

Scale

Access:

Keyboard shortcut: **S-KEY**

Mode: UV/Image Editor

Panel: Tool Shelf > Tools Tab > Transform > Scale

Menu: None

Description:

The Scale Tools will be used a lot to adjust parts of the UV Map to the textures. It operates similarly to the 3D Editor.

To Use the Tool:

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

Note: The farther away the mouse cursor is from the selected item(s)
The finer the control of scaling.

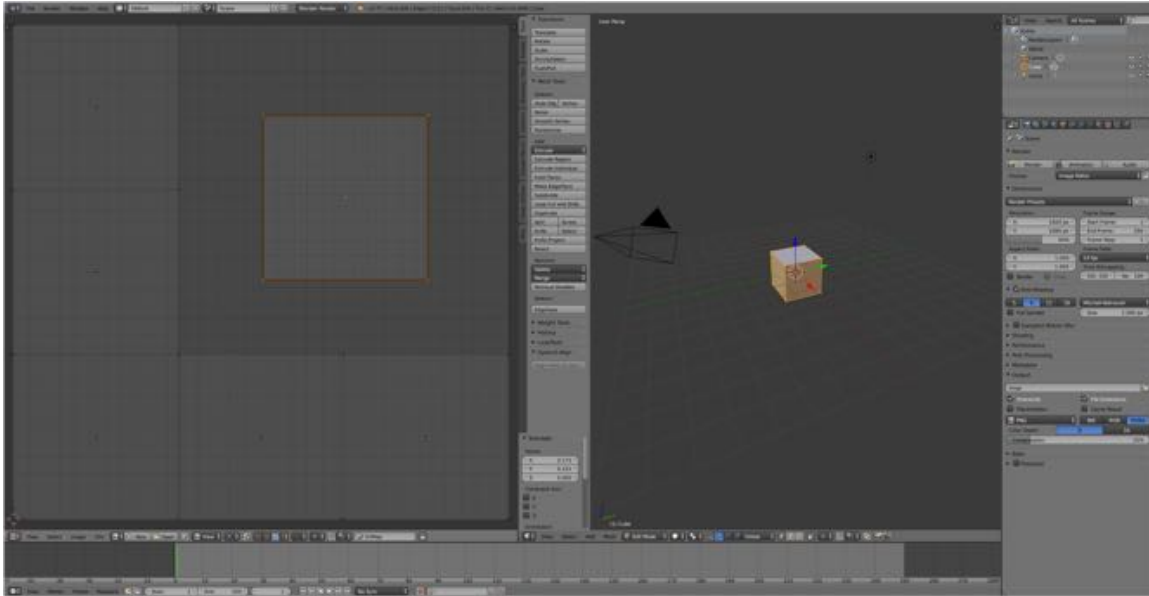
- **Press LMB** to confirm.

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.

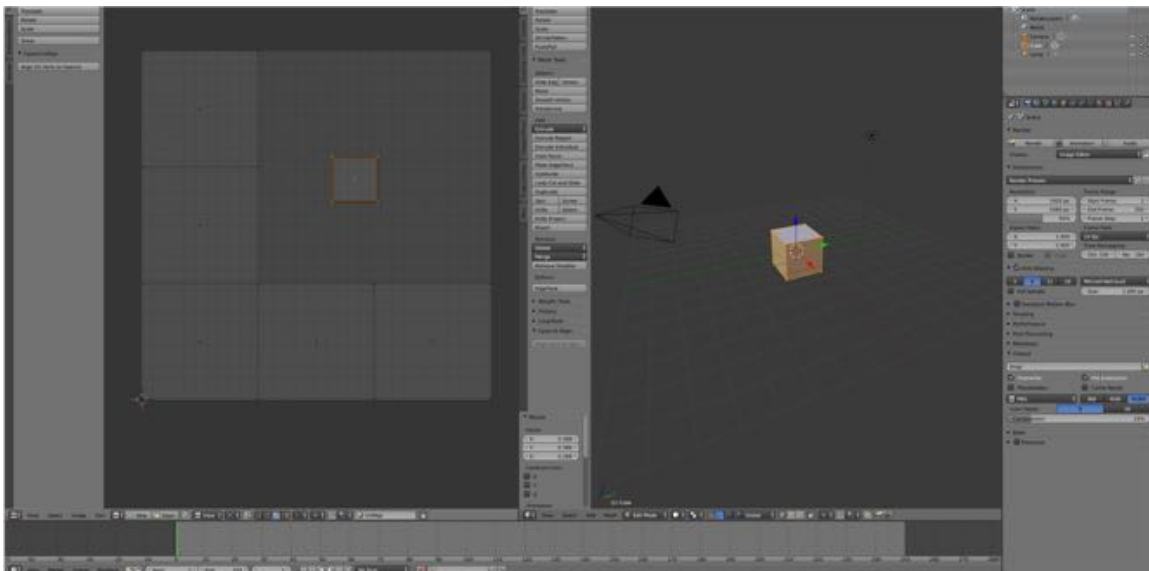
End of setup



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- **Press the S-KEY** and **drag** the mouse cursor **away from the selection to enlarge**.
- **Press LMB** to confirm.

- With the center face selected, **press the S-KEY** and **drag** the mouse cursor **towards the selection to shrink**.
- **Press LMB** to confirm.



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Additional Comments:

You may scale by entering in a scaling factor such as 0.5 to reduce the select to half the size, or 2 to double the size.

For More Information:

Blender Reference Manual, **Scale**

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