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Subject: Water textures & fog

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

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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.

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