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Subject: Re: How to make this effect.

Posted by [Jerad2142](#) on Tue, 12 Jun 2007 07:53:12 GMT

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Use alpha blend, and grid animation.

For the see through water you give it to passes and for one of the passes set Emissive (I think thats how its spelled) to white (or gray to make it darker) and use screen blenders for both passes, that will protect you from everyones favorite flashy water effect.

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