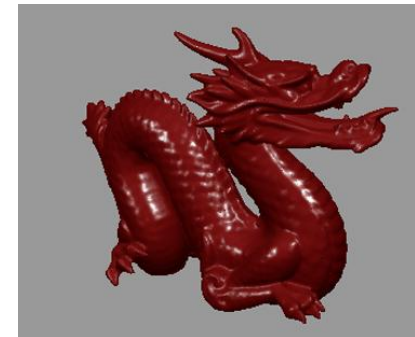
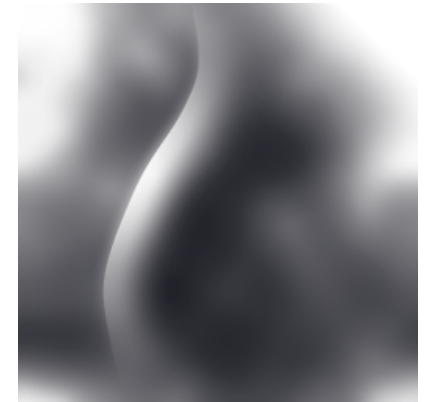


Reflective Materials

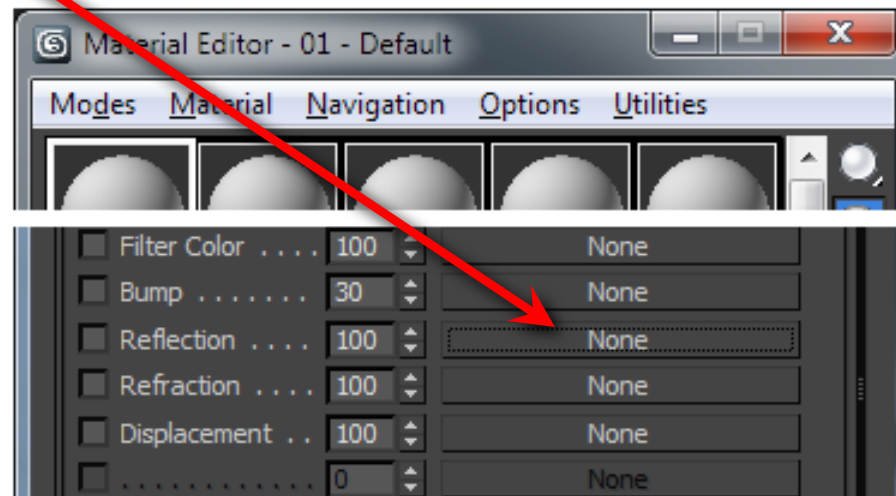
Assigning Reflection Maps

Reflective materials are created by using pre-made reflections stored in maps. The reflection is for aesthetic purposes and is not affected by nearby objects.

1. Take any image and place it in the reflection slot of a **Standard:Blinn**. This will become the reflection for any object it is assigned to.
2. Set the diffuse color to pure white, if necessary. The reflection is multiplied against any diffuse map or light map you have on the model.



Place map in this slot.



Notes

- Interactive reflections are also possible, but require extra programming and processing power.
- Reflection maps can be designed to imitate different materials by designing the reflection to incorporate a material's reflective/specular properties.
- It is possible to render out a cube map using 3ds max's reflect/refract material. This reflection can then manually be assigned within Vizard.