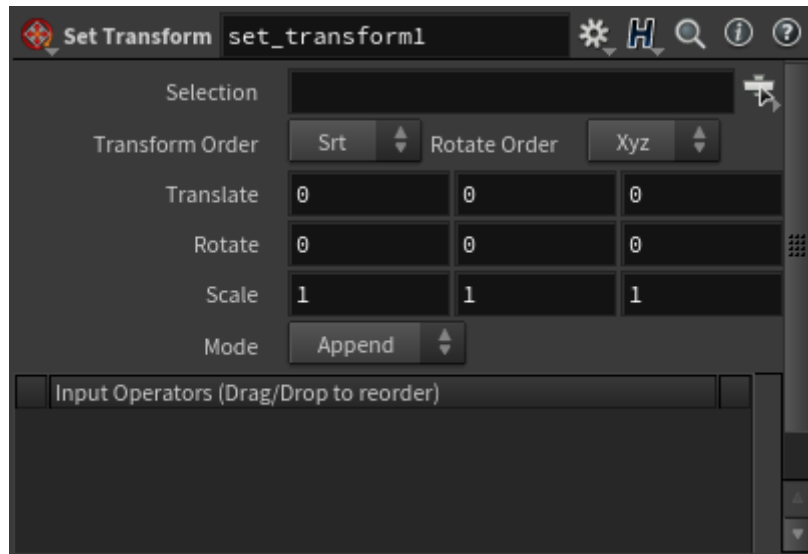


Set Transform



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

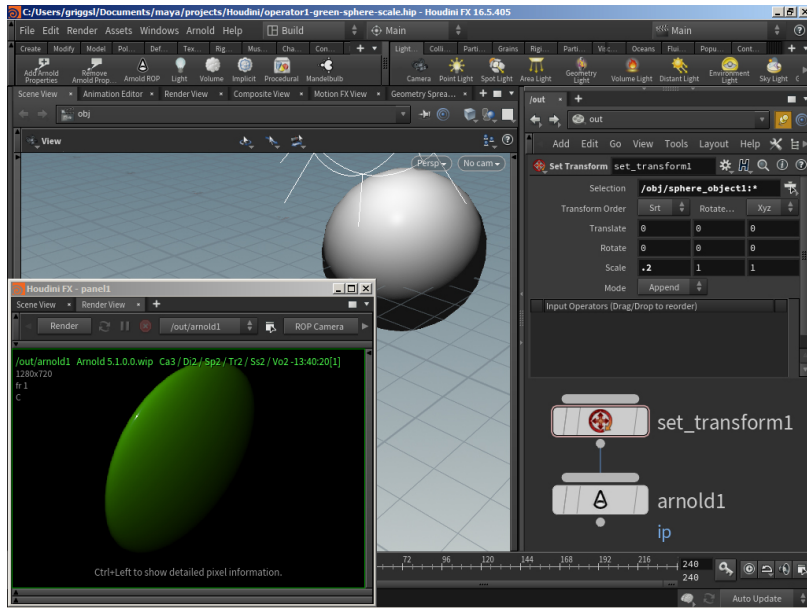
The XYZ scaling vector used to compose the transformation matrix.

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'