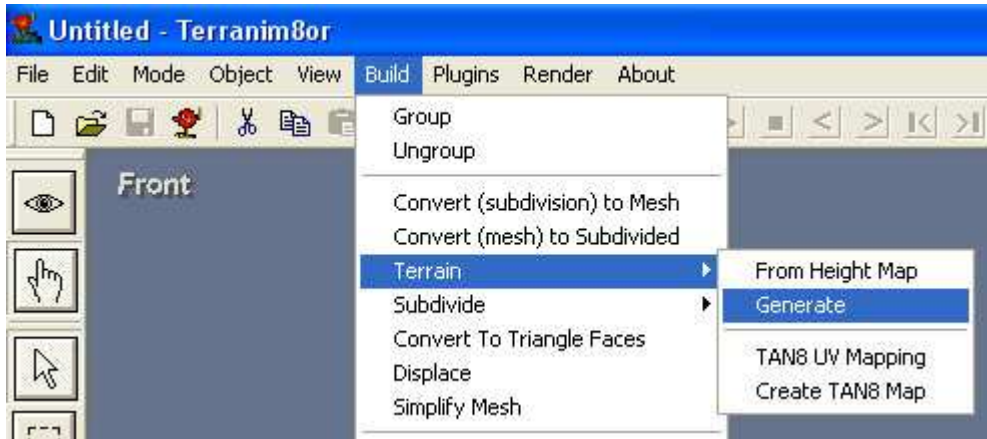


# Tutorial – Making water with fake refraction

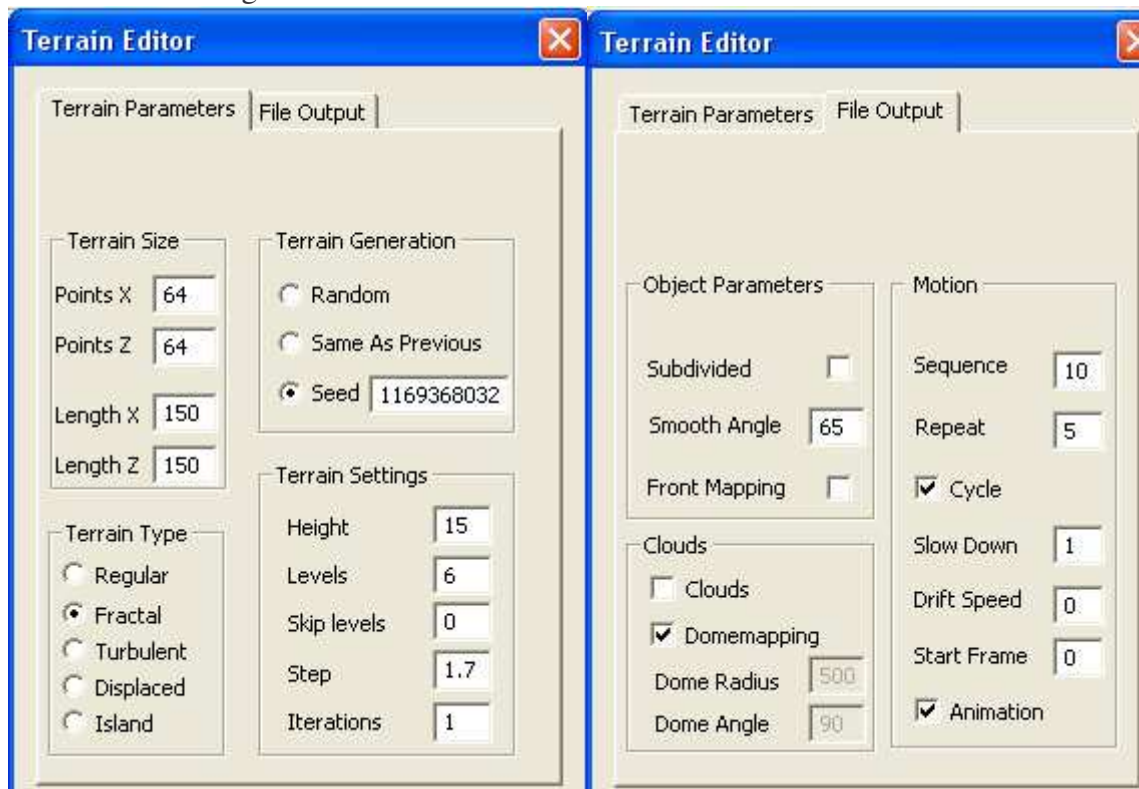
By Andreas Richter (Andy\_Rch) 23.01.2007

What you need: Anim8or, Terrainm8or an a picture for the env map.

