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Subject: Making water see threw..

Posted by [Anonymous](#) on Sat, 30 Nov 2002 09:09:00 GMT

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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.

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