

# Rotate

## Access:

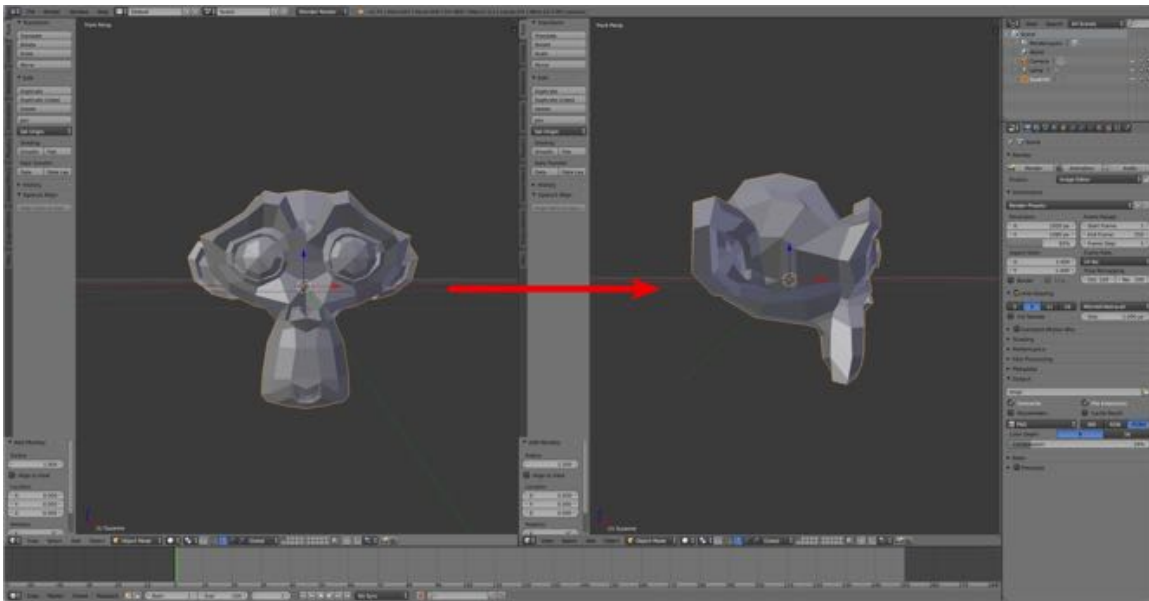
Keyboard shortcut: **R-KEY**

Mode: 3D Editor: Object Mode  
3D Editor: Edit Mode

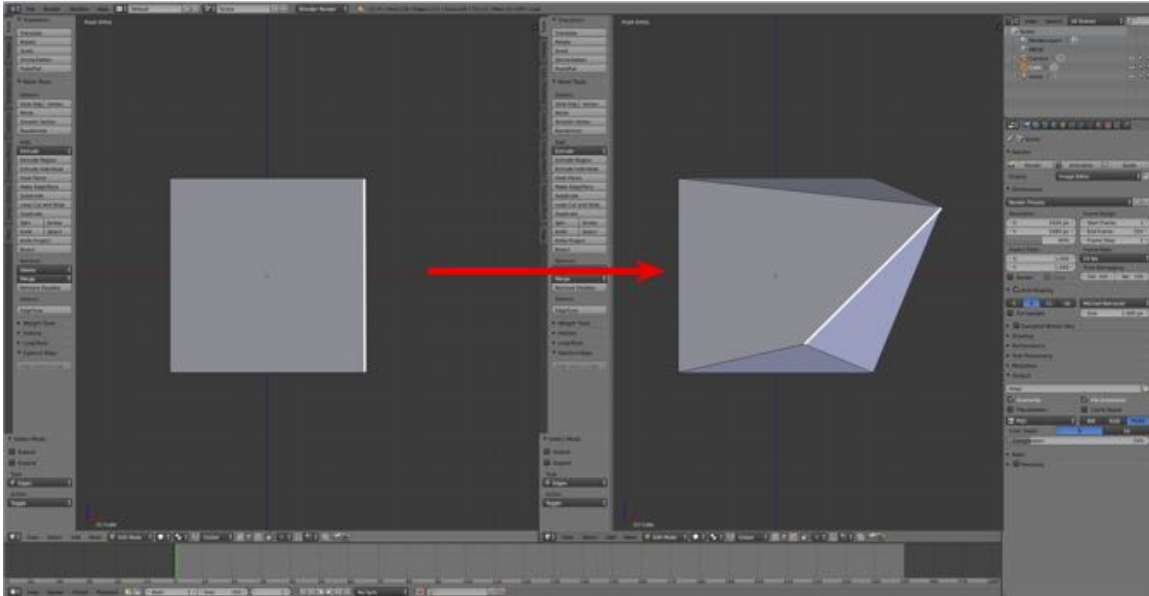
Panel: Tool Shelf > Tools Tab > Transform > Rotate

Menu: Mesh > Transform > Rotate  
Rotate Transform Manipulator

## Description:



The Monkey Primitive (Suzanne) rotated 90° in Object Mode.



