



### *Shrinking and Growing using localScale and Pivot settings 2D (Resizing/scaling)*

<https://youtu.be/dHC-w5A-aYA>

Make sure that the pivot of the game object is placed at the point where it should grow or shrink from so it holds its position. Place an object that needs to grow or shrink and give it this script:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class ShrinkGrow : MonoBehaviour
{
    //Growing and Shrinking using localScale and Pivot setting (Resize/Scaling) 2D//
    //by René Pol for the Script Library -2021- RP-Interactive.nl@//

    public float changeSpeed = 1;
    public float MaxupSize;
    public float MindownSize;
    Vector3 temp;

    void Update()
    {
        if (Input.GetKey(KeyCode.UpArrow) && temp.x < MaxupSize)
        {
            temp = transform.localScale;
            temp.x += 1f * changeSpeed * Time.deltaTime;
            temp.y += 1f * changeSpeed * Time.deltaTime;
            transform.localScale = temp;
        }
        if (Input.GetKey(KeyCode.DownArrow) && temp.x > MindownSize)
        {
            temp = transform.localScale;
            temp.x -= 1f * changeSpeed * Time.deltaTime;
            temp.y -= 1f * changeSpeed * Time.deltaTime;
            transform.localScale = temp;
        }
    }
}
```

You can set the maximum and minimum size of the game object in the inspector's view. This example scales at a key press but you can use it anyway you want. You can change the changing speed into your own likings.