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Subject: Comment on More Realistic Water  
Posted by [mrŁÄŞÄ-z](#) on Sun, 31 May 2009 10:43:27 GMT  
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Thinking about releasing this Water + Water Tutorial, yes its moving water and it has Reflections that move also.

I created it because the "Realistic Water Tutorial" on RenHelp doesnt really look good

Check it out:

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Subject: Re: Comment on More Realistic Water  
Posted by [Dreganius](#) on Sun, 31 May 2009 11:54:53 GMT  
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Do it then  
Although the water needs to be a little more opaque, so it looks deeper. =P

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Subject: Re: Comment on More Realistic Water  
Posted by [Reaver11](#) on Sun, 31 May 2009 12:04:38 GMT  
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That really looks good. Work a bit on the area where the water hits the coast it looks a bit stretched.

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Subject: Re: Comment on More Realistic Water  
Posted by [mrŁÄŞÄ-z](#) on Sun, 31 May 2009 12:14:09 GMT  
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Just a Test map did it fast to test the Water only

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Subject: Re: Comment on More Realistic Water  
Posted by [Dreganius](#) on Sun, 31 May 2009 12:16:13 GMT  
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Show us a pr0 map!

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Subject: Re: Comment on More Realistic Water  
Posted by [mr£ÄŞÄ-z](#) on Sun, 31 May 2009 12:30:57 GMT  
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What does that exactly mean?

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Subject: Re: Comment on More Realistic Water  
Posted by [Dreganius](#) on Sun, 31 May 2009 12:31:59 GMT  
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Well if that was a test map, what's a proper map look like

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Subject: Re: Comment on More Realistic Water  
Posted by [mr£ÄŞÄ-z](#) on Sun, 31 May 2009 12:38:31 GMT  
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What should the map have? Buildings? AOW Type? eek?

---

Subject: Re: Comment on More Realistic Water  
Posted by [Dreganius](#) on Sun, 31 May 2009 12:40:16 GMT  
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No, just make the map look finished (without game stuff yet)

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Subject: Re: Comment on More Realistic Water  
Posted by [mr£ÄŞÄ-z](#) on Sun, 31 May 2009 12:44:01 GMT  
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Looks like you need a map to fuck around?

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Subject: Re: Comment on More Realistic Water  
Posted by [Dreganius](#) on Sun, 31 May 2009 12:49:42 GMT  
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Maybeeee

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Subject: Re: Comment on More Realistic Water  
Posted by [Gen\\_Blacky](#) on Sun, 31 May 2009 17:26:12 GMT  
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bumped water with multi pass transparency

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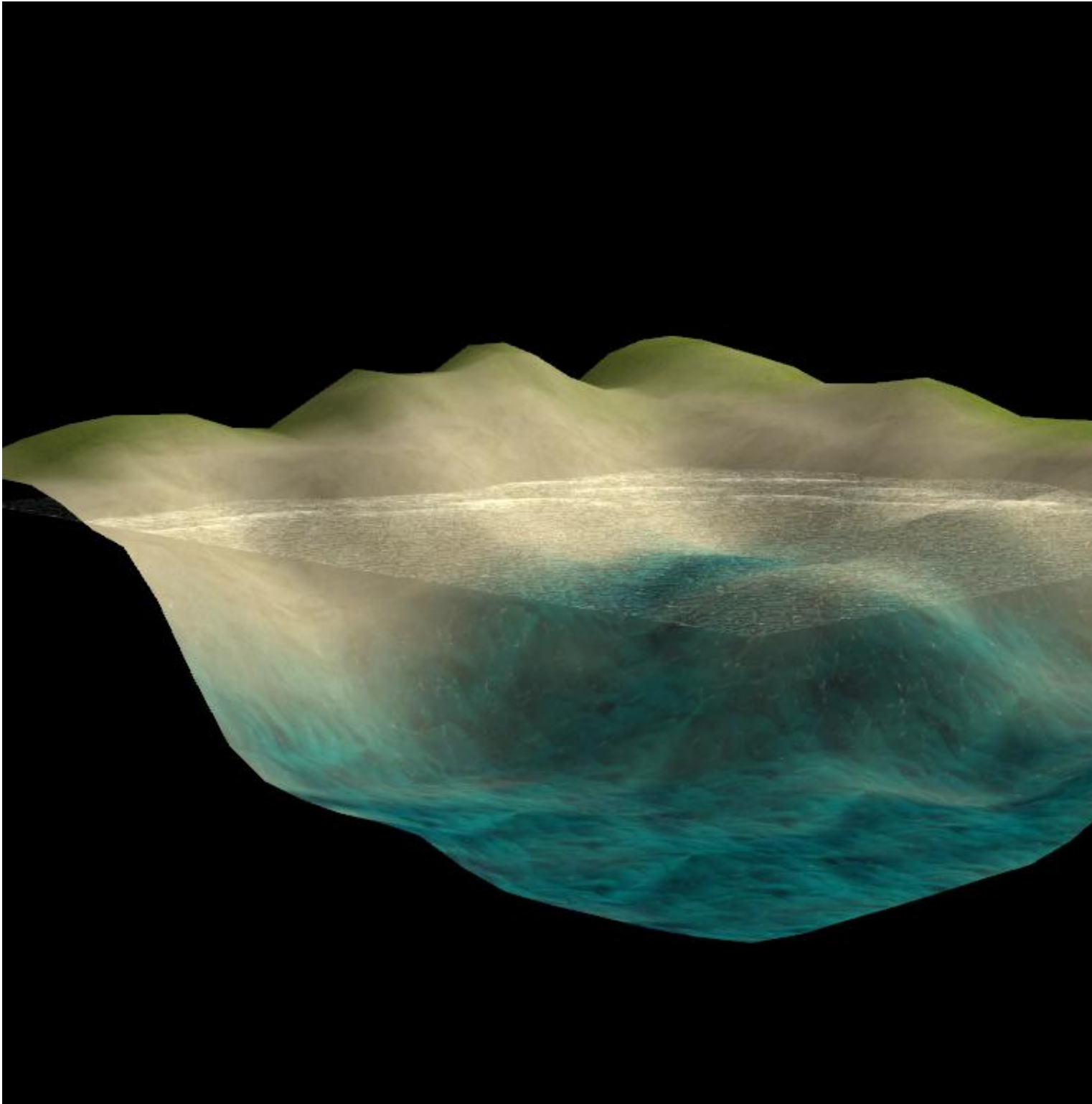
Toggle Spoiler

