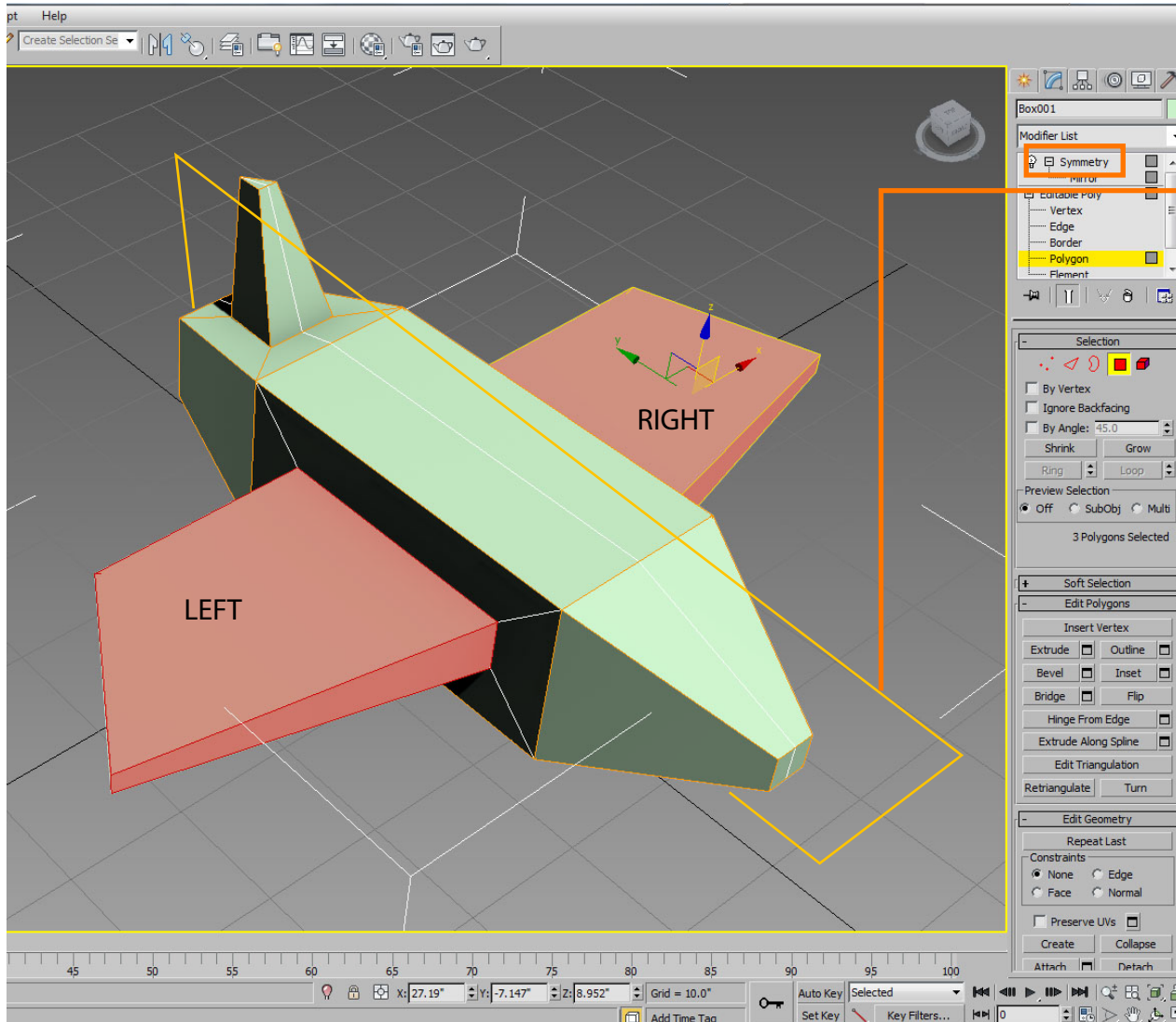


SYMMETRY

Symmetry refers to the repetition of an object such that the left side maybe a reversed vrsion of the right side. Or that the object pattern rotates around a central access, like a flower. In 3D Max we use the symmetry modifier to make it easier and faster to model meshes that have a left-right symmetry.



In this example, the symmetry modifier is placed on top of a box model of a simple airplane. The symmetry modifier is seen as an orange box dividing the airplane into left and right sides.

All the modeller needs to do is select and model on one side and the other side will automatically duplicate the action.