Subject: Renegade reflection map test on Glacier Flying...
Posted by Anonymous on Mon, 16 Sep 2002 11:07:00 GMT
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quote:Originally posted by Hjelstrom:Cool! I assume this is this an environment map added on as a second pass?gregYeah, now that Greg showed up I'll expose what I did.I took Reflect3.dds and put it on as a second pass of the Power Plant's gold metal. After that, added an Add shader, gave the vertex material a color of about 180 (A light neutral grey) and set it to WS Environment.That's how you pull that off. It's really awesome. Check out the video and you can see the reflection changing as Blazer's camera moves.http://blazerotate.havocide.com/Ackvid1.wmv