Glass Textures

How to create a mirror and a wineglass

By

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The Purpose:

The purpose of this tutorial is to show several different glass texture techniques. You will learn to create a good looking wineglass. You will also learn how to create a mirror that has accurate reflection properties.
STEP 1: The Mirror

Start by creating a flat Polygon. You can set the height and width to whatever values you want but make the depth “0”. You can also use whatever shape you want but for this tutorial I chose a simple rectangle.
STEP 2:
Name your polygon then go to the surface editor and use the following settings under the basic tab:

Color: 000 000 000
Luminosity: 0
Diffuse: 5
Specularity: 95
Glossiness: 100
Reflection: 100
Transparency: 0
Translucency: 0
Bump: 100
STEP 3: 
Click on the Environment tab on the surface editor. Then under reflection options select the “Ray Tracing + Spherical” option.
STEP 4: The Frame

Next to create a frame for your Mirror. For this simply create a slightly larger polygon behind your Mirror. Be sure that your mirror is resting against the new polygon and not inside it. Now you can go to the surface editor and choose a texture for the frame.
Step 5:
Open Lightwave and place your mirror and the object/Entity you want to have reflected in the mirror.
STEP 6:
Under render options make sure that “Ray Trace Reflection is checked
STEP 7:
Simply render your scene.
STEP 1: The Glass

Start by selecting the Points tool. Then start at the bottom and set the points in the shape of half a wineglass.
STEP 2: Under Curves Select the “Make Curve” option and choose “Make Open Curve”
STEP 3:
- Select the lathe tool. Then click in the (XY) window and drag the mouse upwards.

STEP 4:
Once you have your 3D wineglass copy it & paste it on a second Layer. Select all the polygons and hit “F” to flip them so they point in.

Name the two glasses so you can edit their surfaces separately.
STEP 5:
On layer 1 go to surface editor and use the following settings

Color: 190 200 210
Luminosity: 0
Diffuse: 40
Specularity: 50
Glossiness: 40
Reflection: 25
Transparency: 80
Refraction Index: 1.5
Translucency: 0
Bump: 100
Turn smoothing on
STEP 6:
On layer 2 go to the surface Editor and use the following Settings:

Color: 190 200 210
Luminosity: 0
Diffuse: 40
Specularity: 0
Glossiness: 0
Reflection: 0
Transparency: 80
Refraction Index: 1
Translucency: 0
Bump: 100
Turn smoothing on
STEP 7:
Cut layer 2 and paste it onto layer 1. Save your project and head to layout.
STEP 8:
In layout select the Render Options And check
Ray Trace Shadows
Ray Trace Transparency
Ray Trace Reflection
Ray Trace Refraction
Set the Antialiasing to High
STEP 9:
Render your scene