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Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 21:55:00 GMT

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quote:Originally posted by YSLMuffins:There are lots of ways to do it, but using Alpha Blend and changing opacity could screw it up once the vertex solve is done, so try using Multiplay and Add for the shader...instant transparency.It doesn't give the same effect.Multiply and add are two types of shaders meant to be used with a multi-pass material, for giving more detail to a texture by overlapping it with another.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.

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