Subject: Nevermind, Solved
Posted by Spice on Fri, 18 Feb 2005 16:07:01 GMT

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You can always make 2 planes , One directly behind the other. Then attach the Alpha channel shader with VPerSec=0.15 under vertex matieral with the linear offeset mapping on the second plane with the rain drops.

I would think it would give you the same effect.