
Subject: texture tutorial on how to mirror and reflect
Posted by [Sk8rRIMuk](#) on Thu, 10 Apr 2003 14:20:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Halo38DoitleIn order to reflect you have to fall back onto a Counter Strike mapper's secret weapon. You make the floor like 50% transparent, and copy your entire room. Then flip it upside down and just below the floor. It will look like the whole room is mirrored in the floor even though you are really seeing another room.

As seen in conquest winter i belive, that would double poly count!!! (wants 3DS that does refections doesn't it??)

You wont see your characters reflection mind (hmmm someone right a script to mirror the character too when you enter a script zone sounds goog to me! doubles polys again doh!)

Yes I have 3DS Max and yes it does do reflection...

It looks ace you can see an example of refelection on this knife blade & bottle here:

That was from the tutorial project.

-Sk8rRIMuk
