Animating

How to rotate a bone more than 360 degrees

Change the bone's rotation driver to Euler.

In a Choreography, Action or Pose window:

- Select the bone.
- Create a channel for it by rotating it an arbitrary amount (probably around the Z axis).
- Right-click on "Rotate", which is under "Transform" in the Properties palette.
- Choose "Convert Driver To > Euler"
- Go to the frame where you want to bone to stop rotating.
- On the end frame, enter the total number of degrees you want the bone to rotate.

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