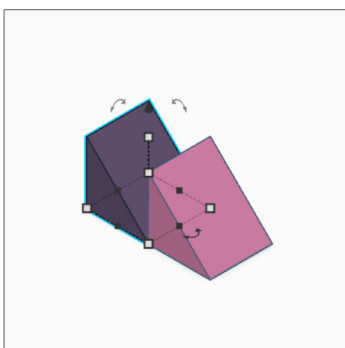


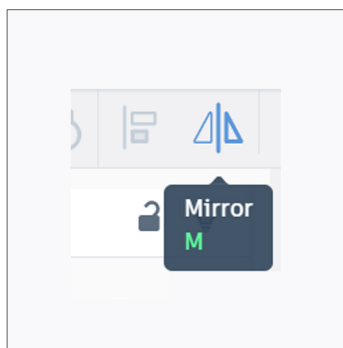
Mirror

Use the mirror tool to flip objects in the X, Y and Z directions.

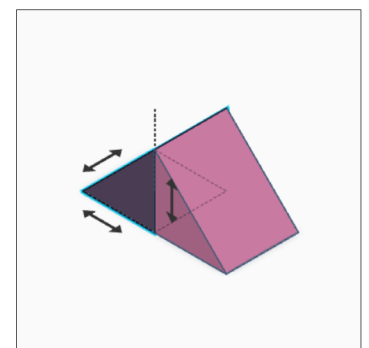
*Tip 1: The mirror tool can be used on multiple shapes or grouped shapes. It can come in handy and save you time when designing symmetrical models



Select a shape (or multiple shapes) that requires mirroring. If you want to keep the original shape as well, ensure you duplicate it first



Click the mirror button or use the keyboard shortcut M to activate the tool



Select the flip direction required to complete the mirror. An orange outline will appear as you hover over the arrows to guide you

