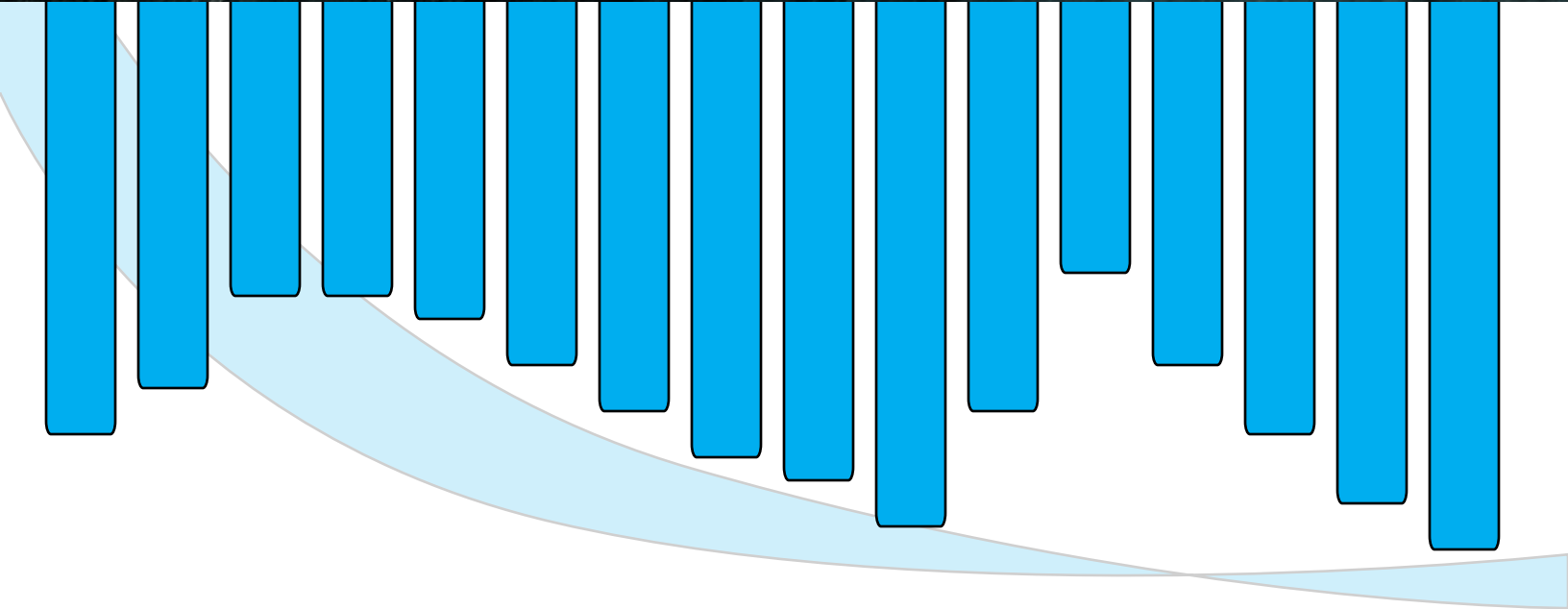


Water options in Vue 7



Water options in Vue 7



In Vue 7 new tools were introduced to adjust water settings. With more flexibility and fine tuning come complexity in understanding what all those settings do. In this document we will take a look at those settings and what they control.

To access Water Surface Options you first need to create a water plane. This can be achieved by clicking on the water icon in the top left bar. Next right click on the water surface and select edit object.

Water Surface Options	
Geometry	
Surface altitude	100cm
<input checked="" type="checkbox"/> Displaced water surface	Edit function
<input checked="" type="checkbox"/> Use global wave control	
Overall agitation	50%
Calm Storm	
Waves	
Wind direction	205.00°
Wave amount	1.09
Height	10cm
Wind intensity	0.56
Agitation	1.00
Choppiness	0.38
Foam along coasts	
Amount	75%
Typical depth	2.1818m
Foam over waves	
Amount	63%
Coverage	5%

OK
X
?

