Subject: Re: [HELP] Water-transparency for stream
Posted by DL60 on Mon, 04 Sep 2006 14:29:25 GMT
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THX @ HALO38

Now I know how to hide from the lightsolve.

My Problem with the waterplanes is also solved and I have a nice reflecting and bumpmapped watertexture.

Here is a screenshot. You should see the water in action ^^

File Attachments
1) water.jpg, downloaded 433 times

DL6.0

N

150
150

Credits: 10000
Restzeit: 00:29