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?)

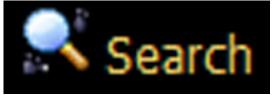
Subject: Re: Reflective Materials

Posted by Canadacdn on Thu, 28 May 2009 02:52:33 GMT

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## File Attachments

1) problemsolver.jpg, downloaded 475 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 mrA£A§A·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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1) box.zip, downloaded 135 times

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