



```
var eulerAngles: SCNVector3 { get set }
```

Discussion

The order of components in this vector matches the axes of rotation:

- Pitch (the x component) is the rotation about the node's x-axis.
- Yaw (the y component) is the rotation about the node's y-axis.
- Roll (the z component) is the rotation about the node's z-axis.

SceneKit applies these rotations relative to the node's [pivot](#) property in the reverse order of the components: first roll, then yaw, then pitch. The [rotation](#), `eulerAngles`, and [orientation](#) properties all affect the rotational aspect of the node's [transform](#) property. Any change to one of these properties is reflected in the others.

You can animate changes to this property's value. See [Animating SceneKit Content](#).