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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Mon, 21 Oct 2002 20:19:00 GMT

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I've managed to write a tutorial on how to make a realistic water, like WS used on Singleplayer maps with large help of StoneRook and Bumpaneer with the models development. The tutorial is in .DOC format, and contains a sample in W3D format so you can see what you can do by reading that tutorial. Textures included, as well as notes to get you started. The tutorial is STEP-BY-STEP with pictures to finish with your questions even before they appear in your head Inside there's also an example (Preview Pic.jpg) of what this water effect is capable of. Download Now! - 630kb. VERY big thanks goes to Bumpaneer and StoneRook to allow me to complete this tutorial. If you have any question about this tutorial, please ask it here. Enjoy! [ November 06,

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Mon, 21 Oct 2002 20:22:00 GMT

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Cool...great job!! Thanks for compiling all the info for people to use.~Bumpaneer

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Mon, 21 Oct 2002 20:59:00 GMT

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It's about time someone made a tutorial. I thought I'd be the first to display it in a map, but hopefully not now. I had asked Greg H. about the computing vertex solve when you have the multilayer add option. quote: The Problem is: When I Compute Vertex solve the mesh goes almost pure white! Which is bad. I've checked the colors (diffuse or ambient) and it didn't help... It seems to be something to do with the Add blend mode. This is what I have: Pass 1: Blend Mode: Opaque Stage 0 Mapping: Linear Offset - Args: VPerSec=-0.01 Stage 0 Texture: water\_texture.tga Pass 2: Blend Mode: Add Pri Gradient: Bump-Enviro Detail Color: Add Stage 0 Mapping: BumpEnv - Args: BumpScale=0.0 BumpRotation=0.0 VPerSec=-0.01 Stage 1 Mapping: Environment Stage 0 Texture: bump\_water.tga Stage 1 Texture: water\_reflect.tga - Emissive Lightmap Can you help? It looks fine in W3D viewer or Commando (before I run Compute Vertex Solve, then it looks ghostly!) Thanks for your time! -Iny Greg said: quote: I wonder if there is a way to exclude the water from the vertex solve. I don't remember off hand but I think that's probably the best way to approach this problem. greg So I recommend making a separate mesh and importing it in the end. Hope that helps all those who find this problem.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Mon, 21 Oct 2002 21:05:00 GMT

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You are right, Ingrownlip, I had to do the same thing with C&C Antarctica ([www.cncbattalion.com](http://www.cncbattalion.com))

look for the news).I used Vertex Solve and then, once it finished, I added the water. Greg, you have to implement a function where we can exclude certain objects (At least only Tiles) from the Vertex Solve.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 22 Oct 2002 05:54:00 GMT

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AircraftKiller, you are the only one I sent the water to that had this problem. For everyone else it showed up as realistic water, like waves2. And you do need the bump map, that gives the water a 3d effect, like waves were rising and falling. Otherwise it would just look flat.~Bumpaneer

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 22 Oct 2002 08:43:00 GMT

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quote:Originally posted by Bumpaneer:AircraftKiller, you are the only one I sent the water to that had this problem. For everyone else it showed up as realistic water, like waves2. And you do need the bump map, that gives the water a 3d effect, like waves were rising and falling. Otherwise it would just look flat.~BumpaneerDitto, it worked perfectly for me.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 22 Oct 2002 11:01:00 GMT

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quote:Originally posted by Bumpaneer:AircraftKiller, you are the only one I sent the water to that had this problem. For everyone else it showed up as realistic water, like waves2. And you do need the bump map, that gives the water a 3d effect, like waves were rising and falling. Otherwise it would just look flat.~BumpaneerI've had the bump\_water texture for a long time. No matter what you've shown me, it looks flat.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 22 Oct 2002 11:49:00 GMT

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The water looks good. Now I am going to have to make a map that needs water like that. BTW, ACK, come back down here to Earth with us mortals.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 22 Oct 2002 12:33:00 GMT

