

---

Subject: Water textures & fog

Posted by [bighairybear](#) on Thu, 19 Aug 2004 18:24:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

When I add fog to my level the water looks like the fog

lvledit1.jpg ~ With fog checked

lvledit2.jpg ~ fog unchecked

I tried changing the fog distances but this does not seem to make a difference.

The water texture was made following the water tutorial <http://renhelp.co.uk/?tut=44> on renhelp.

---

---

Subject: Water textures & fog

Posted by [NeoSaber](#) on Thu, 19 Aug 2004 18:51:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How many polygons are in the water mesh? By the look of your problem it appears to be one giant polygon, which means there's not enough vertices in it to be fogged properly.

As far as I know, fog gets applied to meshes like lighting. The more vertices, the more accurate the effect. If you're whole mesh is one polygon, then the fog will be applied to it based off the outer vertices. Since they are far enough out to be totally covered in fog, the entire mesh is covered in fog.

---

---

Subject: Water textures & fog

Posted by [bighairybear](#) on Thu, 19 Aug 2004 18:54:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The mesh is one polygon. Guess i shouldnt be so tight on my polygon budget.

Thanks

---

---

Subject: Water textures & fog

Posted by [icedog90](#) on Thu, 19 Aug 2004 21:54:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I had this problem, too. I guess adding more polygons to the plane makes it work better.

---

---

Subject: Water textures & fog  
Posted by [Titan1x77](#) on Fri, 20 Aug 2004 10:11:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Don't be afraid to add polys!!

Lighting looks horrible on low poly terrain,also with fog ^ and if you know how to properly generate VIS then a poly count should never really be a problem....unless you use 5,000 on a single rendered object

---

Subject: Water textures & fog  
Posted by [icedog90](#) on Sat, 21 Aug 2004 04:37:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Titan1x77Don't be afraid to add polys!!

Affirmative to that. I've just never bothered to add more polygons to simple planes because it never hit me about the shadows and fog.

A level I've finished for SWMOD runs around 60,000 polygons and it's very detailed. Just needs to be VISed and it's set.

---

Subject: Water textures & fog  
Posted by [phlakaton](#) on Mon, 23 Aug 2004 22:28:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

more verts and polys can be used. be sure to have a good uniform mesh when you do have higher numbers. having a bunch of super-long polys and jacked up mesh will not run as good as something that was perhaps tessellated into an even mesh. like a new plane with lots of cross-sections. of course... renegade's engine is a bit picky too.

---

Subject: Water textures & fog  
Posted by [Jaspah](#) on Tue, 24 Aug 2004 21:20:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can someone post these on n00bstories or something? Either the host sucks or my computer doesn't like those images.

---

Subject: Water textures & fog  
Posted by [bighairybear](#) on Mon, 30 Aug 2004 09:31:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

For those that cant see images they are both screen captures of the same scene in level edit. There are steep banks seperated by a river, in the first fog is on and the river looks like the fog blending. in the 2nd fog is off but you can see the river.

---