An edge rotated 45° in Edit Mode.

284

The Rotate Tool is used to rotate elements, (vertices, edge(s), face(s), or whole meshes or parts thereof. Rotation can be confined to an axis and specified by entering a numerical value.

Holding down **CTRL-KEY** while performing a rotation to rotates the selection in 5-degree increments.

Holding down the **SHIFT-KEY** while performing a rotation to rotates the selection in 0.01 degree increments.

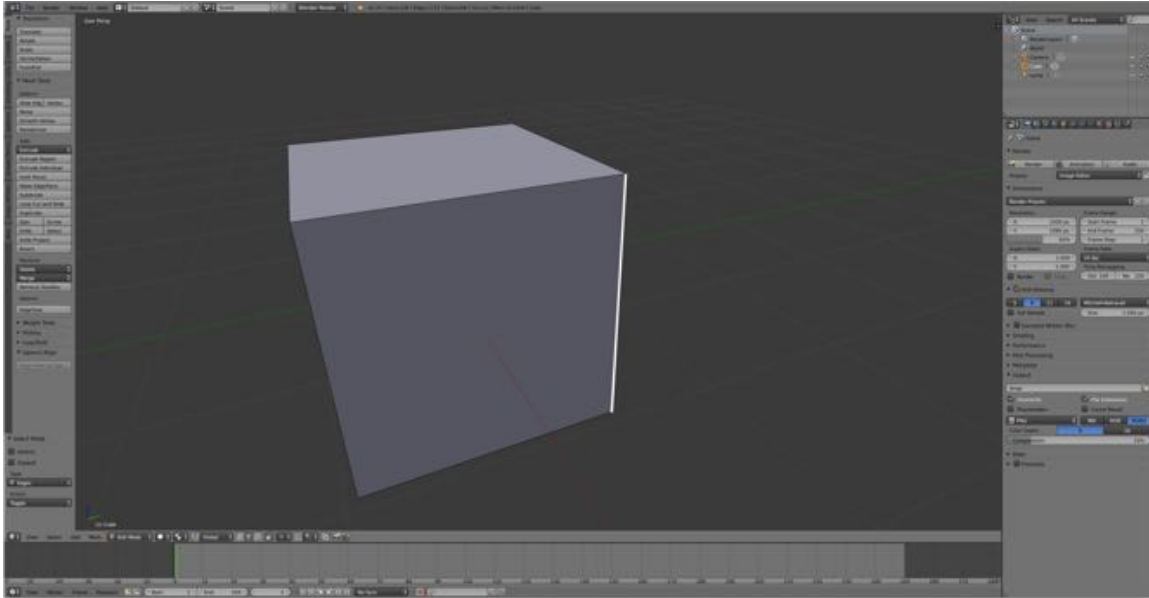
Holding down the **SHIFT-KEY + CTRL-KEY** while performing a rotation to rotates the selection in 1-degree increments.

### To Use the Tool:

- **Select** the element, mesh or portion of a mesh to be rotated.
- **Press** the **R-KEY** and **drag** to rotate.
- **Press** **ENTER** to **confirm**.
- Angle and constrain to an axis can be specified in the Tool Shelf's Operator Pane.

