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Subject: Water

Posted by [Spice](#) on Tue, 22 Jun 2004 22:34:48 GMT

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Make a mesh about 600x600 withing the buildings set up scence you loaded. Make the mesh have about 30 to 40 vertices on each set. Cut a hole in your mesh where you want you base to be. Put your buildings and the mesh that outline the buildings in there. Select your main mesh and then convert it to editable mesh. Then scroll down on the editable mesh toolbar. Select attach and attach your main mesh (the one that is 600x600) to your buildings mesh. then weld all the vertices. Now to make water just make some dents in your ground and make anotuhher new mesh ontop of that and position so it is as deep as you want it. use matieral editor and set it to water and set the tranlucency to 1.0 and it will be see through. Set the desired collision propeties and export it and test it out. It may take awhile to get it the way you want it. Check the water tutorial on renhelp so you can make the texture you assign to it move in a direction. That will give it a flowing affect.

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