

Reference

Mode:

Object and Edit Modes

Menu:

Object/Mesh ▸ Mirror

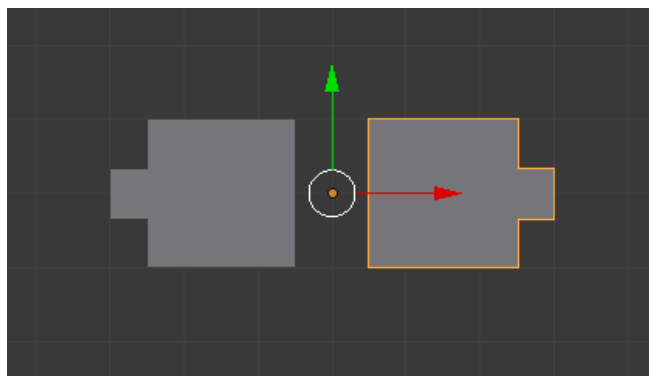
Shortcut:

Ctrl - M

Mirroring an object or mesh selection will create a reversed version of the selection. The position of the mirrored version of the selection is determined by the [Pivot Point](#). A common use of mirroring is to model half an object, duplicate it and then use the mirror transform to create a reversed version to complete the model.

Note

Mirrored duplicates can also be created with a [Mirror Modifier](#).

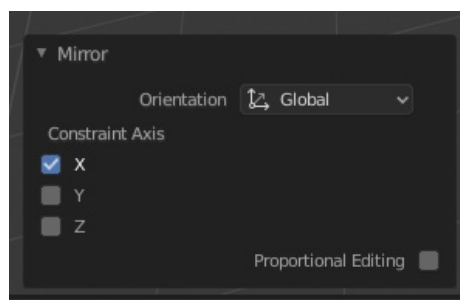


Mirroring a selection.

Usage

To mirror a selection along a particular global axis, press: `Ctrl - M`, followed by `X`, `Y` or `Z`. The image “[Mirroring a Selection](#)” shows the result of this action after a mesh element has been duplicated.

In mesh mode, you can mirror the selection on the currently selected [Transform Orientations](#) by pressing the appropriate axis key a second time. For example, if the Transform Orientation is set to *Normal*, pressing: `Ctrl - M`, followed by `X` and then `X` again will mirror the selection along the X axis of the *Normal Orientation*.



Mirror [Adjust Last Operation](#) panel.

You can alternatively hold the `MMB` to interactively mirror the object by moving the mouse in the direction of the mirror axis.

