Subject: Comment on More Realistic Water

Posted by mrãçÄ·z on Sun, 31 May 2009 10:43:27 GMT

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Thinking about releasing this Water + Water Tutorial, yes its moving water and it has Reflections that move also.

I created it because the "Realistic Water Tutorial" on RenHelp doesnt really look good

Check it out:

Toggle Spoiler Toggle Spoiler Toggle Spoiler

Subject: Re: Comment on More Realistic Water

Posted by Dreganius on Sun, 31 May 2009 11:54:53 GMT

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Do it then

Although the water needs to be a little more opaque, so it looks deeper. =P

Subject: Re: Comment on More Realistic Water

Posted by Reaver11 on Sun, 31 May 2009 12:04:38 GMT

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That really looks good. Work a bit on the area where the water hits the coast it looks a bit streched.

Subject: Re: Comment on More Realistic Water

Posted by mr£Ā§Ā·z on Sun, 31 May 2009 12:14:09 GMT

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Just a Test map did it fast to test the Water only

Subject: Re: Comment on More Realistic Water

Posted by Dreganius on Sun, 31 May 2009 12:16:13 GMT

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Show us a pr0 map!

Subject: Re: Comment on More Realistic Water

Posted by mrãçÄ·z on Sun, 31 May 2009 12:30:57 GMT

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What does that exactly mean?

Subject: Re: Comment on More Realistic Water

Posted by Dreganius on Sun, 31 May 2009 12:31:59 GMT

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Well if that was a test map, what's a proper map look like

Subject: Re: Comment on More Realistic Water

Posted by mrģħÄ·z on Sun, 31 May 2009 12:38:31 GMT

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What should the map have? Buildings? AOW Type? eeek?

Subject: Re: Comment on More Realistic Water

Posted by Dreganius on Sun, 31 May 2009 12:40:16 GMT

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No, just make the map look finished (without game stuff yet)

Subject: Re: Comment on More Realistic Water

Posted by mrãçÄ·z on Sun, 31 May 2009 12:44:01 GMT

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Looks like you need a map to fuck around?

Subject: Re: Comment on More Realistic Water

Posted by Dreganius on Sun, 31 May 2009 12:49:42 GMT

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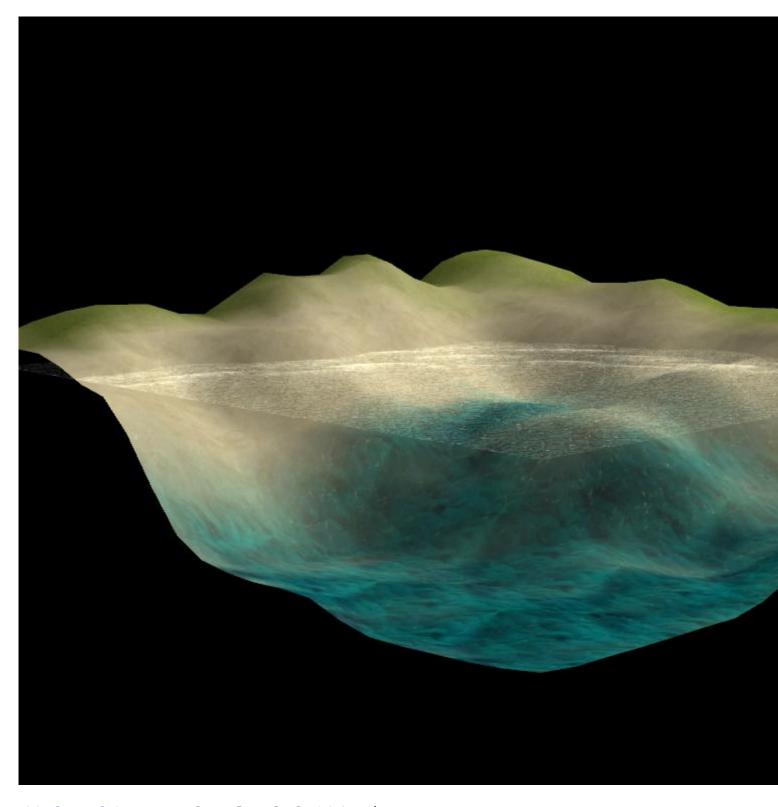
Maybeeee