Height position for water plane

Material displacement will apply to the water surface and increase render time significantly. Best use on low angle shots. When checked, Vue will use automated options - fast and easy way to control.

Wave direction.

Amount of larger waves

Wave height in displacement mode

Amount of small waves

Amount of small distortions

Sharpness of the wave edge

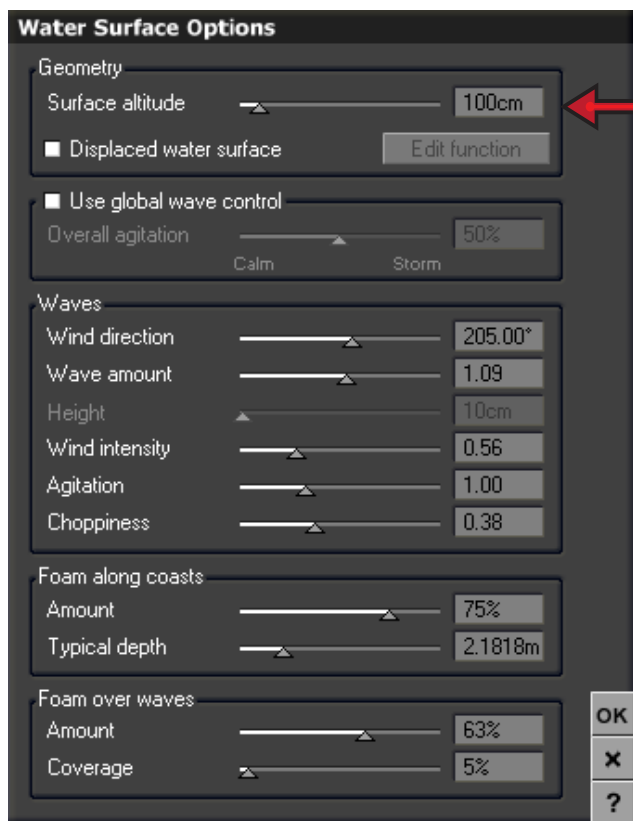
Foam density

Distance to objects below surface that will effect foam creation

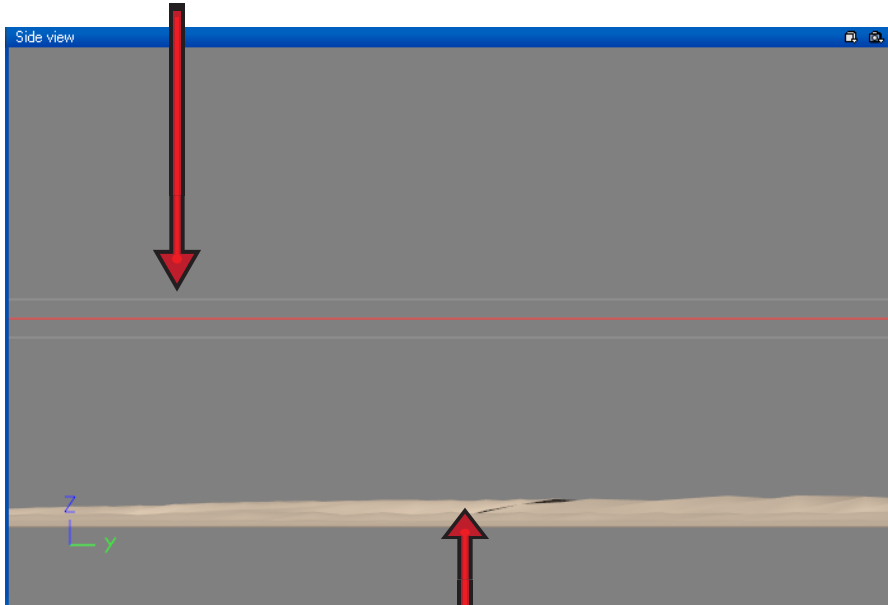
Foam density

Foam creation will begin from top of wave and down. This setting controls bottom set.

