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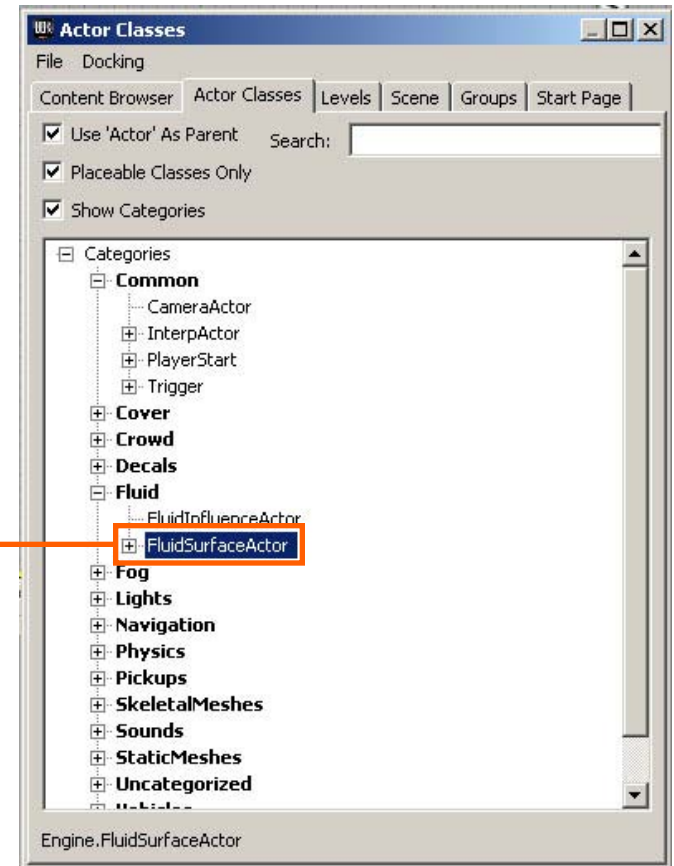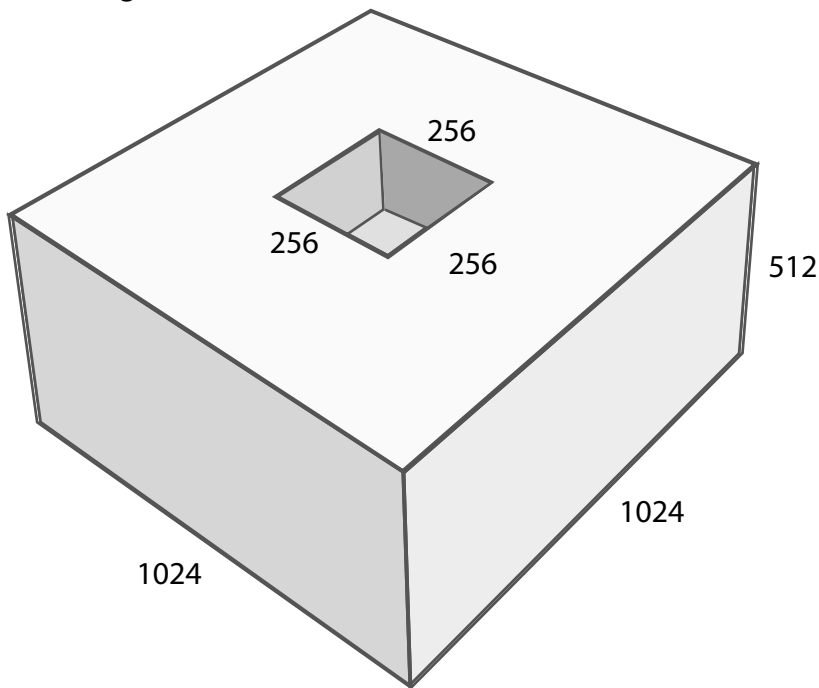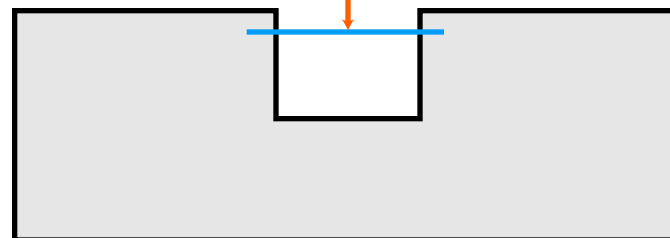
Advanced Video Game Design

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.

