

Animated Waterfall Scenery Objects for RailWorks

Modeled by Michael Stephan



Waterfall Objects with two textures in two sizes each.

These are simple one-sided static scenery objects, using UV-scrolling to achieve the looks of the flowing ('falling') water. Extremely low poly! The spray effect is not included, in the picture above I used the default cooling tower, lowered below the ground, for this effect.

System Requirements and Installation:

System Requirements: RailWorks needs to be installed, there are no special hard- or software requirements which would go beyond those of the game itself.

Installation:

1. Download the .RWP files and save them in a secure place on your hard disk – just in case you might have to reinstall it at a later time.
2. Launch RailWorks and select the [Package Manager](#) on the Welcome Screen.
3. Click the [Install](#) button, browse to the file from step one, click [Open](#). The package will be installed now, after which you can already use the new assets in the game!
4. To be able to place the objects in a route, you will first have to enable the [Object filter](#) (left-hand mid flyout window, button that shows a blue cube with an orange

- triangle) for developer "GreatNortherner", product "GNRy".
5. You will now find the objects in the left-hand flyout assets browser, listed under Foliage / Water as "Waterfall..."

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