
Subject: Re: My new project

Posted by [Cpo64](#) on Thu, 11 Jan 2007 03:52:23 GMT

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Can anyone explain how reflections work? And how to set up the "best" looking ones? How does it use the reflection map? Is it just like a regular texture but only shows it on camera angles? Light angles? combination of both?

Or is it show different parts of the texture depending where your looking? I really can't understand how to use them without them looking like crap.

Anyways update on the map, competently redone the terrain, GDI base is now at the top of a terraced hill, with roads running east to west, north to south, buildings filling most the empty spots, NOD base is in a lower "park" area, trees, small pond and stream maybe, map is also smaller in size, but still rather large. Main focus will be urban combat.

File Attachments

1) [blue3.jpg](#), downloaded 416 times

