Subject: Re: Transparent bump mapped water effect?
Posted by danpaul88 on Wed, 18 Jun 2008 11:20:44 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Wed, 18 June 2008 11:29Note that if you calculate light on M03 the water turns white.
P.S. Nice fountain

You can fix that by exporting all water meshes as a seperate W3D file, create the non-water file, light solve that and then create the water W3D file, which should also contain any building interiors. You will have to delete the water W3D instance in LE and re-solve the lighting and recreate the water W3D each time you re-open LE or it will turn ugly.