REFLECTION IS CORRECT ON THE WATER'S SURFACE,
BUT BILLBOARD IMAGE IS EMBEDDED IN THE GLASS
SKYE
BY PIKOS
THIS IS HOW GLASS SHOULD LOOK
Scene Environment
Scene environment
3ds Max settings (Environment tab)
Single map:
Night sky (CoronaSky)
Multiple maps (LightMix):
2 maps
Overrides
Direct visibility override:
None
Reflections override:
None
Refractions override:
None
Global volume material:
None
BILLBOARD IMAGE CAN'T PENETRATE GLASS
AND PROJECTS BLACK ONTO WATER.
GLASS ABSORBS THE REFRACTION OVERRIDE COLOUR