1. Open Terranim8or.
2. To make the first terrain, press „Generate“.



3. Set the following:



4. Now make a second terrain. Once again press „Generate“.
5. Set the same as seen in step 3, but this time use Height 65.

6. Save the file as water.an8.



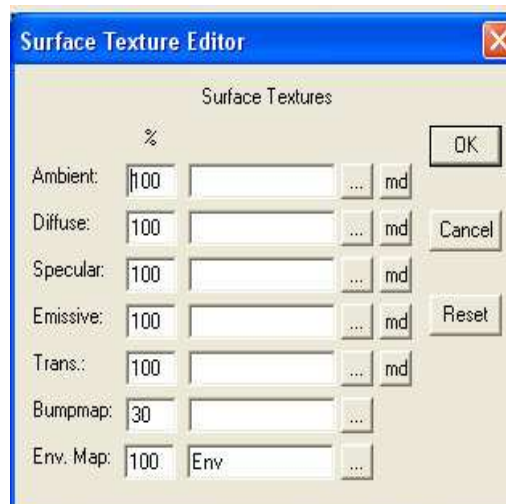
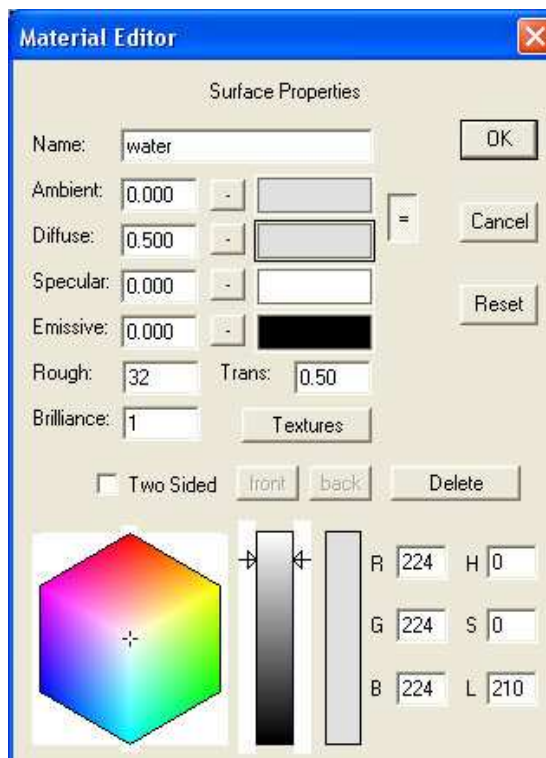
7. Close Terranim8or and open Anim8or. Then open your file „water.an8“.



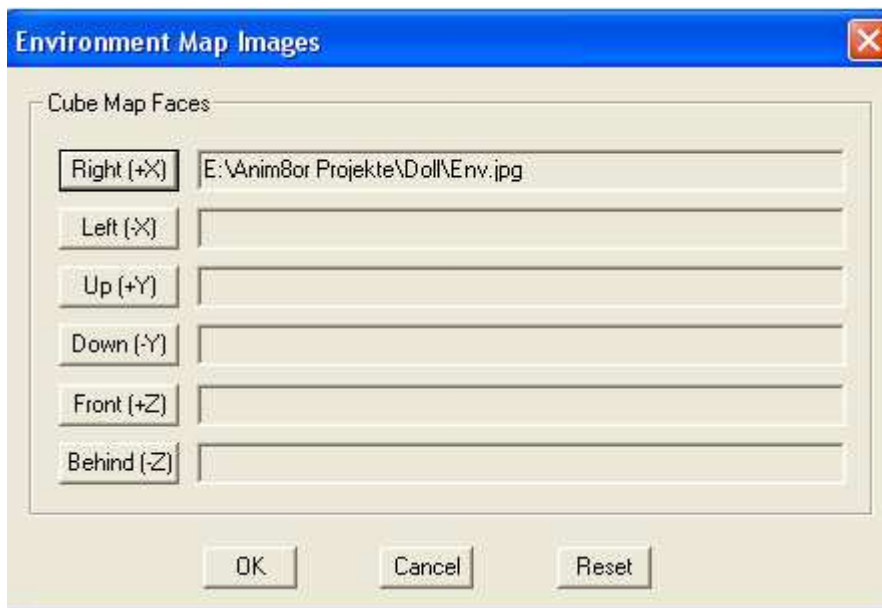
8. Switch to object02.