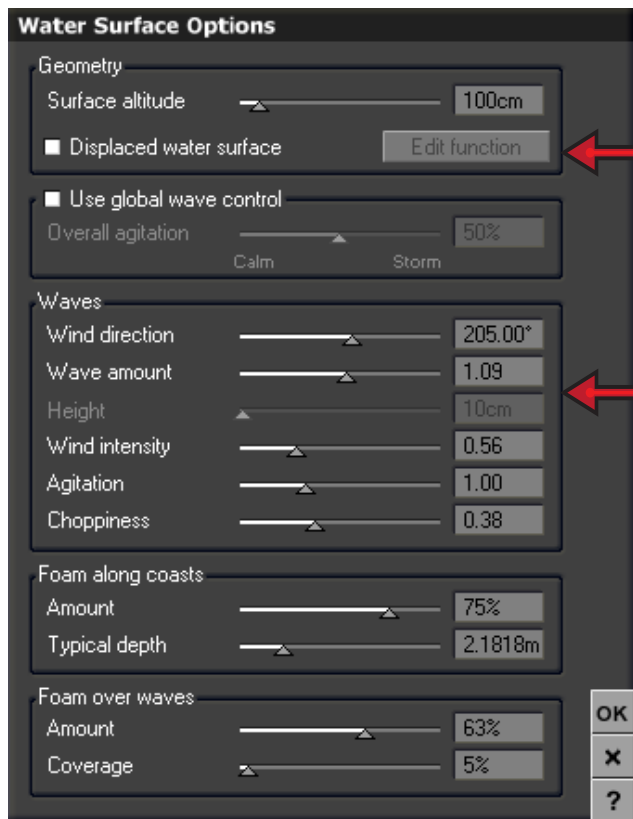
Water options in Vue 7



Height position for water plane

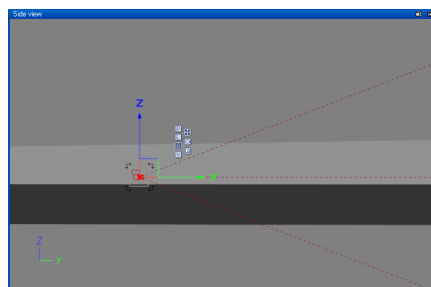


Ground plane



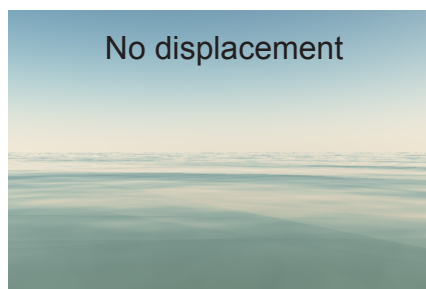
Material displacement will apply to the water surface and increase render time significantly. Best use on low angle shots. Function can be modified or animated.

