
Subject: how to make a realistig river
Posted by [Anonymous](#) on Mon, 06 Jan 2003 13:45:00 GMT
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Hmmm....I can make a realistic water, but how to make a realistic, tropical river?

Subject: how to make a realistig river
Posted by [Anonymous](#) on Mon, 06 Jan 2003 14:24:00 GMT
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The same way? Just increase the VPerSec arg of the linear offset to make it flow faster, and you might wish to decrease the opacity a bit, so it's more translucent. [January 06, 2003, 14:27: Message edited by: Taximes]

Subject: how to make a realistig river
Posted by [Anonymous](#) on Mon, 06 Jan 2003 14:26:00 GMT
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duh!

Subject: how to make a realistig river
Posted by [Anonymous](#) on Tue, 07 Jan 2003 14:55:00 GMT
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i know setting the shader to "add" or "multiply and add" makes it very translucent, but how do you decrease the opacity just a little (if possible)?
