Introduction to C# programming and Unity

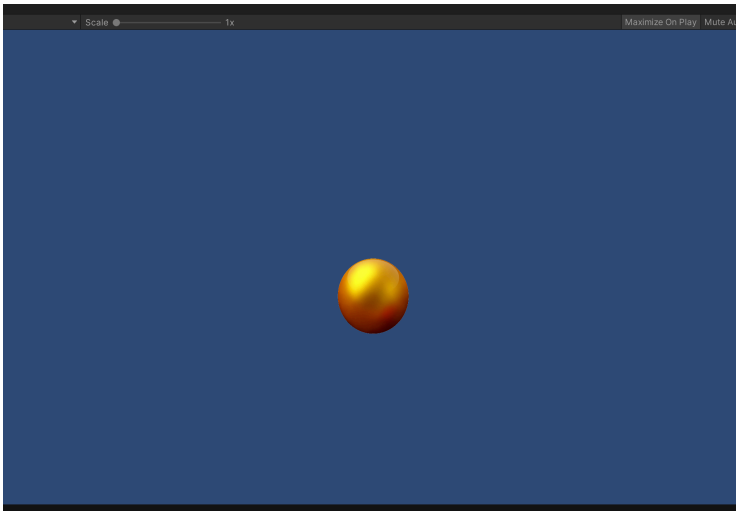
Week 3 - Exercise 11

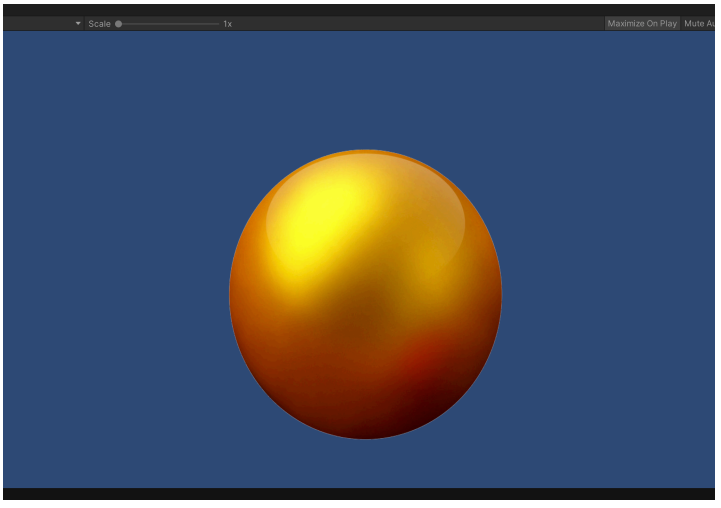
Growing Teddies (Balls)

The sprites i.e., the balls are worked on and their sizes are modified via C# scripts
The transform component is used here. The **Transform** component determines the **Position**, **Rotation**, and **Scale** of each object in the scene. Every GameObject has a Transform. Scaling means changing size of a game object **transform.localScale**: - is used to set or get scale of a game object relative to its parent space

1. *Making the yellow ball 4 times larger*

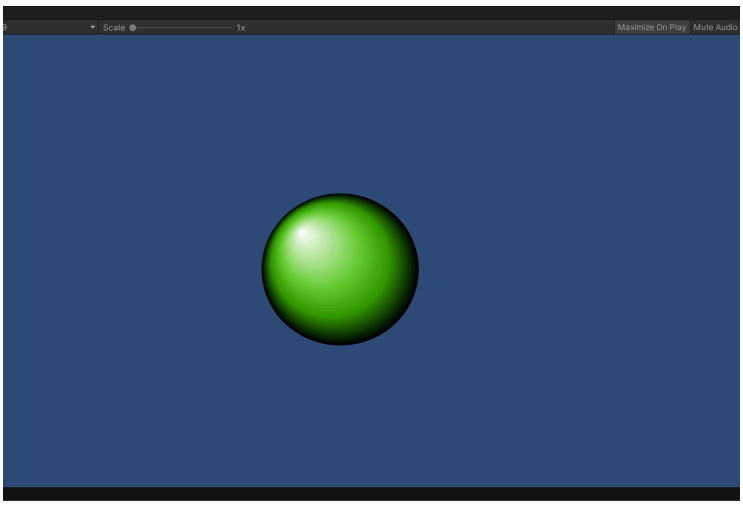
```
Vector3 newScale = transform.localScale;
newScale.x *= 4;
newScale.y *= 4;
transform.localScale = newScale;
```

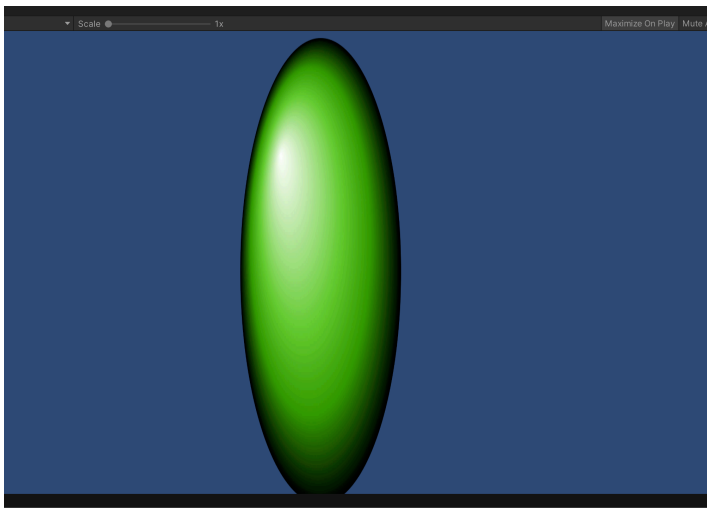




2. Making the green teddy (ball) 3 times tall

```
Vector3 newScale = transform.localScale;
newScale.y *= 3;
transform.localScale = newScale;
```





3. Making the purple teddy(red ball) 3 times wide

```
Vector3 newScale = transform.localScale;
newScale.x *= 3;
transform.localScale = newScale;
```