Wave height in displacement mode

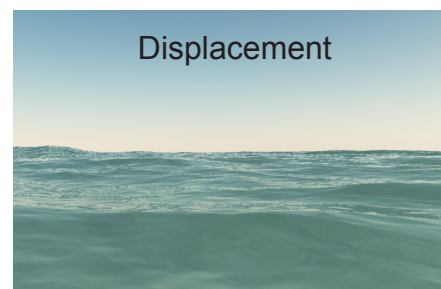


Displacement height

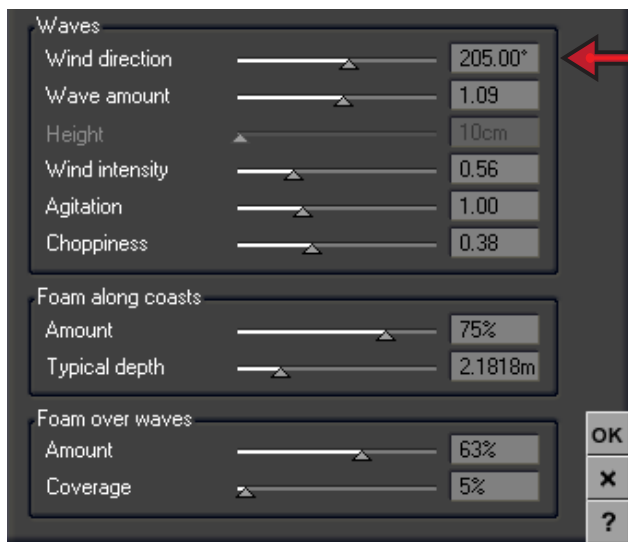
No displacement



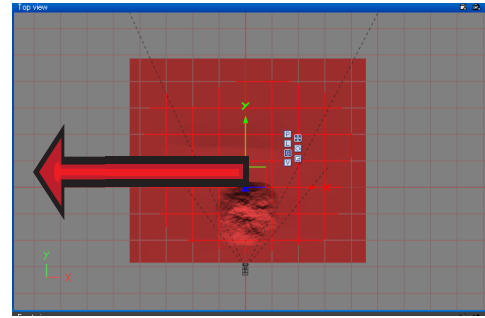
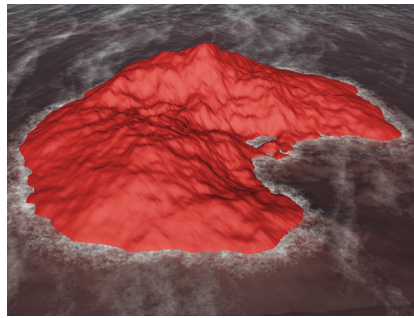
Displacement



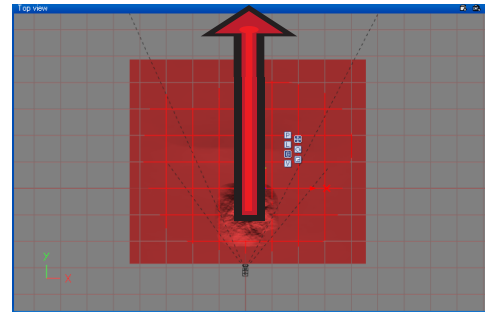
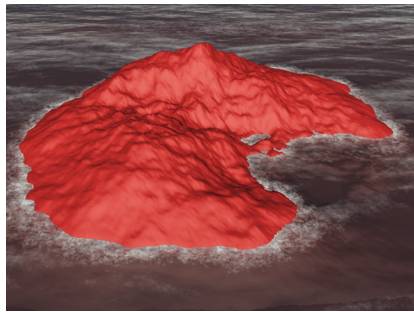
Water options in Vue 7



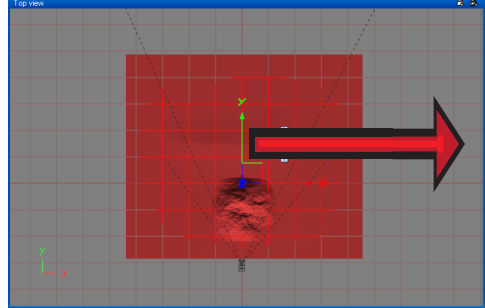
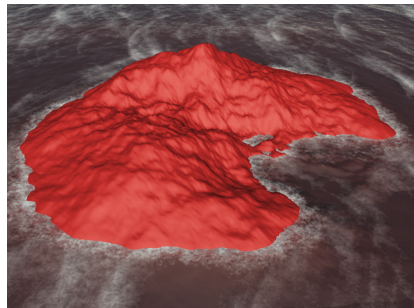
Wind direction.



