MIRROR3D command

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The MIRROR3D command is used to create mirrored copies of selected objects.

Command Access:

Ribbon : 3D > 3D Operations > 3D Mirror Menu : Modify > 3D Operations > 3D Mirror **Command** : MIRROR3D

Command Prompts:

Select object:

Specify first point of mirror plane (3 points) or [Object/Last/Zaxis/View/XY/YZ/ZX/3points]<3points>: Specify second point of mirror plane: Specify third point of mirror plane:

Delete source objects? [Yes/No]:

Relative Glossary:

Object:

Specify a mirroring plane by selecting a planar object. The planar object could be a circle, an arc, or a 2D polyline segment.



Last : Mirror selected objects by the previously defined mirroring plane.

Z axis : Use one point on plane and another point on the normal of the plane to define mirror plane.



View : Align the mirroring plane to the current viewing plane and through a specified point.



XY/YZ/ZX: Select one point and define a plane contains the selected point and parallel with a standard plane (XY, YZ or ZX). The mirroring plane is aligned with the defined plane.





3points: Specify a mirror plane by 3 points. If selecting this option, it will not display the following prompt: Specify first point of mirror plane.



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