Water Textures!

By

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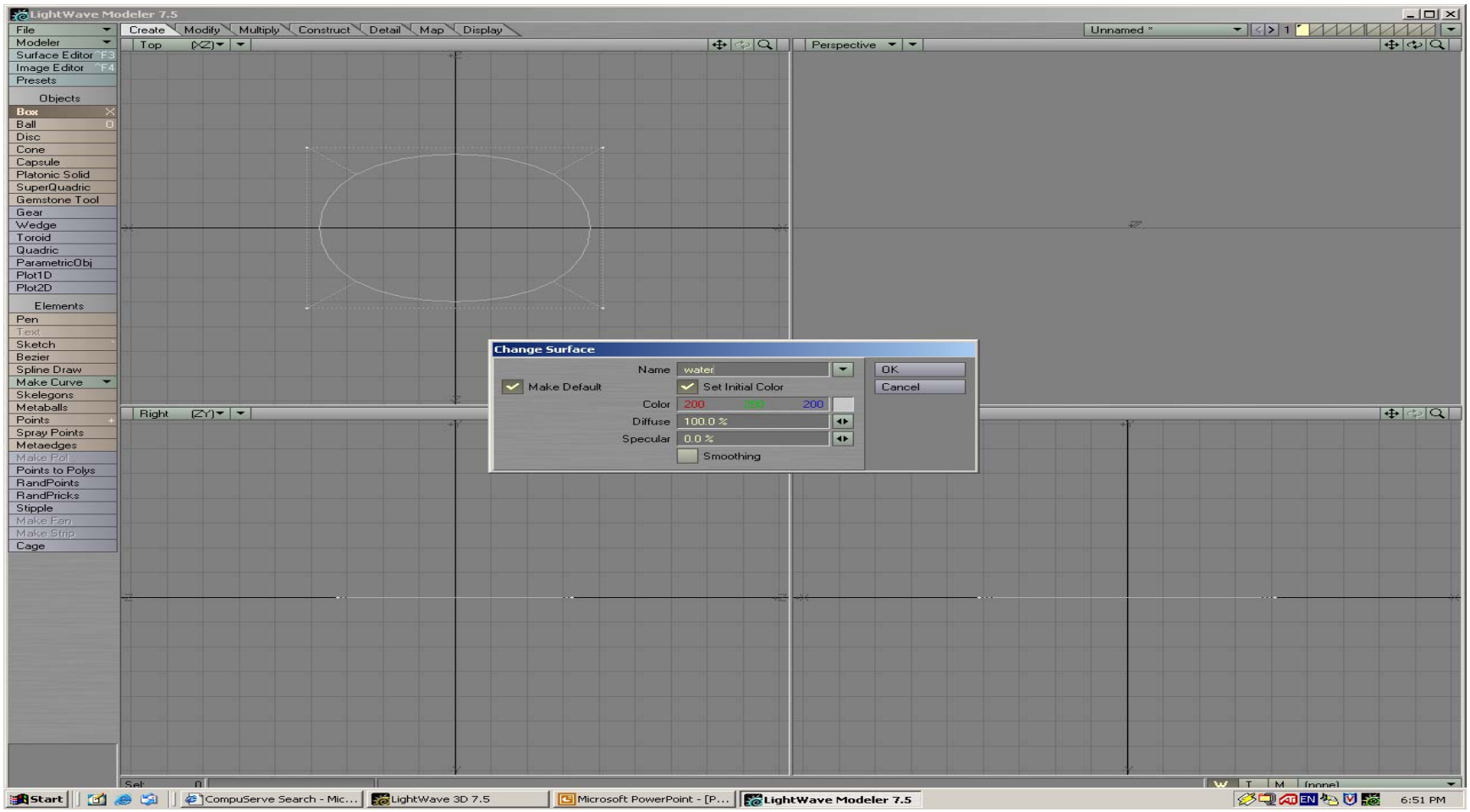
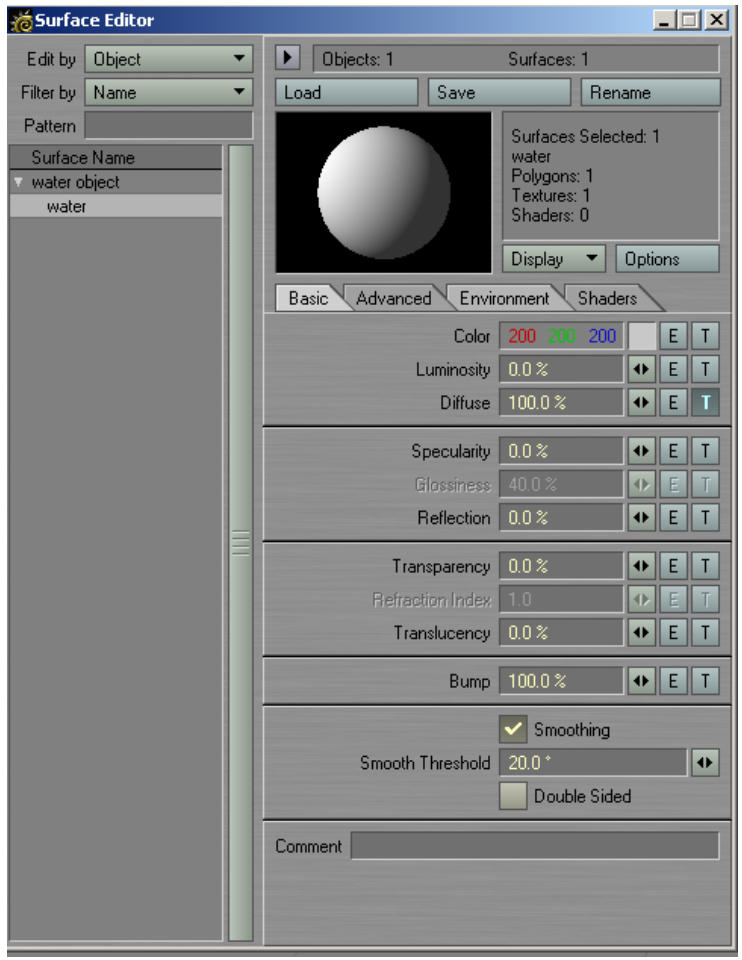
In modeler, make a box and press tab and label (press Q) as “water” and save.