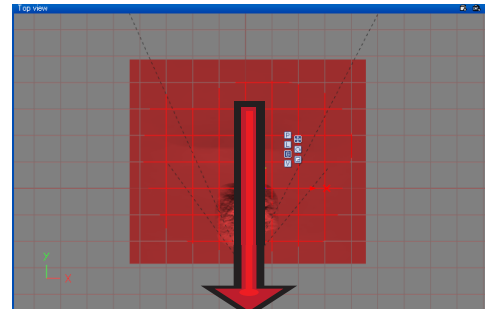
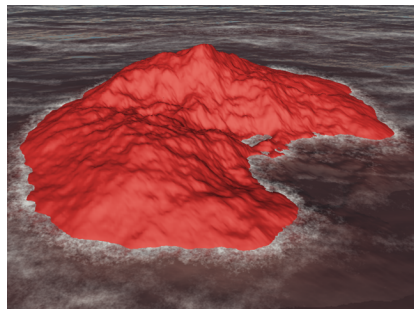
Wind direction 0 degree



Wind direction 90 degree

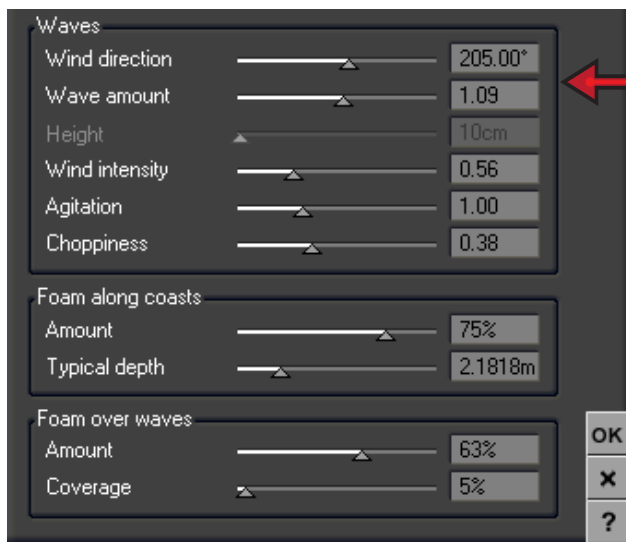


Wind direction 180 degree

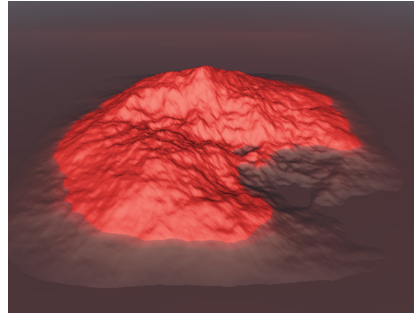


Wind direction 270 degree

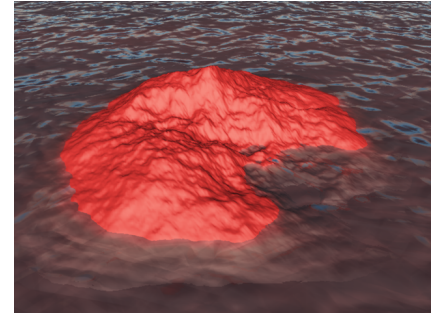
Water options in Vue 7



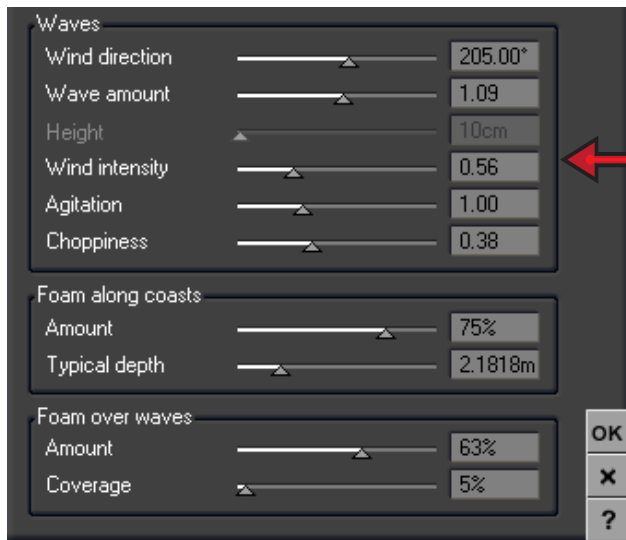
Amount of larger waves