Subject: Re: Comment on More Realistic Water

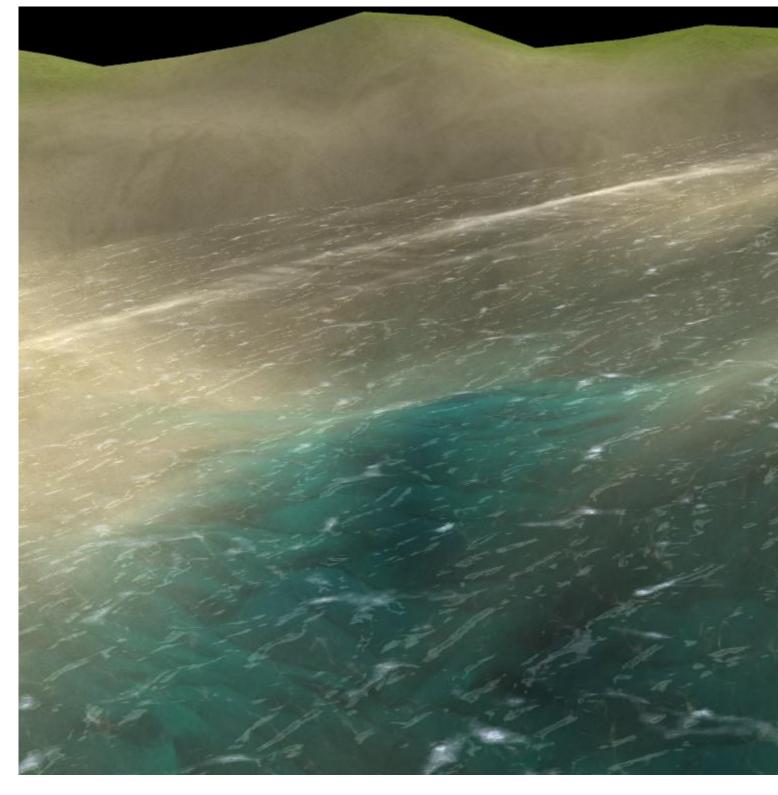
Posted by Gen_Blacky on Sun, 31 May 2009 17:26:12 GMT

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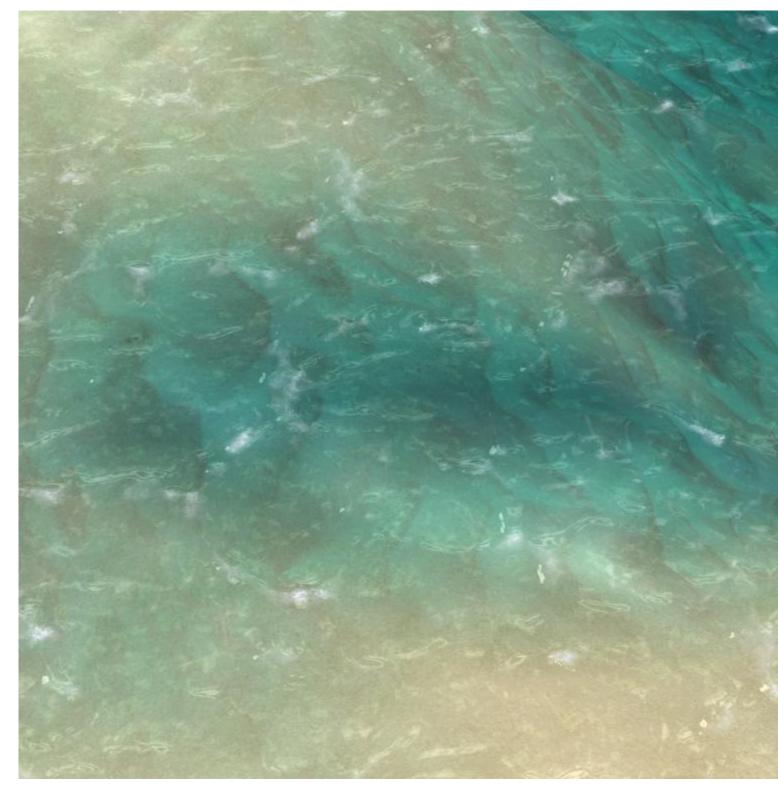
bumped water with multi pass transparency
Toggle Spoiler
Toggle Spoiler
Toggle Spoiler
Toggle Spoiler
File Attachments
1) beach2.JPG, downloaded 889 times



