Mirror

Use the mirror tool to flip objects in the X, Y and Z directions.
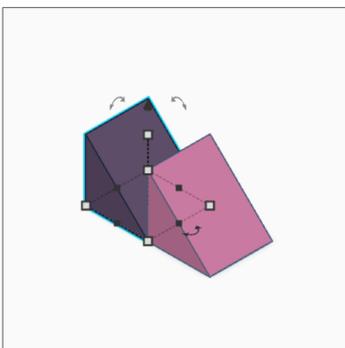
Select a shape (or multiple shapes) that requires mirroring. If you want to keep the original shape as well, ensure you duplicate it first
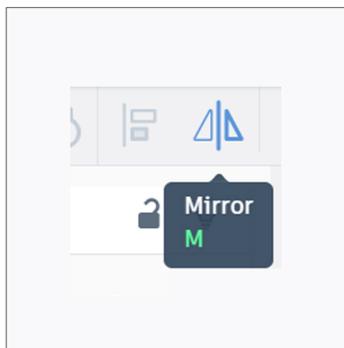
Click the mirror button or use the keyboard shortcut M to activate the tool
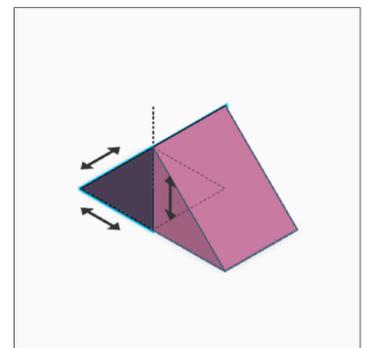
Select the flip direction required to complete the mirror. An orange outline will appear as you hover over the arrows to guide you