
Subject: Comment on More Realistic Water

Posted by [mrŁÄŞÄ-z](#) on Sun, 31 May 2009 10:43:27 GMT

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

Thinking about releasing this Water + Water Tutorial, yes its moving water and it has Reflections that move also.

I created it because the "Realistic Water Tutorial" on RenHelp doesnt really look good

Check it out:

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Subject: Re: Comment on More Realistic Water

Posted by [Dreganius](#) on Sun, 31 May 2009 11:54:53 GMT

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

Do it then

Although the water needs to be a little more opaque, so it looks deeper. =P

Subject: Re: Comment on More Realistic Water

Posted by [Reaver11](#) on Sun, 31 May 2009 12:04:38 GMT

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

That really looks good. Work a bit on the area where the water hits the coast it looks a bit stretched.

Subject: Re: Comment on More Realistic Water

Posted by [mrŁÄŞÄ-z](#) on Sun, 31 May 2009 12:14:09 GMT

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

Just a Test map did it fast to test the Water only

Subject: Re: Comment on More Realistic Water

Posted by [Dreganius](#) on Sun, 31 May 2009 12:16:13 GMT

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

Show us a pr0 map!

Subject: Re: Comment on More Realistic Water
Posted by [mr£ÄŞÄ-z](#) on Sun, 31 May 2009 12:30:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

What does that exactly mean?

Subject: Re: Comment on More Realistic Water
Posted by [Dreganius](#) on Sun, 31 May 2009 12:31:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well if that was a test map, what's a proper map look like

Subject: Re: Comment on More Realistic Water
Posted by [mr£ÄŞÄ-z](#) on Sun, 31 May 2009 12:38:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

What should the map have? Buildings? AOW Type? eek?

Subject: Re: Comment on More Realistic Water
Posted by [Dreganius](#) on Sun, 31 May 2009 12:40:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, just make the map look finished (without game stuff yet)

Subject: Re: Comment on More Realistic Water
Posted by [mr£ÄŞÄ-z](#) on Sun, 31 May 2009 12:44:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks like you need a map to fuck around?

Subject: Re: Comment on More Realistic Water
Posted by [Dreganius](#) on Sun, 31 May 2009 12:49:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybeeee

Subject: Re: Comment on More Realistic Water
Posted by [Gen_Blacky](#) on Sun, 31 May 2009 17:26:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

