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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?)

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Subject: Re: Reflective Materials

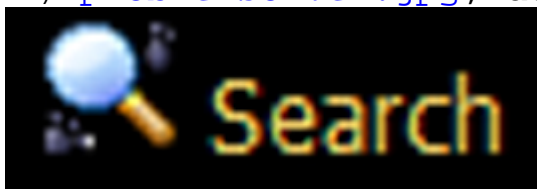
Posted by [Canadacdn](#) on Thu, 28 May 2009 02:52:33 GMT

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#### File Attachments

1) [problemsolver.jpg](#), downloaded 415 times



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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

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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

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Subject: Re: Reflective Materials  
Posted by [mr£Ä\\$Ä·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

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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

1) [box.zip](#), downloaded 115 times

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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

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