
Subject: Making water see threw..
Posted by [Anonymous](#) on Fri, 29 Nov 2002 21:03:00 GMT
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as seen in <http://reborn.westwoodnation.com/gdimapnescrn.jpg> you can see that the water is see threw, I was wondering how to do this? I got a tutrial on "realstic" water and it works great, what about what dark omen did ? Thanks for any future help.

Subject: Making water see threw..
Posted by [Anonymous](#) on Fri, 29 Nov 2002 21:11:00 GMT
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i dont know nuthing about modding so im just taking a guess, is there sumthing liek optaciy (sp) or alpha, ussaly changes the visability of a image

Subject: Making water see threw..
Posted by [Anonymous](#) on Fri, 29 Nov 2002 21:31:00 GMT
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set opacity to .5, aha got it=)

Subject: Making water see threw..
Posted by [Anonymous](#) on Fri, 29 Nov 2002 22:02:00 GMT
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Unfortuenly i was wrong, Anyone else wanna give it a shot?

Subject: Making water see threw..
Posted by [Anonymous](#) on Fri, 29 Nov 2002 22:18:00 GMT
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lol got it, Thanks guy i knew it had to do with that opticy(sp) stuff

Subject: Making water see threw..
Posted by [Anonymous](#) on Sat, 30 Nov 2002 08:05:00 GMT
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i think those "," should be "." though.

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 08:28:00 GMT

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A ", " = "." in other parts of the world...

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 09:09:00 GMT

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Wrong Andre. This is how i did it.Set Opacity to 0.5, then in w3d options hit Valpha, I don't know if this one matters but in material editor i tried making it Alpha blend, dont know if that made a impact. If your water is to clear, notch up the opacity, .9 gave me a nice one.

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 10:38:00 GMT

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Opacity data is cleared when the vertex lighting is solved. Alpha channels are the only way to bypass this that I know of.

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 10:54:00 GMT

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quote:Originally posted by greenhaze2003:Wrong Andre. This is how i did it.Set Opacity to 0.5, then in w3d options hit Valpha, I don't know if this one matters but in material editor i tried making it Alpha blend, dont know if that made a impact. If your water is to clear, notch up the opacity, .9 gave me a nice one.Dude, it's not wrong. You just made in a different way. Besides, I used those values to make a transparent window, not water

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 11:57:00 GMT

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what ever :

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 12:10:00 GMT

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hmmm, how about sharing that knowledge

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 12:47:00 GMT

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vomits

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 12:51:00 GMT

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Set the Shader to "Alpha Blend" and change the Opacity and Translucency values until you reach the transparency you wish. Values used by me on Snow Maze: Opacity - 0,7 Translucency - 0,4 Hope that helps

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:16:00 GMT

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Ha mine was easier! i just changed it to "screen" and it worked just fine so NAH!

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 19:30:00 GMT

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There are lots of ways to do it, but using Alpha Blend and changing opacity could screw it up once the vertex solve is done, so try using Multiplay and Add for the shader...instant transparency.

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 21:55:00 GMT

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quote:Originally posted by YSLMuffins: There are lots of ways to do it, but using Alpha Blend and changing opacity could screw it up once the vertex solve is done, so try using Multiplay and Add for the shader...instant transparency. It doesn't give the same effect. Multiply and add are two types of shaders meant to be used with a multi-pass material, for giving more detail to a texture by overlapping it with another. It will look weird being transparent. Too dark or too light. Your best bet is to make the water and such a separate W3D and call it in through a proxy when you're done with the map... Then when you export the map, it is totally finished.

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 22:01:00 GMT

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is how i did it. Set Opacity to 0.5, then in w3d options hit Valpha, I don't know if this one matters but in material editor i tried making it Alpha blend, dont know if that made a impact. If your water is to clear, notch up the opacity, .9 gave me a nice one. Dude, it's not wrong. You just made in a different way. Besides, I used those values to make a transparent window, not water Translucency doesn't translate into Renegade. As for your signature, change it. You're not a staff member of Renegade Generals... If you disagree with me, bring it up with Transnote, as I've already spoken with him about the matter and he concurs with what I have said.

Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 22:27:00 GMT

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quote: It will look weird being transparent. Too dark or too light. Your best bet is to make the water and such a separate W3D and call it in through a proxy when you're done with the map... Then when you export the map, it is totally finished. Hm, Ok. I figured out how to make it lighter and darker, and making it have that "moving" motion brings out a more realistic feature. Your way, which seeing is more complicated seems to probably work better and i'll try that way to, and compare the two types of rivers i made. Seems i only had a few decent replies here though. Thanks for the postive input ack.

Subject: Making water see threw..

Posted by [Anonymous](#) on Fri, 06 Dec 2002 15:18:00 GMT

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is there a tut on this or can somebody start from the beginning and tell me how to do this.
