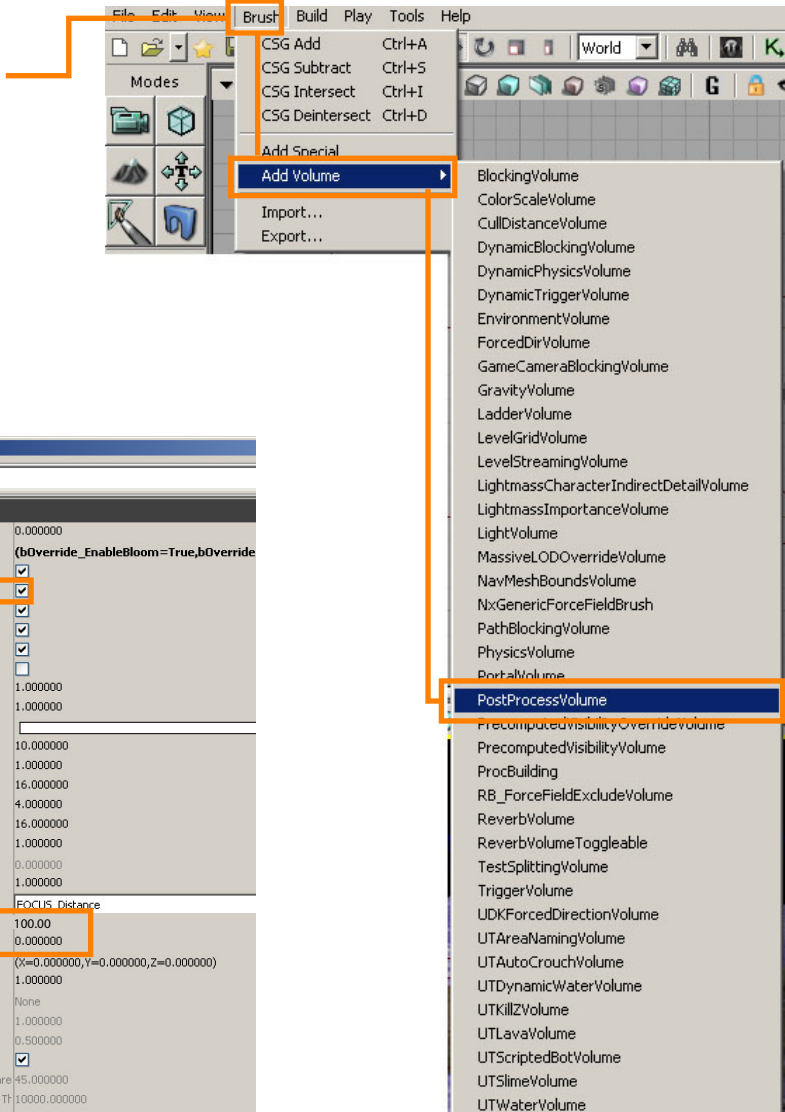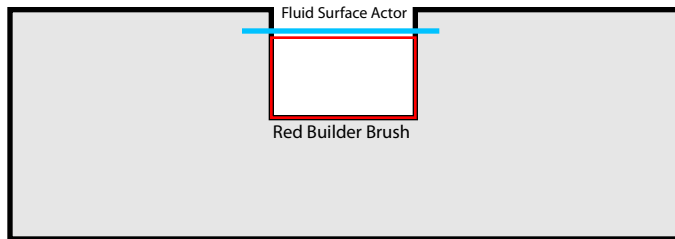**This looks pretty good, but we'll take it a step further and make the underwater look out of focus by adding another volume.**

6. Again select your red builder brush and create a Post Process Volume

Fluid Surface Actor

Red Builder Brush

7. Right click the Post Process Volume and open its' properties panel. Make the following settings.