Subject: Realistic Sea
Posted by Anonymous on Sun, 05 Jan 2003 13:11:00 GMT
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quote:Originally posted by SOSToasty:thanks guys thats really really helpful. Sgt. May do the ripples move too? or do they stay in the same place with the water texture moving over them? So far i managed to get the water flowing towards the island from all sides. I made a cylinder and set it to linear offset and it works lol. i thought it would all go in the same way but noooo   i put o8.wave on it and it looks good. But the waves arent 3d or anything. i'll try the rippler modifier. quote: click watermaterial, press m, goto pass 1, goto shader, blend mode--> add thanks for the transparency help, my only problem now is that it's a bit too see through lol any way i can change that so its more half and halfFirst of all, don't use the ripple modifier, it won't even work right without a bunch of polygonsSecond, to make water transparent, use the Alpha-blend blend mode and adjust the opacity in the vertex material tab.