Subject: Need help water texture
Posted by **my486CPU** on Wed, 22 Dec 2010 20:41:46 GMT
View Forum Message <> Reply to Message

I have been looking for a tut (with know luck) on making water transparent like on fields mix.
Does anyone know were I might find a good tut? Or maybe what the vertex and shader settings
would be? I'm using gmax and for a texture I'm using l05_creek.tga(found in always).

I'm hoping someone could help a noob out.
Thanks.

Subject: Re: Need help water texture
Posted by **wubwub** on Wed, 22 Dec 2010 22:53:55 GMT
View Forum Message <> Reply to Message

 Make the vertex shader Screen.

Subject: Re: Need help water texture
Posted by **Jerad2142** on Fri, 07 Jan 2011 00:10:59 GMT
View Forum Message <> Reply to Message

In addition make sure to make the lighting passes black except for the emissive, or else you'll start
pulling your hair out once you generate the levels lighting and it turns to bright white (Note: there
are other ways around this but I'd have to look it up in my notes, which are currently not
accessible due to an attempt to clone my hard drive).

Subject: Re: Need help water texture
Posted by **my486CPU** on Thu, 13 Jan 2011 01:05:06 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Thu, 06 January 2011 19:10In addition make sure to make the lighting
passes black except for the emissive, or else you'll start pulling your hair out once you generate
the levels lighting and it turns to bright white (Note: there are other ways around this but I'd have
to look it up in my notes, which are currently not accessible due to an attempt to clone my hard
drive).

So that's the trick. Once again you've come through for me Mr. Gray. Now I just need to find
some glue to put my hair back on

Subject: Re: Need help water texture
Posted by **Jerad2142** on Thu, 13 Jan 2011 20:08:50 GMT

my486CPU wrote on Wed, 12 January 2011 18:05Jerad Gray wrote on Thu, 06 January 2011 19:10In addition make sure to make the lighting passes black except for the emissive, or else you'll start pulling your hair out once you generate the levels lighting and it turns to bright white (Note: there are other ways around this but I'd have to look it up in my notes, which are currently not accessible due to an attempt to clone my hard drive).

So that's the trick. Once again you've come through for me Mr. Gray. Now I just need to find some glue to put my hair back on
No problem, although you'll have to choose out your choice glue yourself, all I know is renegade.
XP