

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

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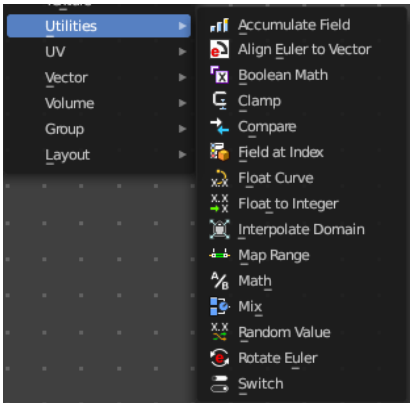
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Add menu - Utilities

Utility nodes are mainly for mathematical operations.



Align Euler to Vector

Aligns a euler value to a vector.

Inputs

Rotation

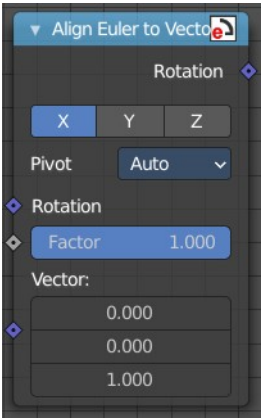
The input euler rotation vector.

Factor

The factor to align the euler value to the vector.

Vector

The vector to align to.



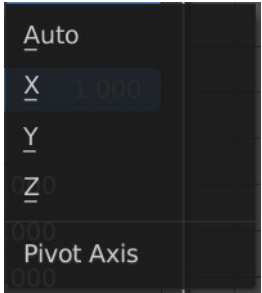
Properties

Align Axis

To which axis to align the vector.

Pivot

The pivot axis.



Output

Rotation

The output rotation euler angle.

Axis Angle to Rotation

Converts an axis angle to a rotation.

Inputs

Axis

The input axis.

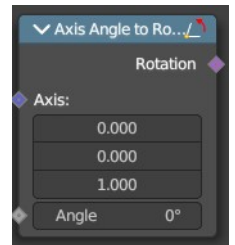
Angle

The input angle.

Output

Rotation

The output rotation value.



Euler to Rotation

Converts an euler angle to a rotation.

Inputs

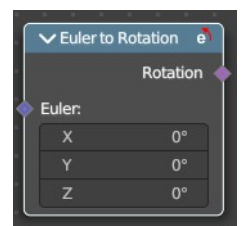
Euler

The input euler angle vector.

Output

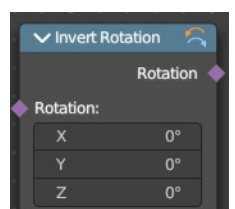
Rotation

The output rotation value.



Invert Rotation

Inverts a rotation



Inputs

Rotation

The input rotation vector.

Output

Rotation

The output rotation value.

Rotate Rotation

Rotates an euler rotation by another euler rotation.

Inputs

Rotation

Use the rotation of an existing geometry.

Rotate By

The input rotation.

Properties

Rotate Space

Global

Rotate by the global orientation

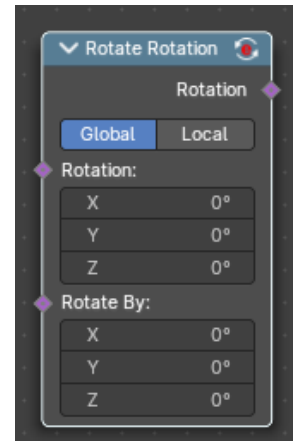
Local

Rotate by the local orientation

Outputs

Rotation

The euler angle output.



Rotate Euler (Deprecated)

Rotates an euler rotation. This node will be removed in the near future. Alternatively use the Rotate Rotation node.

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.

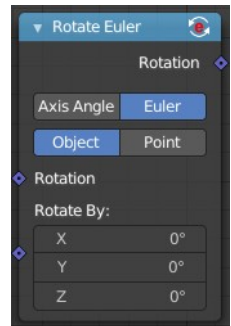
Point

Rotate every point in its local space.

Outputs

Rotation

The euler angle output.



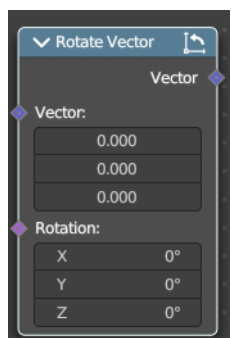
Rotate Vector

Rotates a vector

Inputs

Vector

The input vector.



Rotation

The input rotation.

Output

Rotation

The output rotation value.

Rotate Vector

Rotates a vector.

Inputs

Vector

The input vector.

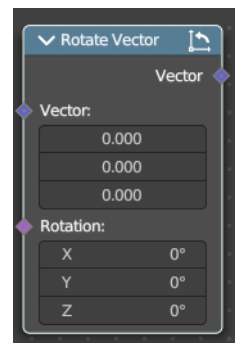
Rotation

The input rotation.

Output

Rotation

The output rotation value.



Rotation to Euler

Converts a rotation vector to euler angle.

Inputs

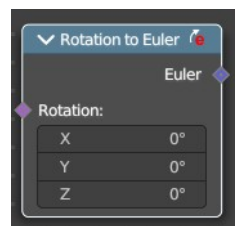
Rotation

The input rotation.

Output

Euler

The output euler angle.



Rotation to Quaternion

Converts a rotation vector to a quaternion.

Inputs

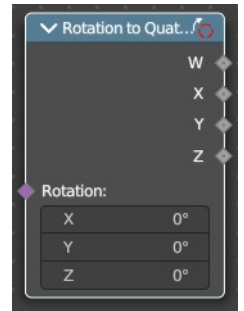
Rotation

The input rotation.

Output

W, X, Y, Z

The single output values of the quaternion.



Quaternion

Converts a rotation vector to a quaternion.

Inputs

W, X, Y, Z

The single input values of the quaternion.

Output

Rotation

The output rotation.

