Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Naamloos on Tue, 21 Apr 2009 22:48:27 GMT
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That's some nice work there.

From that screenshot it's almost of the same quality as some modern games.

If only I knew this sooner though, Chronojam had me work on a 3DS-made water effect for APB which did take some hours from me.

But, I have some questions.

If I would create a wave animation (mesh, WWskin), would the shader still work properly?

How does the shader react to collisions? If infantry walk through it, does it add splashes?

And did you have any problems with particle effects not rendering either in the reflection or directly through the mesh/shader?

And, mostly an extra question, but if you put the camera right in the middle of the mesh so you look at both the water surface and underwater, does the shader make any changes to the underwater part?

Keep up the great work!

Oh and, to be honest... I think the water in that Renegade X screens looks ugly as hell. But whatever, good luck "killing Renegade".