
Subject: Transparent bump mapped water effect?
Posted by [Blazea58](#) on Wed, 18 Jun 2008 01:49:54 GMT
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I have been trying to create an effect used in standard renegade single player maps, and also featured in renalert maps, but i cannot for the life of me figure out how to do it properly. When i try it comes out bright white and it glitches and shows triangle sections without it.
This is the effect i am generally looking for.

If anybody here knows how the water is done on those maps i would appreciate even just writing on which passes and blend modes are changed differently from a normal 2 pass bump/environment water.

Otherwise my fountain is gonna look stupid , i must know lol.

Subject: Re: Transparent bump mapped water effect?
Posted by [danpaul88](#) on Wed, 18 Jun 2008 06:47:32 GMT
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This might help: <http://www.apathbeyond.com/forum/index.php?showtopic=16620>

Subject: Re: Transparent bump mapped water effect?
Posted by [Veyrdite](#) on Wed, 18 Jun 2008 10:29:31 GMT
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Note that if you calculate light on M03 the water turns white.
P.S. Nice fountain

Subject: Re: Transparent bump mapped water effect?
Posted by [mr£ÄŞÄ-z](#) on Wed, 18 Jun 2008 10:38:45 GMT
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Blazea58 wrote on Tue, 17 June 2008 20:49I have been trying to create an effect used in standard renegade single player maps, and also featured in renalert maps, but i cannot for the life of me figure out how to do it properly. When i try it comes out bright white and it glitches and shows triangle sections without it.
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Tryed with SB Edit? (Shaders) ?

Subject: Re: Transparent bump mapped water effect?
Posted by [danpaul88](#) on Wed, 18 Jun 2008 11:20:44 GMT
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Dthdealer wrote on Wed, 18 June 2008 11:29 Note that if you calculate light on M03 the water turns white.

P.S. Nice fountain

You can fix that by exporting all water meshes as a seperate W3D file, create the non-water file, light solve that and then create the water W3D file, which should also contain any building interiors. You will have to delete the water W3D instance in LE and re-solve the lighting and recreate the water W3D each time you re-open LE or it will turn ugly.

Subject: Re: Transparent bump mapped water effect?
Posted by [Blazea58](#) on Sat, 21 Jun 2008 01:54:30 GMT
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Thanks for the link to that tutorial it was exactly what i needed.

Now my fountain works how i wanted it atleast

Subject: Re: Transparent bump mapped water effect?
Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 02:42:18 GMT
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Blazea58 wrote on Fri, 20 June 2008 21:54 Thanks for the link to that tutorial it was exactly what i needed.

Now my fountain works how i wanted it atleast
WOAH! That is one good enviroment u made there. Good job!

Subject: Re: Transparent bump mapped water effect?
Posted by [Veyrdite](#) on Sat, 21 Jun 2008 08:25:38 GMT
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Blazea58 wrote on Sat, 21 June 2008 11:54 Thanks for the link to that tutorial it was exactly what i needed.

Now my fountain works how i wanted it atleast
jawdrop