bumped water with multi pass transparency

Toggle Spoiler

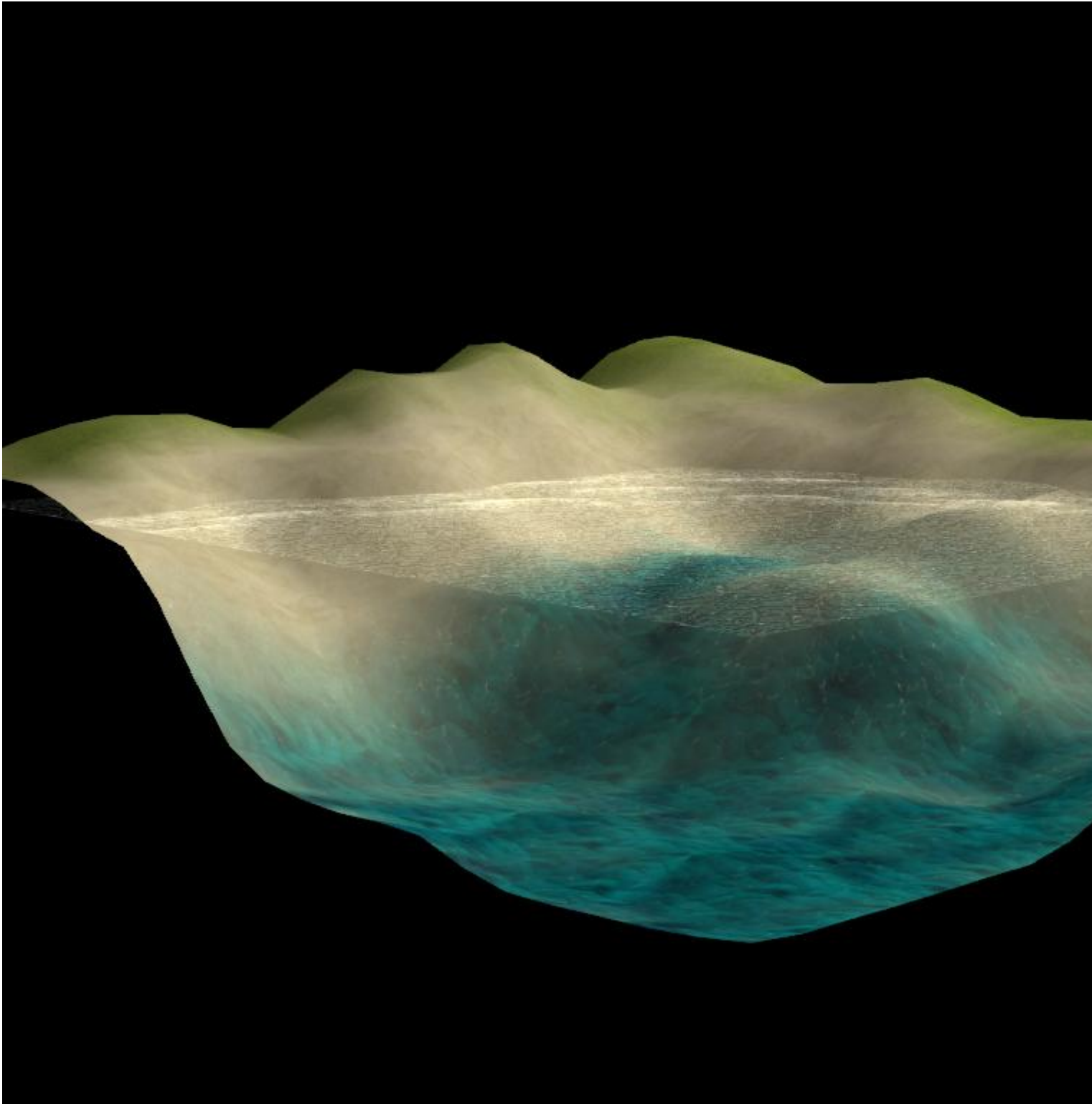
Toggle Spoiler

Toggle Spoiler

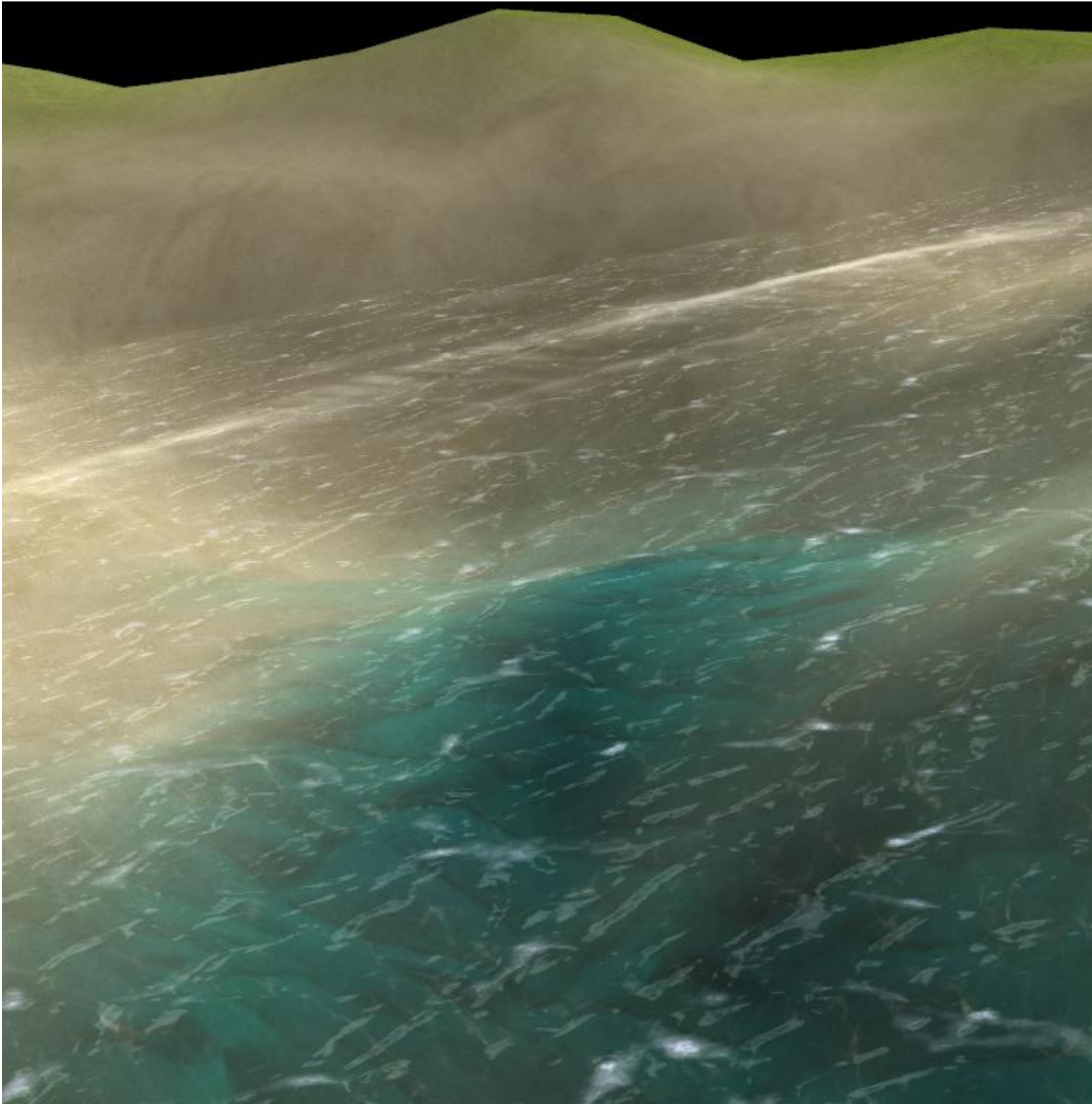
Toggle Spoiler

File Attachments

1) [beach2.JPG](#), downloaded 662 times



2) [beach3.JPG](#), downloaded 655 times



3) [beach4.JPG](#), downloaded 647 times



4) [beach.JPG](#), downloaded 646 times



Subject: Re: Comment on More Realistic Water
Posted by [BlueThen](#) on Sun, 31 May 2009 19:39:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Sun, 31 May 2009 12:26bumped water with multi pass transparency

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

That's sexy.

Subject: Re: Comment on More Realistic Water
Posted by [Xena](#) on Sun, 31 May 2009 19:56:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

nais, will u release it?

Subject: Re: Comment on More Realistic Water
Posted by [LiL KiLLa](#) on Sun, 31 May 2009 20:00:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sure he will

Subject: Re: Comment on More Realistic Water
Posted by [Di3HardNL](#) on Sun, 31 May 2009 21:18:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

This Multi pass transparency would look good on islands only you will have to create a new mesh below it

Subject: Re: Comment on More Realistic Water
Posted by [mr£ÄŞÄ-z](#) on Sun, 31 May 2009 23:32:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Already updateed my map need to püost pictures laer

Subject: Re: Comment on More Realistic Water

Posted by [ErroR](#) on Mon, 01 Jun 2009 09:11:56 GMT

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

nice, i think it needs to be a bit bluer and the map looks nice too

Subject: Re: Comment on More Realistic Water

