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

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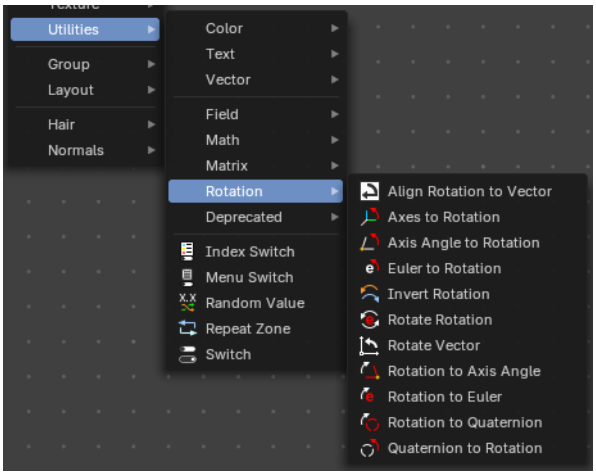
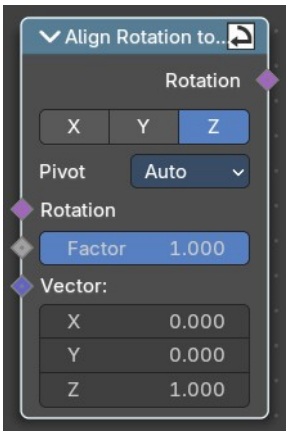
Add menu - Utilities - Rotation

Utility nodes are mainly for mathematical operations.



Align Rotation to Vector

Aligns a rotation 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.

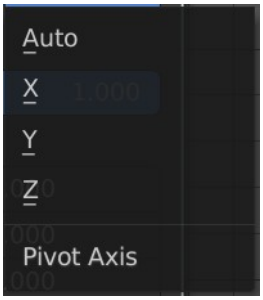
Properties

Align Axis

To which axis to align the vector.

Pivot

The pivot axis.

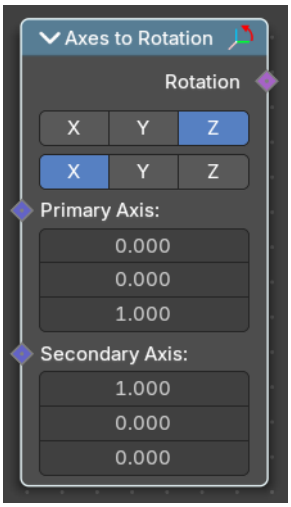


Output

Rotation

The output rotation euler angle.

Axes to rotation



Creates a rotation from a primary and a secondary axis. The axis should be ideally orthogonal.

Inputs

Primary Axis

The axis to rotate around.

Secondary Axis

The secondary axis that gives the alignment.

Properties

Primary axis

Which axis to rotate around.

Secondary Axis

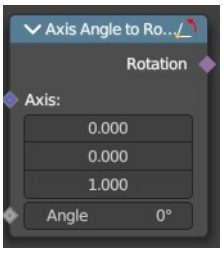
Which axis to align to.

Output

Rotation

The output rotation euler angle.

Axis Angle to Rotation



Converts an axis angle to a rotation.

Inputs

Axis

The input axis.

Angle

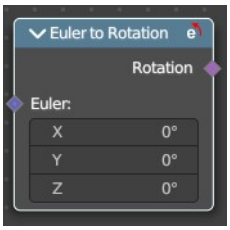
The input angle.

Output

Rotation

The output rotation value.

Euler to Rotation



Converts an euler angle to a rotation.

Inputs

Euler

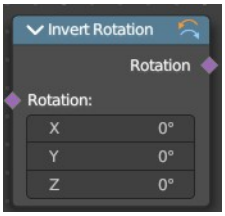
The input euler angle vector.

Output

Rotation

The output rotation value.

Invert Rotation



Inverts a rotation

Inputs

Rotation

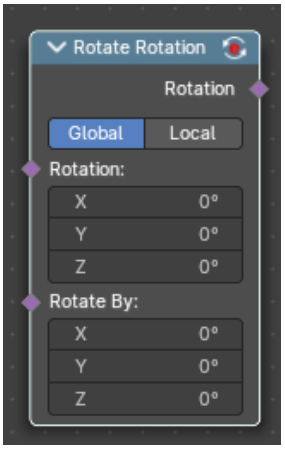
The input rotation vector.

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

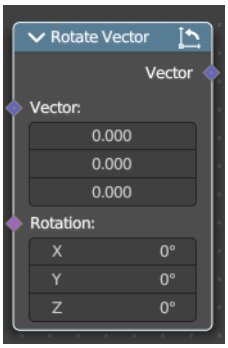
Rotate by the local orientation

Outputs

Rotation

The euler angle output.

Rotate Vector



Rotates a vector

Inputs

Vector

The input vector.

Rotation

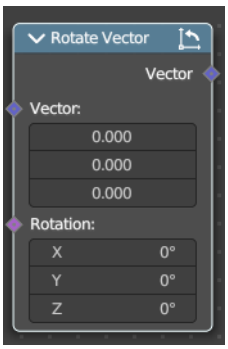
The input rotation.

Output

Rotation

The output rotation value.

Rotate Vector



Rotates a vector.

Inputs

Vector

The input vector.

Rotation

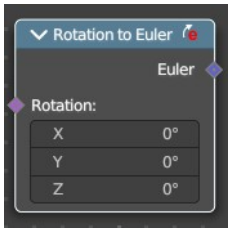
The input rotation.

Output

Rotation

The output rotation value.

Rotation to Euler



Converts a rotation vector to euler angle.

Inputs

Rotation

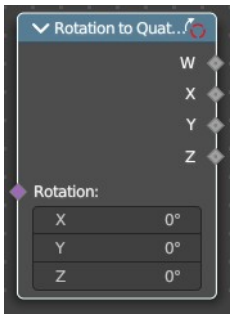
The input rotation.

Output

Euler

The output euler angle.

Rotation to Quaternion



Converts a rotation vector to a quaternion.

Inputs

Rotation

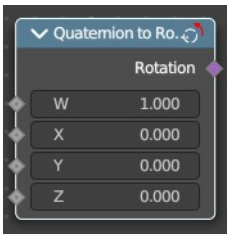
The input rotation.

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.