Creating Mirrors

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** behind the 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.

Extra Info

- The black plane behind is to stop the transparency of the mirror.
- The tile amount 0 1 0 removes a weird thing water textures have.

That's all. If you feel like experimenting, try the mirror material on other models/objects for weird results.

Amn.-