
Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an
Posted by [Anonymous](#) on Tue, 22 Oct 2002 12:35:00 GMT

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That isn't realistic water, either. You don't even need the bump_water texture, all you need are three passes, using water_texture.tga, water_reflect.tga, and water_foam.tga. Moreover, all I see is the water texture scrolling. Nothing else. [October 22, 2002, 00:49: Message edited by: aircraftkiller2001]