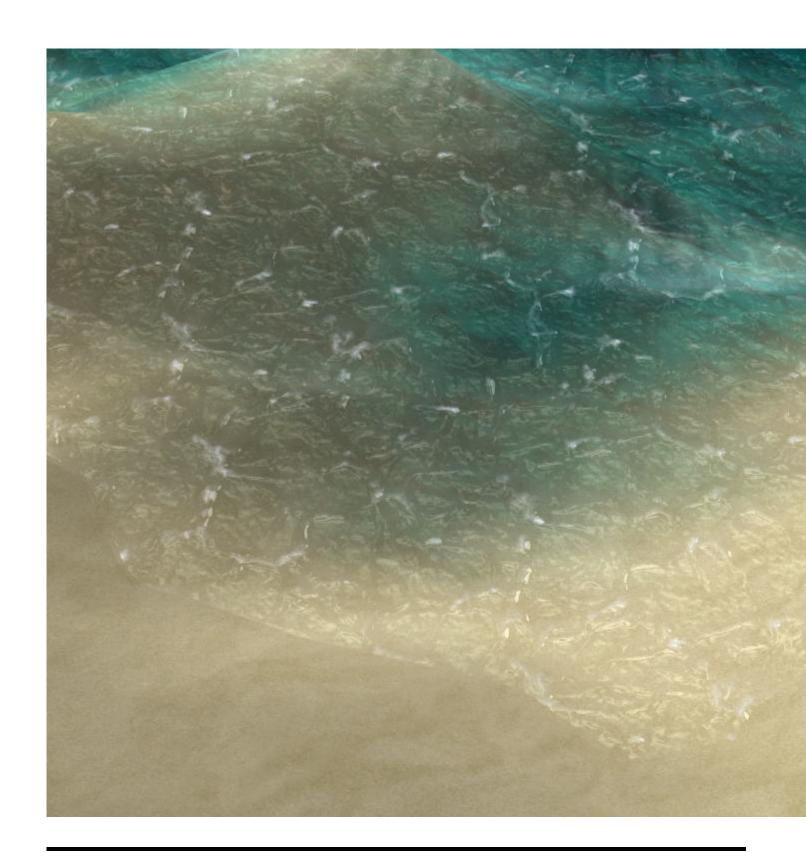
2) beach3.JPG, downloaded 884 times



3) beach4.JPG, downloaded 875 times



4) beach.JPG, downloaded 880 times



Subject: Re: Comment on More Realistic Water Posted by BlueThen on Sun, 31 May 2009 19:39:43 GMT View Forum Message <> Reply to Message

Gen_Blacky wrote on Sun, 31 May 2009 12:26bumped water with multi pass transparency Toggle Spoiler Toggle Spoiler Toggle Spoiler Toggle Spoiler That's sexy. Subject: Re: Comment on More Realistic Water Posted by Xena on Sun, 31 May 2009 19:56:38 GMT View Forum Message <> Reply to Message nais, will u release it? Subject: Re: Comment on More Realistic Water Posted by LiL KiLLa on Sun, 31 May 2009 20:00:49 GMT View Forum Message <> Reply to Message Sure he will Subject: Re: Comment on More Realistic Water Posted by Di3HardNL on Sun, 31 May 2009 21:18:08 GMT View Forum Message <> Reply to Message This Multi pass transparency would look good on islands only you will have to create a new mesh below it Subject: Re: Comment on More Realistic Water Posted by mrA£A§A·z on Sun, 31 May 2009 23:32:15 GMT View Forum Message <> Reply to Message Already upadateed my map need to püost pictures laer Subject: Re: Comment on More Realistic Water

Posted by ErroR on Mon, 01 Jun 2009 09:11:56 GMT View Forum Message <> Reply to Message
nice, i think it needs to be a bit bluer and the map looks nice too
Subject: Re: Comment on More Realistic Water Posted by Sir Kane on Wed, 03 Jun 2009 13:59:33 GMT View Forum Message <> Reply to Message
Gen_Blacky's water actually looks like water.
Subject: Re: Comment on More Realistic Water Posted by DL60 on Wed, 03 Jun 2009 17:03:12 GMT View Forum Message <> Reply to Message
Indeed because he used a blue texture for the ground. Even FarCry made it like this.
Subject: Re: Comment on More Realistic Water Posted by anant on Wed, 03 Jun 2009 18:27:12 GMT View Forum Message <> Reply to Message
BlueThen wrote on Sun, 31 May 2009 14:39Gen_Blacky wrote on Sun, 31 May 2009 12:26bumped water with multi pass transparency
Toggle Spoiler
Toggle Spoiler
Toggle Spoiler
Toggle Spoiler
That's sexy. hotttt
Subject: Re: Comment on More Realistic Water Posted by ErroR on Thu, 04 Jun 2009 08:29:52 GMT View Forum Message <> Reply to Message
who made it? slave or blacky o.0

Subject: Re: Comment on More Realistic Water Posted by GEORGE ZIMMER on Thu, 04 Jun 2009 11:39:16 GMT

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Sir Kane wrote on Wed, 03 June 2009 08:59Gen_Blacky's water actually looks like water. This. It's rare to see GOOD water in vidyagames nowadays.

Subject: Re: Comment on More Realistic Water Posted by Gen_Blacky on Thu, 04 Jun 2009 18:36:25 GMT

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Slave made it, We where testing out different settings to get decent water.

Toggle Spoiler

File Attachments

1) waterfall.JPG, downloaded 618 times

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Subject: Re: Comment on More Realistic Water Posted by Slave on Thu, 04 Jun 2009 19:23:07 GMT

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Besides it being confidential, you made it look like yoghurt in that screenshot.

