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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?)

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