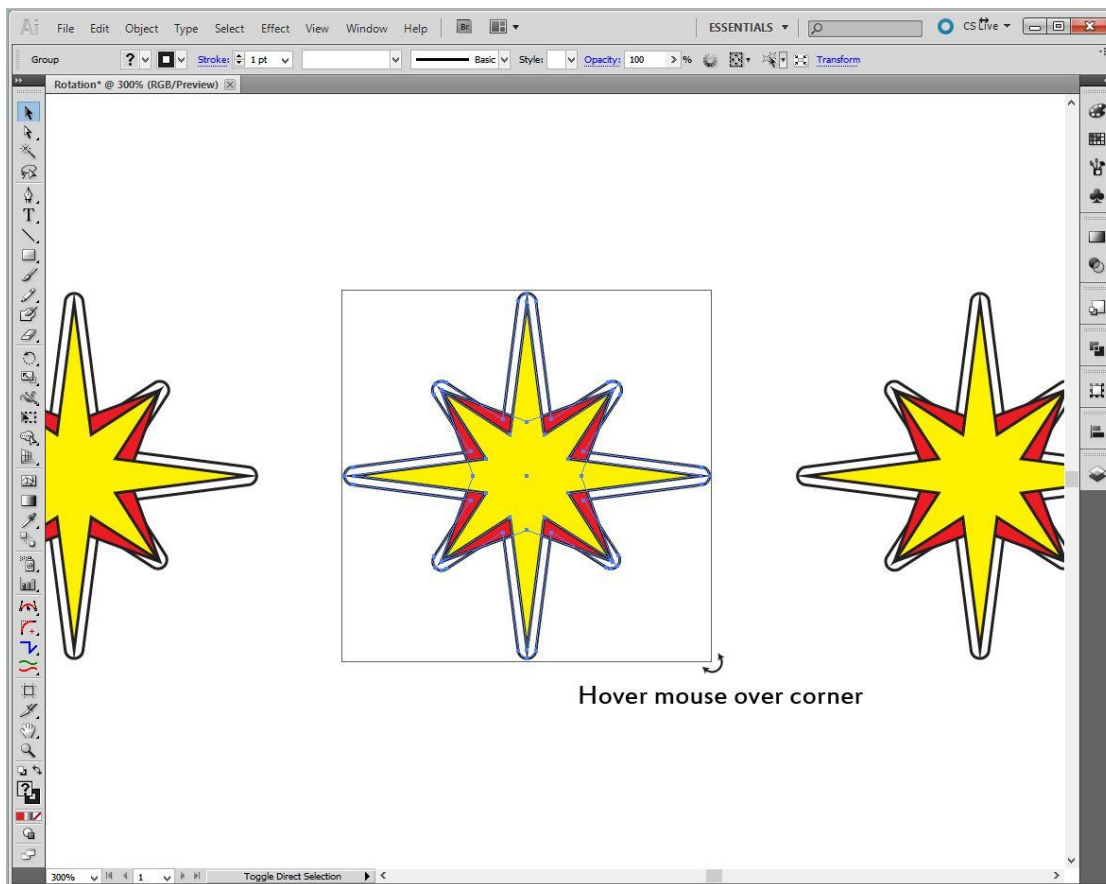## Rotate in Adobe Illustrator

Illustrator has several methods available for dealing with rotating an object.

