

Creating Mirrors

In progress...

We know Amnesia doesn't **have/support** mirrors, but since water planes can reflect things, we can simulate one.

Remember it's a simulation, it won't be perfect.

This is how it looks in my mod [LINK](#) It's the best I could achieve. (feel free to test and try to improve it)

How to create the mirror:

1. Get the texture [LINK](#)
2. Create a plane with 0 1 0 Tile Amount using **Amn_WaterMirror_001.mat**.
3. Create a second plane with **Plane_Black.mat**behindthe previous mirror plane.
4. It's ready. Put it wherever you want having in mind the following precautions.

Precautions

1. Avoid having mirrors looking at each other, they lag and glitch.
2. The mirror is sensitive to what it's reflecting, so avoid gaps between planes and any hard-to-reflect stuff.
3. Avoid having the player watching the mirror from strange/wide angles.
4. And last, consider moving the mirror to another angle/location if it refuses to work properly there.

Amn.-

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