

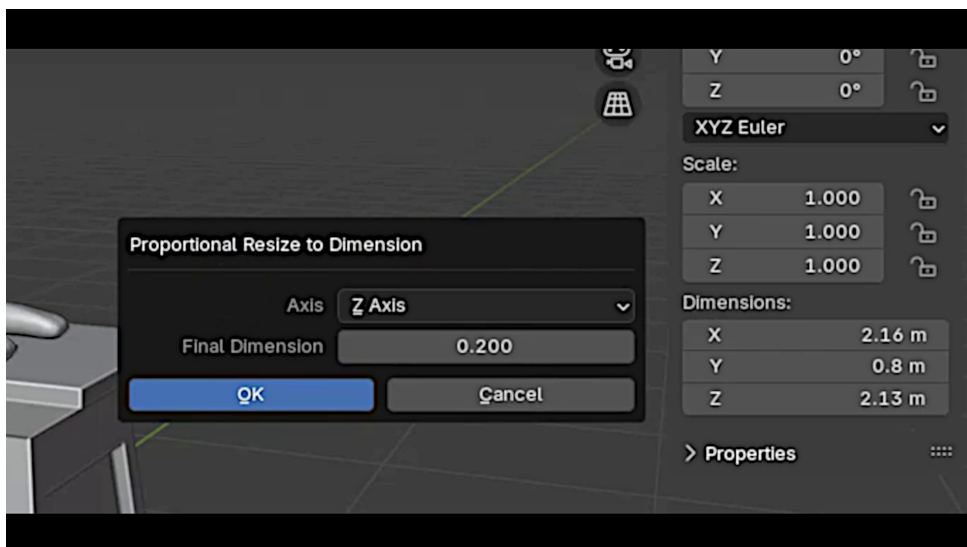
How to Use the Proportional Resize to Dimension Add-on in Blender 4.3 | Tutorial

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video version: <https://youtu.be/Vxdp-f6avVM> (Scheduled for February 14, 2025)

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Hello everyone! In this very short video, we'll see how to install and use the Proportional Resize to Dimension add-on in Blender 4.3, which you can find at the link in the description.

This add-on allows you to specify a final dimension along one axis for an object and get proportional resizing on all axes based on the specified dimension.

It's useful if, for example, you've modeled an object that must have at least one precise dimension, as is often required for 3D printing.

Sometimes, however, after modeling with Sculpting or other modifiers, object dimensions end up with values that are not practical for scaling. This is where this small add-on becomes very handy.

You can download the Proportional Resize to Dimension add-on at the following link:
<https://blendermarket.com/products/proportional-resize-to-dimension-add-on>

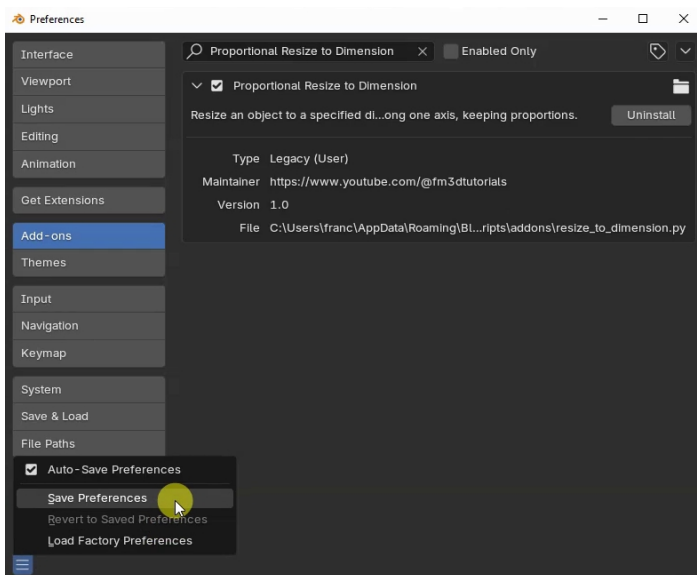
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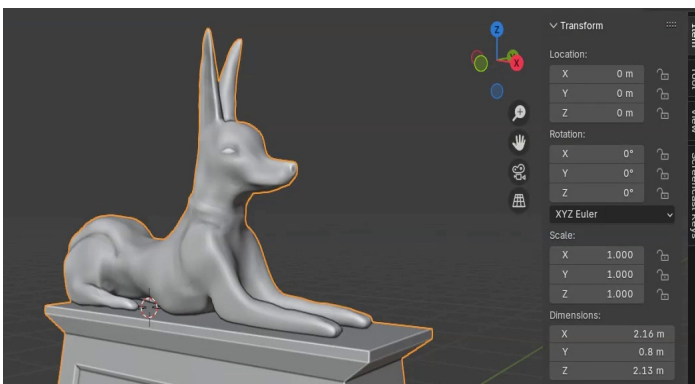
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To install the add-on after downloading it, I open the **Preferences** window from the **Edit** menu, then I open the **Add-ons** tab and click on **Install from Disk** at the top right.

I select the add-on from its location on the disk to install and activate it. Then, I click on **Save Preferences** at the bottom left to keep it available for future Blender sessions. Now, I can close the **Preferences** window and start using the add-on.



