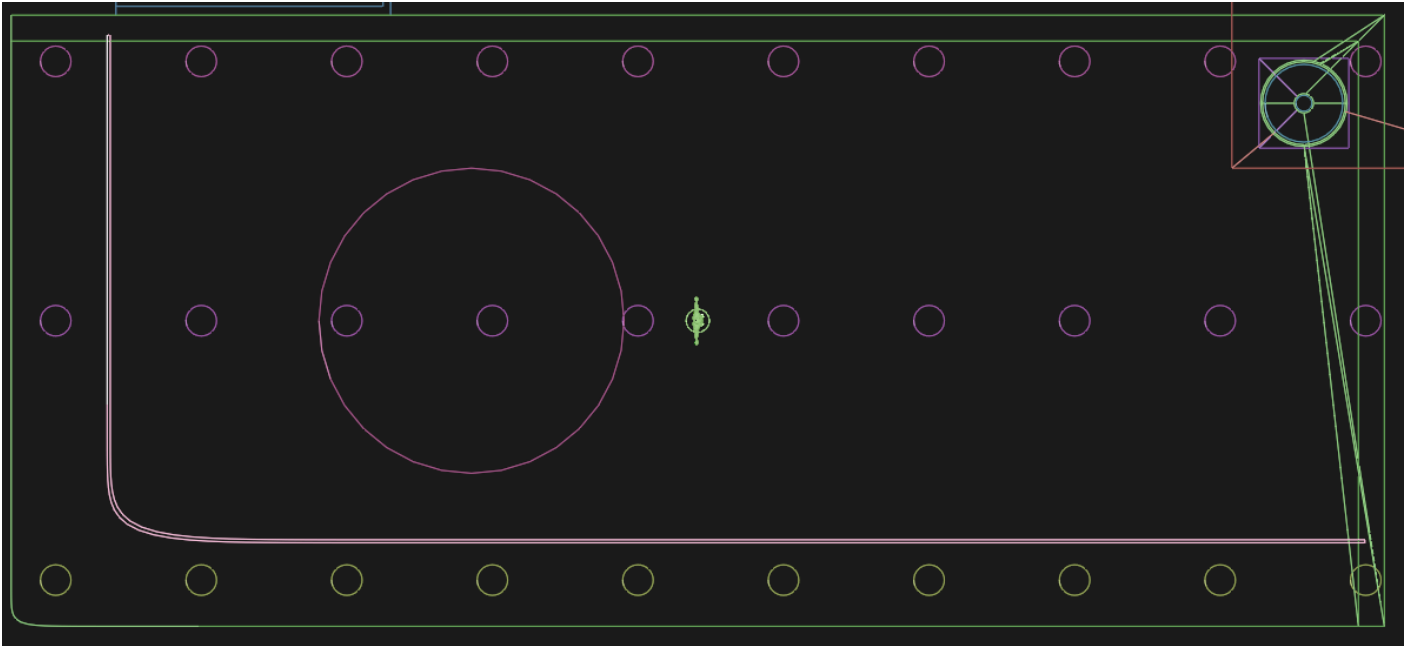
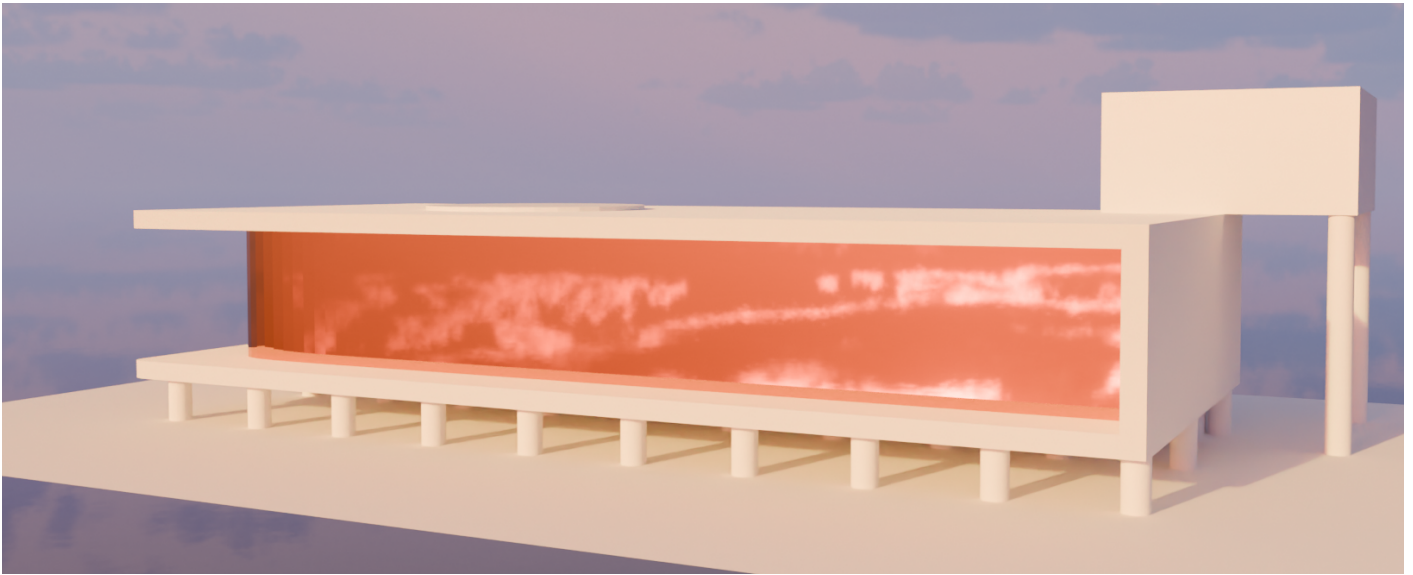


