Mirroring Tutorial on Web Address

<https://www.youtube.com/watch?v=-AxJTwHXul4>

# To cut an Object in Half

To cut an object in half in Blender for mirroring, use the "Bisect Tool" while in Edit Mode: select the object, go into Edit Mode (tab), activate the Bisect tool (usually hidden behind the Knife tool), draw a line where you want to cut along the axis you'll be mirroring on, and then use the "V" key to slice the mesh; you can then delete the unwanted half to create a clean cut for mirroring.

Key steps:

* **Select the object:** Choose the object you want to cut in half.
* **Enter Edit Mode:** Press "Tab" to enter edit mode.
* **Access the Bisect Tool:**
  + Click and hold the "Knife Tool" icon to access the Bisect tool dropdown.
  + Alternatively, you can find the Bisect tool in the "Mesh" menu.
* **Draw the cut line:** Click and drag your mouse along the desired cut line on the axis you want to mirror across (usually the X or Y axis).
* **Slice the mesh:** Press "V" to slice the mesh along the drawn line.
* **Delete unwanted half (optional):** Select the portion of the mesh you don't need and delete it.

Important points to remember:

* **Mirror Modifier:**

After cutting the object in half, add a "Mirror Modifier" to automatically mirror the edited side to create a symmetrical object.

* **Axis selection:**

Ensure you are cutting along the correct axis based on the direction you want to mirror.

* **"Bisect" setting:**

When using the Mirror Modifier, enable the "Bisect" option to automatically cut off any mesh that crosses the mirror plane.