

---

Subject: Re: Reflective Materials

Posted by [Gen\\_Blacky](#) on Thu, 28 May 2009 22:18:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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 177 times

---