
Subject: texture tutorial on how to mirror and reflect
Posted by [Halo38](#) on Thu, 10 Apr 2003 12:17:56 GMT
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Do it! In order to reflect you have to fall back onto a Counter Strike mapper's secret weapon. You make the floor like 50% transparent, and copy your entire room. Then flip it upside down and just below the floor. It will look like the whole room is mirrored in the floor even though you are really seeing another room.

As seen in conquest winter i believe, that would double poly count!!! (wants 3DS that does reflections doesn't it??)

You won't see your character's reflection mind (hmmm someone right a script to mirror the character too when you enter a script zone sounds gooo to me! doubles polys again doh!)