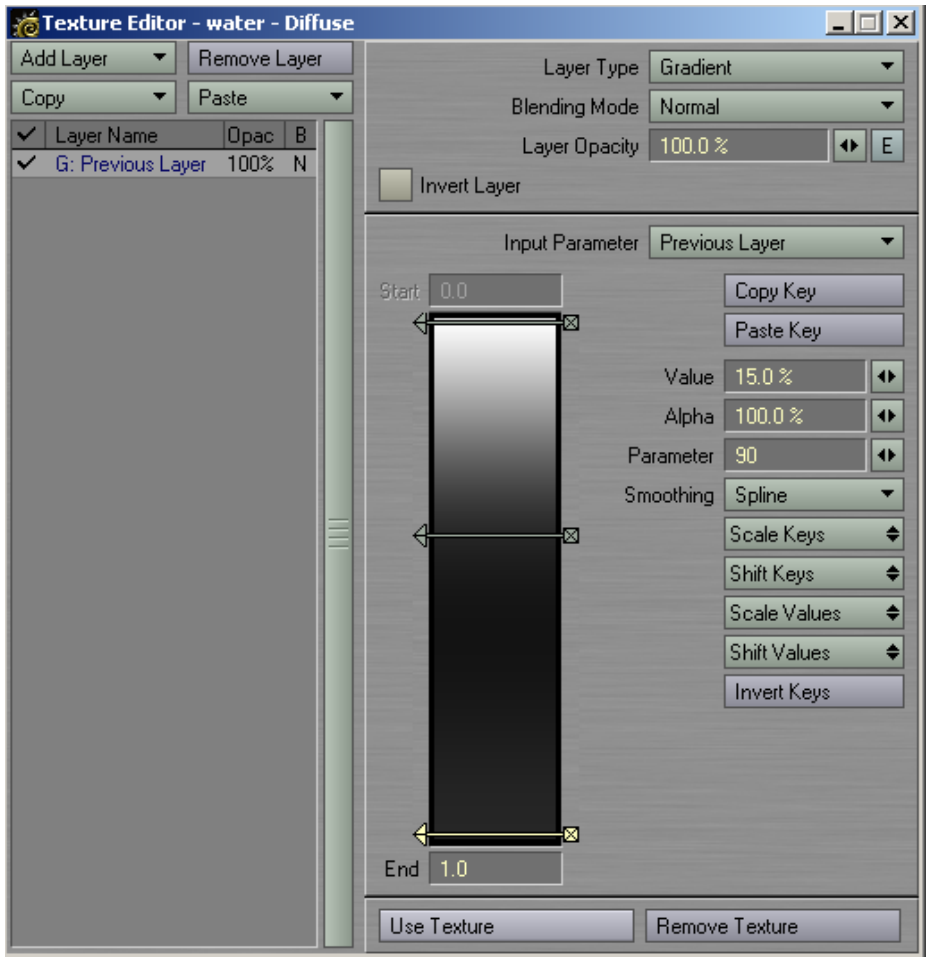
Open Layout and load object “water”
Select *Surface Editor* and go to “water”
Check *Smooth* and put it 20
Press T for *Diffuse*



