

## Scale

### Access:

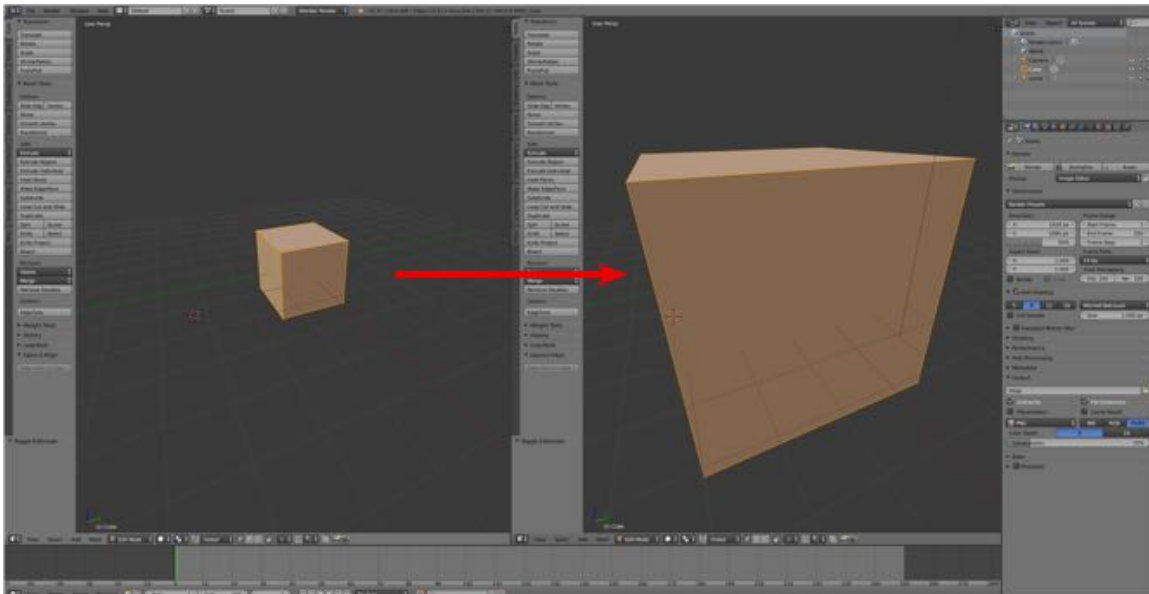
Keyboard shortcut: **S-KEY**

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

Panel: Tool Shelf > Tools Tab > Transform > Scale

Menu: Mesh > Transform > Scale

### Description:



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The Scale Tool allows you to scale a selection inwards (smaller) or outwards (larger) by dragging the mouse cursor. Scaling occurs from the pivot point. The farther away the mouse cursor is from the pivot point, the more precise control you have of the scaling. Scaling can be confined to an axis and specified by entering a numerical value.

Holding down **CTRL-KEY** scales the selection in 0.1 BU (Blender Unit) increments.

Holding down the **SHIFT-KEY** scales the selection in very fine increments.

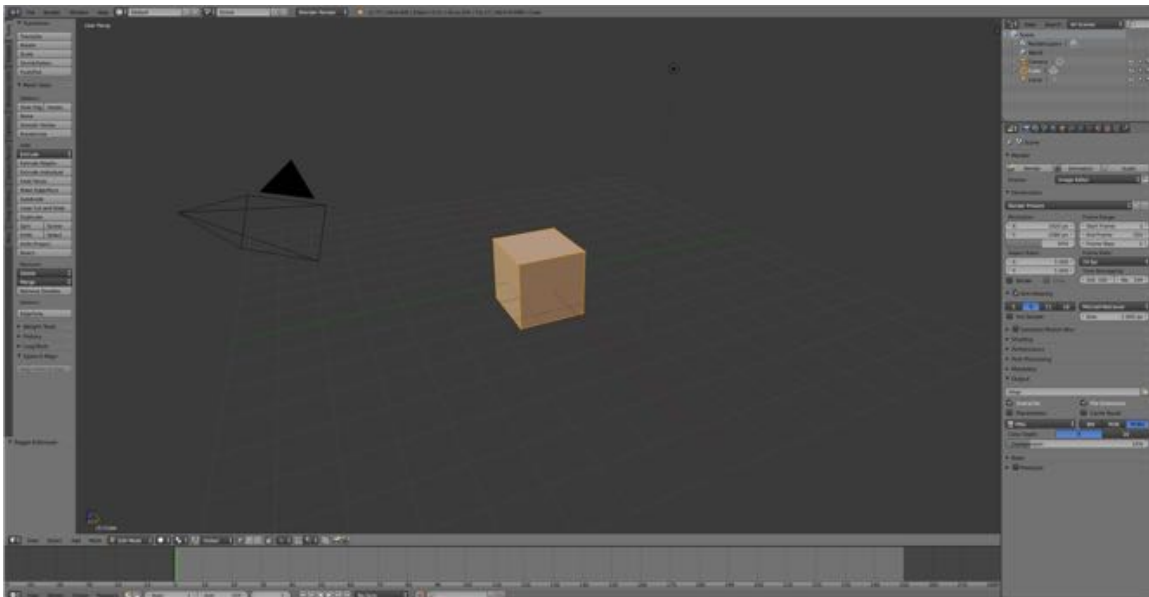
Holding down the **SHIFT-KEY + CTRL-KEY** scales the selection in 0.01 BU (Blender Unit) increments.

