
Subject: Waterfalls PLEASE HELP!

Posted by [Infinint](#) on Sat, 20 Dec 2003 20:27:39 GMT

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Well any ways here it goes:

- 1: If you want make indentations in the cliff were you want your water fall to be.
- 2: Make a plane at the top or your water fall and turn it into an editable mesh
- 3: select the edge next to the edge were you want your water to fall
- 4: extrude the edge and move it down along the path were you want your water to fall
- 5: continue step 4 until you have a descent curve of water
- 6: (this is to make it look like the one on field) select all the side edges and camphor it or extrude and move it back, either will have slightly different results.
- 7: now find your water texture and apply it then in the texture menu go to pass 1 and select the menu tab "vertex material" and under stage 0 Mapping select from the drop down list Linear Offset and in the box type in VPerSec=0.1. This make the water move

- 8: export to W3D to see the results

If you have questions IM me in MSN or AIM.
