Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an
Posted by Anonymous on Mon, 21 Oct 2002 20:59:00 GMT
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It's about time someone made a tutorial. I thought I'd be the first to display it in a map, but hopefully not now.   I had asked Greg H. about the computing vertex solve when you have the multilayer add option. quote: The Problem is:When I Compute Vertex solve the mesh goes almost pure white! Which is bad. I've checked the colors (diffuse or ambient) and it didn't help... It seems to be something to do with the Add blend mode.This is what I have:Pass 1: Blend Mode: OpaqueStage 0 Mapping: Linear Offset - Args:VPerSec=-0.01Stage 0 Texture: water_texture.tgaPass 2:Blend Mode: AddPri Gradient: Bump-EnviroDetail Color: AddStage 0 Mapping: BumpEnv - Args: BumpScale=0.0 BumpRotation=0.0 VPerSec=-0.01Stage 1 Mapping: EnvironmentStage 0 Texture: bump_water.tgaStage 1 Texture: water_reflect.tga - Emissive LightmapCan you help? It looks fine in W3D viewer or Commando (before I run Compute Vertex Solve, then it looks ghostly!)Thanks for your time!-Iny Greg said: quote:I wonder if there is a way to exclude the water from the vertex solve. I don't remember off hand but I think that's probably the best way to approach this problem.gregSo I recommend making a separate mesh and importing it in the end.Hope that helps all those who find this problem.