
Subject: Transparent water tut released

Posted by [Anonymous](#) on Sun, 02 Feb 2003 16:21:00 GMT

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ummm.....i wasnt gonna go there....Though i already have thought of the possibilities of going with even higher poly figures with simulated clothing for cutscenes.....it would make the physical appearance of the model more realistic.....and the basic male and female meshes are nude...and it's not really that hard to come up with nude female/male textures you can find tons of them for poser Little things like the hair and cloth simulation scripts for programs like 3DStudio can really

simulators.....though a little more complex....it's the next step in creating commercial quality renderings.Eric. [February 02, 2003, 16:22: Message edited by: SGT.May]