Change *Layer Type* to *Gradient*
Create 3 key with the following levels;

key 1:	**Value= 10%;**	**Parameter= 0**
key 2:	**Value= 15%;**	**Parameter= 30**
key 2:	**Value= 15%;**	**Parameter= 90**

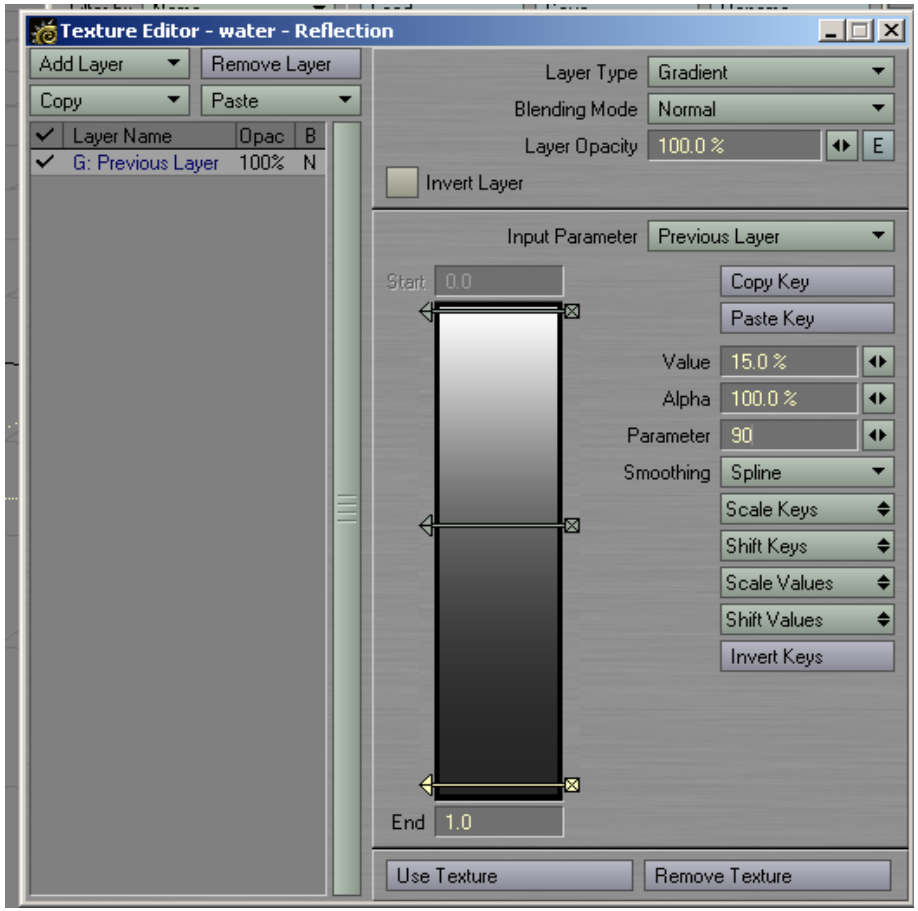
Press *Use Texture* key at bottom



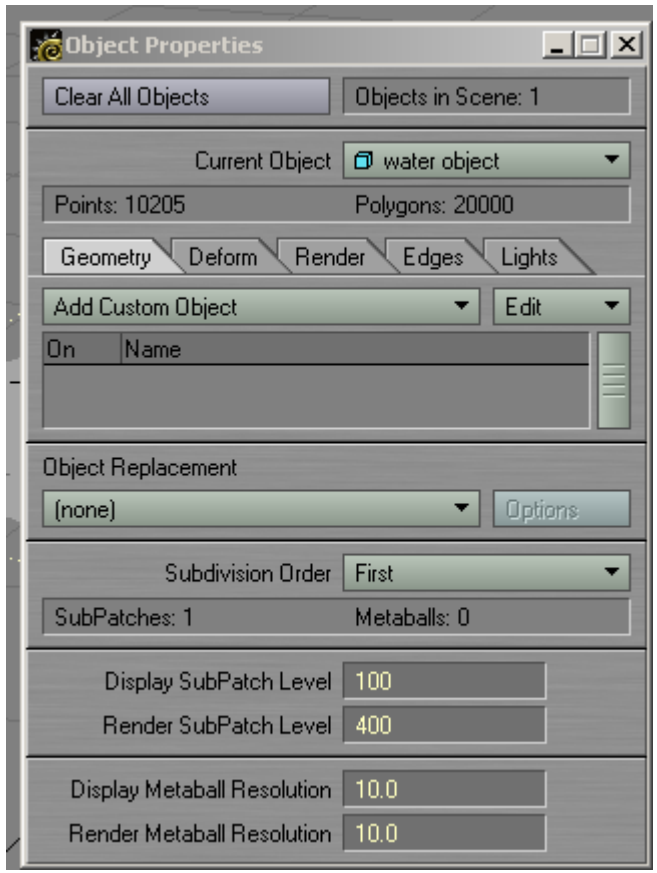
Go to T next to *Reflection*
Make *Layer Type* again *Gradient*
Create 3 keys as in previous step;

key 1:	**Value= 100%;**	**Parameter= 0**
key 2:	**Value= 45%;**	**Parameter= 30**
key 2:	**Value= 15%;**	**Parameter= 90**

