
Subject: Reflective Materials

Posted by [Burn](#) on Thu, 05 Jul 2007 15:51:50 GMT

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OK I conducted a search and read this topic:

http://www.renegadeforums.com/index.php?t=msg&goto=236987&rid=0&srch=reflective#msg_236987

I gave it a try and it gave me something but not exactly what I wanted. I'm trying to make a reflective floor material. I'm not looking to reflect light but instead I'd like to have the floor have a nice subtle "freshly waxed" look to it and I'd like for it to reflect the walls and the ceiling and the character (or any other objects on top of it).

Is there something I'm missing out? Do I need a better detail texture? Let me know please!!

Thanks again!
