Subject: How to make this effect.
Posted by Viking on Tue, 12 Jun 2007 04:26:27 GMT

How do I make water that looks like it dose on the sub like that? Also how can I make nice water like the sub is in all see through and stuff?

File Attachments

1) Untitled-1 copy.jpg, downloaded 457 times

EVA

115
110

Subject: Re: How to make this effect.
Posted by Jonty on Tue, 12 Jun 2007 06:46:39 GMT
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All alpha blending, I presume.

Subject: Re: How to make this effect.
Posted by Jerad2142 on Tue, 12 Jun 2007 07:53:12 GMT
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Use alpha blend, and grid animation.
For the see through water you give it to passes and for one of the passes set Emissive (I think thats how its spelled) to white (or gray to make it darker) and use screen blenders for both passes, that will protect you from everyones favorite flashy water effect.

Subject: Re: How to make this effect.
Posted by Spyder on Wed, 13 Jun 2007 06:52:18 GMT
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http://www.renhelp.net -> Tutorials -> Texturing or any other group -> How to make realistic looking water.

Subject: Re: How to make this effect.
Posted by Viking on Wed, 13 Jun 2007 15:48:07 GMT
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Thanks I know about renhelp tho. I am talking about the water reflection on the submarine.

Subject: Re: How to make this effect.
Posted by Slave on Wed, 13 Jun 2007 22:47:55 GMT
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I wanted to know the same, so I've been puzzling with renx a little bit. I believe this is one way to get it done. Note that I've never tried this before, so some things might be wrong and/or inefficient.

edit: one thing i should have changed is the static sorting thingy. sometimes the bumpmap seems to flicker.

File Attachments
1) caustic.rar, downloaded 119 times