
Subject: Realistic Sea
Posted by [Anonymous](#) on Thu, 02 Jan 2003 14:33:00 GMT
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I'm trying to make a beach kinda map but i dunno how to make the water flow to the center of the plane like on an island map how can i make all the water run towards the island? and what's the sandy texture on m01 in renegade editor (the same one from River Raid)? lol 1 more. How do i get the water to be transparent kind of like the water on m01 in level editor?

Subject: Realistic Sea
Posted by [Anonymous](#) on Sat, 04 Jan 2003 06:41:00 GMT
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the only thing i can answer is how to make it transparent:click watermaterial, press m, goto pass 1, goto shader, blend mode--> addbut i have found that "multiply and add" has the same affect.

Subject: Realistic Sea
Posted by [Anonymous](#) on Sat, 04 Jan 2003 06:42:00 GMT
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the only thing i can answer is how to make it transparent:click watermaterial, press m, goto pass 1, goto shader, blend mode--> addbut i have found that "multiply and add" has the same affect.

Subject: Realistic Sea
Posted by [Anonymous](#) on Sat, 04 Jan 2003 07:16:00 GMT
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Ok....lemme see if i understand what you are getting at.....you want to create a large body of water that has all the waves pushing towards the middle of the plane right?Have you tried messing with the ripple deformer yet?....brb....i'll upload a quick little animation.Eric

Subject: Realistic Sea
Posted by [Anonymous](#) on Sat, 04 Jan 2003 08:25:00 GMT
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this look close enough?<http://www.planetcnc.com/sgtmay/images/previews/water01.gif>Eric. [January 04, 2003, 08:26: Message edited by: SGT.May]

Subject: Realistic Sea
Posted by [Anonymous](#) on Sat, 04 Jan 2003 08:27:00 GMT

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let it load.....it's gif aniation

Subject: Realistic Sea

Posted by [Anonymous](#) on Sat, 04 Jan 2003 09:23:00 GMT

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SGT. May did you get that to export to W3d, or is that still in GMAX? If its in Gmax, try exporting and see if it still works. If it does, let me know how you did it. As for a realistic water, both Andre and I have written a tutorial, so use the search function. Or I'll have the tutorial up shortly on <http://rengamer.no-ip.org/index.htm~Bumpaneer>

Subject: Realistic Sea

Posted by [Anonymous](#) on Sat, 04 Jan 2003 09:24:00 GMT

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When I say shortly I mean within two weeks. The server is as school, so I can't touch the files for another week, no remote access.

Subject: Realistic Sea

Posted by [Anonymous](#) on Sun, 05 Jan 2003 06:43:00 GMT

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thanks guys thats really really helpful. Sgt. May do the ripples move too? or do they stay in the same place with the water texture moving over them? So far i managed to get the water flowing towards the island from all sides. I made a cylinder and set it to linear offset and it works lol. i thought it would all go in the same way but noooo i put o8.wave on it and it looks good. But the waves arent 3d or anything. i'll try the rippler modifier. quote: click watermaterial, press m, goto pass 1, goto shader, blend mode--> add thanks for the transparency help, my only problem now is that it's a bit too see through lol any way i can change that so its more half and half

Subject: Realistic Sea

Posted by [Anonymous](#) on Sun, 05 Jan 2003 13:11:00 GMT

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quote:Originally posted by SOSToasty:thanks guys thats really really helpful. Sgt. May do the ripples move too? or do they stay in the same place with the water texture moving over them? So far i managed to get the water flowing towards the island from all sides. I made a cylinder and set it to linear offset and it works lol. i thought it would all go in the same way but noooo i put o8.wave on it and it looks good. But the waves arent 3d or anything. i'll try the rippler modifier. quote: click watermaterial, press m, goto pass 1, goto shader, blend mode--> add thanks for the

transparency help, my only problem now is that it's a bit too see through lol any way i can change that so its more half and halfFirst of all, don't use the ripple modifier, it won't even work right without a bunch of polygonsSecond, to make water transparent, use the Alpha-blend blend mode and adjust the opacity in the vertex material tab.

