
Subject: renx texture efects

Posted by [NACHO-ARG](#) on Tue, 02 Aug 2011 12:10:43 GMT

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hey ppl i have seen an mirror efect in the helmet glasses of some reborn characters so i tried to reproduce that efect whit out succed, soo... does anybody knows if this is posible whit renx? if it is, does anybody knows how to do it? cause i whould like to learn.

Subject: Re: renx texture efects

Posted by [NACHO-ARG](#) on Wed, 03 Aug 2011 17:17:46 GMT

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any ideas?

Subject: Re: renx texture efects

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 17:48:17 GMT

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Can you please write in legible English? It would help so that people can understand what you're saying without having to spend an unnecessary amount of time attempting to decipher your bad spelling and stream-of-consciousness-styled writing.

I would certainly help if you could do that for me. Thanks in advance.

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

Subject: Re: renx texture efects

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 18:48:43 GMT

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If it isn't done in RenX, it isn't done at all. Just add a reflective texture via a detail map (stage 1) and set it to WS Environment or Environment, with the detail color set to add or invscale if add is too bright.

Subject: Re: renx texture effects
Posted by [NACHO-ARG](#) on Thu, 04 Aug 2011 23:19:43 GMT
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thanks for the tip ppl i will see what i can do.

Subject: Re: renx texture effects
Posted by [kamuixmod](#) on Fri, 05 Aug 2011 13:03:02 GMT
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Subject: Re: renx texture effects
Posted by [Gen_Blacky](#) on Sat, 06 Aug 2011 02:18:48 GMT
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get a hold of the w3d model that has the mirror effect and then open it in w3d dump. It wil ltell exactly what settings where used.
