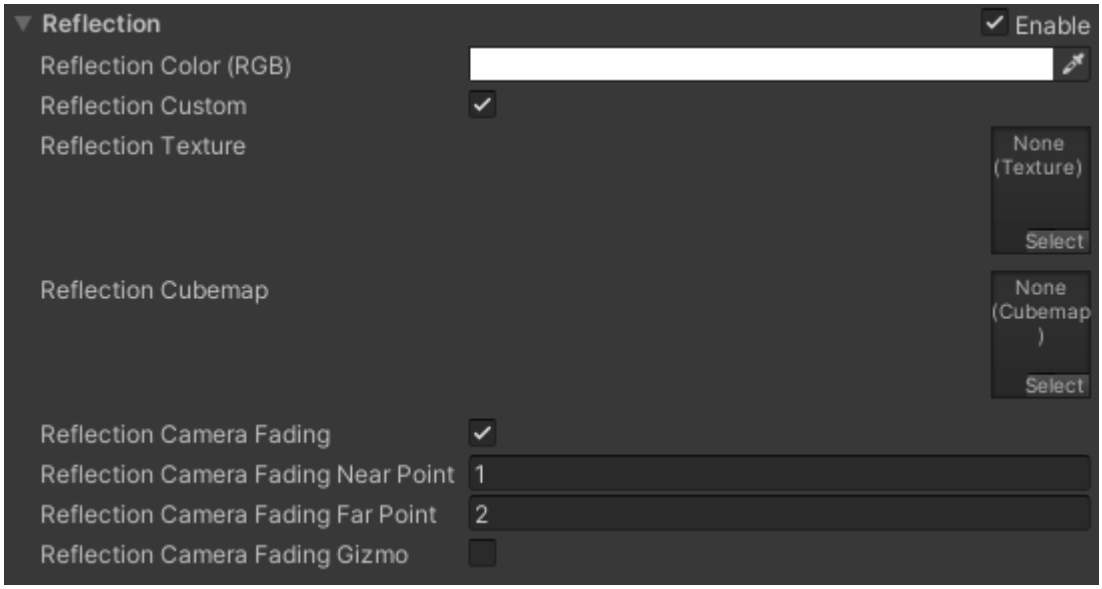
Reflection

Descripción

Description

Reflective surface.

Reference



- **Reflection – Reflective surface.**
- **Reflection Color** – Color of the reflective surface. Only uses the RGB channels.
- **Reflection Custom** – If enabled the shader uses a custom reflections source.
    - **Reflection Texture** – Custom texture for the reflective surface.
    - **Reflection Cubemap** – Custom cubemap for the reflective surface.
- **Reflection Camera Fading** – Reflection level by camera distance.**Normal – Normal mapping.**
    - **Normal Map** – Normal map. Only uses the RGB channels.
    - **Normal Level** – Scale of the normal map.