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Subject: Transparent Water

Posted by [Titan1x77](#) on Thu, 13 May 2004 12:58:48 GMT

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just use an water texture with an alpha channel and use vertex paint on the vertex along the shoreline...Thats how I made the sides of my waterfall more see thru then the middle.

But if you bump map,then it will export with 2 transparent layers on 1 mesh...I Dont think The engine likes them all that much.

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