
Subject: Transparent water tut released

Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:05:00 GMT

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just make a box, delete the sides so you just have 2 planes, put a texture on em, then make them transparent just like water but without linear offset settings. Do not check "shatter", but make sure the material type is glass. [February 03, 2003, 17:06: Message edited by: DeafWasp]
