Subject: Re: Shading on transparent water
Posted by icedog90 on Sun, 08 Jan 2006 07:57:55 GMT
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Using Compute Vertex Solve with water usually messes it up by making it extremely bright, but I've never seen it like that before. If you plan to put it in a map, just export the water as a separate W3D and add it in your level in LevelEdit after you use Compute Vertex Solve. That's how I've gone around it.