

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*** behind the previous mirror plane.

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