
Subject: Re: Vertex Solve question
Posted by [Mauler](#) on Sat, 18 Aug 2012 15:51:54 GMT
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Well you only have to hide the mesh that has the 2 pass material, when you vertex solve.

Not to sure but I believe it has something to do with the Bump/Shader properties for the bump map texture and reflection texture

Here is the settings used in that pass