

rotateX()

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

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

By default, transformations accumulate. For example, calling `rotateX(1)` twice has the same effect as calling `rotateX(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 `rotateX(1)` inside the `draw()` function won't cause shapes to spin.

Examples



// Click and drag the mouse to view the scene from different 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.
  rotateX(QUARTER_PI);

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

// Click and drag the mouse to view the scene from different 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.
  rotateX(QUARTER_PI / 2);

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

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

// Click and drag the mouse to view the scene from different 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.
  rotateX(45);

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

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

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

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

function draw() {
  background(200);

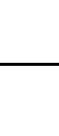
  // Enable orbiting with the mouse.
  orbitControl();

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

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

Syntax

```
rotateX(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](#)

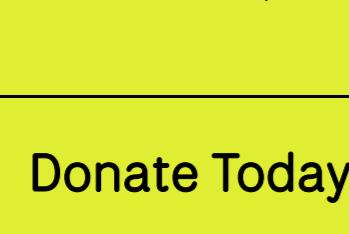
Clears all transformations applied to the coordinate system.

[rotate](#)

Rotates the coordinate system.

[rotateX](#)

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



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