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Subject: Re: TT TEASER! - water rendering and widescreen fix  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 18 Apr 2009 20:07:34 GMT  
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The reflection looks great; my only concern is that in some angles, it looks very tiled. Not so much when you're standing close to the water, but when on a higher plain looking into the distance, it looks a lot like the water is a bunch of squares. Is there any way to make it look smoother therein?

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