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Subject: Re: renx texture efects

Posted by [Omar007](#) on Wed, 03 Aug 2011 18:37:06 GMT

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From what I understand, he saw Reborn characters that had reflecting helmets (visors?). He wants to know how he can achieve this with RenX (probably materials or w/e). If it can't be done in RenX, he wants to know how else.

Something like that I guess

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