Fake Glass

- Opaque Transparent
 - Blend Mode : Opaque

- Thomas Kole's sites
 - https://twitter.com/thomaskoleta/status/9490352970896 95744
 - https://www.youtube.com/watch?v=hVFPU5eEmGA
 - https://thomaskole.nl/2018/01/20/opaque-transparency/





Thomas Kole @ThomasKoleTA · Jan 5, 2018

In UE4 it's possible to fake refractive and matte transparency while staying "Opaque", by sampling a cubemap instead. How about a custom shading model that uses Local Reflection Probes instead, @UnrealEngine

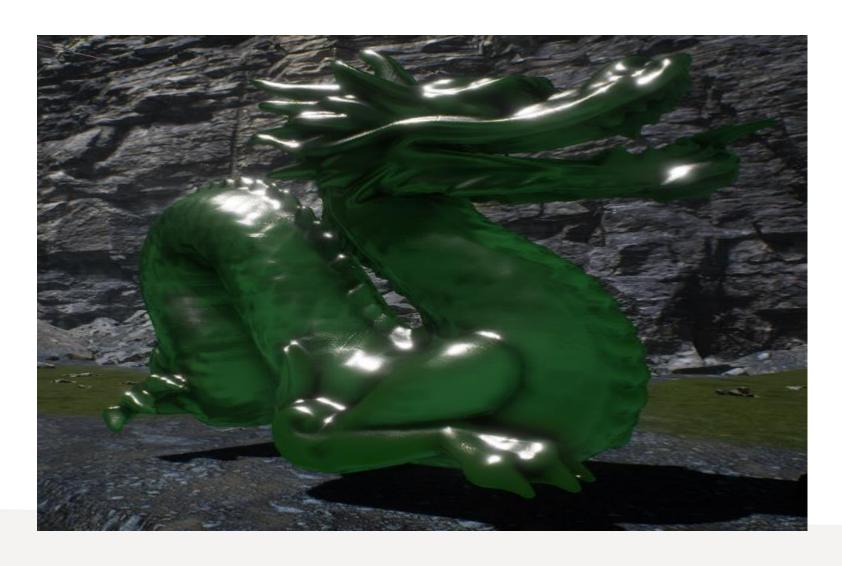




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Fake Glass





Fake Glass - Material



