Subject: Wave effect
Posted by mike9292 on Sat, 01 Mar 2003 01:58:06 GMT
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how can i make the waves in my water work

Subject: Wave effect
Posted by Griever92 on Sat, 01 Mar 2003 03:17:43 GMT
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you'll have to create your water animation in gMax. Try searching google for a tutorial

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Subject: Wave effect
Posted by mike9292 on Sat, 01 Mar 2003 03:19:06 GMT
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no like in ACK's map beach

Subject: Wave effect
Posted by Vegito on Sat, 01 Mar 2003 04:46:06 GMT
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I think Ack uses the same water as westwood.So if thats the sase I would assume you can get the file from somewheres.Unless it was given to him exclusively.(thats if he uses it).

Subject: Wave effect
Posted by Deafwasp on Sat, 01 Mar 2003 05:01:08 GMT
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:rolleyes:

Subject: Wave effect
Posted by dead4ayear2 on Sat, 01 Mar 2003 05:57:52 GMT
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I want to know this too. Let's hope ack comes here.

Subject: Wave effect

Posted by Doitle on Sat, 01 Mar 2003 06:27:40 GMT

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I am really surprised ACK hasn't already posted here, he was always really active on the mod forums... hmm...

Subject: Wave effect
Posted by General Havoc on Sat, 01 Mar 2003 10:33:09 GMT

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Someone made a tutorial on doing rippling animation in meshes. I modified the tutorial and converted it to an HTML format. I also corrected spellings and made it readable. It gives an excellent wave effect but i don't know how much it would slow down if there is a lot of this animation. Sadly i am unable to release the tutorial as it isn't mine and i have to wait for the author to respond. I'll see if i can contact him again.