# s operation

## Synopsis

```
s(float xSize, float ySize, float zSize)
```

## Parameters

- *xSize* (float), *ySize* (float), *zSize* (float)
  Sizes of the new scope dimensions.

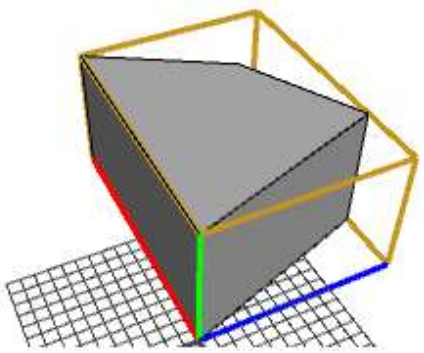
The `s` operation sets the size vector `scope.s`.
The relative operator ' permits a convenient notation relative to the current shape's scope size:
`s('sx,0,0)` is equivalent to `s(sx*scope.sx, 0, 0)`
*Negative sizes* result in mirroring along the corresponding axes; this means the normals are inverted!

## Related

- r operation
- rotate operation
- t operation
- reverseNormals operation
- translate operation
- scope attribute

## Examples

### Basic Usage

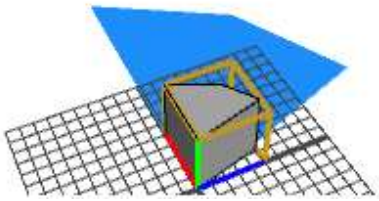


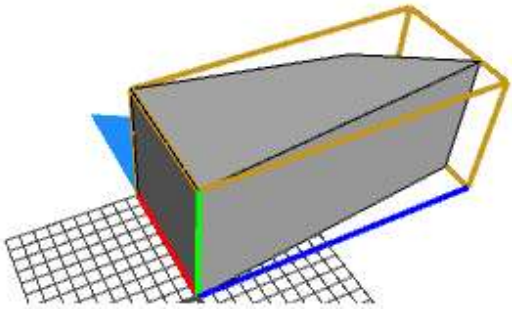
```
Lot-->
   extrude(10)
```

*The initial shape with its scope highlighted.*

```
Lot-->
   extrude(10)
   s(5,5,5)
```

*Here, all scope sizes are set to the absolute value 5.*





```
Lot-->
   extrude(10)
   s('0.5,'1,'1.5)
```

*This example demonstrates the usage of the relative operator '. The s operation above is equivalent to*

```
s(0.5*scope.sx,scope.sy,1.5*scope.sz)
```