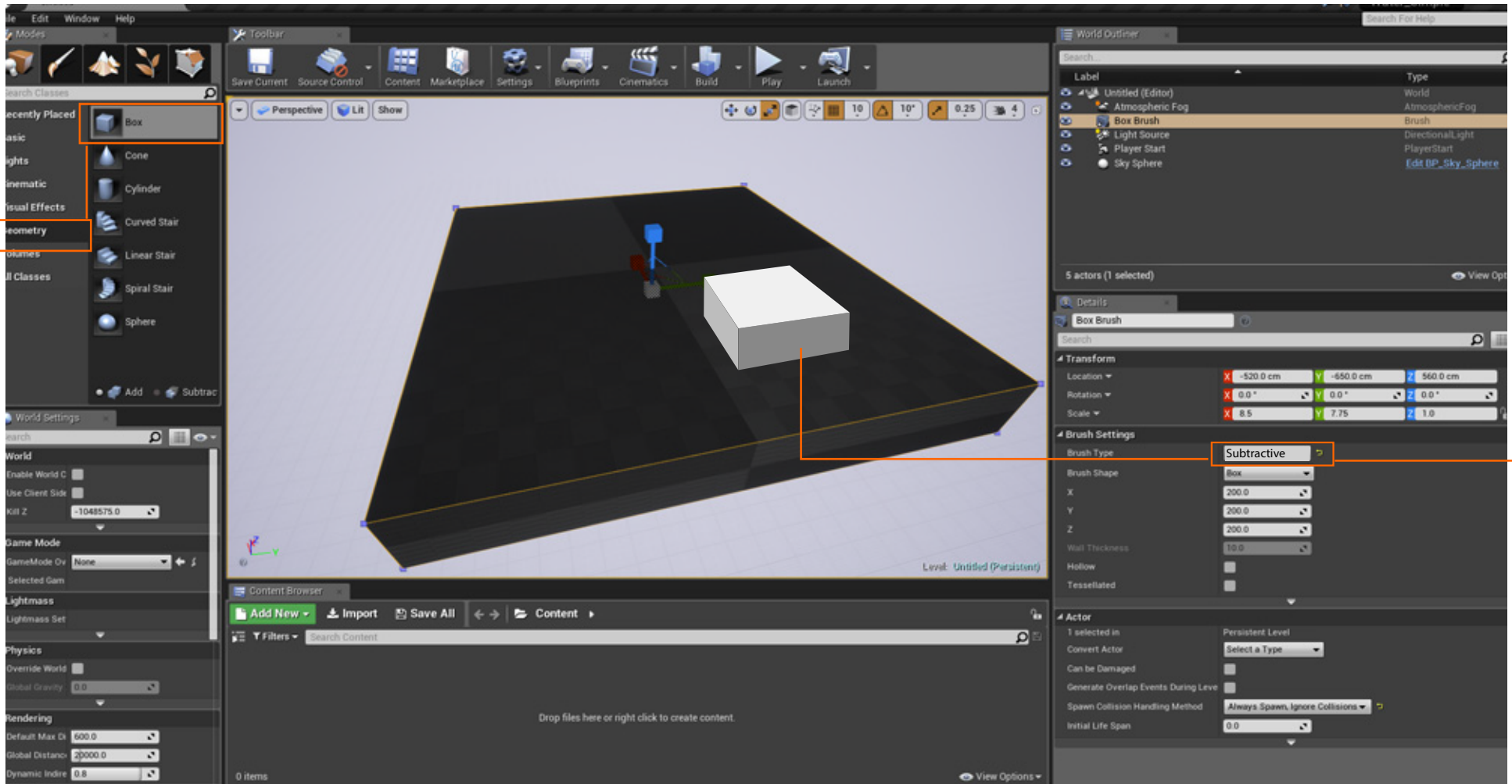


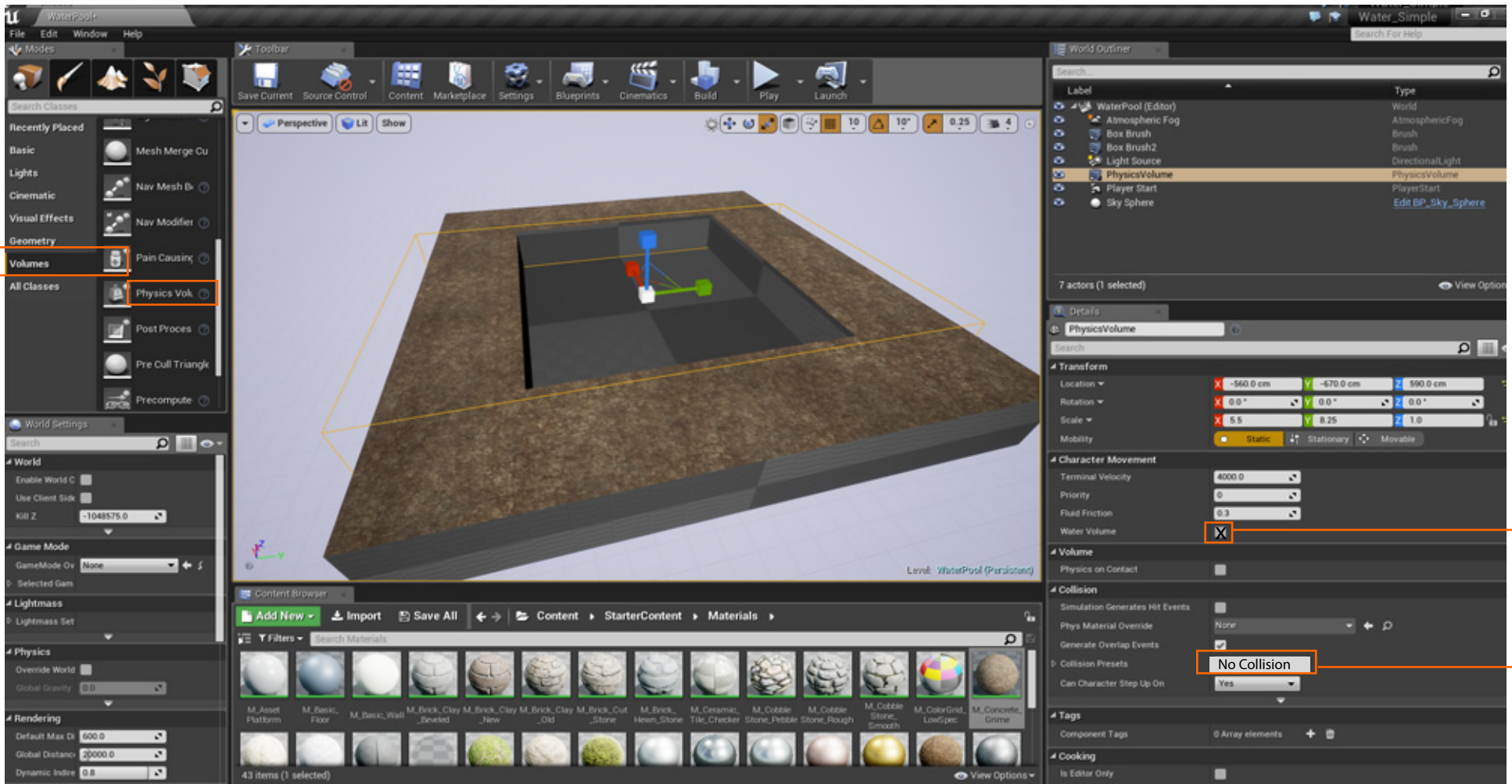
1. Open a new level. From "Geometry" create a large flat area using a Box. Place a smaller box into the large box. Set the small box to "Subtractive".

NOTE: Make sure the hole/depression is deep enough for character to fall into.



