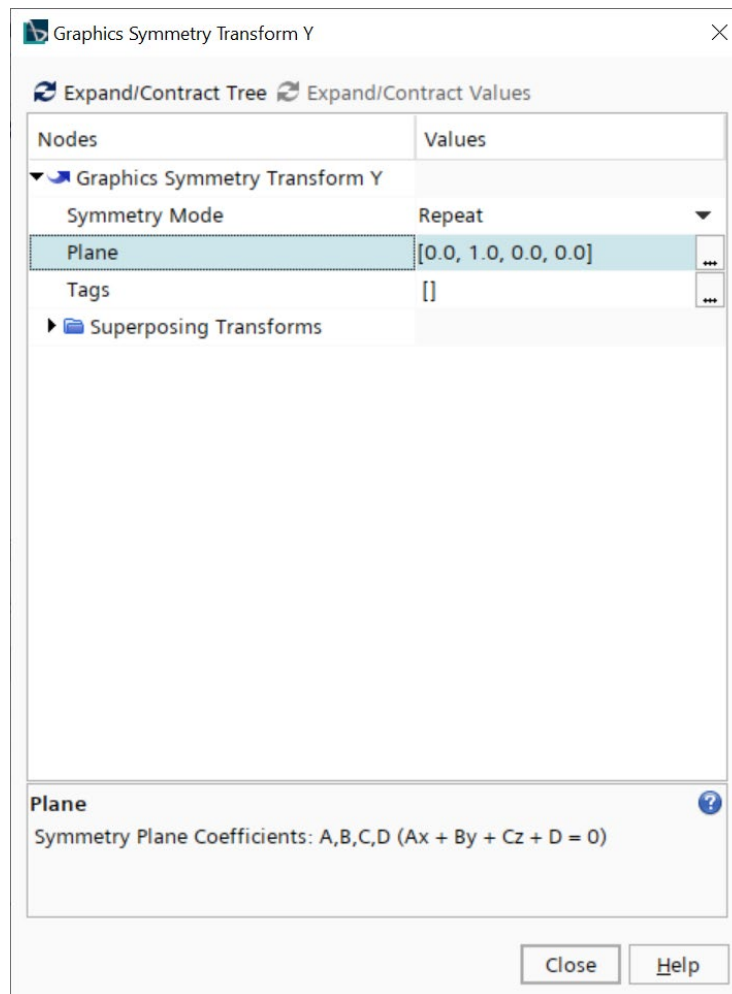


(1) Create a new Transform

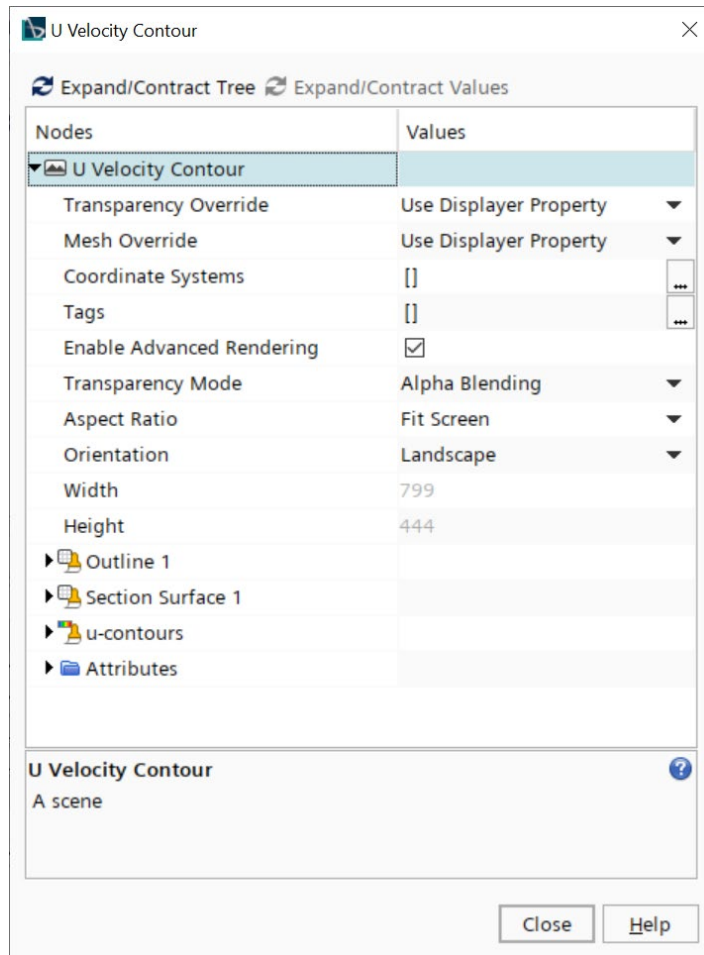
Open Tools tree. Right click on Transforms. Select New Graphics Transform -> Graphics Symmetry Transform

