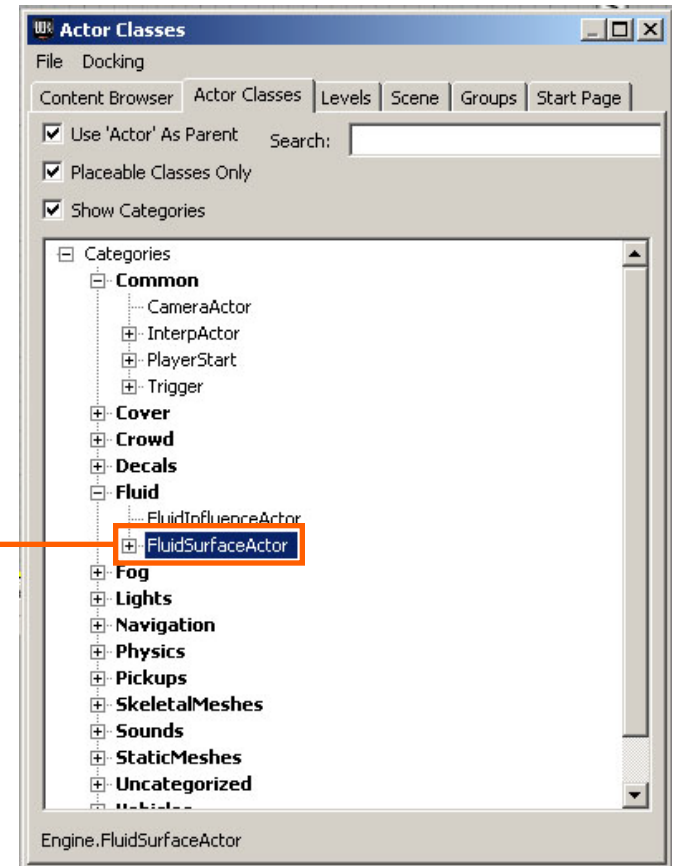
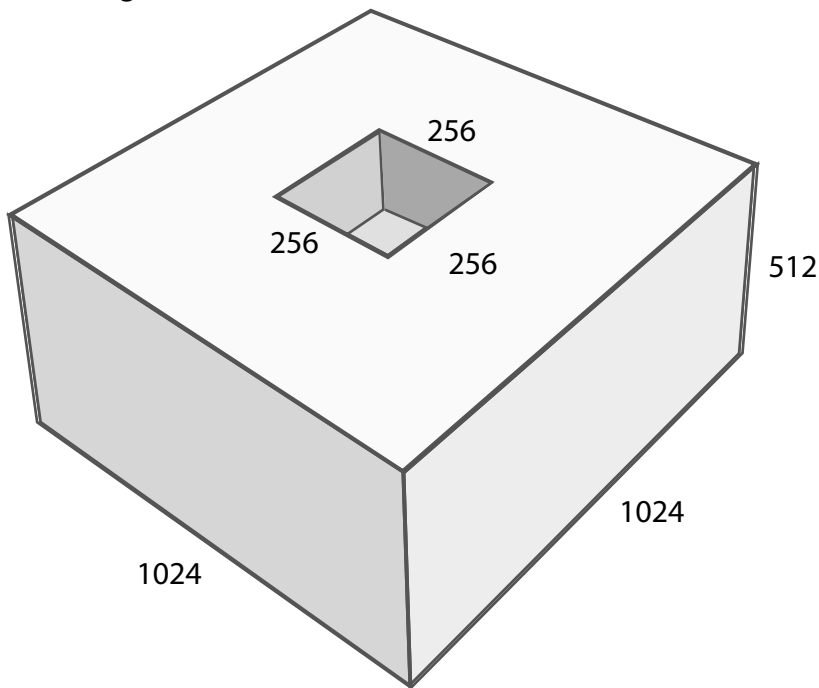
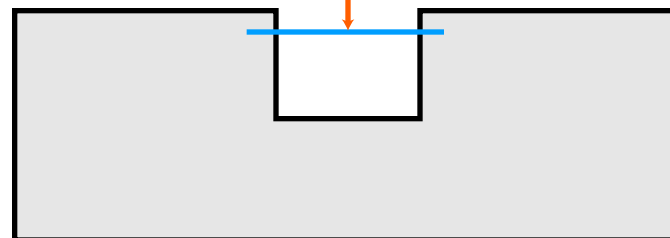


A more realistic pool of water will allow your player to splash and swim. This obstacle makes use of several "volumes" and a new "actor".

1. The first step is to create a pool area. For this demo follow diagram below.



2. From the "Actor Class" panel select a "Fluid Surface Actor" and place it slightly below the level of your surface.



3. Resize the Fluid Surface Actor to fit the pool area.

NOTE: Depending on the version of UDK you are using, "Fluid Surface Actor" might be under "Misc" or ???