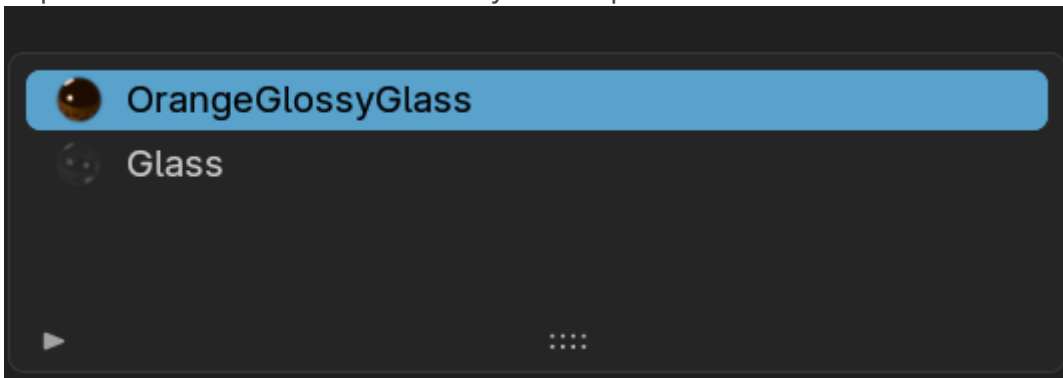
Two-Way Glass Shader





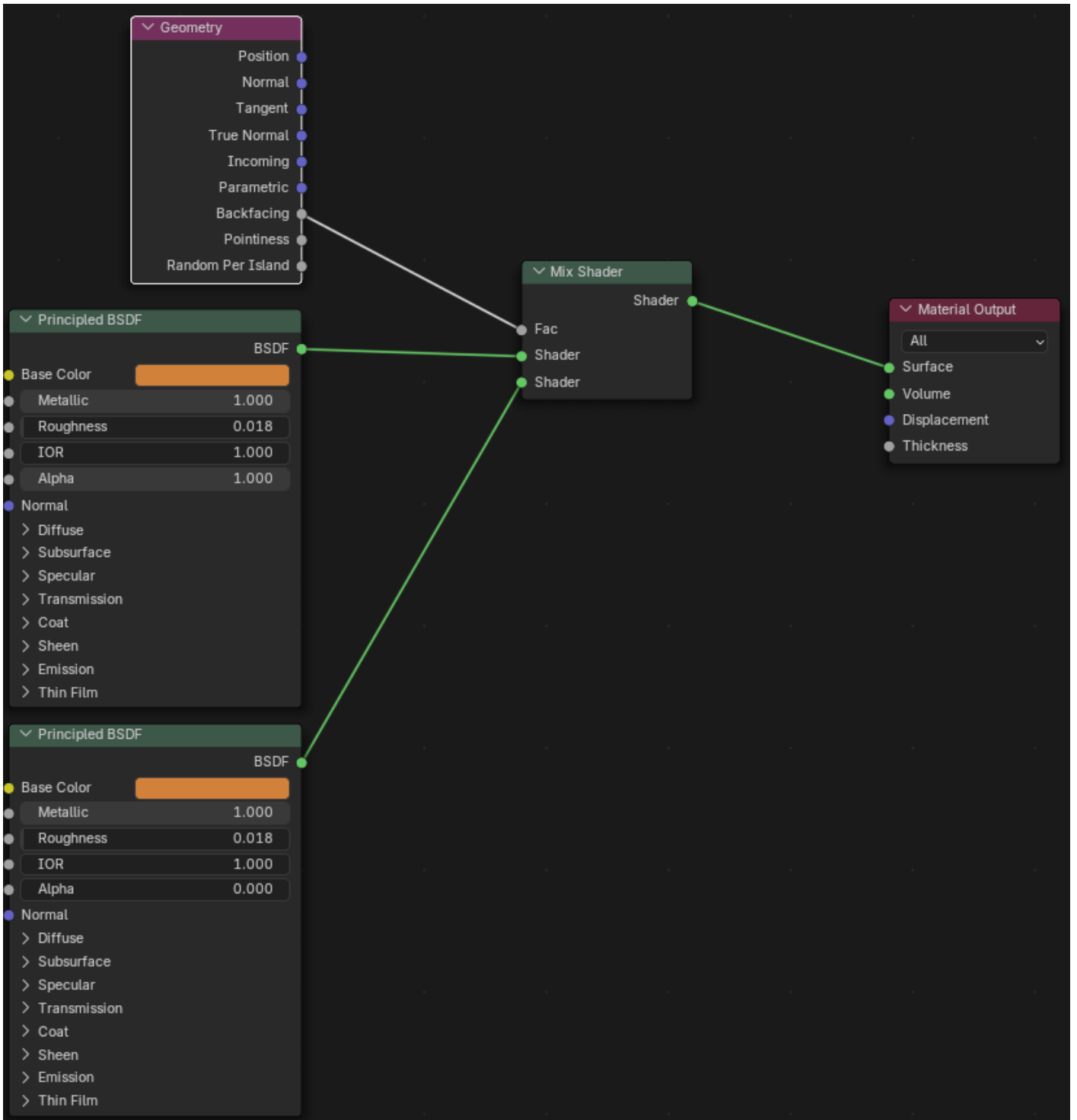
This only works with 3D Geometry! (No Planes/Circles etc.)