Edit the Graphics Symmetry Transform to use the y direction: Set coefficients of the plane

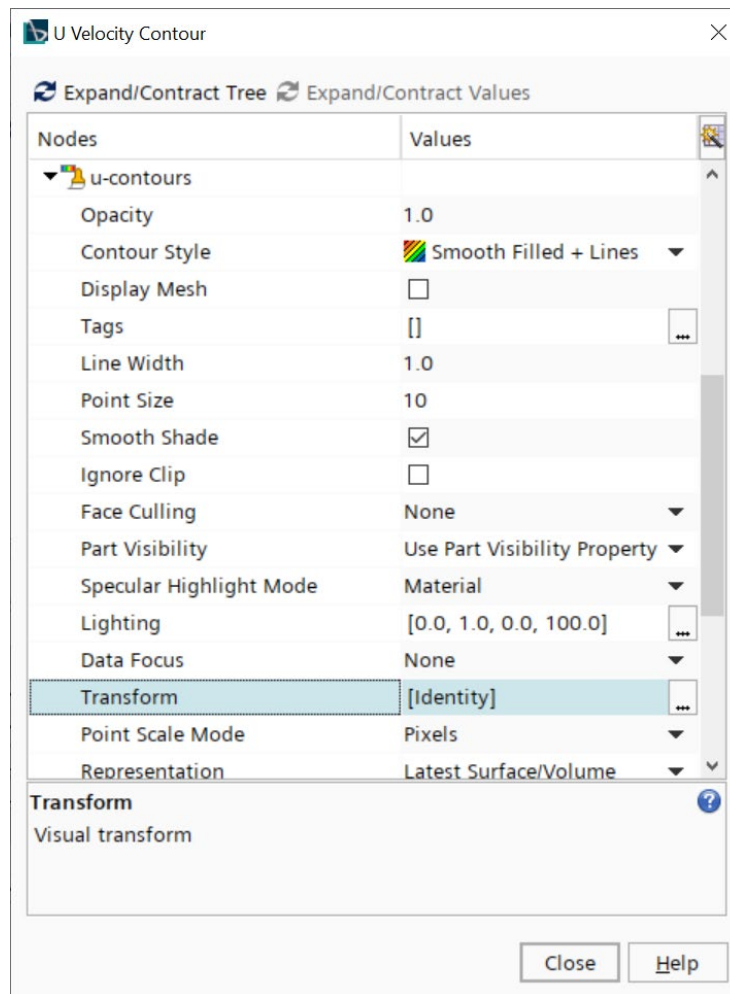


(2) Modify parts of your contour plot scene to use the new transform:

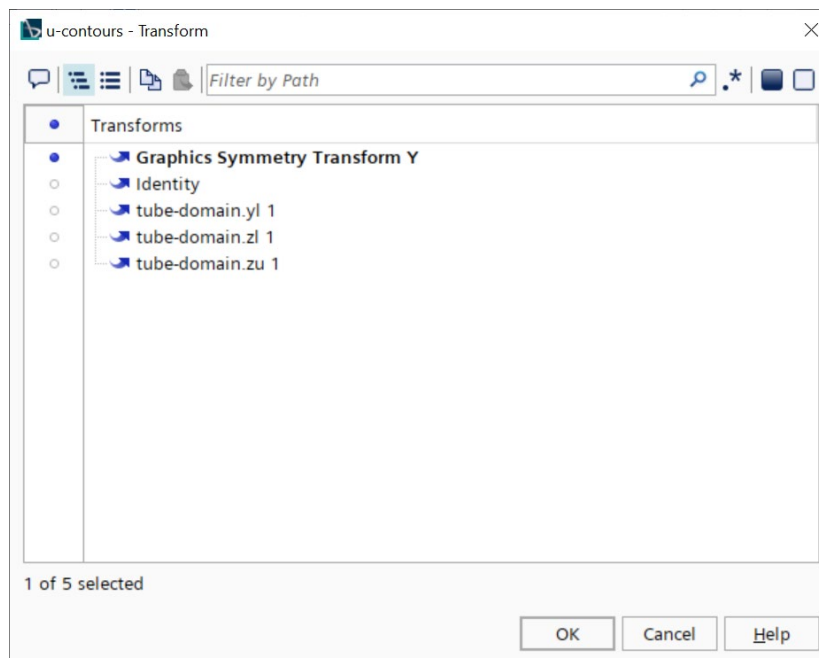
Right click on your contour plot scene and choose Edit.



Open up the tree for the contours (in this case u-contours):



Click on the ellipsis [...] in the Transform line and select Graphics Symmetry Transform.



Click OK.

You can also change the transform on the Outline.