Mirror Effect applied to a mesh rendered in real time.

1. Create a mirror render object
2. Create a camera that sits behind the mirror object exactly opposite of the main camera, facing the main camera.
3. Set standard effect to use this camera.
4. Render everything in the scene that I want included in the mirror image (Character models, terrain, shadows).
5. Render everything onto a render target.
6. Create a screen quad and flip image using Post Processing effects.
7. Render everything onto another render target.
8. Copy the texture from the render target.
9. Set standard effect back to main camera
10. Render scene normally, with the render target texture bind directly to diffuse map of mirror render mesh.
11. Set Character model to follow the camera, and rotate the model to face the direction of the camera

What I would’ve liked to do:

1. Distort mirror texture to be more accurate at sharper angles.
2. Apply combine2 texture to mirror texture to make it feel more like a real mirror.