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Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by [saberhawk](#) on Tue, 14 Apr 2009 14:57:14 GMT

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Gator wrote on Tue, 14 April 2009 10:51  
Saberhawk wrote on Tue, 14 April 2009 07:02  
ErrorR wrote on Tue, 14 April 2009 07:35  
Clearly photoshop.  
nice

Yeah, except it's photoshopped automagically by your video card around 60 times per second its possible for you to apply that mirrored shaders water effect to all official westwood maps? (maps with water: Field, hourglass, under)?

It's possible for it to be applied to any map, it just needs artist intervention. I put it on Islands because that was the easiest one for \*me\* to do. Islands still needs alot of work on the underwater portion and it's VIS settings in order to fully support this shader though.

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