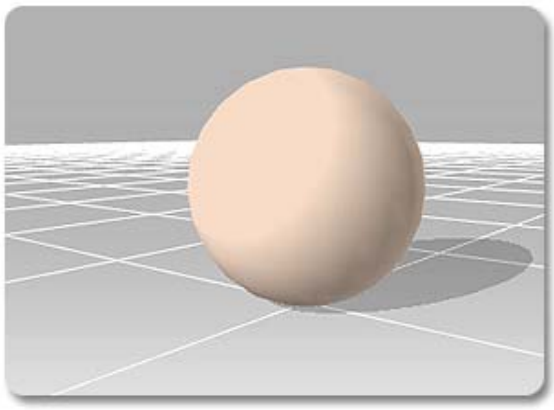
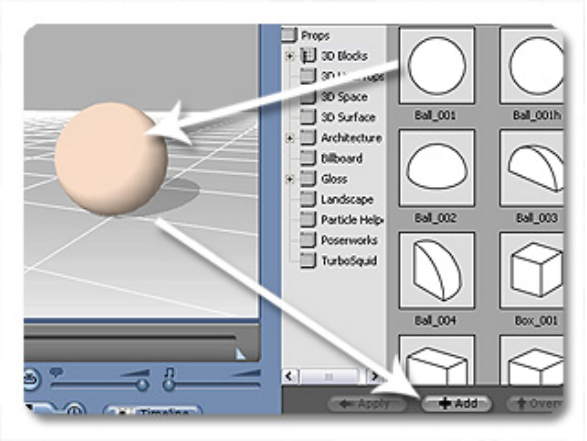
Creating a Shiny Object

To create a shiny object:

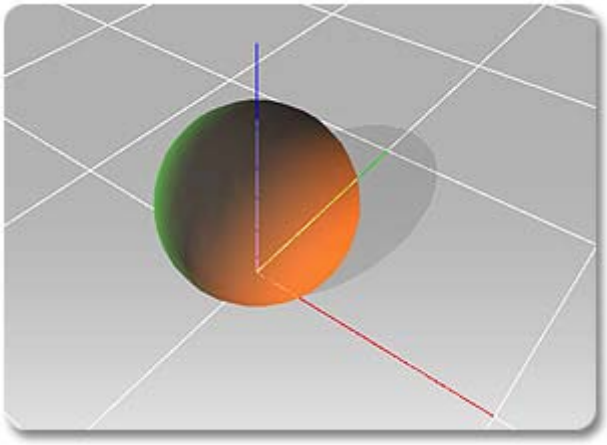
1. In iClone, apply one 3D ball. Click the **Add** button to keep this ball in the **Custom** gallery.





Original look in iClone

2. In 3DXchange, click the **Open** button and load this VNS file. (It is, by default, saved in C:\Documents and Settings\All Users\Documents\Reallusion\Custom\iClone 2 Custom\Props)

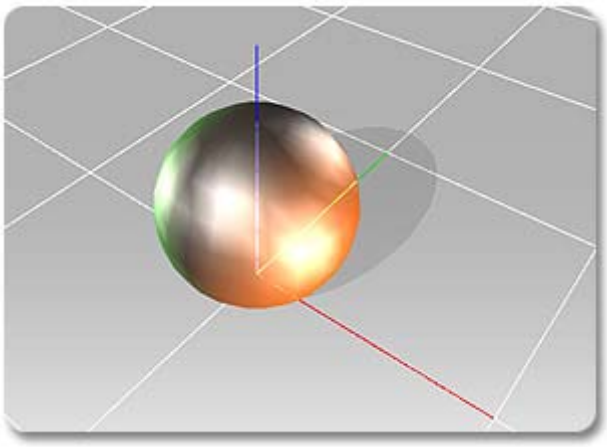


Original look in 3DXchange
(Set to **Color Light** for better observation)

3. Select the mesh node in the scene tree.

4. In the **Node Attribute**, check the **Modify Specularity** box and increase the value of **Specular** (90 in this case).

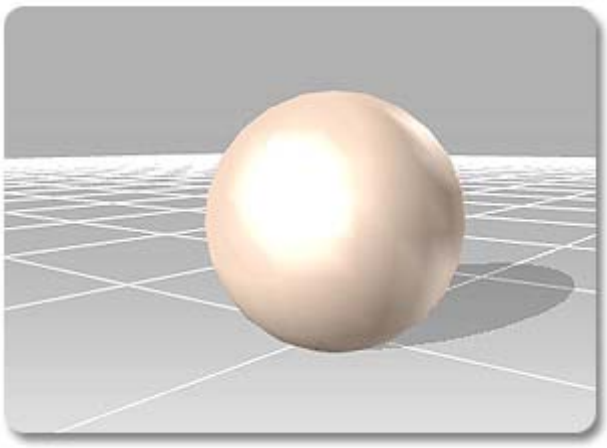
5. Set the value of **Glossiness** to 15.



Specularity adjusted in 3DXchange
(Set to **Color Light** for better observation)

6. Click the **Export** button (Ctrl + E) to export the node as the prop with the same name (You may give it another name, if you like).
7. Back to iClone, apply the prop adjusted.

You may see that the object is now shiny.



Result in iClone