## To Use the Tool:

- **Select (RMB)** the mesh, or portion of the mesh, or element to be scaled.
- **Press the S-KEY** and **drag** the mouse cursor.  
Note: That the farther away the mouse cursor is from the selection, the more precise control you have of the scaling.
- **LMB** click to **confirm**.

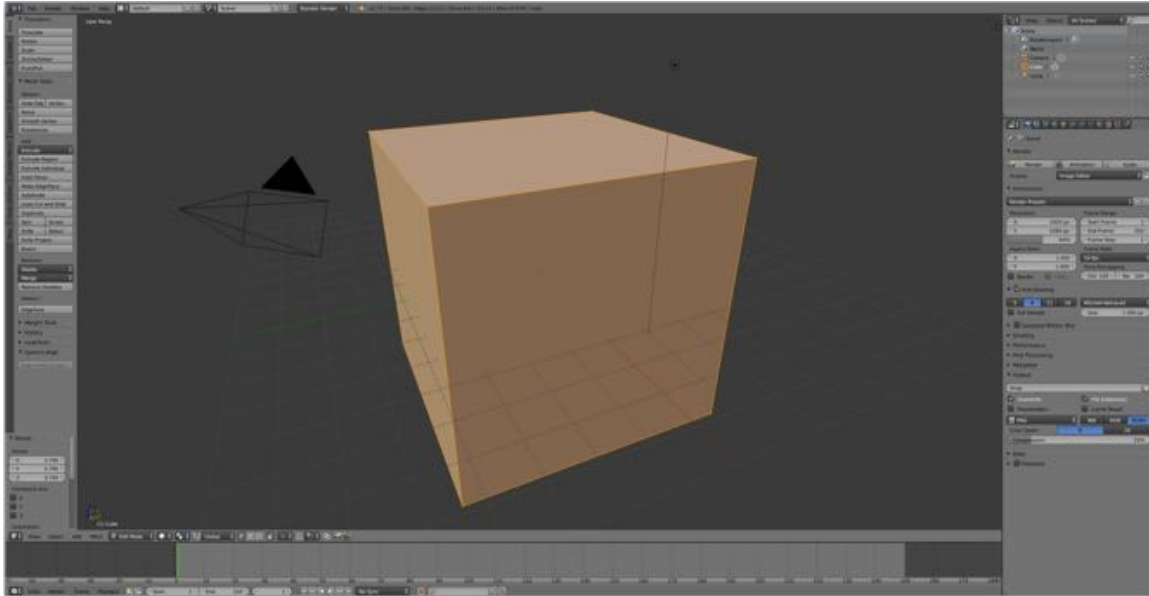
## Let's Try It:

- **Open Blender** and **switch** to the 3D Editor's **Edit Mode**.
- **Select (A-KEY)** the **Default Cube**.



