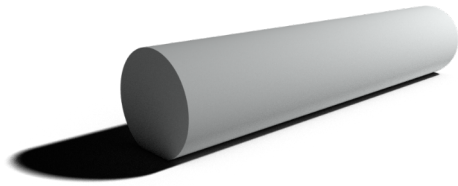


Reflexive Cylinder - CHEAT SHEET for Artists

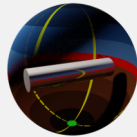
Study reflections for basic shapes



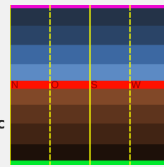
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-andreas sommer



Scene



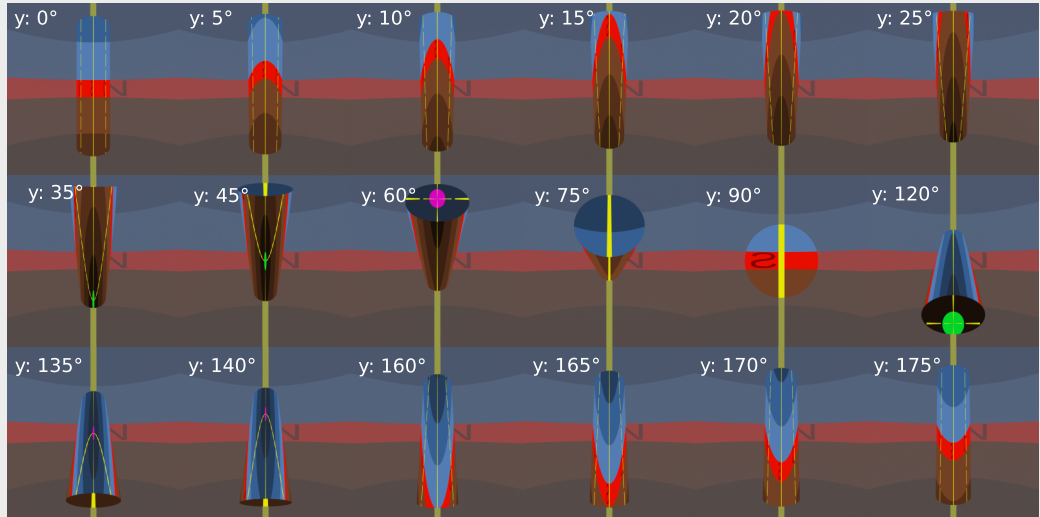
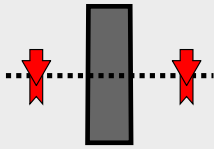
Environment Map



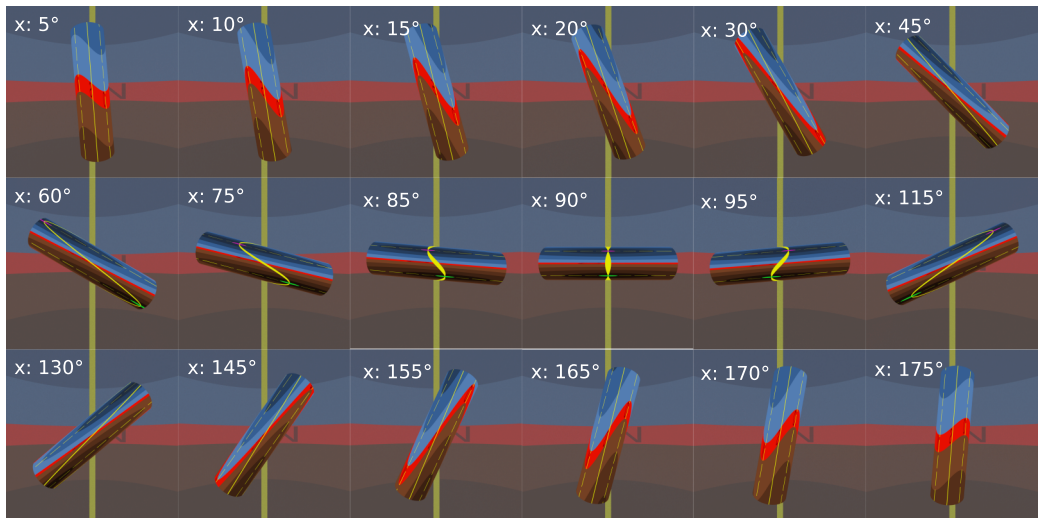
The Object is mirroring a schematic environment at different angles blue/sky and brown/ground



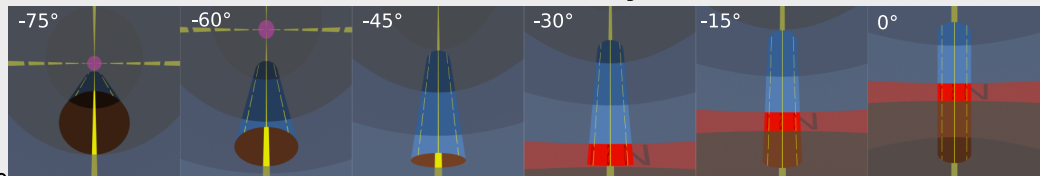
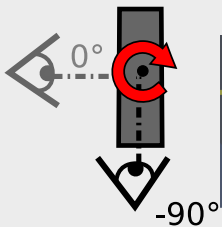
Rotation toward the viewer - camera fixed



Rotation side-view - camera fixed



Rotation of camera - object fixed



Rotation of camera - object fixed

