Swimming Weenie Project

SoCal ROC
Career Technical Education

3D Modeling & Animation

Now you'll set up a camera and the Fog effect to create the look of being underwater

4. Make a camera set up as shown in the top viewport diagram:

6. Open the "Environment" panel.

7. Click the "Add" button and select "Fog".

8. Click the color chip and choose a color for your water.

5. Select the "Environment Ranges" and fill in the "Near" and Far"settings

Environment and Effects

Environment | Effects

+ Common Parameters
+ Exposure Control
- Atmosphere

Effects:
Fog

Add...
Delete
☑ Active
Move Up
Move Down

Name: Fog   Merge

- Fog Parameters

Fog:
Color: Environment Color Map: ☐ Use Map
                    None
          Environment Opacity ☐ Use Map
                    None

Color Selector: Fog Color

Hue   Whiteness
B   Red: 106
l   Green: 245
a   Blue: 247
c   Hue: 128
k   Sat: 146
n   Value: 247
e
s
s

         Reset   OK   Cancel

[Smooth + Highlights]   TOP

CAMERA TARGET

FAR RANGE

NEAR RANGE

CAMERA

Camera01
Modifier List
Target Camera

Environment Ranges
☑ Show
Near Range: 500.0"
Far Range: 1000.0"

Clipping Planes
☐ Clip Manually
Near Clip: 1.0"
Far Clip: 1000.0"

Multi-Pass Effect
☐ Enable   Preview
Depth of Field
☐ Render Effects Per Pass

Target Distance: 1187.468

- Depth of Field Parameters

Focal Depth
☑ Use Target Distance