

# Rotate

## Access:

Keyboard shortcut: **R-KEY**

Mode: UV/Image Editor

Panel: Tool Shelf > Tools Tab > Transform > Rotate

Menu: None

## Description:

The Rotate Tool functions in a way similar to that in the 3D Editor. It is likely that you will want to rotate islands when maximizing the usable space in your UV Map.

Since you are working in 2 dimensions following the R-KEY be typing in a numeric value (+ or -) will rotate the selection by degrees. The number of degrees is shown in the lower left-hand corner of the header.

## To Use the Tool:

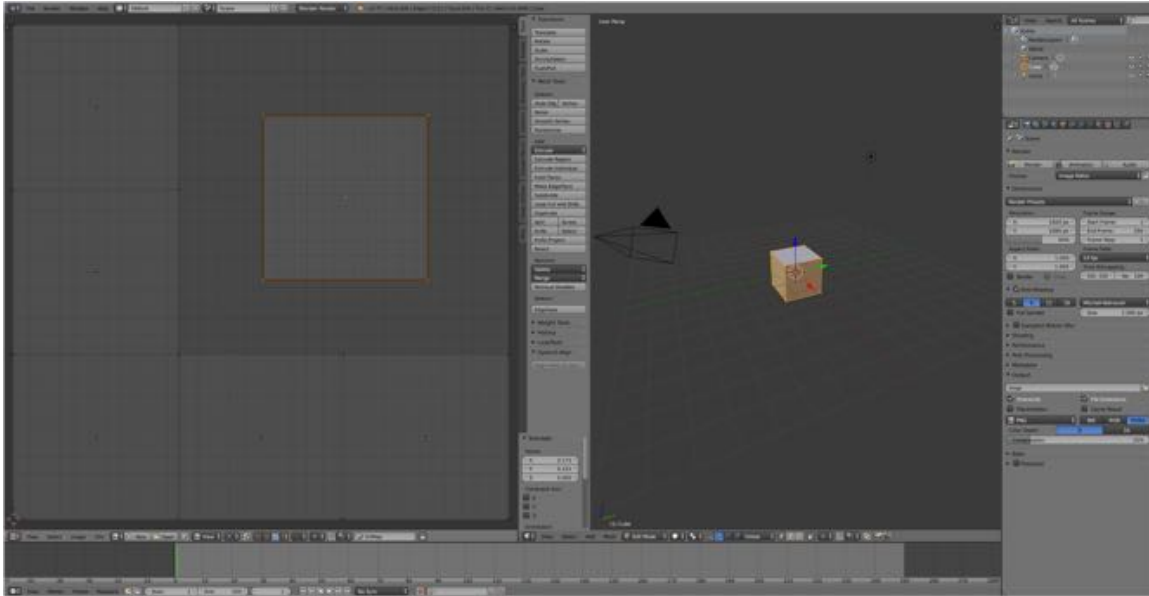
- Select the **item(s)** to be rotated.
- Press the **R-KEY** and **drag** type in the number of degrees.
- Press **LMB** to confirm.

## Let's Try It:

### Setup

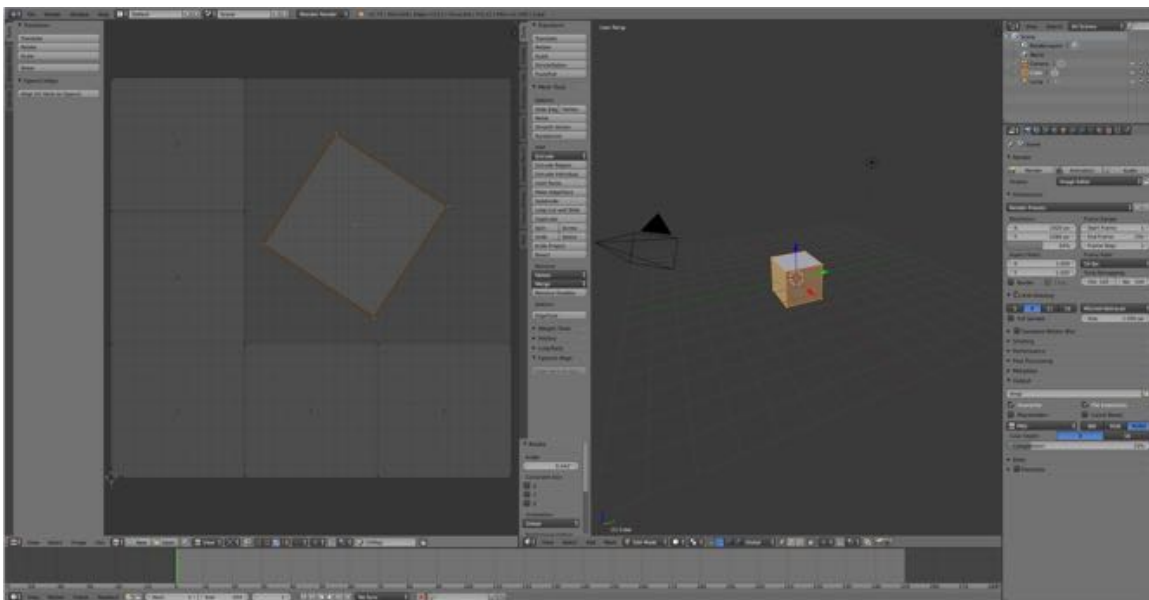
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** the mouse cursor over the **UV/Image Editor** and **press the F-KEY** to expand the UV grid.
- In the **3D Editor Edit Mode select (A-KEY) the Default Cube**.
- **Press the U-KEY** then **select** from the Popup Menu **Smart UV Project** and **LMB** click **OK**.
- In the **UV/Image Editor** **switch to Face Selection Mode**.
- **Select (RMB) the middle face**.
- **Press the G-KEY** and **drag** away from other faces.
- **Press LMB** to confirm.

### End of setup



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- With the center face selected, **press the R-KEY** and **drag**.
- **Press LMB** to confirm.
- **Press the R-KEY** again and **type “-10”** to rotate 10° in the counterclockwise direction.



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### Additional Comments:

The UV/Image Editor does not have a Manipulator Widget for moving items. However, since movements are only in 2 dimensions it really isn't needed.



## **For More Information:**

Blender Reference Manual, **Rotate**

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