Subject: Making water see threw..
Posted by Anonymous on Sat, 30 Nov 2002 22:27:00 GMT
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quote:It will look weird being transparent. Too dark or too light. Your best bet is to make the water and such a separate W3D and call it in through a proxy when you're done with the map... Then when you export the map, it is totally finished.Hm, Ok. I figured out how to make it lighter and darker, and making it have that "moving" moition brings out a more realistic feature. Your way, which seeing is more complicated seems to probably work better and i'll try that way to, and compare the two types of rivers i made. Seems i only had a few decent replies here though. Thanks for the postive input ack.