Tutorial

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Usages of Mirror Tool

- Objects with Symmetric Elements
- Object Repetition
- Specific Placement of Duplicates Around Radius
Step 1

Go to the Multiply menu and click on the mirror tool. The polygons of the object don’t have to be selected, but the object you want to duplicate must be active.

Quick Key: Shift-v
Step 2

Place the cursor in the spot where you intend the center of your mirroring to occur and click the mouse.

With cursor on z-axis
Step 3

Here, I decided to mirror the arches again along the x-axis.
For this object, I wanted to have the arches in specific places to match the columns. I also had spaces along the x-axis that wouldn’t have allowed me to use the radial array. This was a perfect use for the mirror tool.
The Mirror Tool Menu

Remember to hit the ‘n’ key to pop up the menu!

When you click to mirror along the z-axis.

Reflects about the z-axis
Mirror Tool Menu (2)

when you click to mirror along the y-axis.

Reflects about the y-axis
Mirror Tool Menu (3)

When you click to mirror along the x-axis, it reflects about the x-axis.
The free rotate tool allows you to choose where around an axis a duplicate should be placed.

Use the cursor to move the duplicate in a free rotation around the original.
Mirror Tool Menu (5)

Here is another view of the free rotate option.
Another Feature

Using the menu and your cursor, slide your duplicate to a new position. Just specify which axis to mirror and use the blue bar to move the duplicate forward or backward.

Use the cursor to change the spacing between the duplicate and the original to create desired depth with repetition.
Here are the balls from the previous example. See how the repetition and horizontal alignment creates depth.
Final Product (2)

Here is a bear I made for my desk scene using the most basic elements of the mirror tool.
Thank you for viewing my tutorial, I hope it helps you to create new and interesting objects.