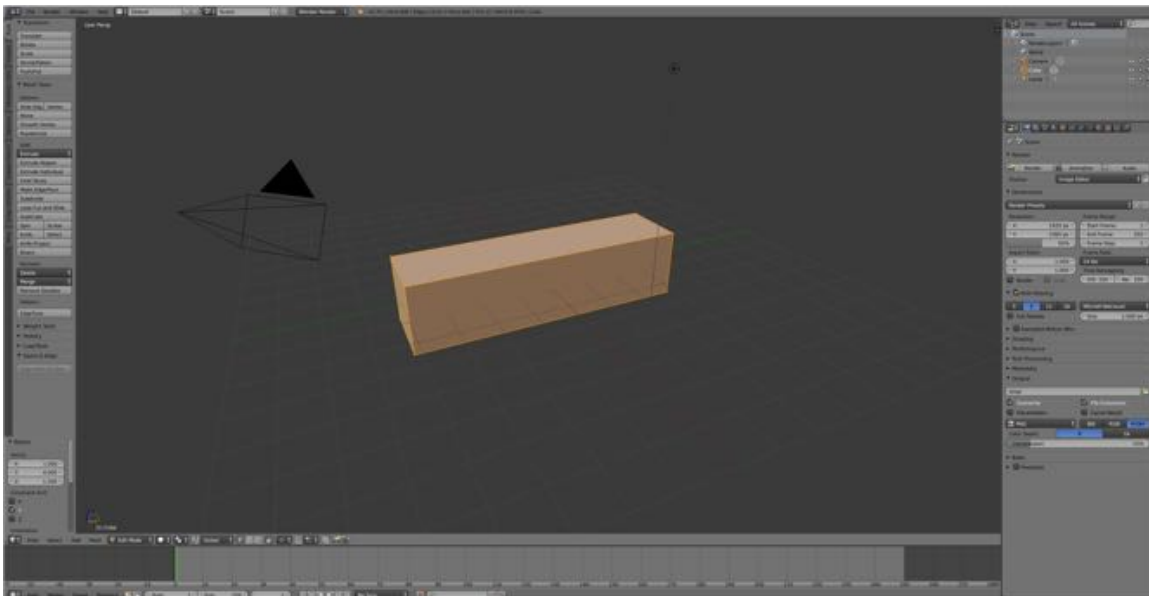
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- **Press the S-KEY** and **drag** the mouse **cursor**.
- **LMB** click to confirm.



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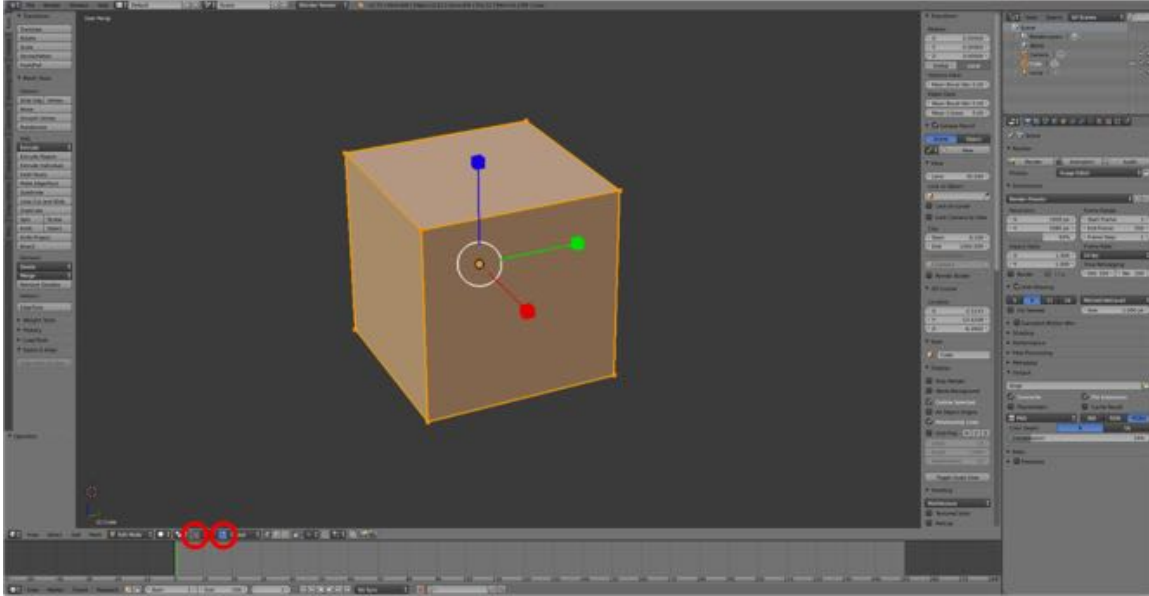
- Press the **CMD + Z-KEY** to **undo** the scaling.
- Select (**A-KEY**) the **cube**.
- Press the **S-KEY**, then **press the Y-KEY** to constrain scaling to the Y-axis, then **type "4"** to scale the cube along the Y-axis 4-fold.
- **LMB** click to confirm.



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## Additional Comments:

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



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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 scaling to an axis. Dragging on the white circle allow for free scaling.

## For More Information:

Blender reference manual, **Scale**

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