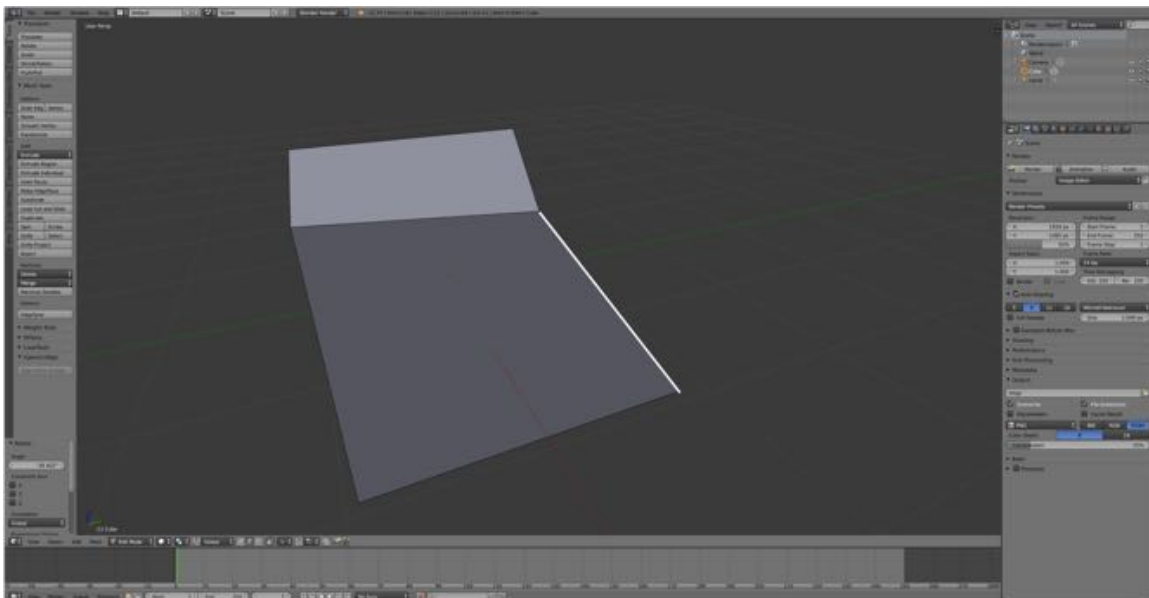
## Let's Try It:

- **Open Blender** and switch the 3D Editor to **Edit Mode** and **Edge Selection Mode**.
- **Select one edge** of the **Default Cube**.



285

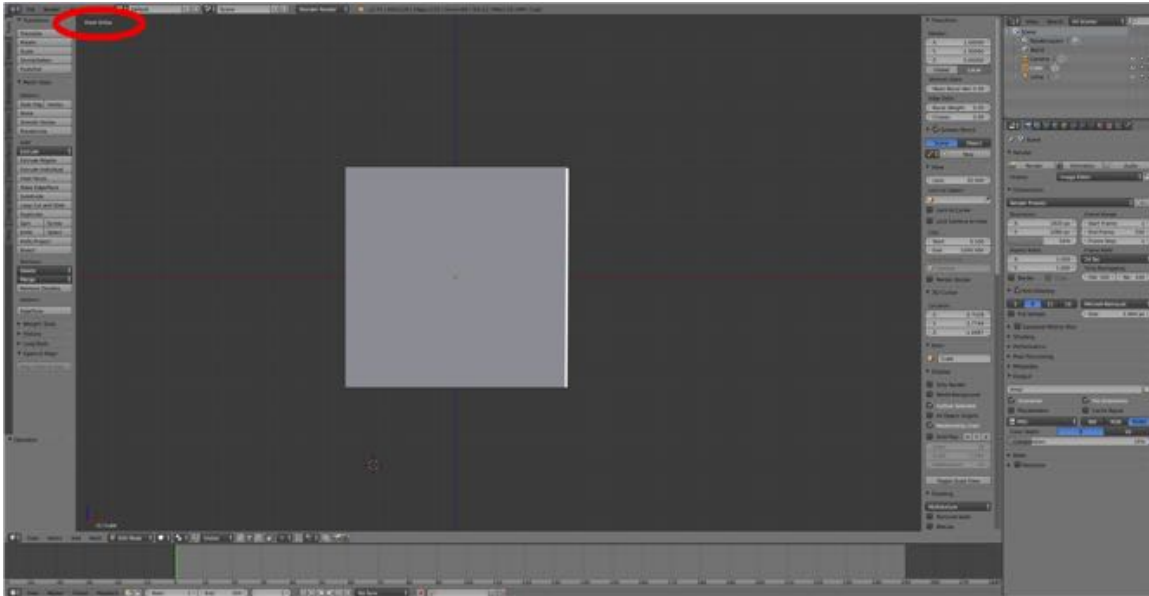
- **Press the R-KEY** and **drag the mouse cursor**.
- **Press ENTER** to fix (confirm) the rotation.



