## How to use

1. Create a material and assign a Deferred or Forward Mirror shader.
2. Add the material to your model.
3. Add the Mirror Reflection script to the model too.
4. In Editor/Project settings/Player make sure the rendering path is set to Forward or Deferred depending on the chosen shader.
5. The rendering path on your camera(s) should be turned to « Use Player Settings».

Import a custom object

- Before importing a custom mirror object in Unity, make sure that the local Y axis is turned in the same direction as the reflection.
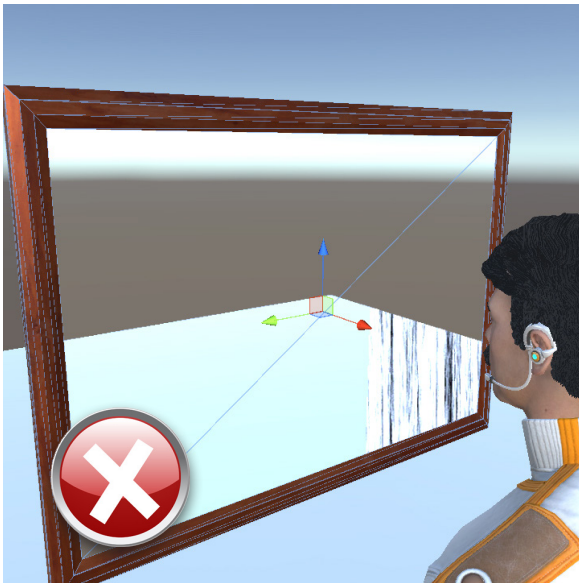
- After importing the object in some cases, you will see a clipping artefact. That's because the Y axis is turned in the wrong side of the plan.
  To avoid this problem just go to the script properties on the inspector and enable «Flip Y axis»
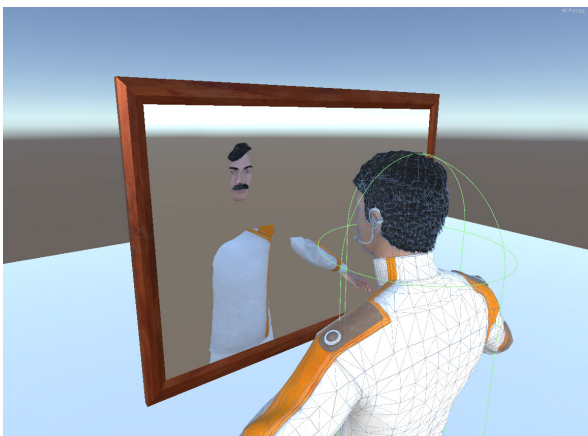
Flip Y axis disabled.

Few things to know

1. Every mirror in your scene must have its own material.

2. In the script properties you can :
- Flip the Y axis of the reflection
- Adjust the reflection depth
- Change the reflection resolution
- Choose by layers what objects are reflected or not

3. You can only see the real final reflection in Game mode.

Contact

If you have any questions, please feel free to contact us : contact@ciconia-studio.com

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