Subject: Smoke and Mirrors.
Posted by Deafwasp on Fri, 28 Mar 2003 06:07:05 GMT
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Actually, I made a rather large 2 polygon mesh. I made it into a plane of water using the same technique as the "realistic water" tutorial.

But when I add fog to the map the plane just dissapears or goes blank.

Does anybody know how to remedy this or know what the problem is?