

**Conference
Proceedings**

ICACT-2016

Volume - 4, Issue - 22

IJERT

**International Conference
on Advanced Computing
Techniques**

```
mirror_mod.use_x = True
mirror_mod.use_y = True
mirror_mod.use_z = True

elif_operation == "MIRROR"
mirror_mod.use_x = False
mirror_mod.use_y = False
mirror_mod.use_z = True

#selection at the end -add back the u
mirror_ob.select= 1
modifier_ob.select=1
bpy.context.scene.objects.active = modifier_ob
print("Selected" + str(modifier_ob)) # modifier ob
mirror_ob.select = 0
name = bpy.context.selected_objects[0]
obj_data.objects[0].name = name + " " + "Mirror"
```

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Published By

**International Journal
of Engineering Research
and Technology**
(www.ijert.org)