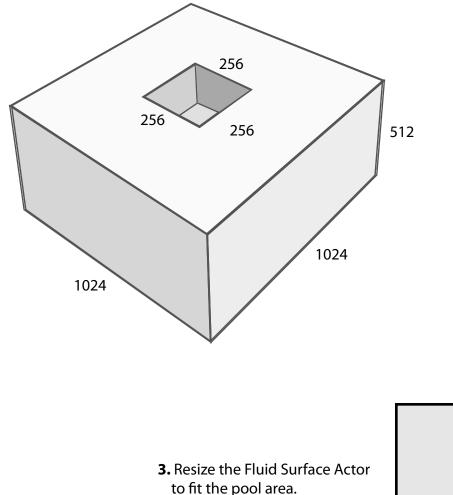
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Socal ROC ADVANCED VIDEO GAME DESIGN

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.



W Actor Classes File Docking	<u>_ 0 ×</u>
Content Browser Actor Classes Levels Scene Group	al day bard
	ps Start Page
Use 'Actor' As Parent Search:	
Placeable Classes Only	
Show Categories	
E Categories	4
+ Cover	
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FluidSurfaceActor Fog	
tights	
+ Navigation	
Physics	
• Pickups	
🕀 SkeletalMeshes	
Sounds	
StaticMeshes	
Uncategorized	-
Engine.FluidSurfaceActor	
om the "Actor Class" panel select a "Fl	luid Surface

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