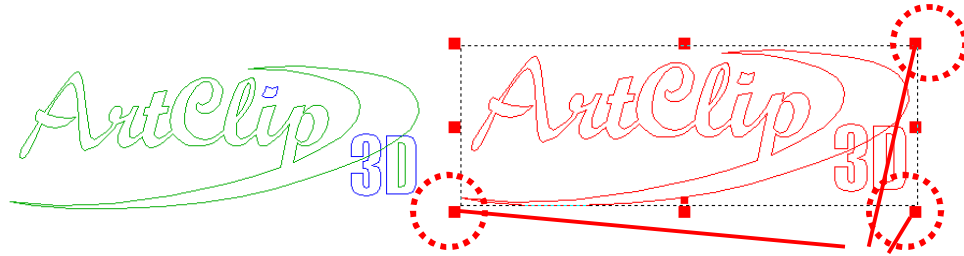


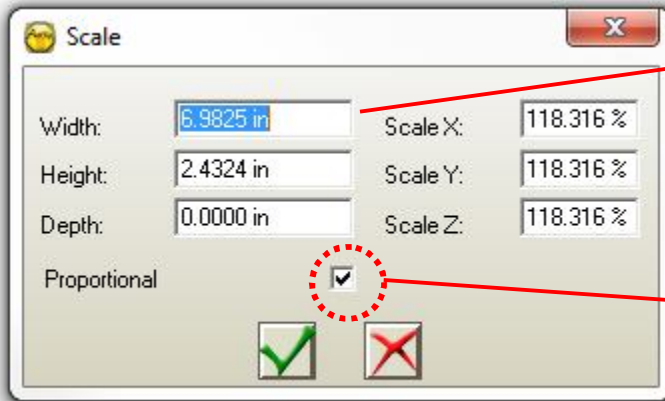
How to change the size of your objects in ArtClip3D?

In ArtClip3D one of the most important shortcuts to remember from the keyboard is the **F2** key. This key summarized 3 main options in the Software. This tutorial covers the 1st one: the sizing.

- Import or create an object in the **2D module**.



- Select the vector Art or 3D model (it then turns red) and grab one of the Handles which are displayed around. By moving a corner handle while holding the click, a dash line displays the bounding dimension of the change being applied. While holding the click, hold down the **F2** key, the **Scale** window will then pop up.

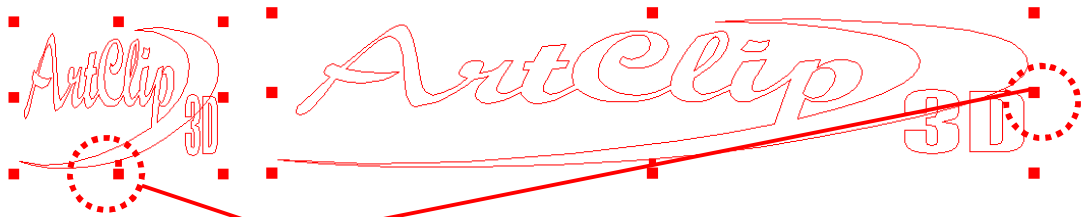


From there you have access to the **Width, Height and Depth** of this object.

For a 2D object the **Depth** is null but will be bigger than zero for a 3D object.

Note the **Proportional** option which allows further controls by removing any proportionality within any change made; giving the full control for distortion if needed.

The **F2** key is not a condition to resize an object. It gives for those who need accuracy the perfect definition of the size desired.



- Manually by grabbing the handles, distortions can be applied by simply selecting one of the middle one.

J.Tip! The sizing can be controlled also by "center compression" of the selected object just by holding the **SHIFT** key while clicking the handle. This allows keeping a center position of an object if this one would tend to be too big to fit in a limit.

