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Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 10:54:00 GMT

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quote:Originally posted by greenhaze2003:Wrong Andre. This is how i did it.Set Opacity to 0.5, then in w3d options hit Valpha, I don't know if this one matters but in material editor i tried making it Alpha blend, dont know if that made a impact. If your water is to clear, notch up the opacity, .9 gave me a nice one.Dude, it's not wrong. You just made in a different way. Besides, I used those values to make a transparent window, not water

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