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Subject: Realistic Sea

Posted by [Anonymous](#) on Mon, 06 Jan 2003 04:46:00 GMT

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quote:Originally posted by flamin yawn:the only thing i can answer is how to make it transparent:click watermaterial, press m, goto pass 1, goto shader, blend mode--> addbut i have found that "multiply and add" has the same affect.there is a better way to make it transparent...press m goto vertex material and then at the corner mess around with the transparency and opacity... my suggestion is transparncy should be about 0.3 to 0.5 and opacity should be about 0.7 to 1.0

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