Subject: Will terrain reflection effects cause vis problems?
Posted by Anonymous on Fri, 25 Oct 2002 08:07:00 GMT

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quote:Originally posted by SomeRhino:Everything is mirrored, and thus reversed to make a "mirror" effect, except the tree. The tree is random enough to not need a mirrored clone, but I just rotated it 180 so it was upside down. You can see, it does the job pretty well. The mirrored terrain was moved under the ice, yes. But it does do a nice reflection effect. According to geometry, that is what a reflection is, so it looks like a reflection. I just need a different ice texture. Only problems with using this is that you'll have to make a plane with a shot of the stars on it to make it look like it's reflecting the sky, and players/vehicles aren't reflected.EDIT: Yeah, and thanks for the replies about my question. I'll take your suggestion, Ingrownlip.Reflection changes dynamiclly, it's not static. Try it, go look at a puddle of water - you won't see the same tree in it when you move around. The mirror reflection changes as your view does.