MY OWN LUMION TRAINING TUTORIALS

Reflection Adjustments:

Re: forum Question:

Is there a way to tweak materials to provide reflectiveness to emulate a mirror on a vertical surface?

(forum: Topic: Mirror surface? Frosted glass?; Date: July 2011; link: http://lumion3d.com/forum/index.php?topic=1614)

(A): [Remko]:

The materials now use a cube map for reflection. You can improve the reflection by adding a reflection control effect in movie mode and placing the reflection capture point directly in the surface. A perfect reflection plane is not possible (yet).

Here's How: Steps:

Base Options:

- make material a Glass Material in Materials Editor:

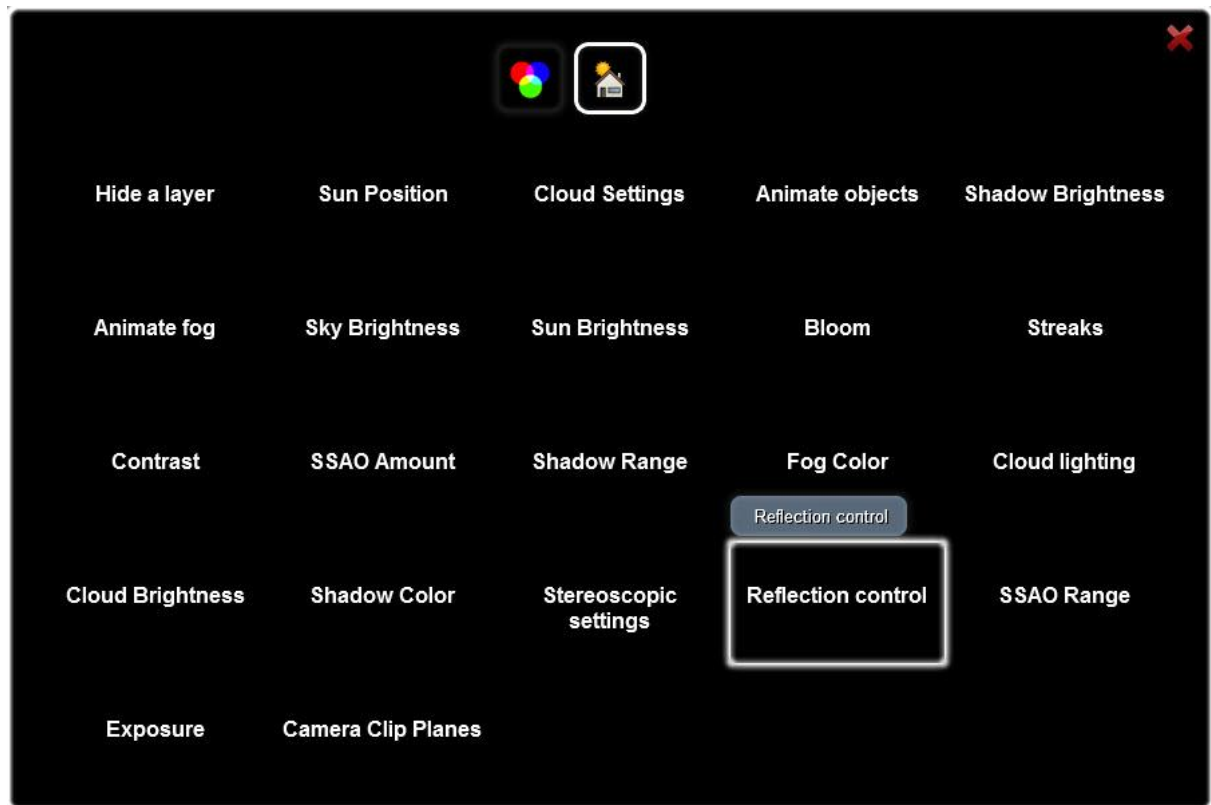- Tweak the Material Properties (and also Colour):