The easiest way, *(if accuracy is not needed)*, is to simply select an object for rotation and hover the mouse just **outside** of a corner or midpoint on the **selection boundary rectangle**. A small rotate handle will appear….simply click on it, hold, and drag the object around as desired. This method assumes that the center point of the **selection rectangle** will be the fixed point the object rotates around.
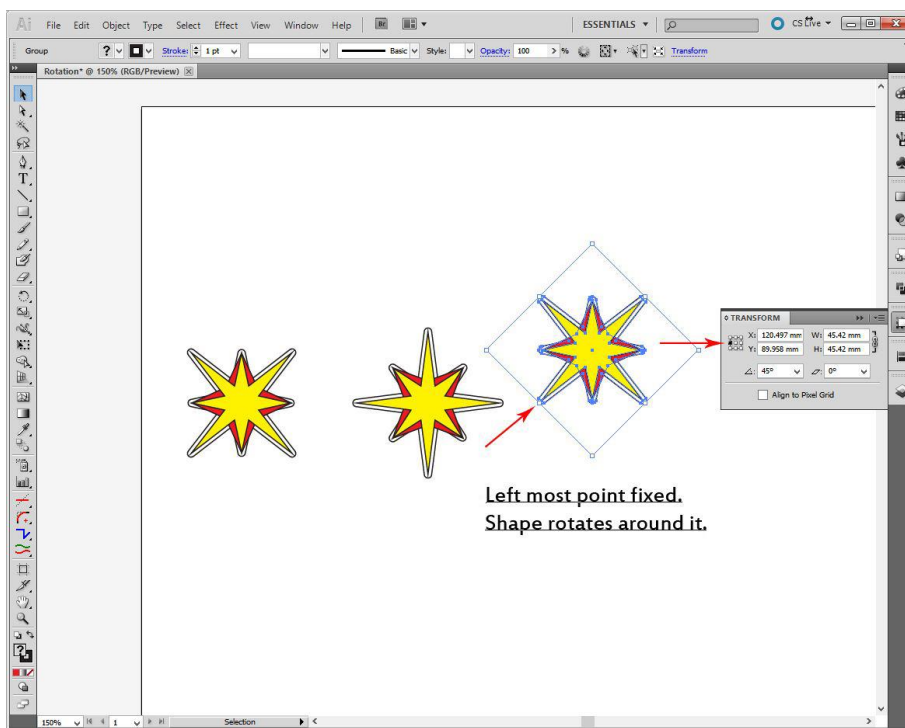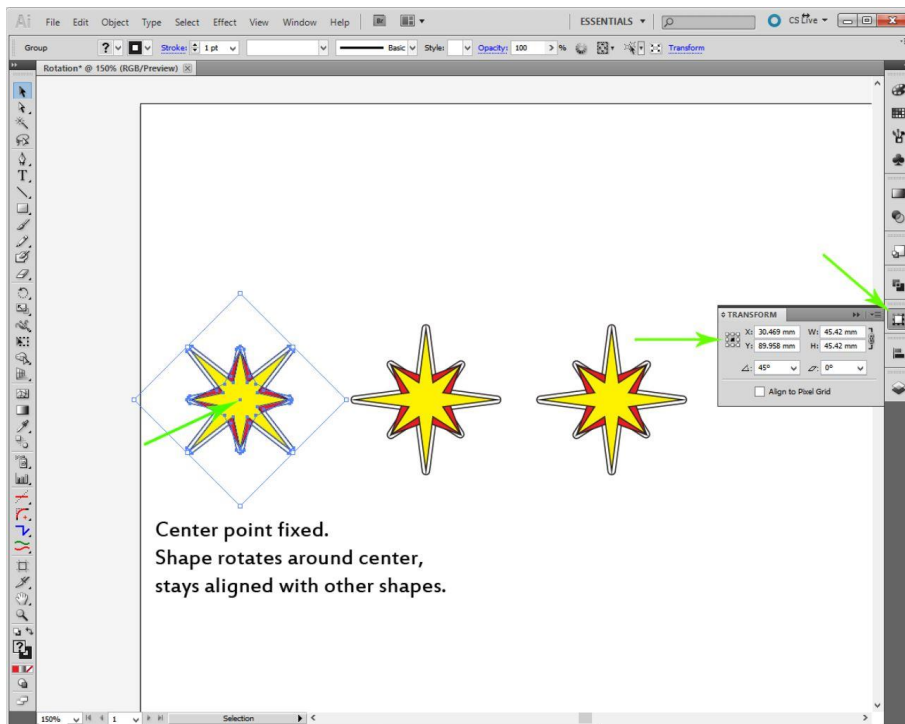

