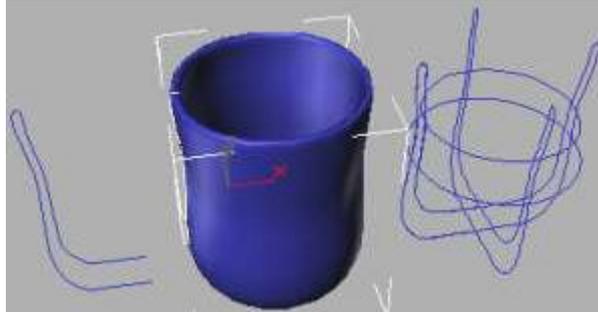


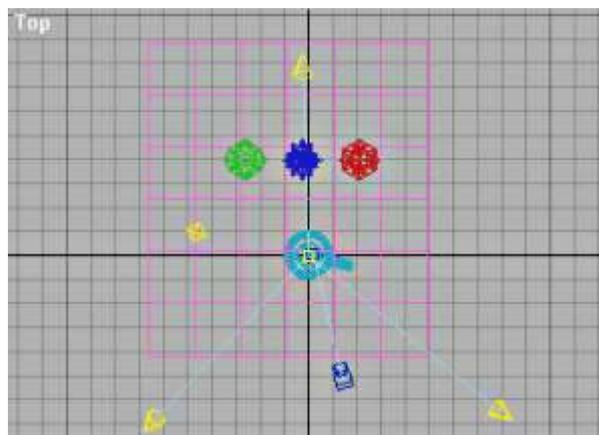
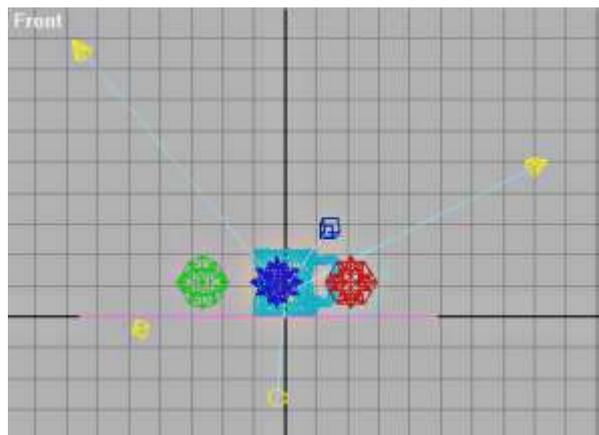
GLASS MATERIAL

To make a good glass you must know about a few things. Not only the material is important, but also geometry of your object and lighting.

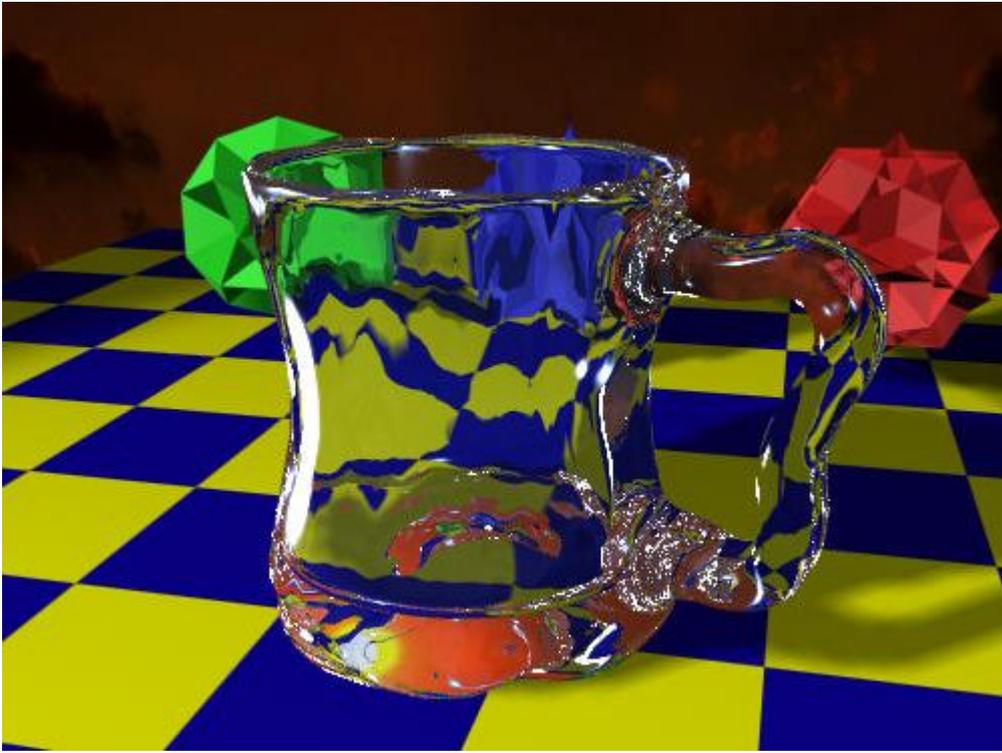
Your object which will have glass material must have its thickness, without it no glass will look natural. Usually you make glasses using one or more splines and lathe modifier. So when you prepare your splines make both sides of your object at once (look at picture below).



Now, object is ready. Now the lighting. Almost in all scenes you use more than one light source, and also for good glass you need a few lights. I usually use one strong spot light and 2 or 3 darker spots as fill lights. Also you can put one or more omni lights to make more speculars (glass material is highly specular). To do so go to omni properties and uncheck "Affect diffuse", leave only "Affect specular" on. Now use Place highlight tool to position your omnis so they produce speculars on proper areas of your object. Pictures below shows how I put my lights.



And finally the material... Go to material editor and make material with parameters similar to those on picture below.



[Sample MAX 2 scene ~12 KB](#)