In Movie Mode:

1. Select the New Effect Button:

2. Select the Scene Effects button in Effects Window

3. Select the Reflection Control Effects item from the Scene Effects list:

4. A new Reflection Control effect is added to the movie clip effects:

4.1. Two properties can be changed:

4.1.1. Objects: All Objects **or** Land & Sky

4.1.2. Positioning: Camera Position **or** Custom Position

5. Click on Custom Position to deselect default setting of Camera Position:

6. Click on Set Reflection Point:

The view will change from Movie Edit Mode to full screen world to let you move, and select a point in space as a Reflection Point.
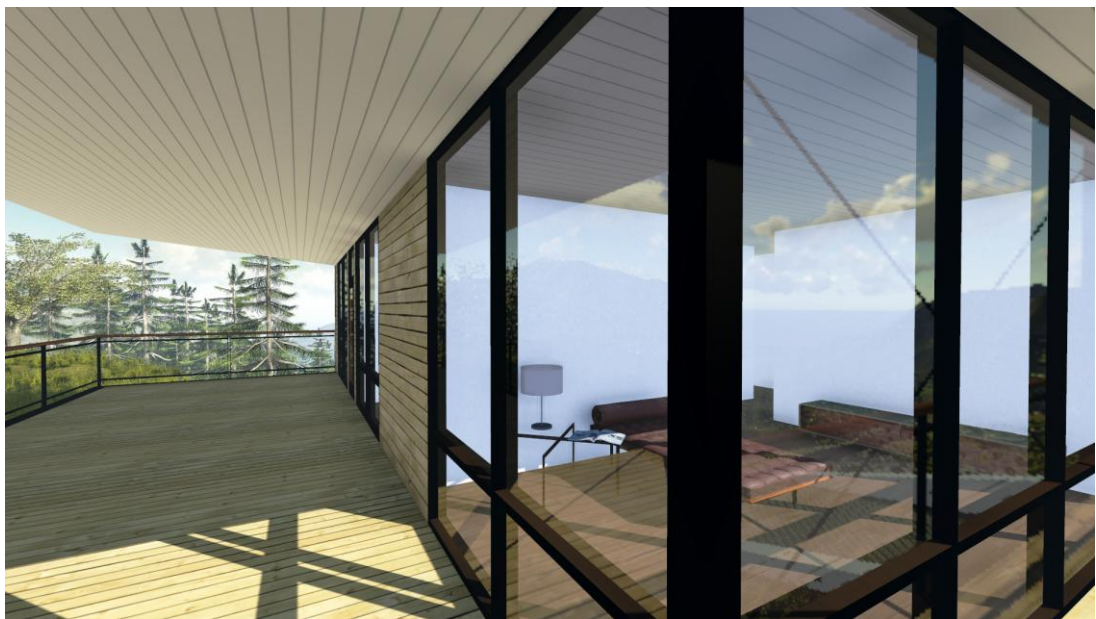
7. You set the new Reflection Point when you click anywhere in world space and then click the OK (green tick) to return to Movie Edit Mode

