

Water

What we are going to do:

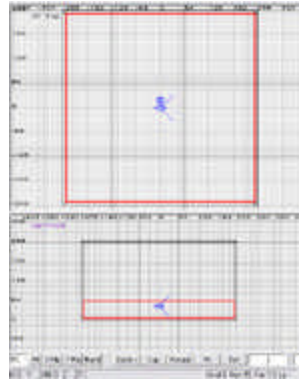
Going to add water in a room!

Get Going!

Make a room 512x512x256 and put grid on 8, then hollow it out!

Apply any texture you want!

Then make another brush that is about 31 units high and fits inside your room:



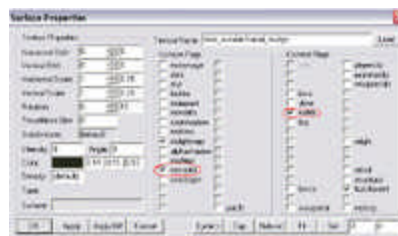
Apply the "caulk" texture to it! That is under Common!



Now hit "Esc" to deselect it. And just select the top surface! Then go to textures "misc_outside" to "canal_sludge" or any other water texture.



Now select your water brush and hit "s" to bring up the surface inspector. Now make sure on the 1 you have water checked and non solid checked! So you can walk through your water!



Now just add a player start and a light and your good to go!



