
Subject: Reflective Materials

Posted by [wubwub](#) on Thu, 28 May 2009 01:21:39 GMT

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i am currently experimenting with models (made a few sketchy interiors)

I've kinda got the 'feel' of 3ds max 8 now, but i have one question.

How do you make reflective materials? or even glass for that matter... I have notta slightest clue

Any help greatly appreciated(sp?)

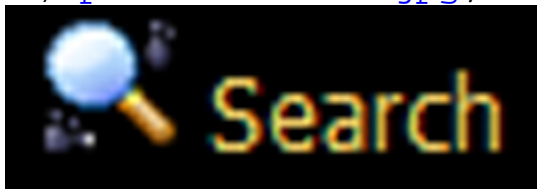
Subject: Re: Reflective Materials

Posted by [Canadacdn](#) on Thu, 28 May 2009 02:52:33 GMT

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1) [problemsolver.jpg](#), downloaded 737 times



Subject: Re: Reflective Materials

Posted by [Gen_Blacky](#) on Thu, 28 May 2009 03:45:47 GMT

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Subject: Re: Reflective Materials

Posted by [wubwub](#) on Thu, 28 May 2009 19:04:22 GMT

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WOW!

Thx so much, i never knew about that

I tried serching on google but i kept getting some stupid tut of something i didnt want

EDIT- But i still dont see how to make reflective.

I am aiming for something like Di3hards pipe in his skatepark vid
But if he dosent want to reveal his secret, its all good

Subject: Re: Reflective Materials
Posted by [mr£\\$Ä-z](#) on Thu, 28 May 2009 20:58:56 GMT
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I will make you a kickass reflection when i have some time

Subject: Re: Reflective Materials
Posted by [Gen_Blacky](#) on Thu, 28 May 2009 22:18:27 GMT
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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 206 times

Subject: Re: Reflective Materials
Posted by [wubwub](#) on Thu, 28 May 2009 22:25:08 GMT
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Whoo hoo, i got it working

ty man