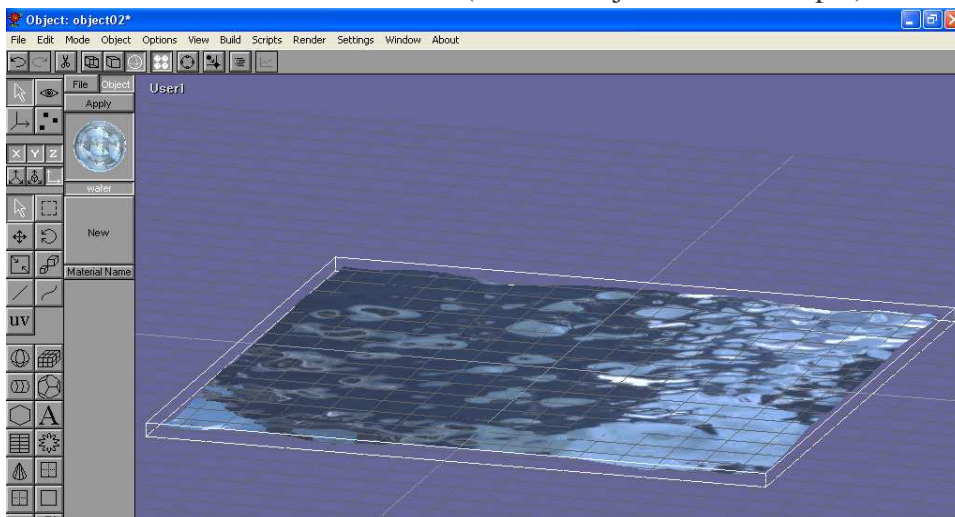
9. First push the material-button and then press the File-button. You will see the material for „Terrain01“ and „Terrain02“. For „Terrain01“ set the following:



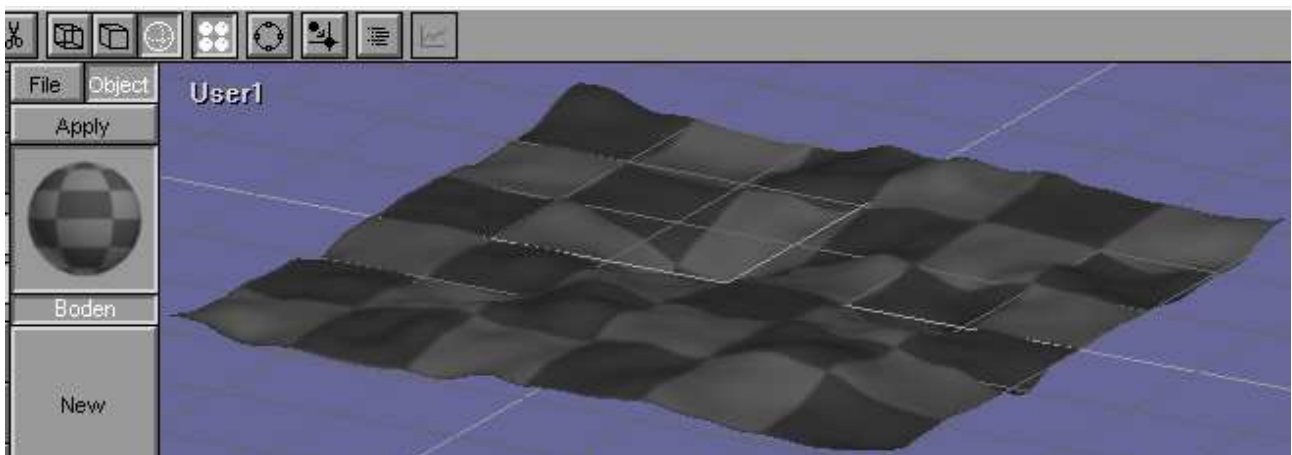
10. You need only one picture for your env map.



