

Instructions for use:

- Download the material and source image.
- Import the image into your project.(Rt-click on images/import...)
- Import the material into your project. (Rt-click Materials/Import...)
- MAKE SURE that the environment material is being fed the cannonball image. (Hit the plus-sign on Chromium Material, make sure the image is being targeted.)
- Drag the Chromium material onto a group of CP's that you want to be chromeey.
- When you RENDER, make sure Reflections and Plug-In Shaders are set to ON.
- OPTIONAL: Place a flattened sphere or other simple geometry just behind the camera in the choreography... make sure this geometry is white with 100% ambience. This gives nice reflected highlites into the chrome.

ONE THING I forgot to mention is that I used a matcap shader for this, so you will need to install the matcap shaders from here:

<http://www.hash.com/forums/index.php?showtopic=37890>

