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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.

#### File Attachments

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1) [box.zip](#), downloaded 113 times

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