

12.1.39 Editors - Geometry Nodes Editor - Header - Add Menu - Utilities - Rotation

Table of content

Detailed table of content.....	1
Add menu - Utilities.....	2
Align Euler to Vector.....	2
Rotate Euler.....	3

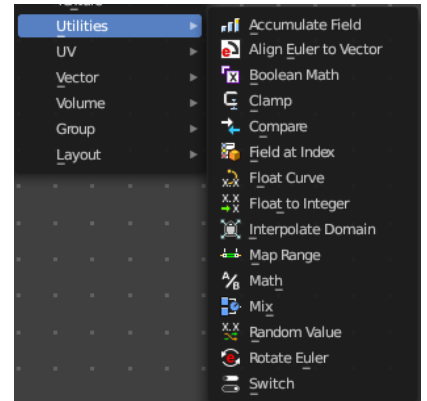
Detailed table of content

Detailed table of content

Detailed table of content.....	1
Add menu - Utilities.....	2
Align Euler to Vector.....	2
Inputs.....	2
Rotation.....	2
Factor.....	2
Vector.....	2
Properties.....	2
Align Axis.....	2
Pivot.....	2
Output.....	3
Rotation.....	3
Rotate Euler.....	3
Inputs.....	3
Rotation.....	3
Rotate By.....	3
Properties.....	3
Rotate Type.....	3
Axis Angle.....	3
Euler.....	3
Rotate Space.....	3
Object.....	3
Point.....	3
Outputs.....	3
Rotation.....	3

Add menu - Utilities

Utility nodes are mainly for mathematical operations.



Align Euler to Vector

Aligns a euler value to a vector.

Inputs

Rotation

The input euler rotation vector.

Factor

The factor to align the euler value to the vector.

Vector

The vector to align to.

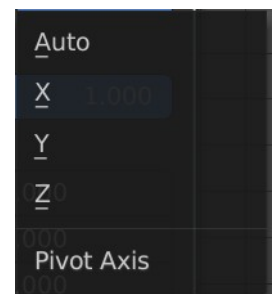
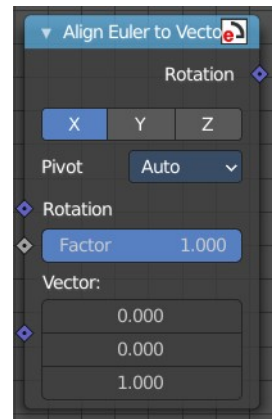
Properties

Align Axis

To which axis to align the vector.

Pivot

The pivot axis.



Output

Rotation

The output rotation euler angle.

Rotate Euler

Rotates an euler rotation.

Inputs

Rotation

Use the rotation of an existing geometry.

Rotate By

The input rotation.

Properties

Rotate Type

Axis Angle

Rotate around an axis by an angle.

Euler

Rotate around the x, y and z axis.

Rotate Space

Object

Rotate points in the local space of the object.

Point

Rotate every point in its local space.

Outputs

Rotation

The euler angle output.