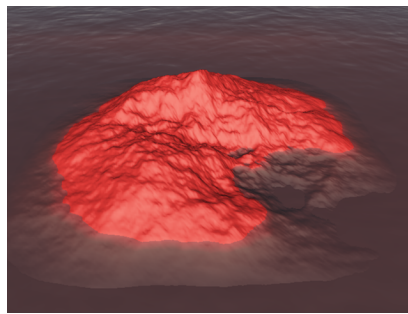
Wave amount 0



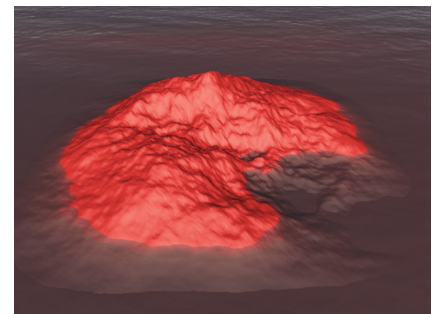
Wave amount 10



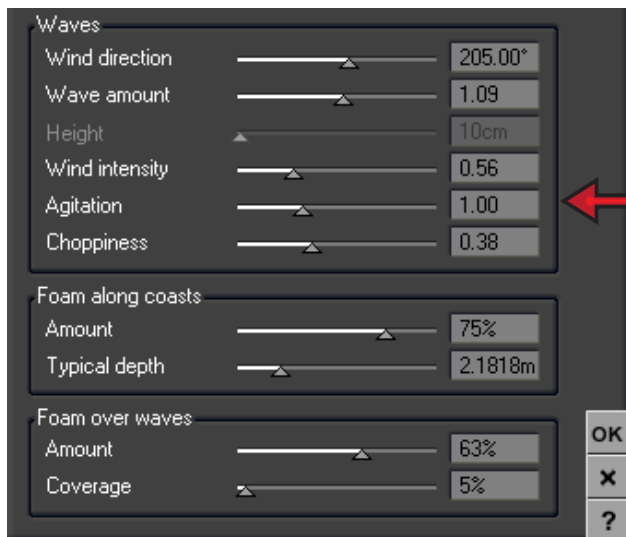
Amount of small waves



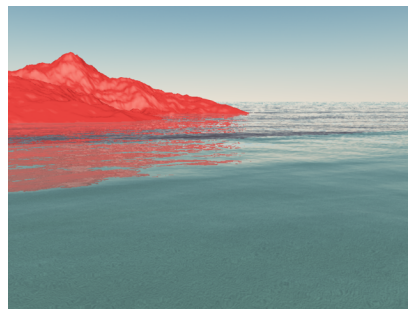
Wind intensity 0



Wind intensity 2



Amount of small distortions

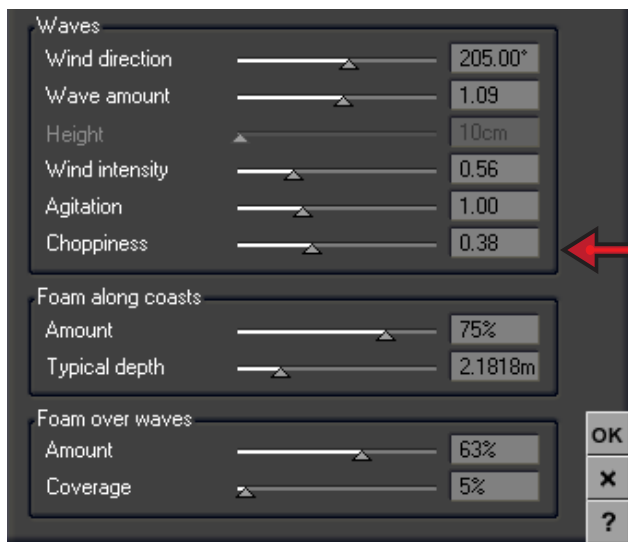


Agitation 0.5

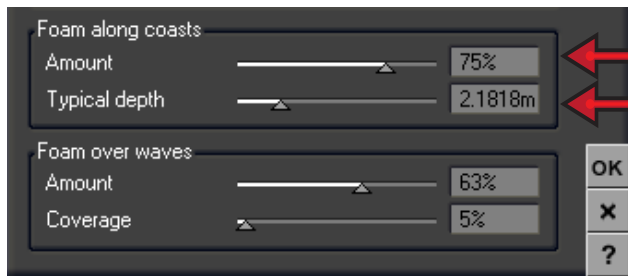