Toggle Spoiler

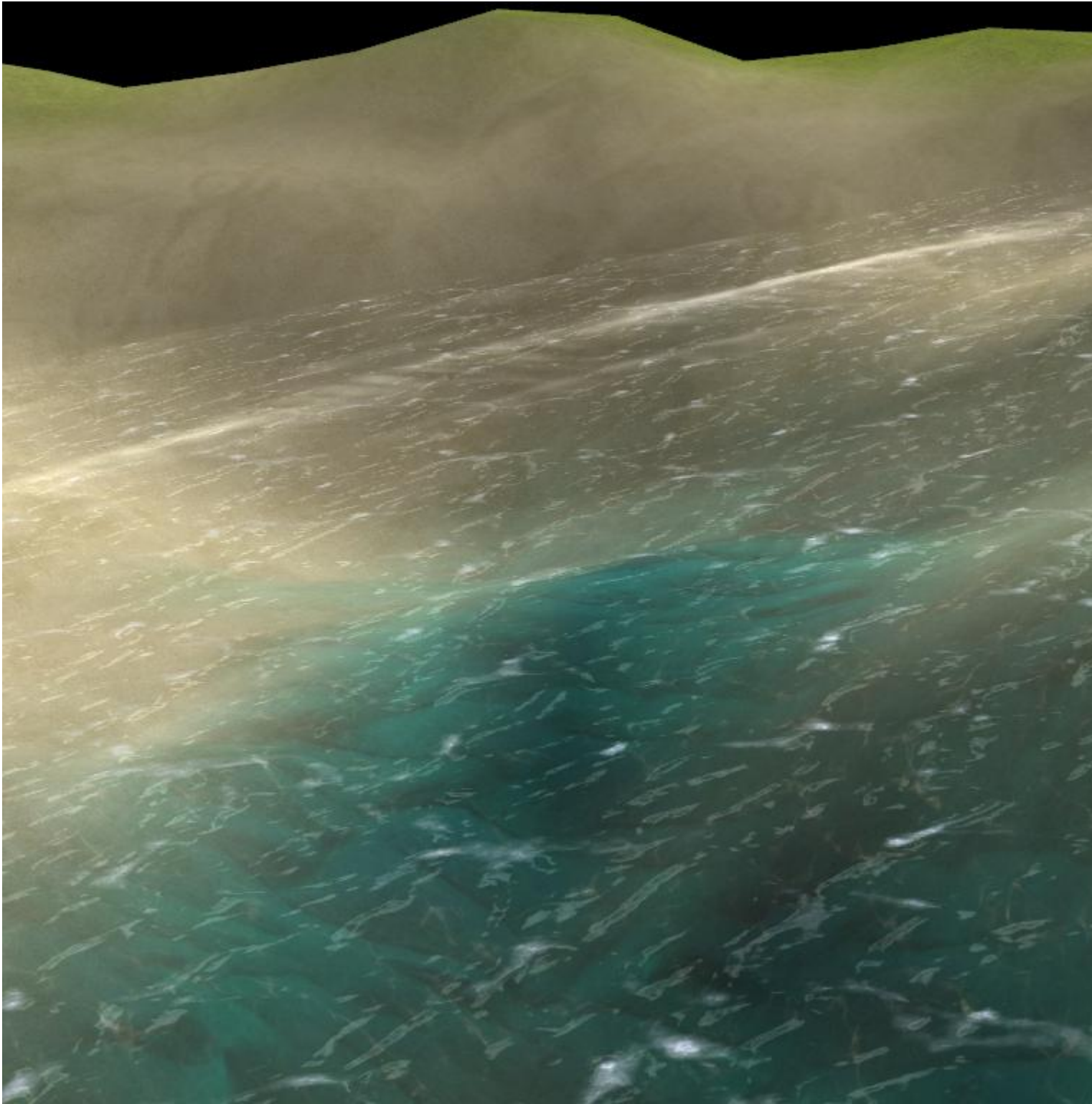
## File Attachments

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1) [beach2.JPG](#), downloaded 1222 times



2) [beach3.JPG](#), downloaded 1219 times



3) [beach4.JPG](#), downloaded 1193 times



4) [beach.JPG](#), downloaded 1218 times



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Subject: Re: Comment on More Realistic Water  
Posted by [BlueThen](#) on Sun, 31 May 2009 19:39:43 GMT  
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Gen\_Blacky wrote on Sun, 31 May 2009 12:26bumped water with multi pass transparency

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That's sexy.

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Subject: Re: Comment on More Realistic Water  
Posted by [Xena](#) on Sun, 31 May 2009 19:56:38 GMT  
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nais, will u release it?

---

Subject: Re: Comment on More Realistic Water  
Posted by [LiL KiLLa](#) on Sun, 31 May 2009 20:00:49 GMT  
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Sure he will

---

Subject: Re: Comment on More Realistic Water  
Posted by [Di3HardNL](#) on Sun, 31 May 2009 21:18:08 GMT  
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This Multi pass transparency would look good on islands only you will have to create a new mesh below it

---

Subject: Re: Comment on More Realistic Water  
Posted by [mr£ÄŞÄ-z](#) on Sun, 31 May 2009 23:32:15 GMT  
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Already updateed my map need to püost pictures laer

---

Subject: Re: Comment on More Realistic Water

Posted by [ErroR](#) on Mon, 01 Jun 2009 09:11:56 GMT

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nice, i think it needs to be a bit bluer and the map looks nice too

---

Subject: Re: Comment on More Realistic Water

Posted by [Sir Kane](#) on Wed, 03 Jun 2009 13:59:33 GMT

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Gen\_Blacky's water actually looks like water.

---

Subject: Re: Comment on More Realistic Water

