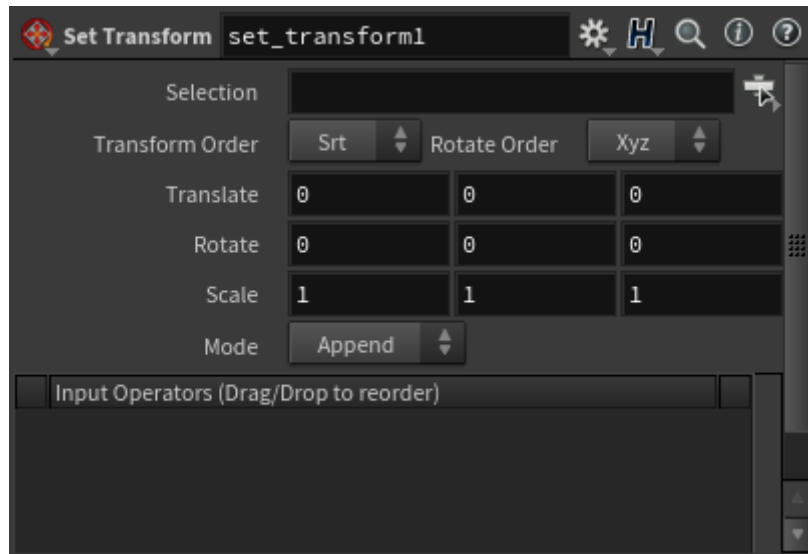


# Set Transform



Set/override the transform matrix for shapes, cameras, and lights.

## Selection

An expression to select which nodes this operator will affect. The expression syntax is described in the [selection expression documentation](#), with some examples. Note that if the *operator* is connected to a *procedural* the selections are assumed to be relative to the procedural's namespace.

## Transform Order

The order used to build the transform matrix. S - scale, R - rotate, T - translate.

## Rotate Order

The order used to build the rotation matrix.

## Translate

The XYZ translation vector used to compose the transformation matrix.

## Rotate

The XYZ rotation vector used to compose the transformation matrix.

## Scale

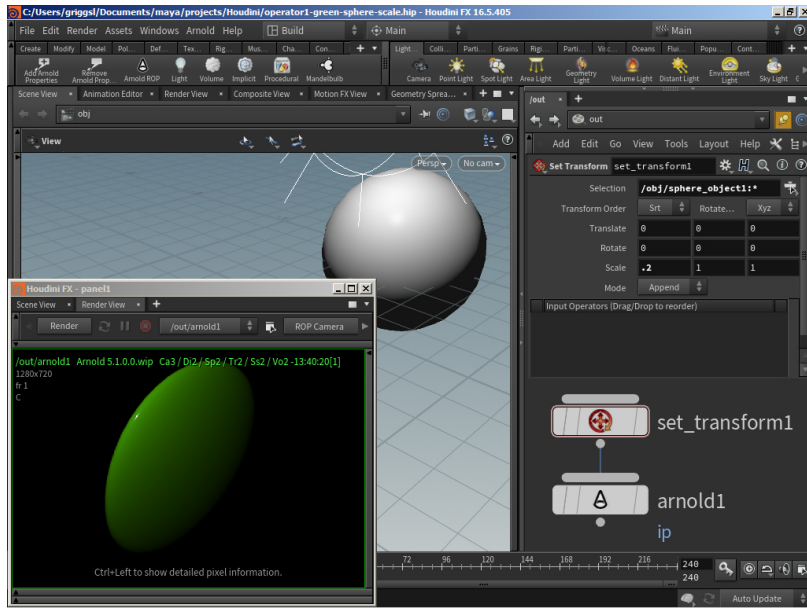
The XYZ scaling vector used to compose the transformation matrix.

## Mode

Determines if the composed transformation matrix should be multiplied with the current one (append) or if it should replace it.

## Inputs

Connected upstream *operator* nodes.



Sphere scale adjusted using 'Set Transform'