

Troubleshooting Missing Mirror Reflections

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The information in this article applies to:



QUESTION

I placed a mirror in my plan, but when I take a camera view, a reflection doesn't display; instead, it's just gray. Why is this?

ANSWER


Reflections in mirrors only generate in perspective 3D views using rendering techniques that show material textures. If you're in a supported camera view, but reflections still fail to generate, the Reflections setting may be disabled.






Note: A mirror surface cannot display the reflection of another mirror. When one mirror can be seen in another, a non-reflective material is typically shown.

To troubleshoot missing mirror reflections

1. Navigate to **3D> Create Perspective View> Full Camera** , then create a camera


view looking towards the mirror.



In Home Designer Suite and Home Designer Architectural, navigate to **3D> Create Camera View> Full Camera**  instead.

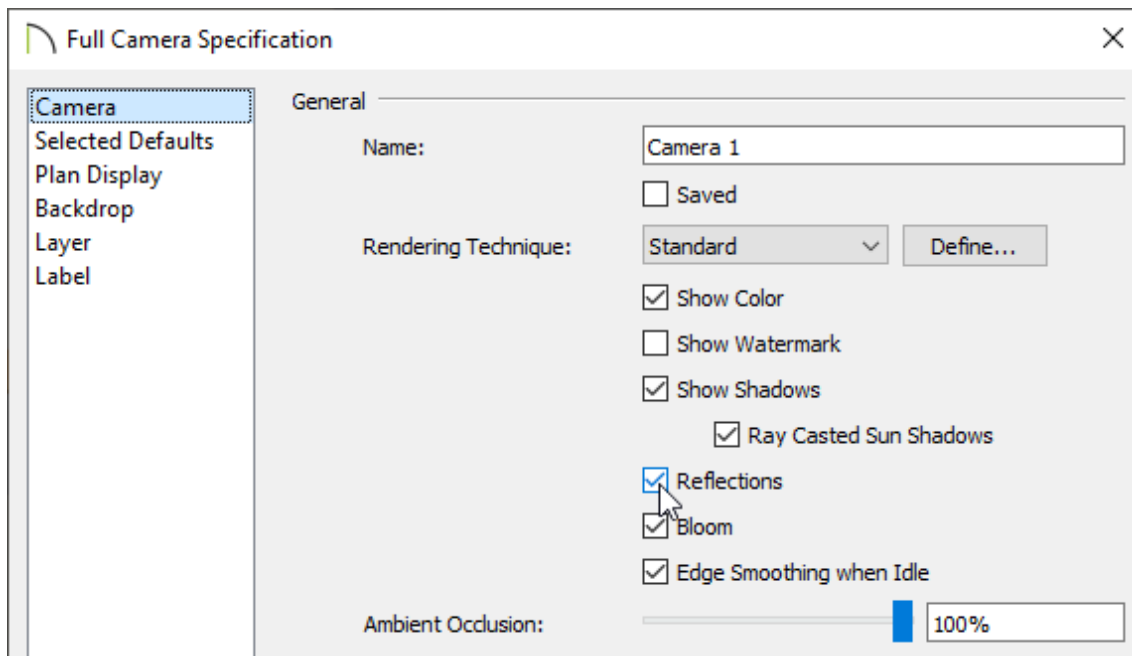
2. With the camera view open and active, select **3D> Rendering Techniques**  and ensure that the **Standard** , **Physically Based** , **Watercolor** , or **Duotone**  technique is selected.


Certain Home Designer products may not contain all of the rendering techniques mentioned. If you're interesting in each of the various rendering techniques and the results they produce, please see [Video # 6150: Rendering Techniques](https://www.chiefarchitect.com/videos/watch/6150/rendering-techniques.html) (<https://www.chiefarchitect.com/videos/watch/6150/rendering-techniques.html>).