Posted by [DL60](#) on Wed, 03 Jun 2009 17:03:12 GMT

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---

Indeed because he used a blue texture for the ground. Even FarCry made it like this.

---

Subject: Re: Comment on More Realistic Water

Posted by [anant](#) on Wed, 03 Jun 2009 18:27:12 GMT

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BlueThen wrote on Sun, 31 May 2009 14:39Gen\_Blacky wrote on Sun, 31 May 2009 12:26bumped water with multi pass transparency

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That's sexy.  
hotttt

---

Subject: Re: Comment on More Realistic Water

Posted by [ErroR](#) on Thu, 04 Jun 2009 08:29:52 GMT

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---

who made it? slave or blacky o.0

---

Subject: Re: Comment on More Realistic Water

Posted by [GEORGE ZIMMER](#) on Thu, 04 Jun 2009 11:39:16 GMT

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Sir Kane wrote on Wed, 03 June 2009 08:59Gen\_Blacky's water actually looks like water. This. It's rare to see GOOD water in vidyagames nowadays.

---

Subject: Re: Comment on More Realistic Water

Posted by [Gen\\_Blacky](#) on Thu, 04 Jun 2009 18:36:25 GMT

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Slave made it, We where testing out different settings to get decent water.

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### File Attachments

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1) [waterfall.JPG](#), downloaded 967 times



Subject: Re: Comment on More Realistic Water  
Posted by [Slave](#) on Thu, 04 Jun 2009 19:23:07 GMT  
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---

Besides it being confidential, you made it look like yoghurt in that screenshot.

Son, you disappoint me.

---

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Subject: Re: Comment on More Realistic Water  
Posted by [LiL KiLLa](#) on Thu, 04 Jun 2009 19:56:00 GMT  
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Slave wrote on Thu, 04 June 2009 21:23 You made it look like yoghurt in that screenshot.

