APOLLO

APOLLO MIRROR SHADERS

How to set up a Mirror:
1. Create a new material
2. Set up the shader to APOLLO Mirror/Standard
3. Create a Plane or Quad
4. Add the material to the Object
5. Add the "APOLLOMirrorReflection" to the Object. (You can find the script inside the "Scripts" folder of the package.

Important:

1. The mirror only works for plane objects but in all directions.
2. Every new mirror needs a new material.

APOLLO Mirror shaders are based on APOLLO Light Based Shading. If you want to unlock some extra features of the shader and have more control over the lighting you can also get the full **APOLLO shaders collection**. Although the Mirror shaders will work perfectly even without the main APOLLO shaders package.

Thank you for downloading "**APOLLO Mirror shaders**". Feel free to share your project with me and my community on Facebook.

My Facebook page: https://www.facebook.com/furstentum.unity

APOLLO shaders in Unity Connect: https://connect.unity.com/p/improving-unity-s-standard-shader

All my best,
Rispat Momit