256
256
256
512
1024
1024

Engine.FluidSurfaceActor

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

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

3. Resize the Fluid Surface Actor to fit the pool area.
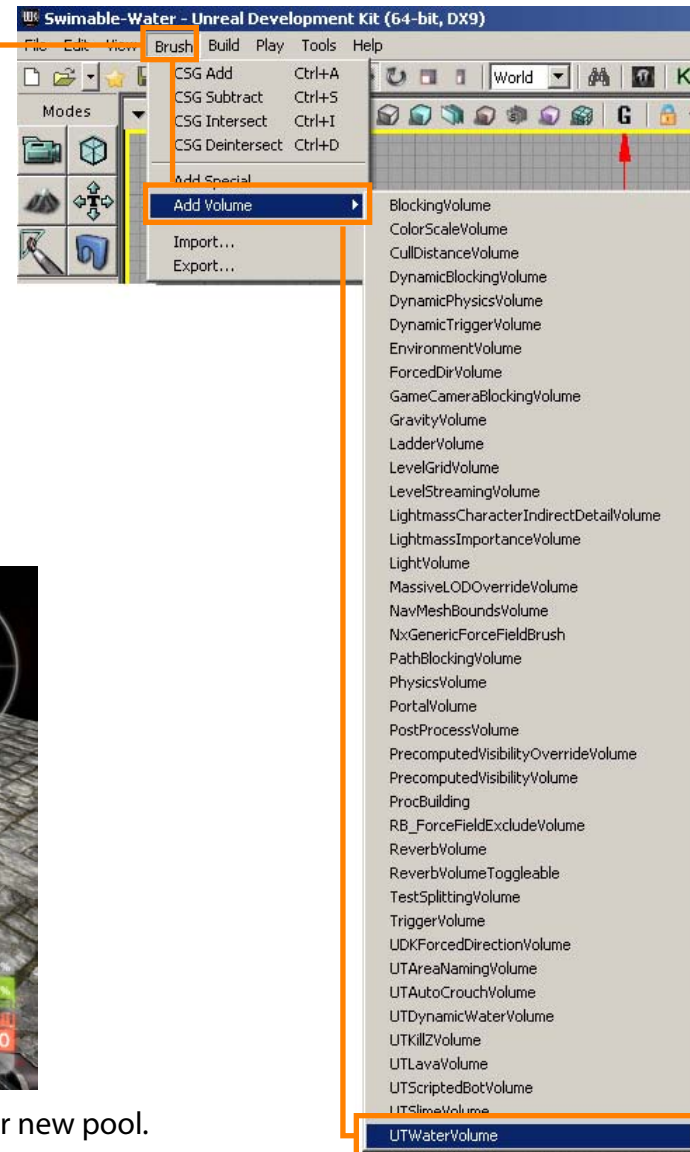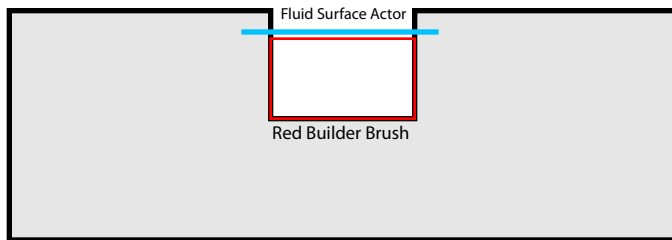
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Now we'll add a "Water Volume". This will give the effect of being able to swim around instead of just dropping to the bottom of the pool.

4. Select your red builder brush and create a UTWaterVolume

When select the UTWaterVolume it will be lavender color. Right click on it to adjust its properties.

Fluid Surface Actor

Red Builder Brush

5. Add some materials, build the geometry, build the lighting and test your new pool.

Swimable-Water - Unreal Development Kit (64-bit, DX9)

File Edit View Brush Build Play Tools Help

CSG Add   Ctrl+A
CSG Subtract   Ctrl+S
CSG Intersect   Ctrl+I
CSG Deintersect Ctrl+D
Add Special
Add Volume   ▶
Import...
Export...

