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Subject: Shading on transparent water

Posted by [R315r4z0r](#) on Sun, 08 Jan 2006 07:39:14 GMT

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I just yesterday found a tutorial on how to make transparent water, I made it according to what I think looks best and it looked great! but after I computed the vertex solve... I had a rather large problem with the water.

I think this is because it can't shade on something transparent... but what do I know?  
help please!

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Subject: Re: Shading on transparent water

Posted by [icedog90](#) on Sun, 08 Jan 2006 07:57:55 GMT

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Using Compute Vertex Solve with water usually messes it up by making it extremely bright, but I've never seen it like that before. If you plan to put it in a map, just export the water as a separate W3D and add it in your level in LevelEdit after you use Compute Vertex Solve. That's how I've gone around it.

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Subject: Re: Shading on transparent water

Posted by [Titan1x77](#) on Sun, 08 Jan 2006 08:32:24 GMT

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or just go to the instances tab and hide the water before you compute vertex solve.

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Subject: Re: Shading on transparent water

Posted by [Oblivion165](#) on Sun, 08 Jan 2006 16:11:17 GMT

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I think you have your Alpha Blend on the wrong tab. Try Switching them.

If not, make sure you didnt "double" your water there.

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Subject: Re: Shading on transparent water

Posted by [R315r4z0r](#) on Mon, 09 Jan 2006 03:48:43 GMT

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all right, good ideas thank you

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