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Subject: Cool Effect

Posted by [Sanada78](#) on Thu, 23 Sep 2004 21:01:11 GMT

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It's done by duplicating the meshes you want to appear in the reflection, then rotating it 180 degrees on the Z axis. You then make a flat mesh in between that is textured and translucent to make a better effect.

Oblivions pictures pretty much show all this.

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