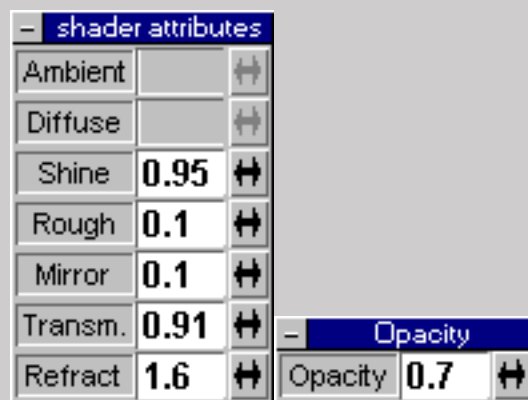



Photo Realistic Glass © Matthew Bennett

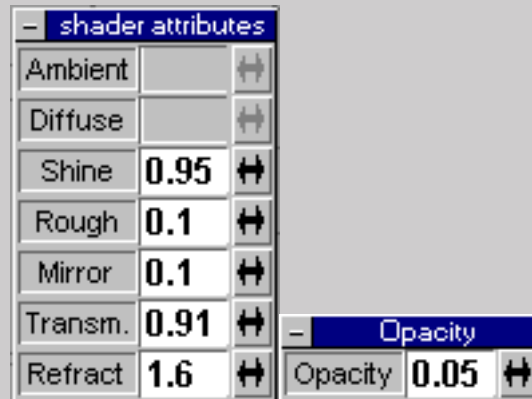
While browsing through graphics books on my lunch break, I came across a method of getting photorealistic glass. What I have done here is written a tutorial specific for trueSpace on how to use this technique. What the book had said (and I would reference it here if I could remember the title) was to obtain photorealistic glass, you need to accurately simulate what happens with glass in nature. This is accomplished by having a glass object, and an opposite type air object. This will be explained later. The method here doesn't do anything for render times, but for still images it's results are worth the wait.

The example here uses a dirty ashtray. Use the standard glass settings as shown below. Once you create your ashtray and have it textured, label it "Glass".



The next step is the one that makes everything work! Copy the object, label it 'Air'. Now the key here is to reverse all normals. Use the 'reverse normals' button, . Then use the settings below to texture this object

so it acts as air.



I have included the material library I used to create the sample image of two ashtrays. One was rendered with only a glass object, the other has both glass and air objects.



Air and Glass sample image: 215Kb

Material Library, 5Kb



Close

