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Subject: different water movement?

Posted by [CNCWarpath](#) on Fri, 20 Jun 2003 16:26:34 GMT

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Plane layers also putting 2 textures on to 1 plane and then doing the UVperspec=0.02 (or something) and then then u can make it so one like stay there and other will move and if u do this with planes above/below eachother u can create some pretty nice water layouts.

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