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Subject: Will terrain reflection effects cause vis problems?  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 19:30:00 GMT

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quote:Originally posted by steggyd: quote:Originally posted by SomeRhino:It's a mirrored clone along the Y axis of my terrain underneath a translucent sheet of ice to give it a nice reflection effect. Just for the people who can't read a post before replying. How can you mirror that? That's impossible to make a reflection effect from. It's got a tree in it. That's a LevelEdit object, not a RenX object. So how can you make it a clone like that, unless you're using a total clone of the tree and putting it under the ice itself, laid sideways... Same for the house. If that's what you did, moving the camera around will not make it look like a reflection, more like the ice is a sheet of glass that you're looking into.

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