286

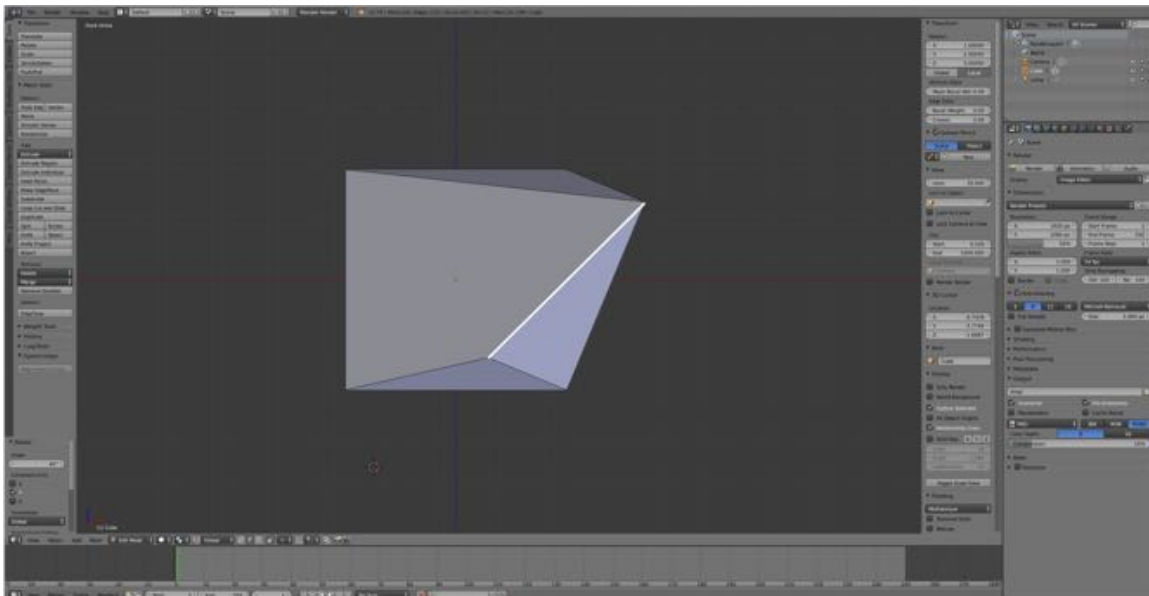
- **Press the CMD + Z-KEY** to **undo** the rotation.
- **Press the NUMPAD-1-KEY** to switch to **Front View**.

- **Select (RMB) the left edge.**



287

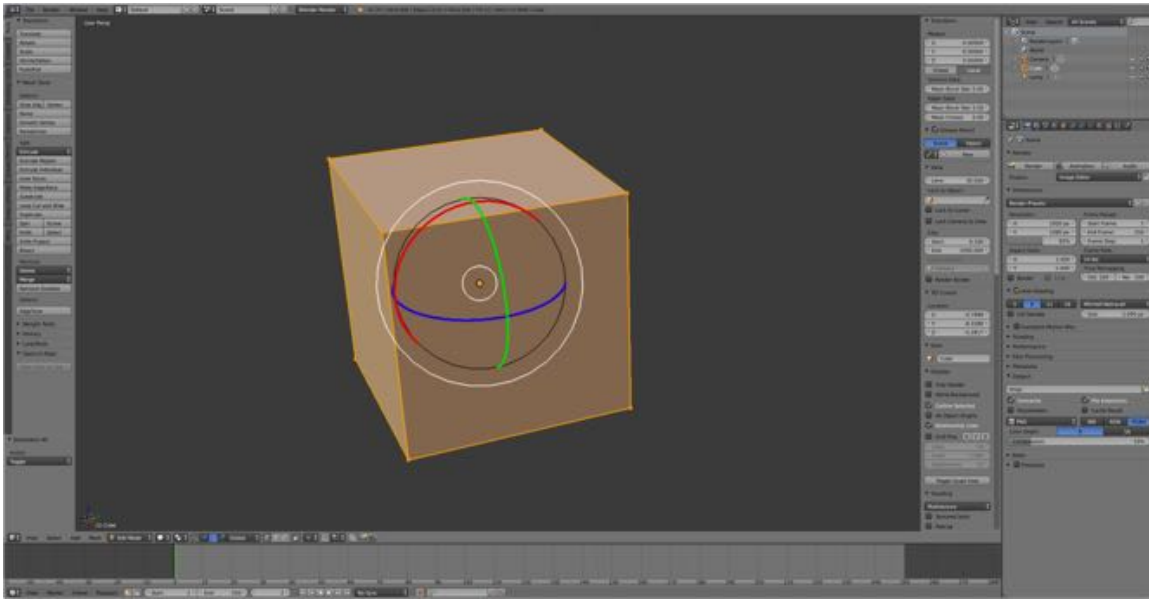
- **Press the R-KEY followed by the Y-KEY and type “45”.**
- **Press ENTER** to fix (confirm) the rotation.  
The edge is rotated 45° about the X-axis.



288

### **Additional Comments:**

A 3D Manipulator is provided in Blender to facilitate translation (moving), rotation and scaling meshes or portions thereof.



289

The manipulator may be toggled on or off in the 3D Editor's Header and translation, rotation or scaling selected by clicking on the appropriate icon in the header. Dragging on the red, green or blue circle restricts rotation to an axis. Dragging on the white circle allow for free rotation.

### **For More Information:**

Blender Reference Manual, **Rotate**

<https://www.blender.org/manual/editors/3dview/transform/rotate.html?highlight=rotate>