calling `rotateZ(1)` rotates the coordinate system about the z-axis by 1 radian. `rotateZ()` interprets angle values using the current angleMode().

By default, transformations accumulate. For example, calling `rotateZ(1)` twice has the same effect as calling `rotateZ(2)` once. The push() and pop() functions can be used to isolate transformations within distinct drawing groups.

Note: Transformations are reset at the beginning of the draw loop. Calling `rotateZ(1)` inside the draw() function won't cause shapes to spin.

Examples



```
// Click and drag the mouse to view the scene from differe
angles.

function setup() {
  createCanvas(100, 100, WEBGL);

  describe('A white cube on a gray background.');
}

function draw() {
  background(200);

  // Enable orbiting with the mouse.
  orbitControl();

  // Rotate the coordinate system 1/8 turn.
  rotateZ(QUARTER_PI);

  // Draw a box.
  box();
}
```

```
// Click and drag the mouse to view the scene from differe
angles.

function setup() {
  createCanvas(100, 100, WEBGL);

  describe('A white cube on a gray background.');
}

function draw() {
  background(200);

  // Enable orbiting with the mouse.
  orbitControl();

  // Rotate the coordinate system 1/16 turn.
  rotateZ(QUARTER_PI / 2);

  // Rotate the coordinate system 1/16 turn.
  rotateZ(QUARTER_PI / 2);

  // Draw a box.
  box();
}
```

```
// Click and drag the mouse to view the scene from differe
angles.

function setup() {
  createCanvas(100, 100, WEBGL);

  // Use degrees.
  angleMode(DEGREES);

  describe('A white cube on a gray background.');
}

function draw() {
  background(200);

  // Enable orbiting with the mouse.
  orbitControl();

  // Rotate the coordinate system 1/8 turn.
  rotateZ(45);

  // Draw a box.
  box();
}
```

```
// Click and drag the mouse to view the scene from differe
angles.

function setup() {
  createCanvas(100, 100, WEBGL);

  describe('A white cube rotates slowly against a gray
background.');
}

function draw() {
  background(200);

  // Enable orbiting with the mouse.
  orbitControl();

  // Rotate the coordinate system a little more each frame.
  let angle = frameCount * 0.01;
  rotateZ(angle);

  // Draw a box.
  box();
}
```

Syntax

```
rotateZ(angle)
```

Parameters

angle	Number: angle of rotation in the current angleMode().

This page is generated from the comments in src/core/transform.js . Please feel free to edit it and submit a pull request!

Related References

applyMatrix
Applies a transformation matrix to the coordinate system.

resetMatrix
Clears all transformations applied to the coordinate system.

rotate
Rotates the coordinate system.

rotateX
Rotates the coordinate system about the x-axis in WebGL mode.