Modes

World

BlockingVolume
ColorScaleVolume
CullDistanceVolume
DynamicBlockingVolume
DynamicPhysicsVolume
DynamicTriggerVolume
EnvironmentVolume
ForcedDirVolume
GameCameraBlockingVolume
GravityVolume
LadderVolume
LevelGridVolume
LevelStreamingVolume
LightmassCharacterIndirectDetailVolume
LightmassImportanceVolume
LightVolume
MassiveLODOverrideVolume
NavMeshBoundsVolume
NxGenericForceFieldBrush
PathBlockingVolume
PhysicsVolume
PortalVolume
PostProcessVolume
PrecomputedVisibilityOverrideVolume
PrecomputedVisibilityVolume
ProcBuilding
RB_ForceFieldExcludeVolume
ReverbVolume
ReverbVolumeToggleable
TestSplittingVolume
TriggerVolume
UDKForcedDirectionVolume
UTAreaNamingVolume
UTAutoCrouchVolume
UTDynamicWaterVolume
UTKillZVolume
UTLavaVolume
UTScriptedBotVolume
UTSlimeVolume
UTWaterVolume

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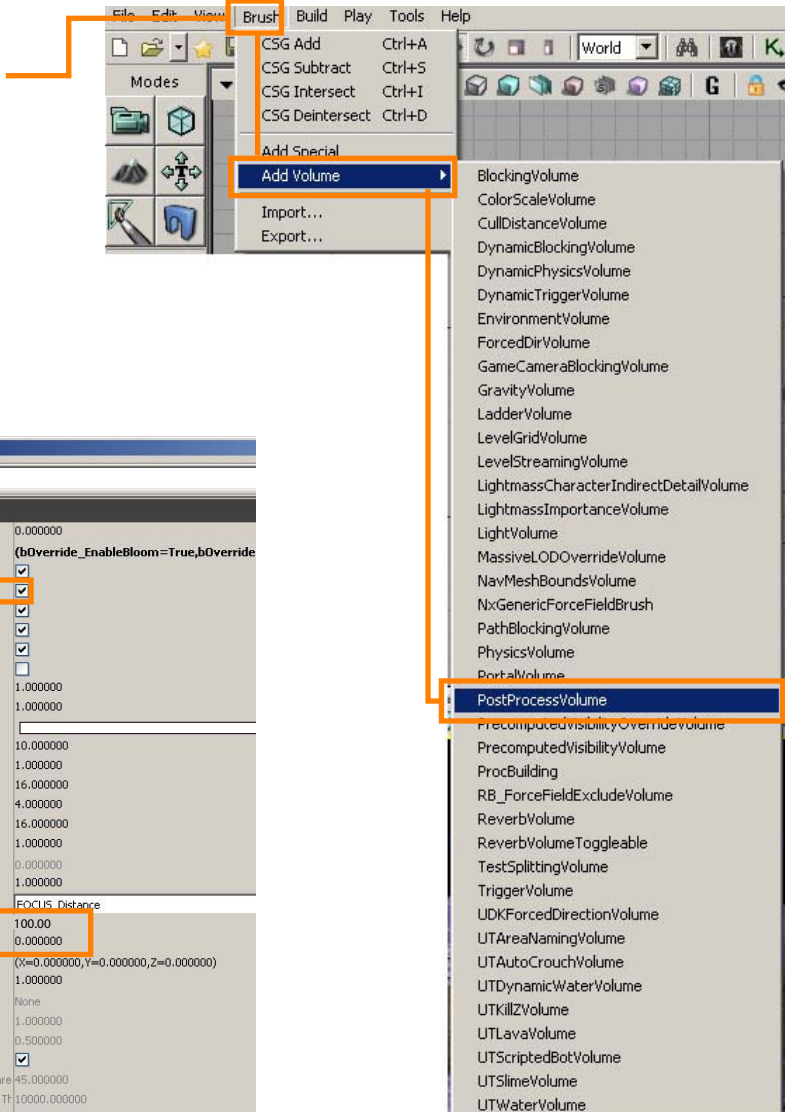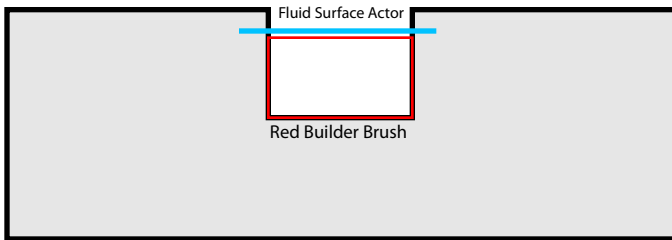
7. Right click the Post Process Volume and open its' properties panel. Make the following settings.