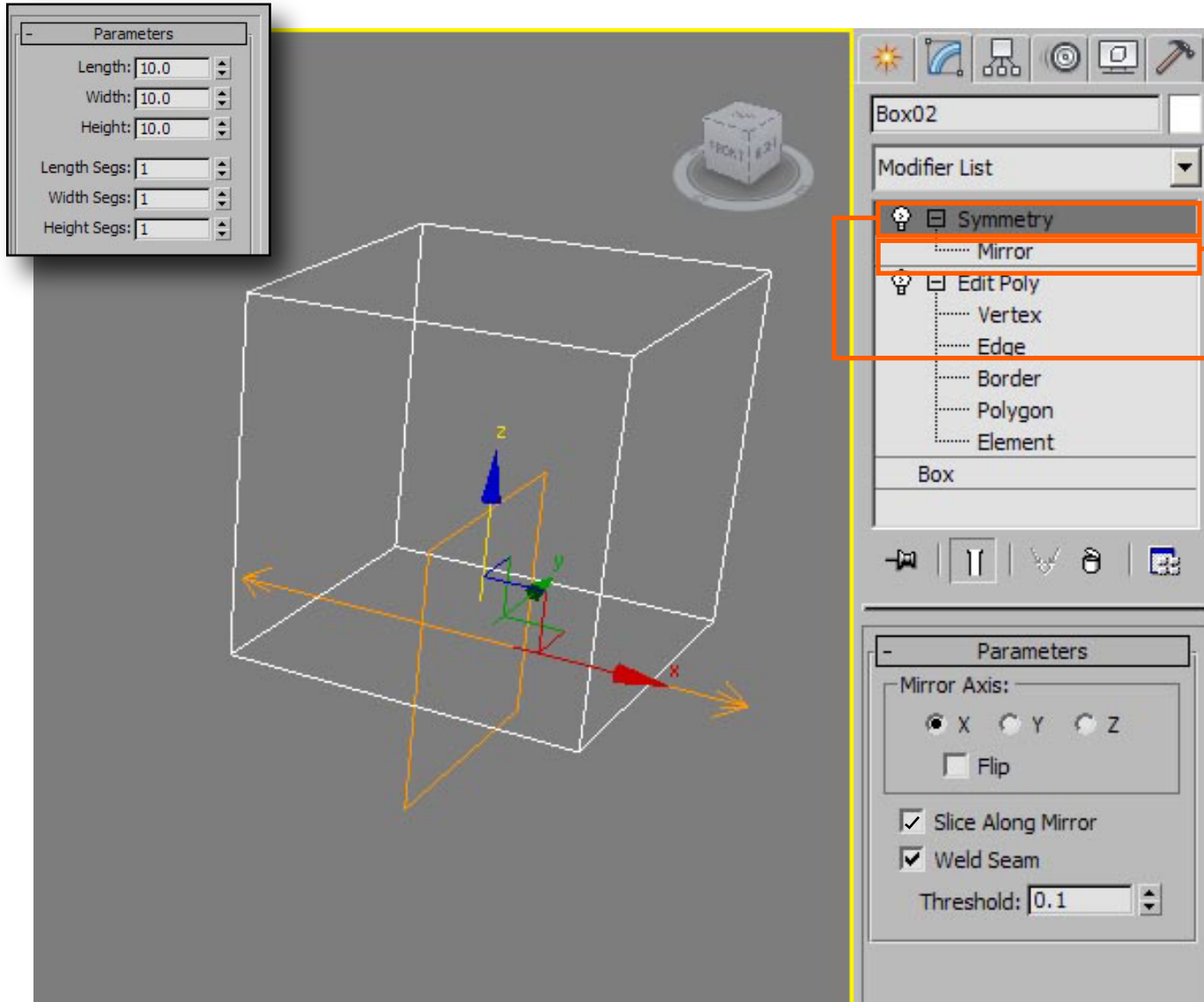


1. Make a box 10 x10 x10 units with 1x 1 x 1 segments.



2. Add an "Edit Poly" modifier to the box stack.

3. Add a "Symmetry" modifier box stack.