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Subject: Re: TT TEASER! - water rendering and widescreen fix  
Posted by [saberhawk](#) on Wed, 22 Apr 2009 23:07:27 GMT  
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Naamloos wrote on Tue, 21 April 2009 18:48 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?

For purposes of reflection plane guessing, the shader uses the top plane of the bounding box of the mesh. Using animations on any plane with this shader would definitely give you undefined behavior.

Naamloos wrote on Tue, 21 April 2009 18:48

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

No collision detection/reaction on it \*yet\*

Naamloos wrote on Tue, 21 April 2009 18:48

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

Could you be more specific? The reflection system reflects \*everything\* that's above a plane, including dazzles, particles, rockets, etc

Naamloos wrote on Tue, 21 April 2009 18:48

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?

Not yet.

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