The seamless resizing of objects in Sims4 can be a feature that can make the game more lively. To resize anything, we have to hold "shift" and press the "[" and "]" to decrease and increase the size of the object, respectively. But currently, the resizing feels a bit jagged.

The size change may be more natural, making the game more polished. It can be more adjustable to the environment and reactive towards the surrounding.

We can achieve the smooth resizing feature in numerous ways:

1. When resizing, it should not overlap with existing objects and be more realistic to other things nearby.
2. We can make some limits in resizing particular objects and make them appear more pragmatic in the game.
3. Give the community more freedom to be more creative towards resizing.
4. Lastly, more smooth transformation can be made that will be more pleasing to the eyes.

This feature can benefit the game mechanics by making it more legitimate. That means more and more gamers might like this feature. But, it should be more RAM taking and might require high energy demand. So, proper optimization of the feature is needed.