1. Separate Inner and outer Geometry into separate Material Slots



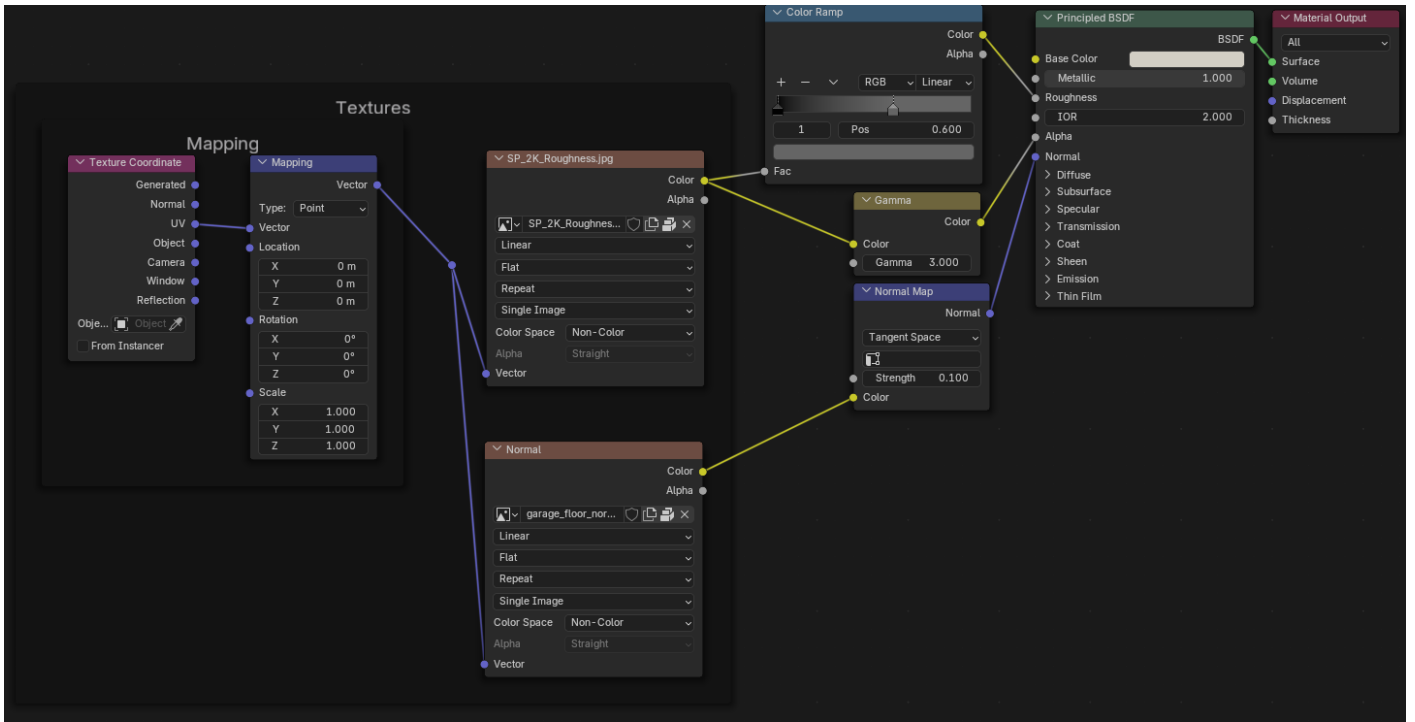
2. Create Shaders as below. For the Outside Shader, the "Backfacing Geometry" Output needs to be used to manipulate the Alpha of the other Side of the Faces. That way, we get the "2-Way-Mirror" Effect

Outer Shader



Inner Shader

This can be any generic Glass Shader with Alpha Information



Revision #1

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