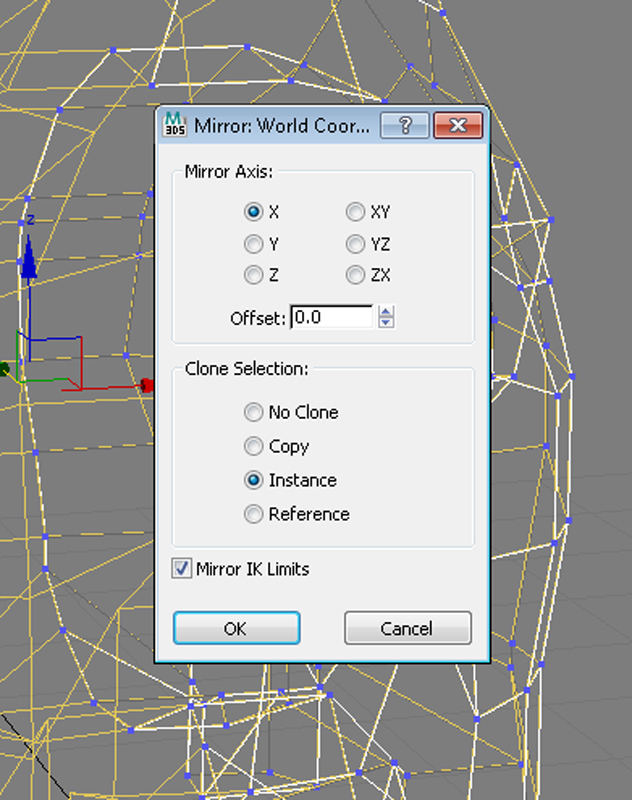
Mirror your object

1. Create object

2. Edit Mesh

* Modifiers/Mesh Editing/Edit mesh
* Choose vertex
* Using top view, erase half the object

3. Mirror



* Tools/mirror
  + Mirror Axis: X
* Clone Selection
  + No Clone
  + Copy
  + Instance
  + Reference