

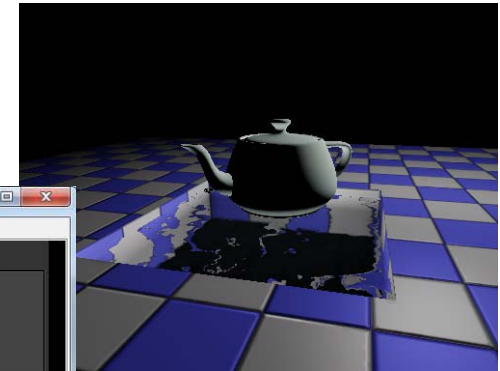
# ADVANCED VIDEO GAME DESIGN

First create a hole somewhere in your maze map using the CSG subtract tool in UDK.

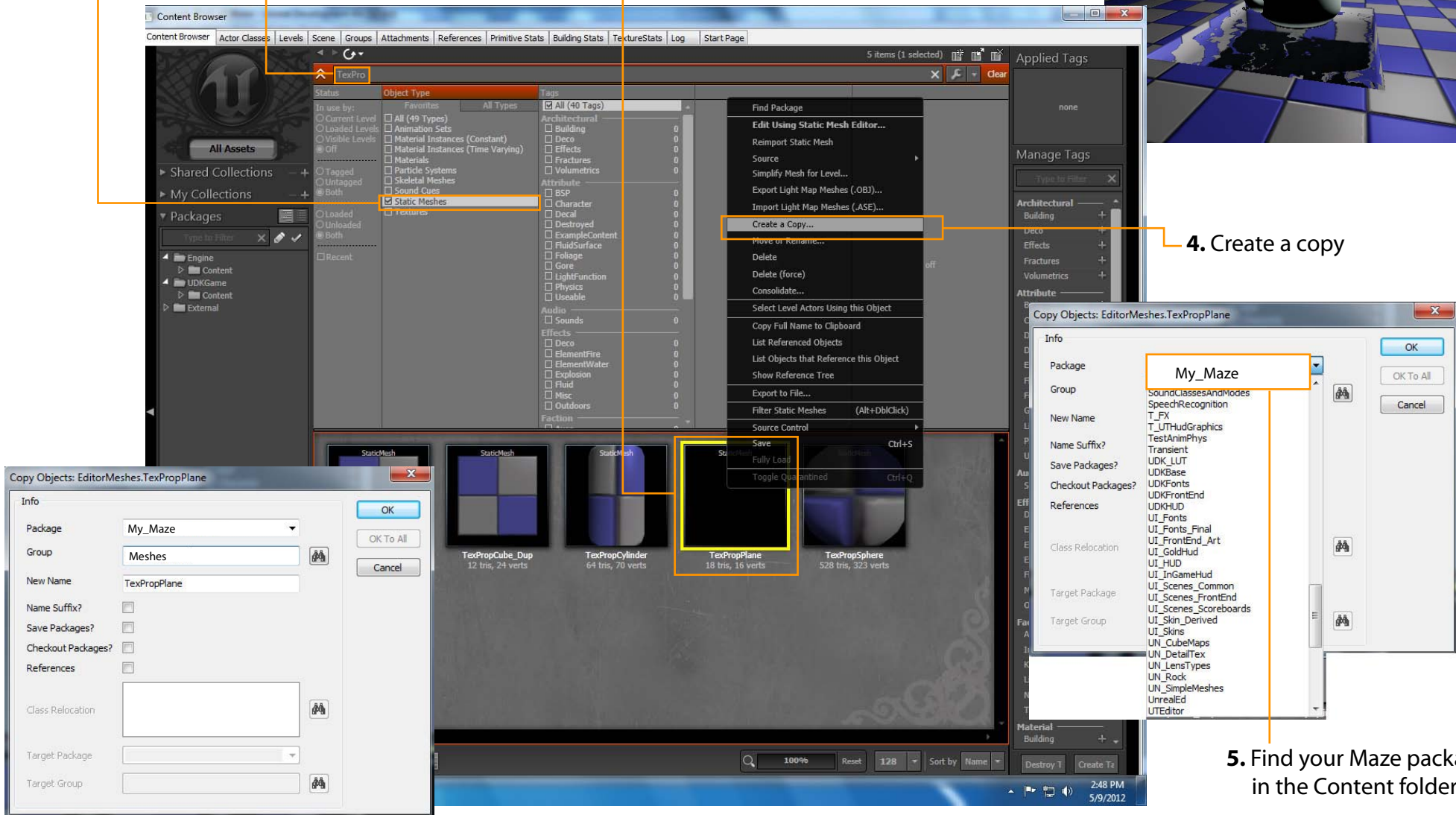
1. In the Content Browser Select "Static Meshes".

