Subject: Re: Need help water texture
Posted by my486CPU on Thu, 13 Jan 2011 01:05:06 GMT

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