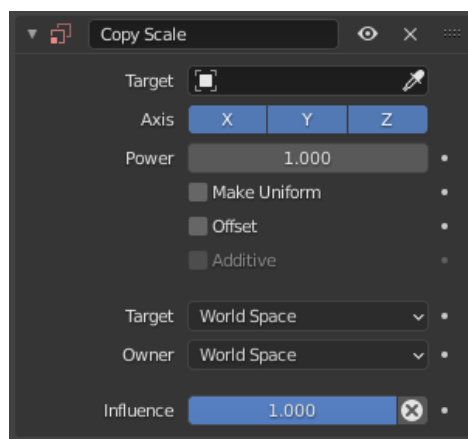# Copy Scale Constraint

The *Copy Scale* constraint forces its owner to have the same scale as its target.

> **Note**
>
> Here we talk of *scale*, not of *size*! Indeed, you can have two objects, one much bigger than the other, and yet both of them have the same scale. This is also true with bones: in *Pose Mode*, they all have a unitary scale when they are in rest position, represented by their visible length.

Options

Copy Scale panel.

Target

Data ID used to select the constraints target, and is not functional (red state) when it has none. See common constraint properties for more information.

Axis

These buttons control which axes of the target scale are copied.

Power

Allows raising the copied scale to the specified arbitrary power.

Make Uniform

Instead of copying scale for individual axes, apply a uniform scaling factor to all axes of the owner that achieves the same overall change in volume.

Offset

When enabled, the constraint combines the copied scale with the owner's scale, instead of overwriting it.

Additive

Uses addition instead of multiplication in the implementation of the *Offset* option.

Target/Owner

Standard conversion between spaces. See common constraint properties for more information.

Influence

Controls the percentage of affect the constraint has on the object. See common constraint properties for more information.

> **Note**
>
> Since scale is a multiplicative quantity, it should be combined using multiplication, and split into fractions or inverted via power. Thus the use of *Power* is more mathematically correct than *Influence*, which uses linear interpolation. The use of the *Additive* option is also not recommended.

> **Tip**
>
> To copy scale from one axis of the target to all axes of the owner, disable other axes, enable *Make Uniform*, and set *Power* to 3.

Example
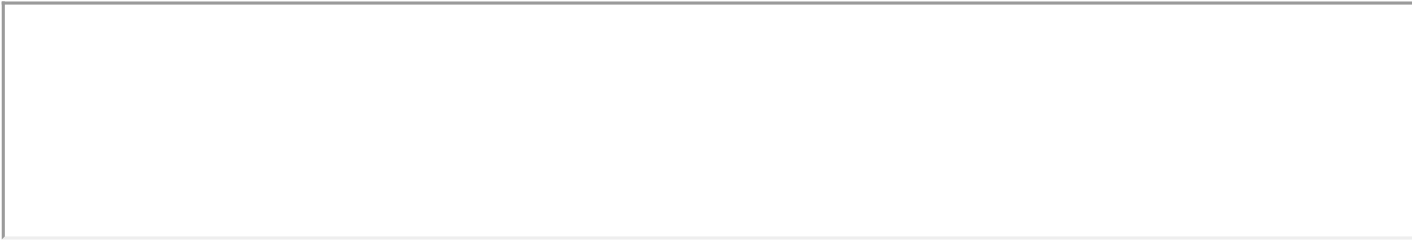
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