Posted by [Sir Kane](#) on Wed, 03 Jun 2009 13:59:33 GMT

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

Gen_Blacky's water actually looks like water.

Subject: Re: Comment on More Realistic Water

Posted by [DL60](#) on Wed, 03 Jun 2009 17:03:12 GMT

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

Indeed because he used a blue texture for the ground. Even FarCry made it like this.

Subject: Re: Comment on More Realistic Water

Posted by [anant](#) on Wed, 03 Jun 2009 18:27:12 GMT

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

BlueThen wrote on Sun, 31 May 2009 14:39Gen_Blacky wrote on Sun, 31 May 2009 12:26bumped water with multi pass transparency

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

That's sexy.
hotttt

Subject: Re: Comment on More Realistic Water

Posted by [ErroR](#) on Thu, 04 Jun 2009 08:29:52 GMT

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

who made it? slave or blacky o.o

Subject: Re: Comment on More Realistic Water
Posted by [GEORGE ZIMMER](#) on Thu, 04 Jun 2009 11:39:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Wed, 03 June 2009 08:59Gen_Blacky's water actually looks like water.
This. It's rare to see GOOD water in vidyagames nowadays.

Subject: Re: Comment on More Realistic Water
Posted by [Gen_Blacky](#) on Thu, 04 Jun 2009 18:36:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave made it, We where testing out different settings to get decent water.

Toggle Spoiler

File Attachments

1) [waterfall.JPG](#), downloaded 384 times



Subject: Re: Comment on More Realistic Water
Posted by [Slave](#) on Thu, 04 Jun 2009 19:23:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Besides it being confidential, you made it look like yoghurt in that screenshot.