**NOTE:** If you are migrating an animated character, you'll have to reset the Animation Graph and States.

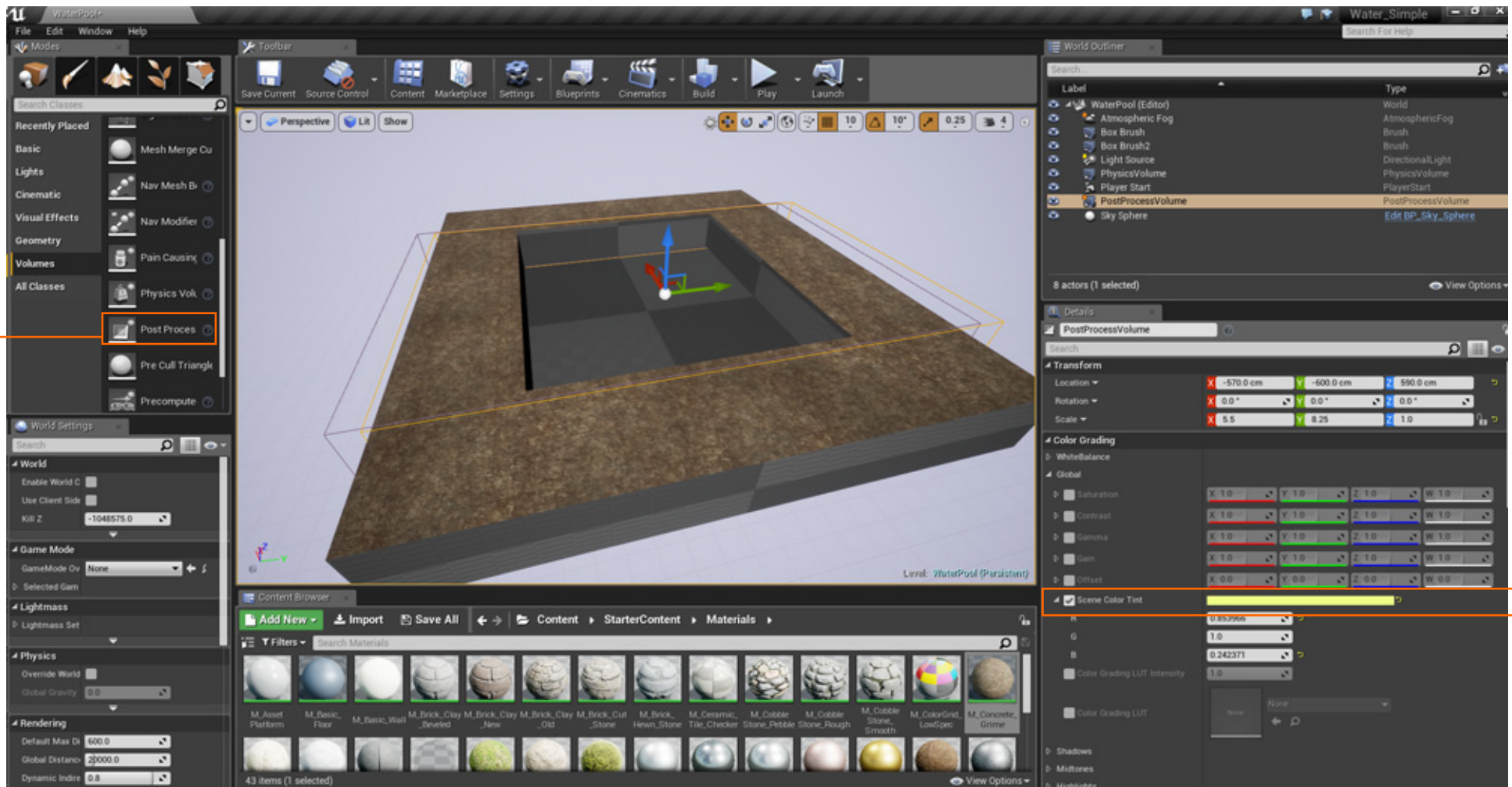
2. Go to Volumes and make "Physics Volume" to fill the hole or depression. Set  
The Physics Volume will give the slowing effect of moving through water.



NOTE\_ See page 5 for way to adjust the Physics Volume so it looks more like you're underwater.

3. Now create a Post Process Volume. You can use this to color the water.

Take a moment and explore the different “Volumes”. A volume is a 3Dimensional space that when the player enter something happens. Post Process Volumes are great for producing color effects in your level.



NOTE\_ See page 5 for way to adjust the Post Process Volume so it looks more like you're underwater.



4. Place a plane into the scene. Set it to “No Collision” and apply a water material.

Duplicate the plane, rotate it 180 degrees and place it slightly below the top plane. This gives the illusion of a water surface when looking up from under water.

