

# Fake Glass

- Opaque Transparent
  - *Blend Mode : Opaque*
- Thomas Kole's sites
  - <https://twitter.com/thomaskoleta/status/949035297089695744>
  - <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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Show this thread

# Fake Glass

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# Fake Glass - Material

