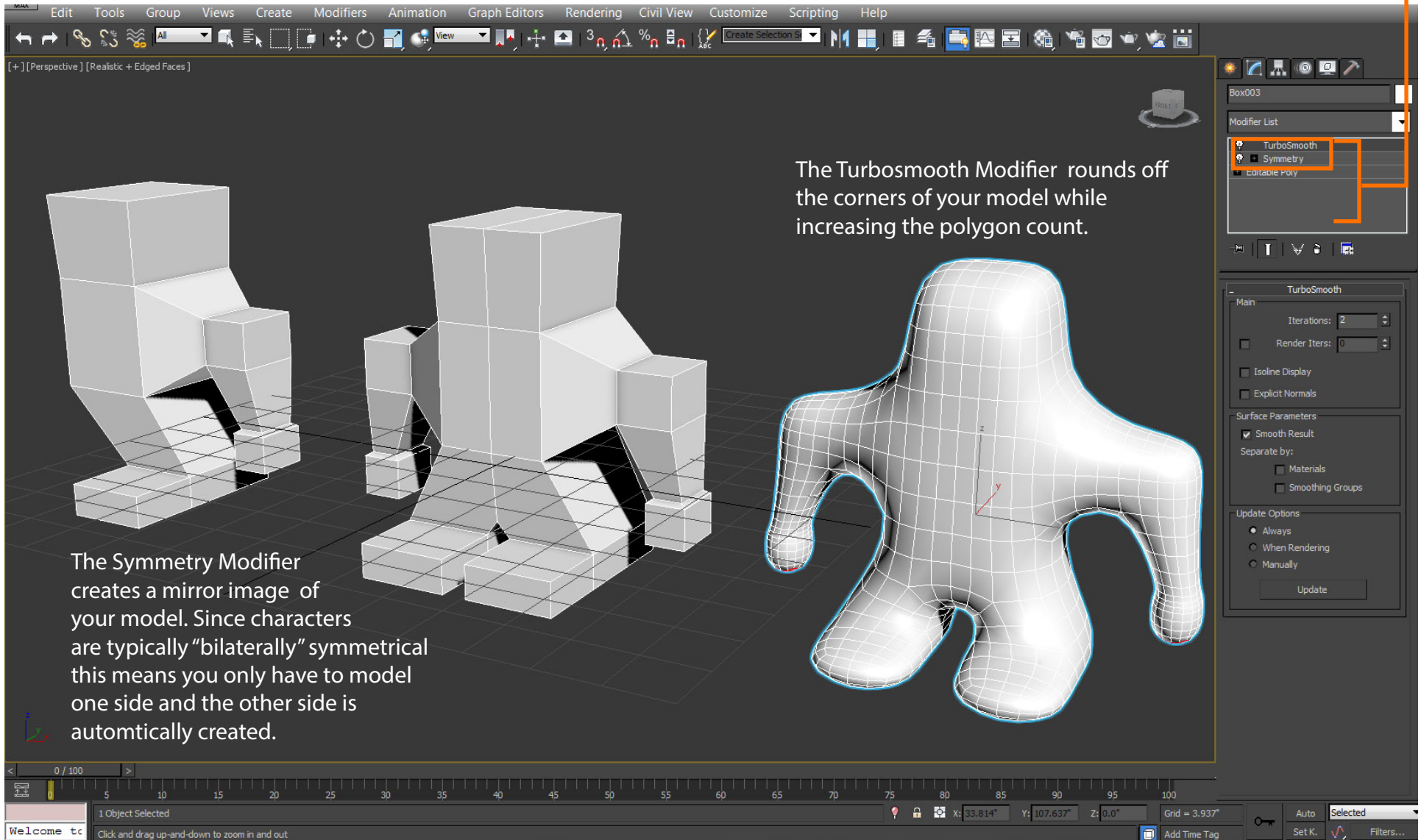# The Stack & Modifiers

You build complex 3D objects by adding "modifiers" on top of one another. This creates the "Stack".

In character modeling the two most useful modifiers are "Symmetry" and "Turbosmooth".

The Turbosmooth Modifier rounds off the corners of your model while increasing the polygon count.

The Symmetry Modifier creates a mirror image of your model. Since characters are typically "bilaterally" symmetrical this means you only have to model one side and the other side is automtically created.