Hover mouse over corner

There are two other options available in different palettes if more accuracy is required.
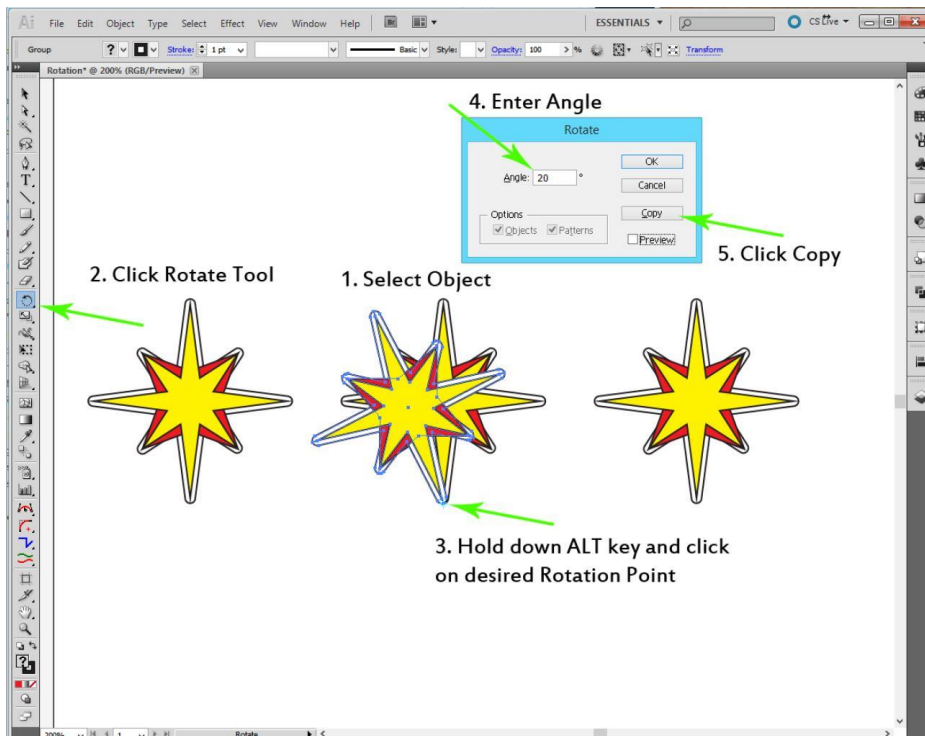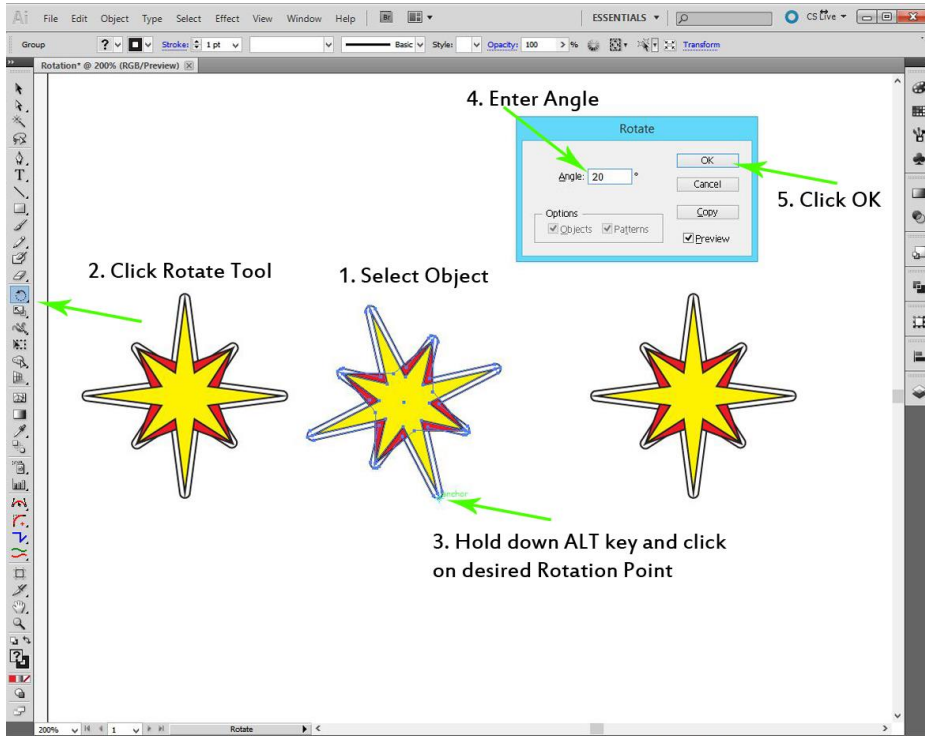
The Transformation Menu

Select an object and click on the **Transformation** palette icon. You can rotate the object by inputting an angle value in the slot shown. Positive values rotate the object counter-clockwise. Negative values rotate the object clockwise.

There is a little position "diagram" where you can set the fixed rotation point.

Center point fixed.
Shape rotates around center,
stays aligned with other shapes.

Left most point fixed.
Shape rotates around it.

The Rotate Button

The steps for using the **Rotate Button** are shown below. Using this button, you have the option of **Previewing** how the rotation will look, and you can choose to just rotate the object, or create a **Copy** that will be placed on top of the original.

Bonus Tip:

After you have created one copy , clicking **CTRL + D** will duplicate the last operation.
So you can just keep clicking **CTRL + D** and start creating a radial design.