
Subject: 3Dsmax6 Questions

Posted by [Spice](#) on Mon, 27 Sep 2004 00:29:05 GMT

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Some things I've always wondered ...

Is there a way to add a image to the back of the view port for Reference and such. Maybe a plug-in can do this?

Also how do I make a plane reflective in a render.

Subject: 3Dsmax6 Questions

Posted by [Fabian](#) on Mon, 27 Sep 2004 00:34:34 GMT

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Alt + B brings up the Viewport Background window. I don't know about renders.

Subject: 3Dsmax6 Questions

Posted by [PermaGrin](#) on Mon, 27 Sep 2004 01:07:34 GMT

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Background image...

Alt + B like Seal said.

Reflections...

(this is one way to do it, not the only way)

M for your Materail Editor. Open the "MAPS" tab on the materail you want to be reflective. Check the box next to "REFLECTION". Now click on the "NONE" tab on the right side of "REFLECTION". Select "Raytrace. From there play with the raytrace options and tweak out the look.

Subject: 3Dsmax6 Questions

Posted by [Madtone](#) on Mon, 27 Sep 2004 01:15:11 GMT

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I guess you mean like this:

Subject: 3Dsmax6 Questions

Posted by [Spice](#) on Mon, 27 Sep 2004 05:51:45 GMT

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Thanks , those were two thing's Ive wondered about for awhile.

Subject: 3Dsmax6 Questions

Posted by [icedog90](#) on Mon, 27 Sep 2004 21:22:00 GMT

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If that weapon is really for Reborn, then that finally makes Reborn not even "based" on Tiberian Sun.

You can also "manually" reflect it if you don't know how.

Subject: 3Dsmax6 Questions

Posted by [Sir Phoenixx](#) on Mon, 27 Sep 2004 21:34:07 GMT

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The front iron sight is supposed to be single, not double like the rear iron sight.

(You (or nightcrawler) do plan on removing all of those unnecessary (for a game) grooves, right?
Edit: Oh, and that grooved buttstock-like thing on the back of the gun shouldn't be there)

Subject: 3Dsmax6 Questions

Posted by [bighairybear](#) on Mon, 27 Sep 2004 21:48:12 GMT

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Can you do reflections in Gmax ? ie a mirror

Subject: 3Dsmax6 Questions

Posted by [icedog90](#) on Mon, 27 Sep 2004 21:49:47 GMT

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bighairybearCan you do reflections in Gmax ? ie a mirror

Yes, manually, but why would you? Gmax can't render, unless you were to turn up both your AA and AF settings to high and manually model a reflection.

Subject: 3Dsmax6 Questions

Posted by [bighairybear](#) on Mon, 27 Sep 2004 21:57:39 GMT

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I dont what to render a pretty gmax, i what a mirror for renegade.

Subject: 3Dsmax6 Questions

Posted by [xptek](#) on Mon, 27 Sep 2004 22:03:55 GMT

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Engine dun support it.

Subject: 3Dsmax6 Questions

Posted by [bighairybear](#) on Mon, 27 Sep 2004 22:07:10 GMT

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<http://www.renegadeforums.com/viewtopic.php?t=12207> it does support it

Subject: 3Dsmax6 Questions

Posted by [xptek](#) on Mon, 27 Sep 2004 22:12:29 GMT

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That's not a real time mirror.

Subject: 3Dsmax6 Questions

Posted by [YSLMuffins](#) on Mon, 27 Sep 2004 23:13:37 GMT

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Is there a game that has a real time mirror effect?

Subject: 3Dsmax6 Questions

Posted by [Sir Phoenixx](#) on Mon, 27 Sep 2004 23:40:09 GMT

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I know Quake 3 Arena does, and pretty much every FPS game made in the last few years.

Subject: 3Dsmax6 Questions

Posted by [Spice](#) on Tue, 28 Sep 2004 03:26:57 GMT

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Duke Nukem had Real Time Reflection. That is sad.

Subject: 3Dsmax6 Questions
Posted by [Slash0x](#) on Tue, 28 Sep 2004 06:15:45 GMT
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EXdeath7Duke Nukem had Real Time Reflection. That is sad.
LMAO!

"Damn...I look good!" ~Duke Nukem

Subject: 3Dsmax6 Questions
Posted by [Spice](#) on Tue, 28 Sep 2004 21:15:14 GMT
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LOL Yea I remember way back saying "I can see myself in the mirror!!11". Shortly after listening to duke nukem saying that ,and wonder what he is talking about.

Subject: 3Dsmax6 Questions
Posted by [Jaspah](#) on Wed, 29 Sep 2004 18:25:44 GMT
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Enemy Territory / RtCW has pretty good reflections, too.

Subject: 3Dsmax6 Questions
Posted by [Deactivated](#) on Wed, 29 Sep 2004 18:45:57 GMT
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Half-Life 2 anyone?