Son, you disappoint me.

Subject: Re: Comment on More Realistic Water
Posted by [LiL KiLLa](#) on Thu, 04 Jun 2009 19:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Thu, 04 June 2009 21:23 You made it look like yoghurt in that screenshot.

LoL

Subject: Re: Comment on More Realistic Water
Posted by [ViPeaX](#) on Thu, 04 Jun 2009 20:08:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave was a bit in a hurry, so I published his (very small) video for him:

wmv version:

click

or flv player version:

click (slightly less detail)

Subject: Re: Comment on More Realistic Water
Posted by [LiL KiLLa](#) on Thu, 04 Jun 2009 20:27:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

to wet you up

wow nice

looks like the water from mallorca

release the water/map?

Subject: Re: Comment on More Realistic Water
Posted by [Gen_Blacky](#) on Thu, 04 Jun 2009 23:03:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Thu, 04 June 2009 14:23 Besides it being confidential, you made it look like yoghurt in that screenshot.

Son, you disappoint me.

post a more epic screen shot then my photoshop broke had to use paint ftw.

Subject: Re: Comment on More Realistic Water
Posted by [Slave](#) on Thu, 04 Jun 2009 23:22:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Meh okay.

On account of Blacky, I hereby highjack this topic.

Toggle Spoiler

File Attachments

1) [stuff5.jpg](#), downloaded 412 times



Subject: Re: Comment on More Realistic Water
Posted by [DarkKnight](#) on Fri, 05 Jun 2009 00:41:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

the water fall and river flowing under the cave in hourglass flying looks pretty realistic to

Subject: Re: Comment on More Realistic Water
Posted by [Muad Dib15](#) on Fri, 05 Jun 2009 03:17:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Could you add smoke emitters where the water fall hits the lower river? That way, it would look like the water clouds on the bottom of waterfalls. That would be epicer.

Subject: Re: Comment on More Realistic Water
Posted by [ErroR](#) on Fri, 05 Jun 2009 08:30:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

ViPeaX wrote on Thu, 04 June 2009 23:08Slave was a bit in a hurry, so I published his (very small) video for him:

wmv version:

click

or flv player version:

click (slightly less detail)

i bet you posted here only cuz of the music xD

Subject: Re: Comment on More Realistic Water
Posted by [LR01](#) on Fri, 05 Jun 2009 09:35:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

movie is almost hard to believe its the ren engine

Subject: Re: Comment on More Realistic Water
Posted by [Carrierll](#) on Fri, 05 Jun 2009 11:33:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

The water's nice, I don't know if the test was necessary though...

Subject: Re: Comment on More Realistic Water
Posted by [ErroR](#) on Fri, 05 Jun 2009 11:52:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://www.youtube.com/watch?v=U1dZu1IbN_4

Subject: Re: Comment on More Realistic Water
Posted by [Slave](#) on Fri, 05 Jun 2009 15:18:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Seriously. I don't like every single concept, prototype and test I once made spammed online for e-penis purposes.

Only when something is properly finished I'd like to see it online. Partly to prevent false hopes and anticipation.

Subject: Re: Comment on More Realistic Water
Posted by [DarkKnight](#) on Fri, 05 Jun 2009 19:25:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Fri, 05 June 2009 06:52http://www.youtube.com/watch?v=U1dZu1IbN_4

Thats pretty nice but wouldn't the water be all around you the further down you go?

Subject: Re: Comment on More Realistic Water
Posted by [nopol10](#) on Sat, 06 Jun 2009 08:47:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Fri, 05 June 2009 19:52http://www.youtube.com/watch?v=U1dZu1IbN_4

That's very nice, it sort of looks like the water in RA3. The bunch of emitters in the well/drain/hole thing also adds a touch of coolness.

Subject: Re: Comment on More Realistic Water
Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Jun 2009 10:43:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hehe its very simple to pimp renegade

Subject: Re: Comment on More Realistic Water
Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 11:12:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice!

i would like to see a new version of Islands that can be played online

Subject: Re: Comment on More Realistic Water
Posted by [ErroR](#) on Sun, 07 Jun 2009 11:48:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

it might reduce your fps to 2

Subject: Re: Comment on More Realistic Water
Posted by [mr£Ä\\$Ä-z](#) on Sun, 07 Jun 2009 11:51:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sun, 07 June 2009 06:48it might reduce your fps to 2
never