8. Adjust the Reflection Minimum Range value to suit desired reflection aspects:

Before and After shots:
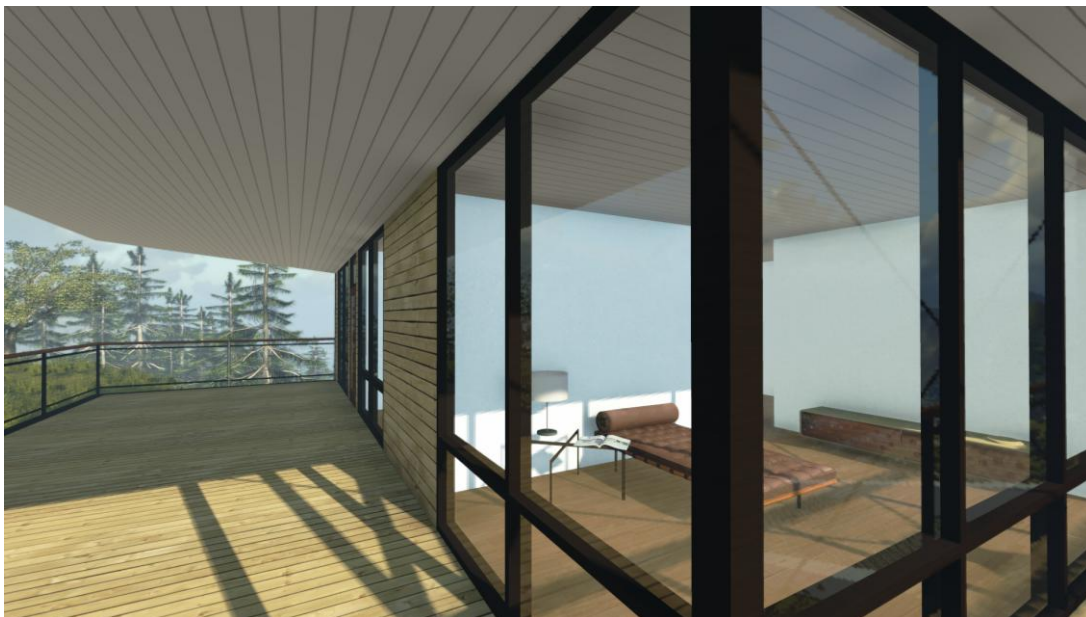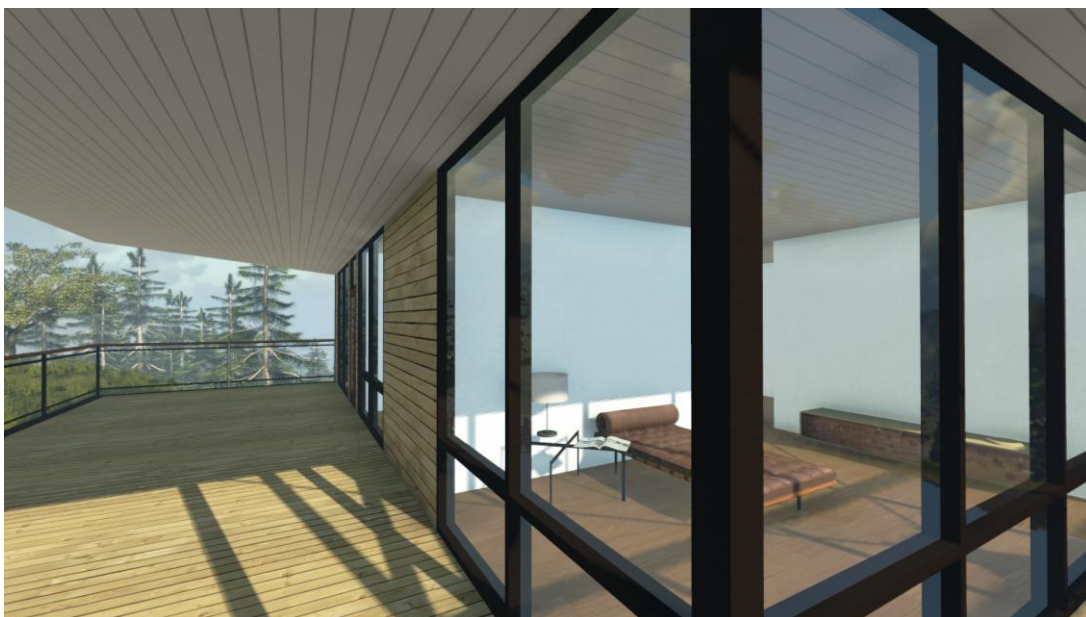

Before:

After (withMinRange-minimal):

After (withMinRange-maximal):

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