Son, you disappoint me.

Subject: Re: Comment on More Realistic Water Posted by LiL KiLLa on Thu, 04 Jun 2009 19:56:00 GMT

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Slave wrote on Thu, 04 June 2009 21:23You made it look like yoghurt in that screenshot.

LoL

Subject: Re: Comment on More Realistic Water Posted by ViPeaX on Thu, 04 Jun 2009 20:08:19 GMT

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Slave was a bit in a hurry, so I published his (very small) video for him:

wmv version:

click

or flv player version:

click (slightly less detail)

Subject: Re: Comment on More Realistic Water

Posted by LiL KiLLa on Thu, 04 Jun 2009 20:27:01 GMT

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to wet you up

wow nice

looks like the water from mallorca

release the water/map?

Subject: Re: Comment on More Realistic Water Posted by Gen_Blacky on Thu, 04 Jun 2009 23:03:34 GMT

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Slave wrote on Thu, 04 June 2009 14:23Besides it being confidential, you made it look like yoghurt in that screenshot.

Son, you disappoint me.

post a more epic screen shot then my photoshop broke had to use paint ftw.

Subject: Re: Comment on More Realistic Water Posted by Slave on Thu, 04 Jun 2009 23:22:42 GMT

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Meh okay.

On account of Blacky, I hereby highjack this topic.

Toggle Spoiler

File Attachments

1) stuff5.jpg, downloaded 622 times

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Subject: Re: Comment on More Realistic Water Posted by DarkKnight on Fri, 05 Jun 2009 00:41:55 GMT View Forum Message <> Reply to Message

the water fall and river flowing under the cave in hourglass flying looks pretty realistic to

Subject: Re: Comment on More Realistic Water

Posted by Muad Dib15 on Fri, 05 Jun 2009 03:17:59 GMT

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Could you add smoke emmitters where the water fall hits the lower river? That way, it would look like the water clouds on the bottom of waterfalls. That would be epicer.

Subject: Re: Comment on More Realistic Water Posted by ErroR on Fri, 05 Jun 2009 08:30:51 GMT

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ViPeaX wrote on Thu, 04 June 2009 23:08Slave was a bit in a hurry, so I published his (very small) video for him:

wmv version:

click

or flv player version:

click (slightly less detail)

i bet you posted here only cuz of the music xD

Subject: Re: Comment on More Realistic Water Posted by LR01 on Fri, 05 Jun 2009 09:35:47 GMT

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movie is almost hard to believe its the ren engine

Subject: Re: Comment on More Realistic Water

Posted by Carrierll on Fri, 05 Jun 2009 11:33:27 GMT

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The water's nice, I don't know if the test was necessary though...

Subject: Re: Comment on More Realistic Water Posted by ErroR on Fri, 05 Jun 2009 11:52:14 GMT

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Subject: Re: Comment on More Realistic Water Posted by Slave on Fri, 05 Jun 2009 15:18:49 GMT

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Seriously. I don't like every single concept, prototype and test I once made spammed online for e-penis purposes.

Only when something is properly finished I'd like to see it online. Partly to prevent false hopes and anticipation.

Subject: Re: Comment on More Realistic Water

Posted by DarkKnight on Fri, 05 Jun 2009 19:25:31 GMT

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ErroR wrote on Fri, 05 June 2009 06:52http://www.youtube.com/watch?v=U1dZu1lbN_4

Thats pretty nice but wouldn't the water be all around you the further down you go?

Subject: Re: Comment on More Realistic Water

Posted by nopol10 on Sat, 06 Jun 2009 08:47:19 GMT

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ErroR wrote on Fri, 05 June 2009 19:52http://www.youtube.com/watch?v=U1dZu1lbN_4

That's very nice, it sort of looks like the water in RA3. The bunch of emitters in the well/drain/hole thing also adds a touch of coolness.

Subject: Re: Comment on More Realistic Water

Posted by mrA£A§A·z on Sat, 06 Jun 2009 10:43:44 GMT

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Hehe its very simple to pimp renegade

Subject: Re: Comment on More Realistic Water

Posted by Raptor RSF on Sun, 07 Jun 2009 11:12:56 GMT

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Very nice!

i would like to see a new version of Islands that can be played online

Subject: Re: Comment on More Realistic Water Posted by ErroR on Sun, 07 Jun 2009 11:48:27 GMT

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it might reduce your fps to 2

Subject: Re: Comment on More Realistic Water

Posted by mrãçÄ·z on Sun, 07 Jun 2009 11:51:19 GMT

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ErroR wrote on Sun, 07 June 2009 06:48it might reduce your fps to 2 never