In the example shown on screen, I have a 3D model with a height of 2.12689 meters.



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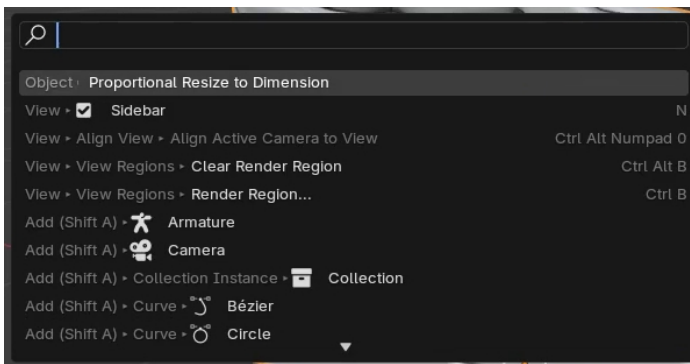
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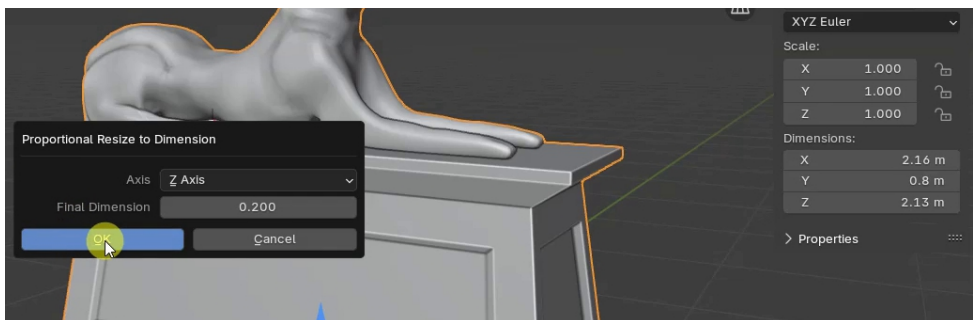
I want to resize this model so that it is exactly 20 centimeters tall, to 3D print it with that final height.

I can bring up Blender's **Search** window by pressing **F3** or the **Spacebar** because, in my case, I've set the **Search** function to the Spacebar in the **Preferences Keymap** tab.

Anyway, with the object selected in **Object Mode**, I type **Resize to Dimension** to quickly find and use the tool.



I then type **0.2** as the final dimension, select the **Z** axis, and run the script.

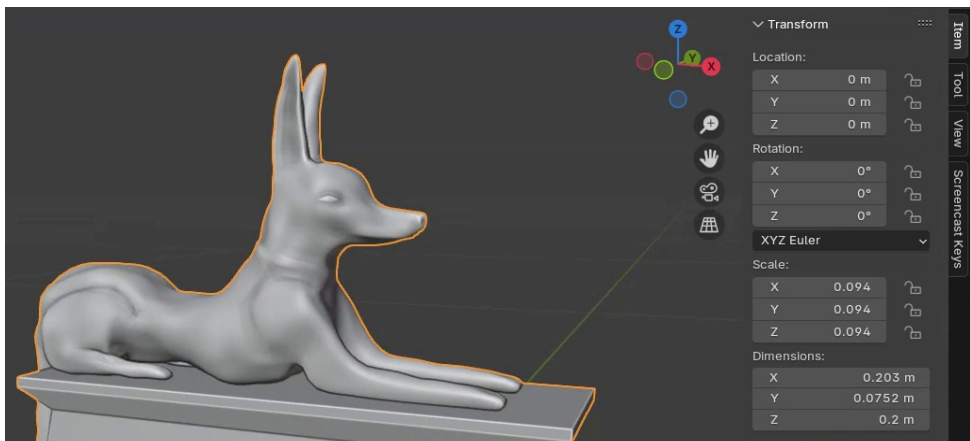


As you can see in the **Transform** panel, the object's height is now exactly **0.2 meters**, and all other dimensions have been resized proportionally.

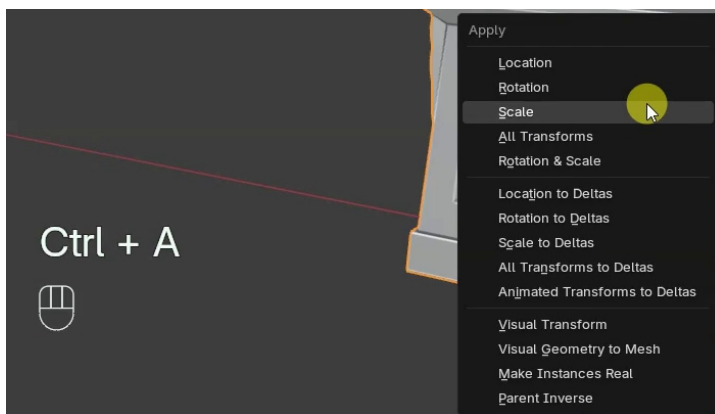
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Remember to apply the scale transformations by pressing **CTRL A** and choosing **Apply Scale** before exporting the object or performing other operations!



Well, that's it for this very short tutorial on how to use the **Proportional Resize to Dimension** add-on. I hope you found it useful!

See you soon!