Mirror an Object notes

To mirror an object in Blender's Object Mode without using a modifier, simply select the object, then press Ctrl + M followed by the axis you want to mirror along (X, Y, or Z) on your keyboard; this will duplicate the object and position it on the mirrored side along the selected axis.

Key points:

* **Select the object:** Ensure the object you want to mirror is actively selected in the viewport.
* **Shortcut:** Press Ctrl + M to access the "Mirror" function.
* **Axis selection:** Immediately after pressing Ctrl + M, press the corresponding axis key (X, Y, or Z) to specify the mirroring direction.

<https://www.youtube.com/watch?v=C4Y56RbahQc>

