
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 169 times
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