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I figured people knew that adding more than one pass to start on a material would crash the editor when you attempted to texture it. It's simple to figure out. You make one pass. Texture, then make it however many passes you need. After that, it won't crash on you.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 22 Oct 2002 12:35:00 GMT

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That isn't realistic water, either. You don't even need the bump\_water texture, all you need are three passes, using water\_texture.tga, water\_reflect.tga, and water\_foam.tga. Moreover, all I see is the water texture scrolling. Nothing else. [ October 22, 2002, 00:49: Message edited by: aircraftkiller2001 ]

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 22 Oct 2002 18:45:00 GMT

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 23 Oct 2002 00:06:00 GMT

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quote:Originally posted by steggyd: The water looks good. Now I am going to have to make a map that needs water like that. BTW, ACK, come back down here to Earth with us mortals. Well, this is not a foam making tutorial, it's how to make a realistic water in the most easier and simple way.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 23 Oct 2002 00:42:00 GMT

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 23 Oct 2002 00:55:00 GMT

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Now I am going to have to make a map that needs water like that. BTW, ACK, come back down here to Earth with us mortals. Well, this is not a foam making tutorial, it's how to make a realistic water in the most easier and simple way. The water doesn't look real. It looks as it's a bluish ribbed metal with tiny scratches and dark areas etched into it.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 23 Oct 2002 00:59:00 GMT

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It looks reflective and liquid-like. I think its just your comp. You know how waves2 looks? That's what it looks like for everyone else.~Bumpaneer

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 23 Oct 2002 08:56:00 GMT

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 15:07:00 GMT

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Mon, 04 Nov 2002 19:51:00 GMT

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Bump - Is this tut up anywhere since Renmods.info appears to be down? I tried using the settings ingrownlip posted, but I just got slightly reflective water, not the rolling waves like waves2.w3d.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Mon, 04 Nov 2002 20:18:00 GMT

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It is in the renegade tutorial compilation here [ November 04, 2002, 20:18: Message edited by: gendres ]

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 06:45:00 GMT

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I got a new place to put it up. Copy and paste the link below, stick it all together:  
code:<http://www.cncbattalion.com/invision/index.php?s=37efc9673b6f47e62ce469ed70a56dac&act=Attach&type=post&id=3174>

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 07:35:00 GMT

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Thanks for the help. And yes, the textures were not included, I've forgot them Anyway, I'll be finishing the fixed version shortly.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 07:49:00 GMT

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Here is the fixed version: Download Now! - Fixed some language mistakes.- Textures included.- Images resized.Hope this helps - Have fun

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 12:35:00 GMT

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Little fixes:\*Note you do not have to use these. These are just suggestions to make the tutorial better quote:First Page, Second point: 2. Press the M key on your keyboard, wich should open the Renegade Material Editor.wich , should be spelt which quote:Page 2,:Now, on Stage 1 Mapping, change the Type to BumpEnv and fill the box Args below with:BumpScale=0.2BumpRotation=0.3VPerSec=-0.01 this would be better : Under the "Stage 0 Mapping" (bottom Left of screen). Select the drop down box to the right of Type and select "BumpEnv". And fill the box Args below with:BumpScale=0.2BumpRotation=0.3VPerSec=-0.01 quote:Page 3: 8. Check the Stage 0 Texture and click on the None button to select the proper texture. Use the included texture called bump\_water.tga here.9. Now check the Stage 1 Texture

Also included in this pack. Cannot find the Bump\_water.tga and water\_reflect.tga. Did you download load it from the renegade pack? Im asking this because I didn't download the extras level files.

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 15:13:00 GMT

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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Fri, 08 Nov 2002 02:50:00 GMT

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quote: Here is the fixed version: Download Now! - Fixed some language mistakes.- Textures included.- Images resized.Hope this helps - Have fun Thanks for that, Ive been away for two days ... it was hard enough to find this post agin.Thanks Chompy

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