Subject: a question about water.
Posted by roszek on Fri, 30 Mar 2012 01:49:47 GMT
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Can anyone tell me what the settings are for water(l05_creek.tga)?

I thought it was screen for Shader and everything black but diffuse on Vertex Material, but it does not look right.

Any help would be appreciated.

Thanks.

Subject: Re: a question about water.
Posted by sla.ro(master) on Fri, 30 Mar 2012 05:19:39 GMT
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look here

and for a more realistic water

Subject: Re: a question about water.
Posted by roszek on Fri, 30 Mar 2012 18:21:03 GMT
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No, none of that helps me. I was asking about the settings for making water transparent like on field.

any help in regards to that^ would be appreciated.

Thanks.

Subject: Re: a question about water.
Posted by TankClash on Fri, 30 Mar 2012 19:57:08 GMT
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http://renhelp.laeubi-soft.de/index.php?tut=44
2nd image
That one, note the Opacity/Translucence setting since it is set to 1.0/ 0.0

You'll have to play around with the settings to get it.