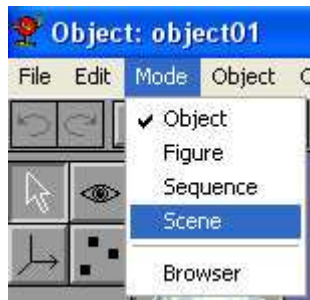
11. Now the terrain looks like this: (Look in object02 for example)



12. Now go into material „Terrain02“ and give it a diffuse texture for the ground. It should look like the following picture: (Look in object16 for example)



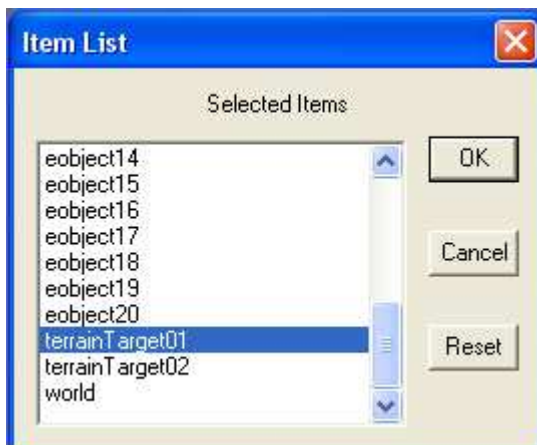
13. After that switch to scene-mode.



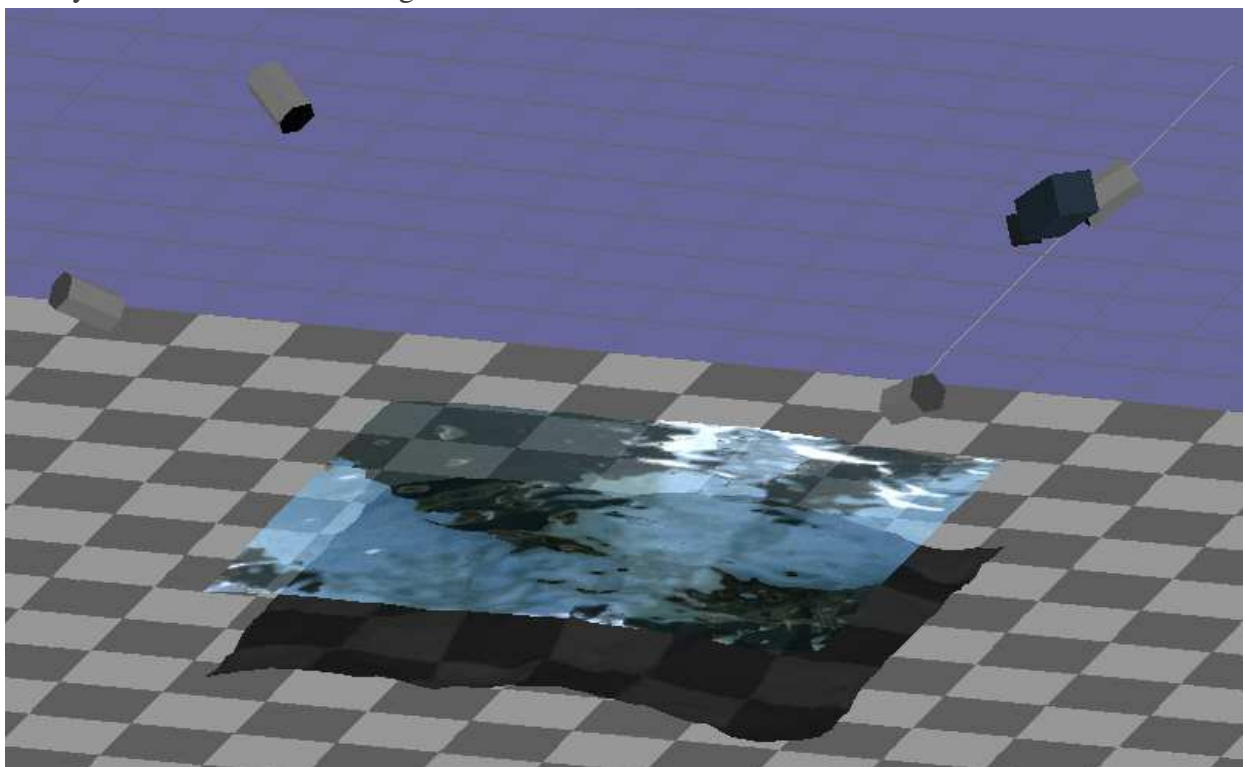
14. The objects will be placed somewhere in the ground-grid. So press the List Items button.