LoL

---

---

Subject: Re: Comment on More Realistic Water  
Posted by [ViPeaX](#) on Thu, 04 Jun 2009 20:08:19 GMT  
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Slave was a bit in a hurry, so I published his (very small) video for him:

wmv version:

\*click\*

or flv player version:

\*click\* (slightly less detail)

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Subject: Re: Comment on More Realistic Water  
Posted by [LiL KiLLa](#) on Thu, 04 Jun 2009 20:27:01 GMT  
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to wet you up

wow nice

looks like the water from mallorca

release the water/map?

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Subject: Re: Comment on More Realistic Water  
Posted by [Gen\\_Blacky](#) on Thu, 04 Jun 2009 23:03:34 GMT  
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Slave wrote on Thu, 04 June 2009 14:23 Besides it being confidential, you made it look like yoghurt in that screenshot.

Son, you disappoint me.

post a more epic screen shot then my photoshop broke had to use paint ftw.

---

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Subject: Re: Comment on More Realistic Water  
Posted by [Slave](#) on Thu, 04 Jun 2009 23:22:42 GMT  
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Meh okay.

On account of Blacky, I hereby highjack this topic.

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1) [stuff5.jpg](#), downloaded 951 times

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Subject: Re: Comment on More Realistic Water  
Posted by [DarkKnight](#) on Fri, 05 Jun 2009 00:41:55 GMT  
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the water fall and river flowing under the cave in hourglass flying looks pretty realistic to

---

---

Subject: Re: Comment on More Realistic Water  
Posted by [Muad Dib15](#) on Fri, 05 Jun 2009 03:17:59 GMT  
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Could you add smoke emmitters where the water fall hits the lower river? That way, it would look like the water clouds on the bottom of waterfalls. That would be epicer.

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Subject: Re: Comment on More Realistic Water  
Posted by [ErroR](#) on Fri, 05 Jun 2009 08:30:51 GMT  
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ViPeaX wrote on Thu, 04 June 2009 23:08Slave was a bit in a hurry, so I published his (very small) video for him:

wmv version:

\*click\*

or flv player version:

\*click\* (slightly less detail)

i bet you posted here only cuz of the music xD

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Subject: Re: Comment on More Realistic Water  
Posted by [LR01](#) on Fri, 05 Jun 2009 09:35:47 GMT  
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movie is almost hard to believe its the ren engine

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Subject: Re: Comment on More Realistic Water  
Posted by [Carrierll](#) on Fri, 05 Jun 2009 11:33:27 GMT  
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The water's nice, I don't know if the test was necessary though...

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Subject: Re: Comment on More Realistic Water  
Posted by [ErroR](#) on Fri, 05 Jun 2009 11:52:14 GMT  
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[http://www.youtube.com/watch?v=U1dZu1IbN\\_4](http://www.youtube.com/watch?v=U1dZu1IbN_4)

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Subject: Re: Comment on More Realistic Water  
Posted by [Slave](#) on Fri, 05 Jun 2009 15:18:49 GMT  
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Seriously. I don't like every single concept, prototype and test I once made spammed online for e-penis purposes.

Only when something is properly finished I'd like to see it online. Partly to prevent false hopes and anticipation.

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Subject: Re: Comment on More Realistic Water  
Posted by [DarkKnight](#) on Fri, 05 Jun 2009 19:25:31 GMT  
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ErroR wrote on Fri, 05 June 2009 06:52[http://www.youtube.com/watch?v=U1dZu1IbN\\_4](http://www.youtube.com/watch?v=U1dZu1IbN_4)

Thats pretty nice but wouldn't the water be all around you the further down you go?

---

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Subject: Re: Comment on More Realistic Water  
Posted by [nopol10](#) on Sat, 06 Jun 2009 08:47:19 GMT  
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ErroR wrote on Fri, 05 June 2009 19:52[http://www.youtube.com/watch?v=U1dZu1IbN\\_4](http://www.youtube.com/watch?v=U1dZu1IbN_4)

That's very nice, it sort of looks like the water in RA3. The bunch of emitters in the well/drain/hole thing also adds a touch of coolness.

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Subject: Re: Comment on More Realistic Water  
Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Jun 2009 10:43:44 GMT  
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Hehe its very simple to pimp renegade

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Subject: Re: Comment on More Realistic Water  
Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 11:12:56 GMT  
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Very nice!

i would like to see a new version of Islands that can be played online

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Subject: Re: Comment on More Realistic Water  
Posted by [ErroR](#) on Sun, 07 Jun 2009 11:48:27 GMT  
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it might reduce your fps to 2

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Subject: Re: Comment on More Realistic Water  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 07 Jun 2009 11:51:19 GMT  
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ErroR wrote on Sun, 07 June 2009 06:48it might reduce your fps to 2  
never

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