Subject: Realistic Sea
Posted by [Anonymous](#) on Sun, 05 Jan 2003 13:17:00 GMT
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Mirror of the Realistic Water Tutorial written by me and Bumpaneer. The most downloaded tutorial for realistic water making:http://www.allgusto-mods.kit.net/water_tutorial.zip

Subject: Realistic Sea
Posted by [Anonymous](#) on Sun, 05 Jan 2003 13:58:00 GMT
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Bumpaneer. The most downloaded tutorial for realistic water making:[URL=http://www.allgusto-mods.kit.net/water_tutorial.zip]http://www.allgusto-mods.kit.net/water_tutorial.zip[/ URL]Is this the same tutorial in the RenHelp file?

Subject: Realistic Sea
Posted by [Anonymous](#) on Sun, 05 Jan 2003 13:59:00 GMT
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Bumpaneer. The most downloaded tutorial for realistic water making:[URL=http://www.allgusto-mods.kit.net/water_tutorial.zip]http://www.allgusto-mods.kit.net/water_tutorial.zip[/ URL]That water's not realistic, it's just a plane with a reflect texture added to a water texture using linear offset.

Subject: Realistic Sea
Posted by [Anonymous](#) on Sun, 05 Jan 2003 14:12:00 GMT
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What graphics card do you have? That's the most realistic water available. It only looks bad if you have a crappy video card, or if you didn't follow instructions. Trust me, I've been through this with a dozen or more people now.

Subject: Realistic Sea

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:00:00 GMT

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I was really busy working with figuring an alternative method of exporting bones from w3d vehicles.....i'm finally getting somewhere with that. That animated water patch was rendered in gmax. It's a little more complicated than that to get it to animate properly in w3d. I'm doing some tests with using the westwood skin binding to animate the water in w3d. The animation i posted didnt animate like i expected in w3d but i dont anticipate that i'll have much of a problem figuring out how to bind the vertices to an animated sub surface. I'll post it up when i have time to work on it more.....right now i got a lot going on. Eric. [January 05, 2003, 15:01: Message edited by: SGT.May]

Subject: Realistic Sea

Posted by [Anonymous](#) on Mon, 06 Jan 2003 04:46:00 GMT

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quote:Originally posted by flamin yawn:the only thing i can answer is how to make it transparent:click watermaterial, press m, goto pass 1, goto shader, blend mode--> addbut i have found that "multiply and add" has the same affect.there is a better way to make it transparent...press m goto vertex material and then at the corner mess around with the transparency and opacity... my suggestion is transparncy should be about 0.3 to 0.5 and opacity should be about 0.7 to 1.0

Subject: Realistic Sea

Posted by [Anonymous](#) on Mon, 06 Jan 2003 17:48:00 GMT

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quote:Originally posted by Havoc 89: quote:Originally posted by flamin yawn:the only thing i can answer is how to make it transparent:click watermaterial, press m, goto pass 1, goto shader, blend mode--> addbut i have found that "multiply and add" has the same affect.there is a better way to make it transparent...press m goto vertex material and then at the corner mess around with the transparency and opacity... my suggestion is transparncy should be about 0.3 to 0.5 and opacity should be about 0.7 to 1.0Are you talking about the translucency?

Subject: Realistic Sea

Posted by [Anonymous](#) on Mon, 06 Jan 2003 20:17:00 GMT

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Water Tutorial written by me and Bumpaneer. The most downloaded tutorial for realistic water making:[URL=http://www.allgusto-mods.kit.net/water_tutorial.zip]http://www.allgusto-mods.kit.net/water_tutorial.zip[/ URL]That water's not realistic, it's just a plane with a reflect texture added to a water texture using linear offset. Tell me the difference? Maybe it's because my version makes a LOT less lag than an animated sea?

Subject: Realistic Sea

Posted by [Anonymous](#) on Mon, 06 Jan 2003 21:45:00 GMT

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If you want vehicles on it, I would recommend using a separate mesh that can collide and isn't animated.