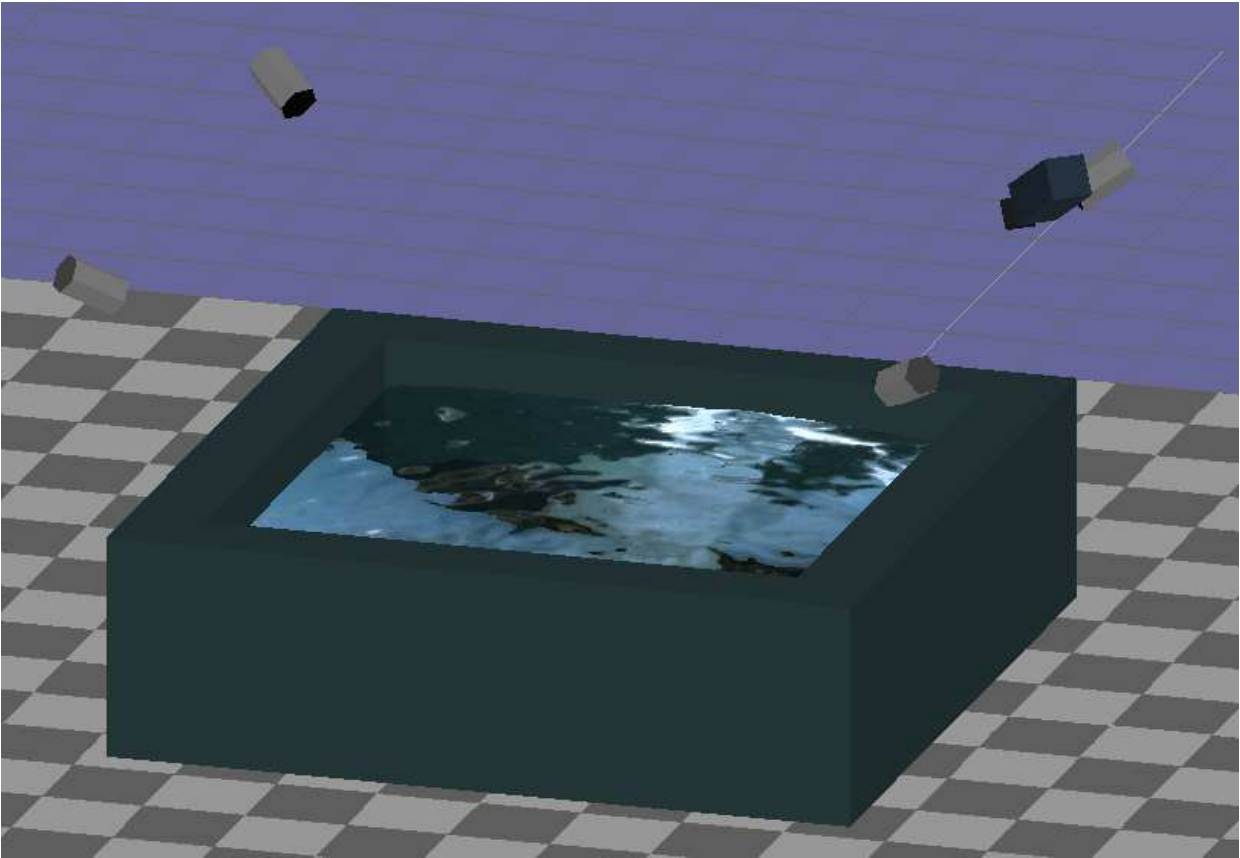
And select the terrainTarget01 object.



15. Now you can move the water over the ground-grid by moving the selected terrainTarget01 in y-direction. Place some lights.



16. Maybe place a box.



17. And render the animation. Thats all.

