
Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:40:00 GMT
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I stole this idea from the old Mechwarrior 2. It's a mirrored clone along the Y axis of my terrain underneath a translucent sheet of ice to give it a nice reflection effect. My question is, will doing this cause problems with vis sectors? Thanks.<http://mods.cncrenega.de.com/somerhino/reflecttest.JPG> [October 24, 2002, 13:41: Message edited by: SomeRhino]

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 16:37:00 GMT
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it should not - since vis doesnt real care about whats under it...

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 16:43:00 GMT
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looks nice

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 17:56:00 GMT
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How did you do that? I explained how I did mine...

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 19:00:00 GMT
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quote:Originally posted by aircraftkiller2001:How did you do that? I explained how I did mine...He already did. And that is a pretty cool effect. [October 24, 2002, 19:13: Message edited by: rjs87]

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 19:27:00 GMT
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quote:Originally posted by SomeRhino:It's a mirrored clone along the Y axis of my terrain underneath a translucent sheet of ice to give it a nice reflection effect.Just for the people who can't

read a post before replying.

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 19:30:00 GMT
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quote:Originally posted by steggyd: quote:Originally posted by SomeRhino:It's a mirrored clone along the Y axis of my terrain underneath a translucent sheet of ice to give it a nice reflection effect. Just for the people who can't read a post before replying. How can you mirror that? That's impossible to make a reflection effect from. It's got a tree in it. That's a LevelEdit object, not a RenX object. So how can you make it a clone like that, unless you're using a total clone of the tree and putting it under the ice itself, laid sideways... Same for the house. If that's what you did, moving the camera around will not make it look like a reflection, more like the ice is a sheet of glass that you're looking into.

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 19:40:00 GMT
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Well I am pretty sure that is exactly how it is so...(not saying this in a mean way) if you don't like it don't use it.

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 20:14:00 GMT
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quote:Originally posted by SomeRhino:I stole this idea from the old Mechwarrior 2. It's a mirrored clone along the Y axis of my terrain underneath a translucent sheet of ice to give it a nice reflection effect. My question is, will doing this cause problems with vis sectors? Thanks.<http://mods.cncrenegade.com/somerrhino/reflecttest.JPG> I would say, Yes. Because VIS won't know if you're on the other side of the object or not. So if you have any collisions on it, you will not be able to see through it. Suggestion. Make the mesh come out of the surface just a little bit so that VIS will load the tiny corners and thus if the whole object is 1 mesh it will load the whole object. The reason for my guess is this: Since you have a mesh, the VIS information does not know if your mesh is transparent. It just goes by the meshes it sees.

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 20:28:00 GMT
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quote:Originally posted by rjs87:Well I am pretty sure that is exactly how it is so...(not saying this in a mean way) if you don't like it don't use it. I don't plan on it. If it doesn't act reflective and acts

like a pane of see-through glass, I'll stick to my technique.

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Thu, 24 Oct 2002 21:51:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by rjs87:Well I am pretty sure that is exactly how it is so...(not saying this in a mean way) if you don't like it don't use it.I don't plan on it. If it doesn't act reflective and acts like a pane of see-through glass, I'll stick to my technique.Well you can use it if you decide to have mirrors on the ground. Hey you never know.

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Fri, 25 Oct 2002 02:12:00 GMT
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Everything is mirrored, and thus reversed to make a "mirror" effect, except the tree. The tree is random enough to not need a mirrored clone, but I just rotated it 180 so it was upside down. You can see, it does the job pretty well. The mirrored terrain was moved under the ice, yes. But it does do a nice reflection effect. According to geometry, that is what a reflection is, so it looks like a reflection. I just need a different ice texture. Only problems with using this is that you'll have to make a plane with a shot of the stars on it to make it look like it's reflecting the sky, and players/vehicles aren't reflected.EDIT: Yeah, and thanks for the replies about my question. I'll take your suggestion, Ingrownlip. [October 25, 2002, 02:17: Message edited by: SomeRhino]

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Fri, 25 Oct 2002 06:35:00 GMT
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Man that would be so awesome if you could have reflections of people.

Subject: Will terrain reflection effects cause vis problems?
Posted by [Anonymous](#) on Fri, 25 Oct 2002 08:07:00 GMT
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quote:Originally posted by SomeRhino:Everything is mirrored, and thus reversed to make a "mirror" effect, except the tree. The tree is random enough to not need a mirrored clone, but I just rotated it 180 so it was upside down. You can see, it does the job pretty well. The mirrored terrain was moved under the ice, yes. But it does do a nice reflection effect. According to geometry, that is what a reflection is, so it looks like a reflection. I just need a different ice texture. Only problems with using this is that you'll have to make a plane with a shot of the stars on it to make it look like it's reflecting the sky, and players/vehicles aren't reflected.EDIT: Yeah, and thanks for the replies about my question. I'll take your suggestion, Ingrownlip.Reflection changes dynamiclly, it's not

static. Try it, go look at a puddle of water - you won't see the same tree in it when you move around. The mirror reflection changes as your view does.

Subject: Will terrain reflection effects cause vis problems?

Posted by [Anonymous](#) on Fri, 25 Oct 2002 09:27:00 GMT

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This is exactly what this does, your view of the reflected house changes to match the preimage house. If I strafe left, both the house and it's reflection will rotate with eachother to simulate reflection. Maybe I don't understand what you mean.
