## Pool of Water Page 3

## Socal ROC ADVANCED VIDEO GAME DESIGN

| <b>11.</b> Now we combine the "TexProPlane" and the "Water" material.  |                                |  | BSP v   | BSP with hole    |  |
|--|--------------------------------|--|---|------------------|--|
| <b>2.</b> Select the "TexPropPlane" and place it in<br>Note: the TexPropPlane has only one sid<br>rotate it into it's upright position |                                | until you  |   |                  |  |
| mple Pool of Water - Unreal Development Kit (32-bit)<br>Edit View Bruch Build Tools Help   | s                              | StaticMeshActor_3 Properties                               |   |                  |  |
| ᄚᆞᇦᄸᅆᅆᆞᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆᅆ   |                                | Type here to search  |   |                  |  |
|  | <b>14</b> . Select ———         | Collision Type   | COLLIDE_NoCollision   | •                |  |
| orgo   |                                | No Encroach Check  | <u> </u>  |                  |  |
|  |                                | Path Colliding   |   |                  |  |
|  |                                | Phys Rigid Body Out Of World Check                         |   |                  |  |
|  |                                | Debug  |   |                  |  |
|  |                                | Display  |   |                  |  |
|  |                                | Mobile   |   |                  |  |
|  |                                | Movement   |   |                  |  |
|  |                                | Object   |   |                  |  |
|  |                                | Physics  |   |                  |  |
| ▼ P ⊥ 0 ® () @ @ @ @ @ @ @ @ @ @ @ @ @ @ @ @ @ @   | <b>15.</b> Make sure the water | StaticMeshActor  |   |                  |  |
|  | texture is selected in         | Disable Auto Base On Proc Building   Static Mesh Component | Water Pool.TheWorld:PersistentLevel.StaticMeshActor 3.Statich | tech Comment 42  |  |
|  |                                | Collision  | water_Pool.Thewond:PersistentLevel.Staticresnactor_3.Staticr  | tesncomponent_43 |  |
|  | the Content Browser            | Lighting   |   |                  |  |
|  |                                | Lightmass  |   |                  |  |
|  |                                | MobileSettings   |   |                  |  |
|  |                                | Physics  |   |                  |  |
|  |                                | PrimitiveComponent   |   |                  |  |
|  |                                | Rendering  |   |                  |  |
|  |                                | Accepts Dynamic Decals                                     |   |                  |  |
|  | <b>16.</b> Click the "Add"     | Accepts Foliage  |   |                  |  |
|  | button.                        | Accepts Static Decals                                      |   | =                |  |
|  | Suttern.                       | Allow Approximate Occlusion<br>Allow Cull Distance Volume  |   |                  |  |
|  |                                | Cached Max Draw Distance                                   | 0.000000  |                  |  |
|  |                                | Depth Priority Group                                       | SDPG_World  | t                |  |
|  |                                | Detail Mode<br>Force Mip Streaming                         | DM_Low  | •                |  |
|  |                                | Hidden Editor  |   |                  |  |
| 12 Diabt did on the Townson Dian -   |                                | Hidden Game  |   |                  |  |
| <ol> <li>Right click on the TexpropPlane</li> </ol>  |                                | Ignore Owner Hidden  |   |                  |  |
| and bring up it's Properties.  |                                | Massive LODDistance  Materials                             | 0.000000<br>(1)   | C                |  |
|  |                                | [0]  | Material'ExampleMap_Resources.M_UN_Liquid_BSP_BlueWater02'    |                  |  |
|  |                                | Max Draw Distance  | 0.000000  |                  |  |
|  | <b>17.</b> Click the "Arrow".  | Min Draw Distance  | 0.000000  |                  |  |
|  |                                |  |   |                  |  |
|  | <b>17.</b> Click the Arrow .   | Only Owner See   |   | <b></b>          |  |
|  | <b>17.</b> Click the Arrow . — | Only Owner See<br>Owner No See                             |   | •                |  |
|  | <b>17.</b> Click the Arrow .   |  |   |                  |  |