Subject: Reflective Materials
Posted by wubwub on Thu, 28 May 2009 01:21:39 GMT
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i am currently experimenting with models (made a few sketchy interiors)

 I've kinda got the 'feel' of 3ds max 8 now, but i have one question.

 How do you make reflective materials? or even glass for that matter... I have notta slightest clue
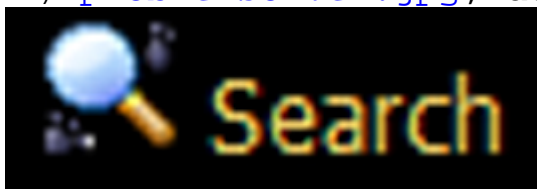
Any help greatly appreciated(sp?)

Subject: Re: Reflective Materials
Posted by Canadacdn on Thu, 28 May 2009 02:52:33 GMT
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File Attachments
1) problemsolver.jpg, downloaded 608 times

Subject: Re: Reflective Materials
Posted by Gen_Blacky on Thu, 28 May 2009 03:45:47 GMT
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RenegadePublicTools/HowTo/W3D Tutorials/content.htm

Subject: Re: Reflective Materials
Posted by wubwub on Thu, 28 May 2009 19:04:22 GMT
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WOW!

Thx so much, i never knew about that

I tried serching on google but i kept getting some stupid tut of something i didnt want

EDIT- But i still dont see how to make reflective.

I am aiming for something like Di3hards pipe in his skatepark vid
But if he dosent want to reveal his secret, its all good

Subject: Re: Reflective Materials
Posted by mrÃ£Ã§Ä·z on Thu, 28 May 2009 20:58:56 GMT
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I will make you a kickass reflection when i have some time

Subject: Re: Reflective Materials
Posted by Gen_Blacky on Thu, 28 May 2009 22:18:27 GMT
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here is a basic reflection , there are many different settings you can mess around with such as
world space and using multiple passes.. Just read about the different vertex material settings and
what they do.

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File Attachments
1) box.zip, downloaded 170 times
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Subject: Re: Reflective Materials
Posted by wubwub on Thu, 28 May 2009 22:25:08 GMT
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Whoo hoo, i got it working

ty man