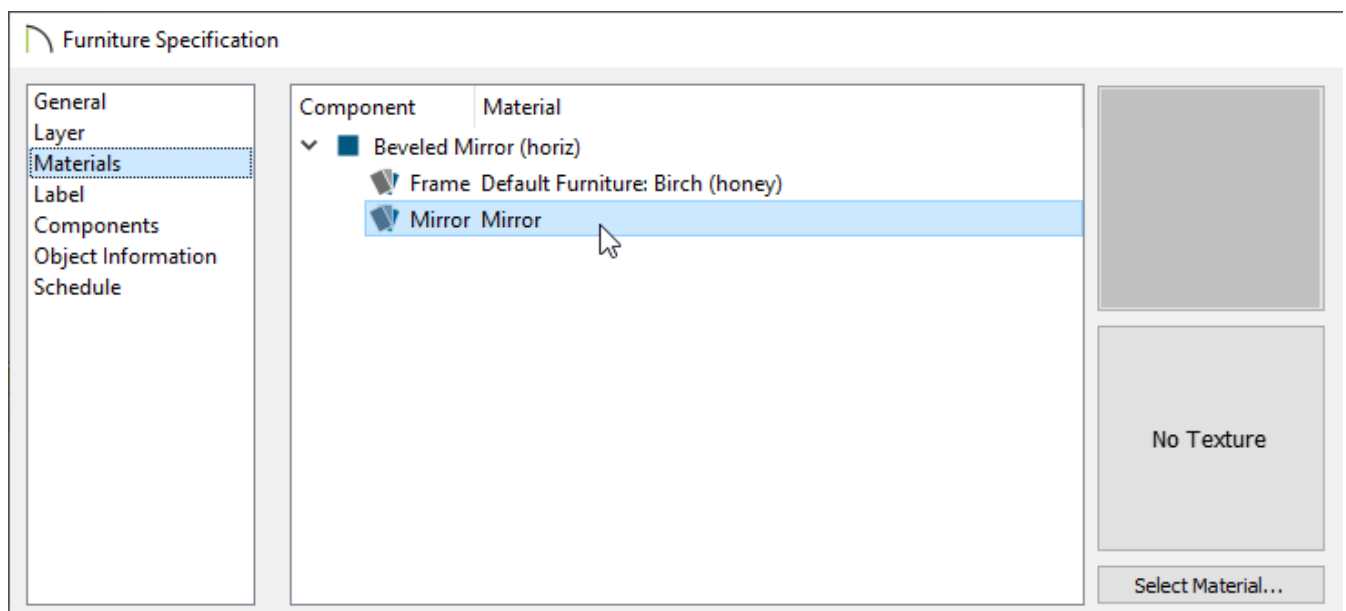
If you're interested in upgrading from Home Designer to Chief Architect, please [contact our Sales team](https://www.chiefarchitect.com/company/contact.html) (<https://www.chiefarchitect.com/company/contact.html>) directly.

3. If reflections still don't appear, navigate to **3D> Camera View Options> Toggle Reflections**  from the menu.

You can also toggle Reflections in the **Camera Specification** dialog by selecting **Tools> Active View> Edit Active View**  in Chief Architect or **3D> Edit Active Camera**  in Home Designer.

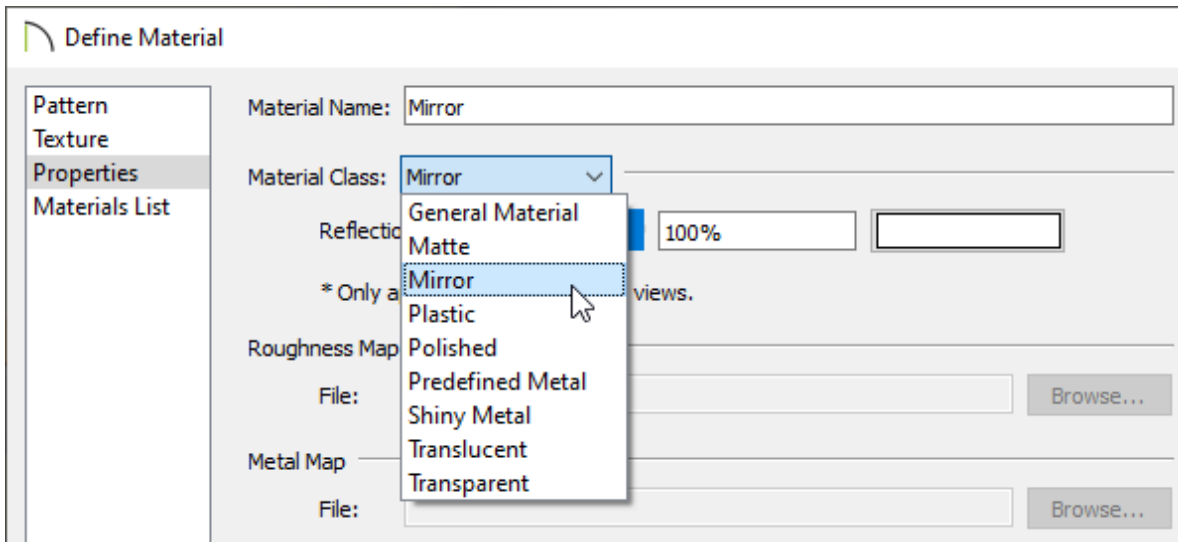


If mirror reflections don't appear after following the instructions above, it's possible that the object does not have a proper mirror material applied. If you **Open**  the mirror object to specification and click on the **MATERIALS** panel, the object should have a material applied to at least one of the components. If it does not, you can select the desired component, click on the **Select Material** button, and browse the library for a mirror material.



In Chief Architect Interiors and Chief Architect Premier, it's possible to change the Material Class of a material. If you have changed the Material Class for a mirror material, reflections may not display. Access the **Define Material** dialog for the given material,

select the **PROPERTIES** panel, and change the Material Class back to Mirror.



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