
Subject: texture tutorial on how to mirror and reflect
Posted by [Titan1x77](#) on Thu, 10 Apr 2003 05:04:12 GMT

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im looking on how to mirror my textures and also how to make a texture reflect its surroundings.....(ie.Have a marble floor reflect the wall)

Subject: texture tutorial on how to mirror and reflect
Posted by [Halo38](#) on Thu, 10 Apr 2003 10:33:42 GMT

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Not sure if you can think thats 3DS territory

Subject: texture tutorial on how to mirror and reflect
Posted by [Doitle](#) on Thu, 10 Apr 2003 11:53:39 GMT

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In order to reflect you have to fall back onto a Counter Strike mapper's secret weapon. You make the floor like 50% transparent, and copy your entire room. Then flip it upside down and just below the floor. It will look like the whole room is mirrored in the floor even though you are really seeing another room.

Subject: texture tutorial on how to mirror and reflect
Posted by [Halo38](#) on Thu, 10 Apr 2003 12:17:56 GMT

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As seen in conquest winter i belive, that would double poly count!!! (wants 3DS that does refections doesn't it??)

You wont see your characters reflection mind (hmmm someone right a script to mirror the character too when you enter a script zone sounds goog to me! doubles polys again doh!)

Subject: texture tutorial on how to mirror and reflect
Posted by [Sk8rRIMuk](#) on Thu, 10 Apr 2003 14:20:52 GMT

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Yes I have 3DS Max and yes it does do reflection...

It looks ace you can see an example of refelection on this knife blade & bottle here:

That was from the tutorial project.

-Sk8rRIMuk

Subject: texture tutorial on how to mirror and reflect
Posted by [Havoc 89](#) on Thu, 10 Apr 2003 23:28:05 GMT
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i used the tutorial from 3d cafe that is the simplest one... look for 3d marble or something like that under 3DS tutorials.

Subject: texture tutorial on how to mirror and reflect
Posted by [Halo38](#) on Sat, 12 Apr 2003 15:01:19 GMT
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Sk8rRIMukHalo38DoitleIn order to reflect you have to fall back onto a Counter Strike mapper's secret weapon. You make the floor like 50% transparent, and copy your entire room. Then flip it upside down and just below the floor. It will look like the whole room is mirrored in the floor even though you are really seeing another room.

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[img]

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Is that the latest version '5' I Think I WANT 3DS MAX!!!!

RRRRRRRAAAAAAAAAAAHHHHHHHHHHHH

dribbles at the potential of 3DS

Subject: texture tutorial on how to mirror and reflect
Posted by [Sk8rRIMuk](#) on Sat, 12 Apr 2003 16:04:30 GMT

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Halo38

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RRRRRRRAAAAAAAAAAAHHHHHHHHHHHH

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Yes thats version 5 it is totally kool any I find it way easier than gmax...

The render OwnZ.

EDIT: Sorry no thats version 5.1 they brought a update out not long back.

-Sk8rRIMuk

Subject: texture tutorial on how to mirror and reflect
Posted by [Halo38](#) on Sat, 12 Apr 2003 16:12:07 GMT

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Sk8rRIMukHalo38

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dribbles some more

Subject: texture tutorial on how to mirror and reflect
Posted by [maytridy](#) on Mon, 14 Apr 2003 21:54:53 GMT
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Where can i get 3ds max? Is there a good tut on how to get started? Can i put 3ds stuff into Renegade?