2. Type "TexPro"

3. Right click "TexPropPlane"



4. Create a copy



The screenshot shows the Unreal Engine 3 Content Browser interface. The 'Static Meshes' category is selected in the left sidebar. A search filter 'TexPro' is applied. A context menu is open over the 'TexPropPlane' asset, with 'Create a Copy...' selected. A 'Copy Objects' dialog box is open, showing the 'My\_Maze' package selected in the 'Package' dropdown. The 'Group' is set to 'Meshes'. Below the dialog, a preview window shows several mesh assets: 'TexPropCube\_Dup', 'TexPropCylinder', 'TexPropPlane', and 'TexPropSphere'. The 'TexPropPlane' asset is highlighted with a yellow box. A second 'Copy Objects' dialog box is also visible, showing the same package and group settings.

5. Find your Maze package in the Content folder.

6. Put your "TexProPlane" in your "Meshes"\* group.

\*When you set up your initial Maze, you should have all the assets organized into three folders: Materials, Meshes and Textures.

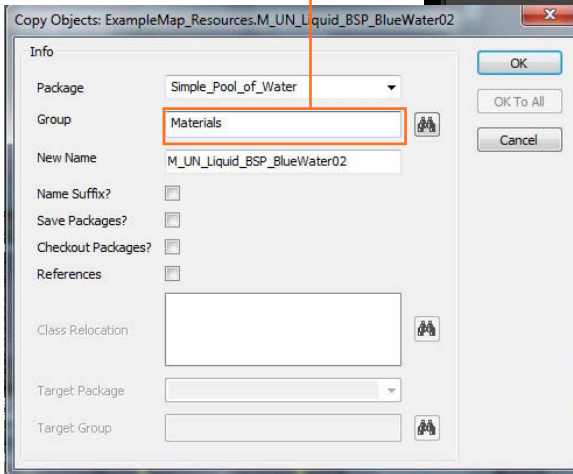
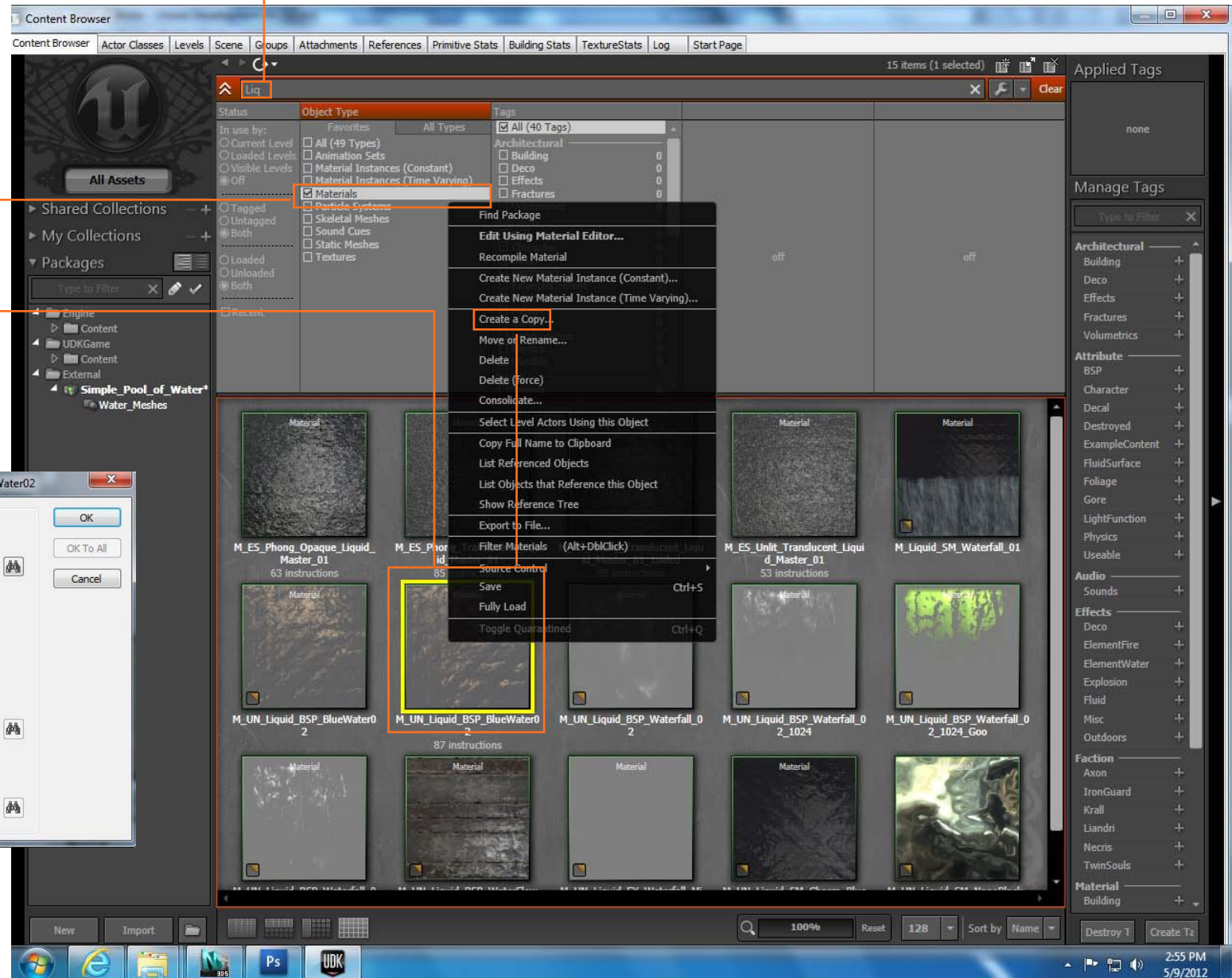
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7. In the Content Browser select "Materials"

8. Type "Liquid"

9. Select & Copy into your "Materials" folder in your Maze.

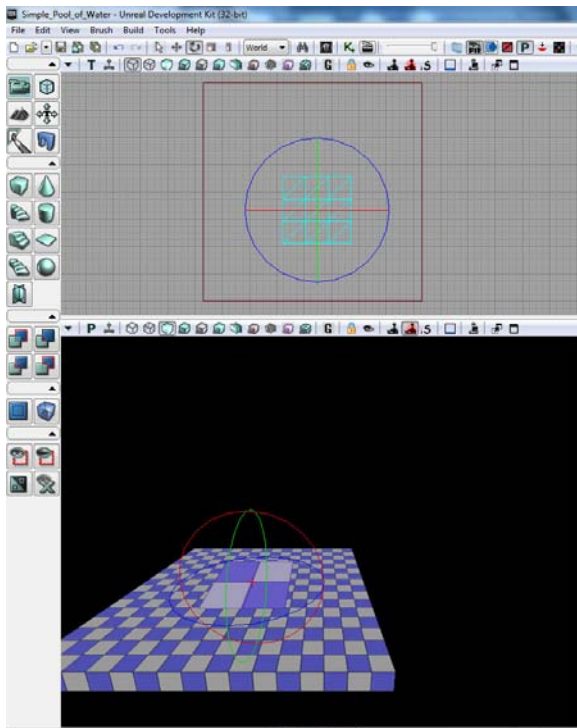
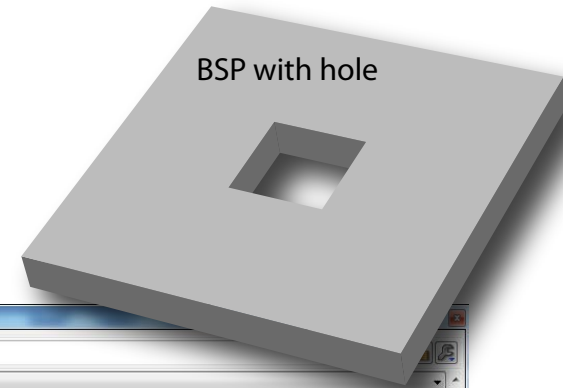
10. If you don't have a "Materials" folder group, make it here