Press *Use Texture* key at bottom

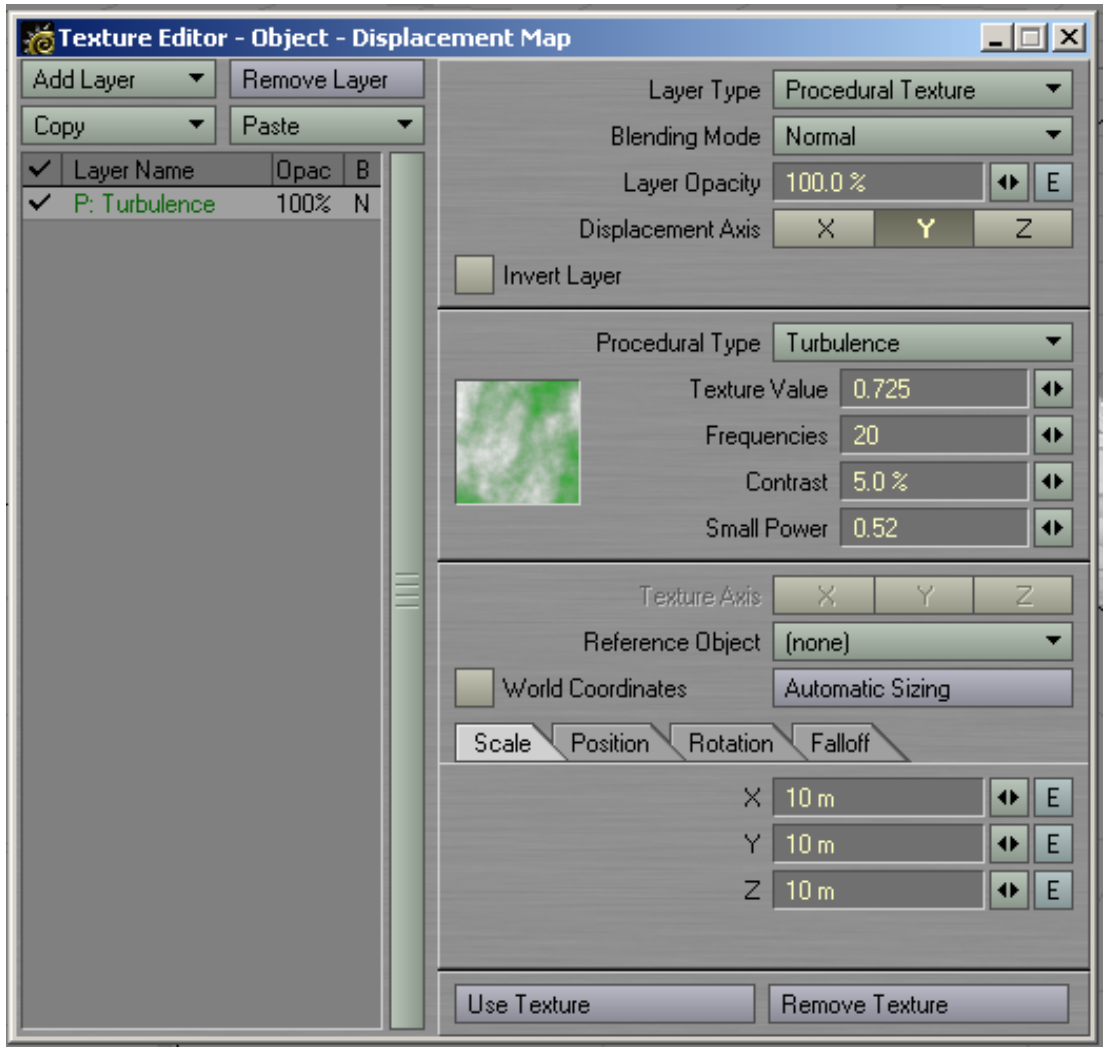


In Layout, go to the bottom of the screen and click on *Item Properties*
Place *Display Subpatch Level* to 100
Place *Render SubPatch Level* to 400
Click on tab *Deform*

