
Subject: Re: How to make models reflective in RenX?
Posted by [Blazea58](#) on Sat, 26 Jul 2008 02:12:59 GMT
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There is a few ways to make something reflective that i know of, and all create a different effect.

The easiest way to make something reflective without adding more then one texture is to set the stage 0 mapping to "edge" and that will give off a basic reflect.

Another basic way is to just apply your texture and in stage 0 put it to Environment or WS Environment which would be useful for a layer behind a transparent one.

The best way is to just follow the Renhelp bump map water tutorial, which you can use for other things that you want to have reflect. If your just going for reflect, set it up like the water and replace your bump map with the same texture as the first pass, and then set your own reflect texture in and it should do the trick.
