

Create Waterfall

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Ok, here's how to create an a30 Halo-style waterfall.

1. Create the mesh for the surface of your waterfall. You can make it more than one poly wide, if you want the surface of the waterfall to curve in plan, but 1 poly wide is fine. Make sure that it has enough vertical divisions to make its polys are roughly square.
2. UVW map it planar to the front.
3. Use "timberland_waterfall!" as the material name. (make sure that you copy "timberland_waterfall.shader_transparent_chicago_extended" to the shaders folder of your map.
4. UVW unwrap your waterfall mesh, and adjust the mapping so that the polygons at the top of the waterfall taller than the polygons at the bottom. This makes the scrolling texture accelerate as it moves down the mesh. (This is a bit hard to describe in text)

- That should be it

For more deep and varied waterfalls, copy the mesh in front or behind the original, and move the entire UVW to a different part of the texture - this will give the impression of more 'layers' in the waterfall.

*From the Halo Wiki
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