11. Now we combine the "TexProPlane" and the "Water" material.

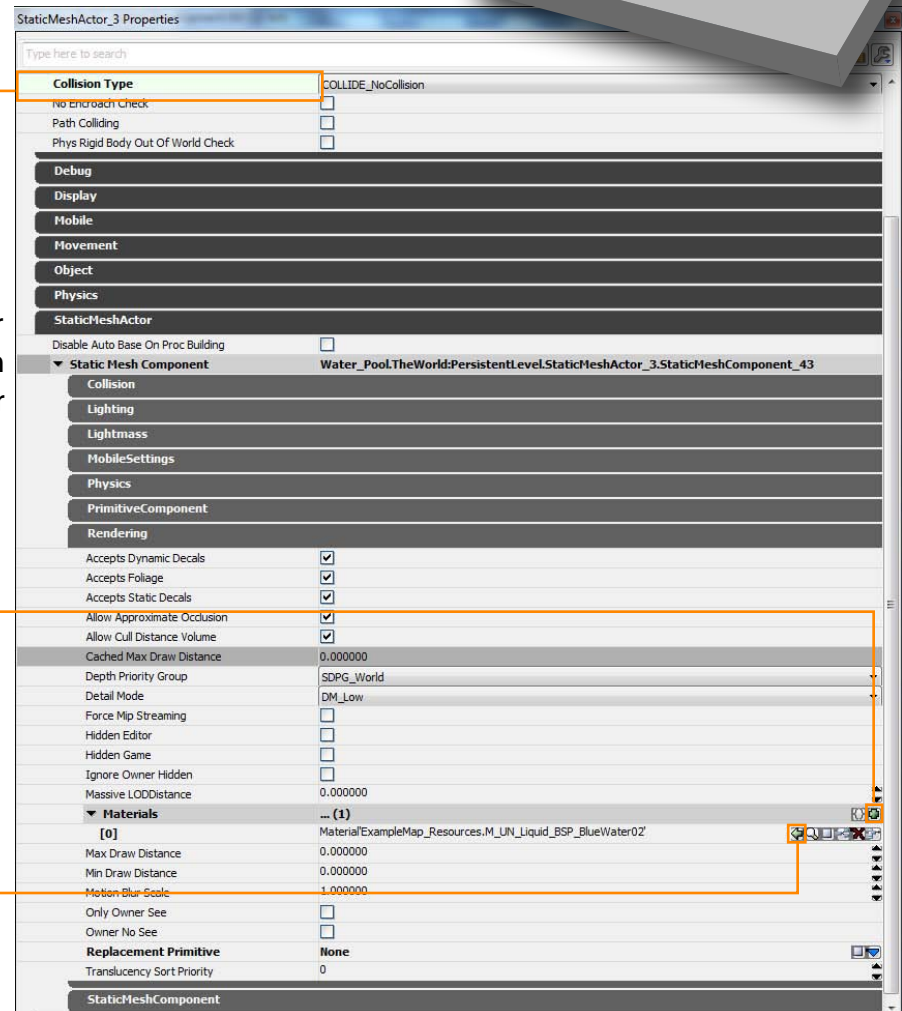
12. Select the "TexPropPlane" and place it into your scene.

Note: the TexPropPlane has only one side, so it may be invisible to you until you rotate it into it's upright position



13. Right click on the TexpropPlane and bring up it's Properties.

14. Select



15. Make sure the water texture is selected in the Content Browser

16. Click the "Add" button.

17. Click the "Arrow".