
Subject: Need help water texture

Posted by [my486CPU](#) on Wed, 22 Dec 2010 20:41:46 GMT

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I have been looking for a tut (with know luck) on making water transparent like on fields mix. Does anyone know were I might find a good tut? Or maybe what the vertex and shader settings would be? I'm using gmax and for a texture I'm using l05_creek.tga(found in always).

I'm hoping someone could help a noob out.

Thanks.
