
Subject: Cool Effect

Posted by [Oblivion165](#) on Thu, 23 Sep 2004 02:59:45 GMT

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This may be a well known technique, But i though of a way to make water reflect the room. Simple idea, but i never thought of it before.

Subject: Cool Effect

Posted by [icedog90](#) on Thu, 23 Sep 2004 03:07:20 GMT

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I've done it before; it's just that it didn't turn out as well as yours because I tried terrain.

Subject: Cool Effect

Posted by [Spice](#) on Thu, 23 Sep 2004 05:29:27 GMT

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That reflection look's very nice. Something Like that is going to be used it the Death Star map for Renegade : A new hope.

The reflection isn't even in that picture. I applied it fast for a WIP image.

I tried making it work with characters some time ago. I never got far enough to test it in game , I didn't know enough about bone's and linking for me to get it work properly back then.

Subject: Cool Effect

Posted by [Hav0c](#) on Thu, 23 Sep 2004 05:39:43 GMT

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Nice hanger

Subject: Cool Effect

Posted by [icedog90](#) on Thu, 23 Sep 2004 05:44:34 GMT

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I modeled the hanger, he re-textured it and changed it a bit.

Subject: Cool Effect
Posted by [Slash0x](#) on Thu, 23 Sep 2004 06:13:08 GMT
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Care to share how you did it?

Subject: Cool Effect
Posted by [WNxCABAL](#) on Thu, 23 Sep 2004 18:18:07 GMT
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thats one nice find!

Subject: Cool Effect
Posted by [bigwig992](#) on Thu, 23 Sep 2004 19:07:32 GMT
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Bah, SomeRhino did something like this a little over a year ago. And at a bigger scale.

C&C Conquest Winter

http://www.drireign.ath.cx/system.php?page=cnc_winter

Subject: Cool Effect
Posted by [WNxCABAL](#) on Thu, 23 Sep 2004 20:07:26 GMT
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How is this effect created?

Subject: Cool Effect
Posted by [Spice](#) on Thu, 23 Sep 2004 20:33:22 GMT
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bigwig992Bah, SomeRhino did something like this a little over a year ago. And at a bigger scale.

Yea I that is where I found out how to do this , An imported version of his map.

Subject: Cool Effect

Posted by [Sanada78](#) on Thu, 23 Sep 2004 21:01:11 GMT

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It's done by duplicating the meshes you want to appear in the reflection, then rotating it 180 degrees on the Z axis. You then make a flat mesh in between that is textured and translucent to make a better effect.

Oblivions pictures pretty much show all this.

Subject: Cool Effect

Posted by [icedog90](#) on Fri, 24 Sep 2004 00:45:27 GMT

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You don't rotate it, you mirror it.