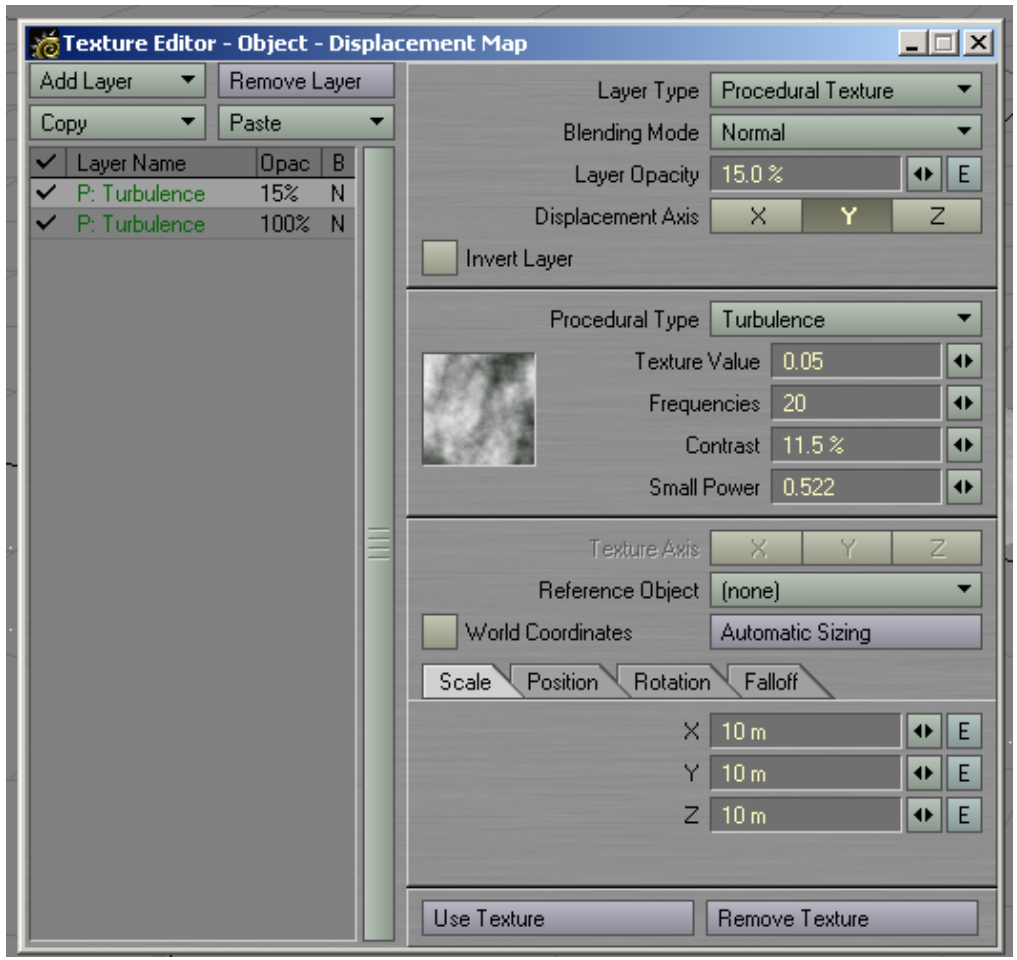


Click on T next to *Displacement Map*

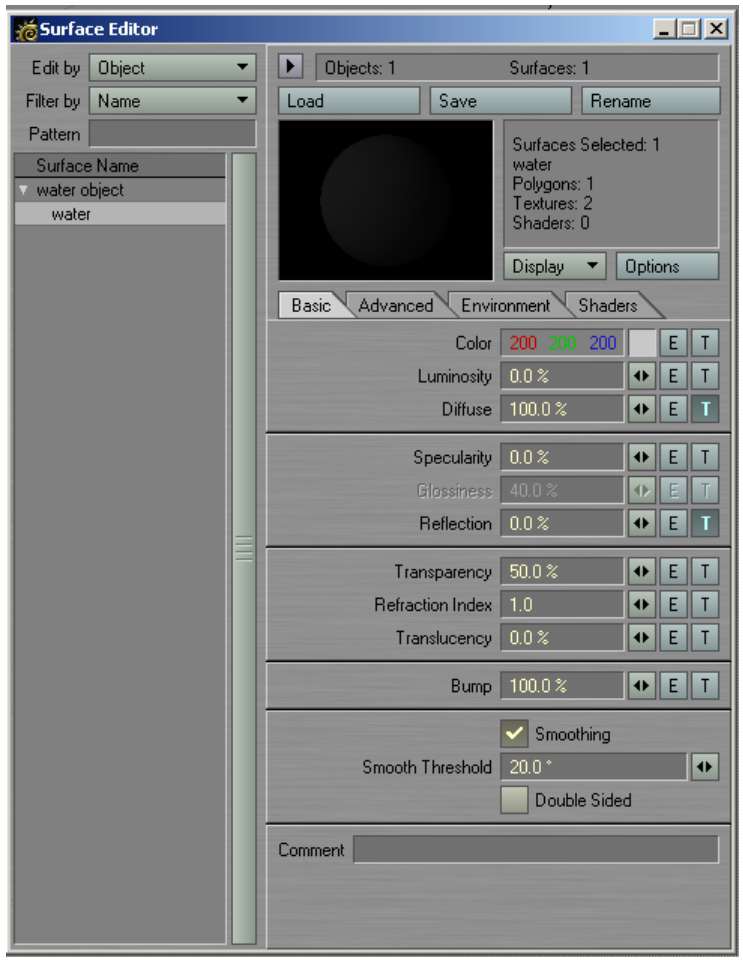
Make sure that all your settings are just as shown below:



Click on ADD LAYER
Follow the settings just as shown below:
Click on *Use Texture*



To make the water transparent go into Surface Editor
Make *Transparence* 50%



Add SkyTracer2 by holding down Ctrl + F5 key
Click on *Add Environment*
Choose *SkyTracer2*

- **Select objects which you would like to have been seen under the water.**

- **I choose river rocks, but choose whatever objects best fit your scene**.

- **When adding texture to your objects, be sure that if they are oddly shaped the texture you put on them is seamless to avoid a 2 dimension look.**


Save under Save All Objects
Save again under Save Scene As...
AND THEN YOU HAVE WATER!
Thank you!
Questions?
References:
http://www.satpos.com/lw/index.html