

## **Version 1.0.1**

- Added true mirrors
- Little bug fix

If you have questions, want to suggest new content or have a bug to report, please e-mail me at [games.kyub@gmail.com](mailto:games.kyub@gmail.com).

## **Quick Start Guide**

- 1- Drag a VR player in your scene. (StereoPortalsVR/Prefabs/VRPlayer)
- 2- Drag a pink and a green portal in your scene.\* (StereoPortalsVR/Prefabs)
- 3- Set each portals targets to the other portal.
- 4- Enjoy!

\*For the portals to work properly, you must use a pink and green portal pair. They are not the same, the pink portal's renderers are rotated 180 degrees on the y axis.

## **Personalization**

Pink and green are arbitrary colors used to differentiate the two types of portals. You can personalize your portals as you will by creating new materials with the border shader.

## **Notice**

If the portal stays gray, enable post-processing on all your portal cameras.