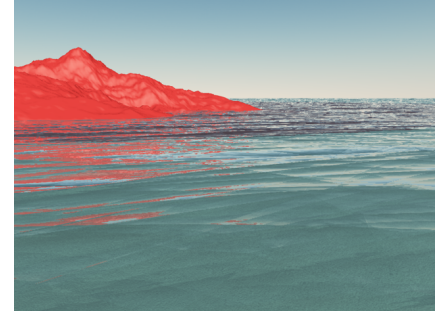
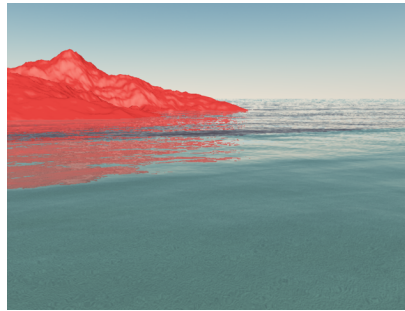


Agitation 2

Water options in Vue 7



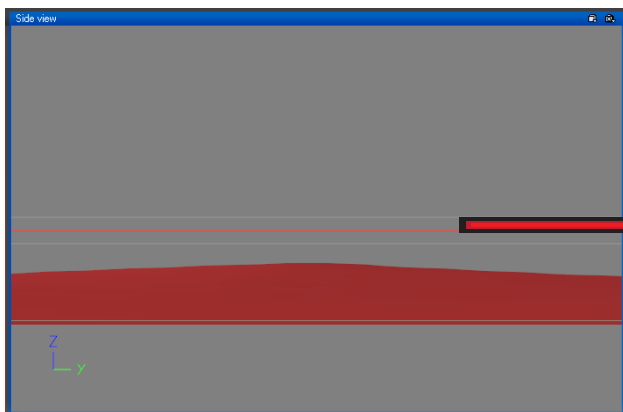
Sharpness of the wave edge



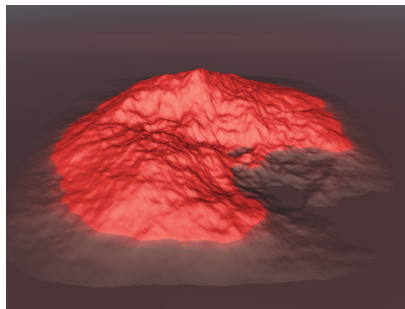
Foam density

Distance to objects below the surface that will effect foam creation

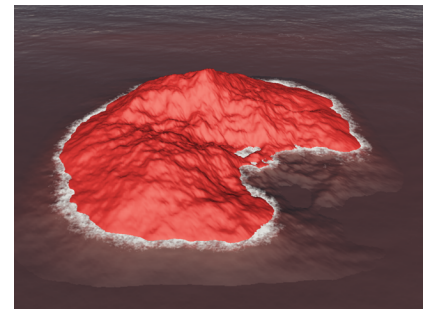
In this example the distance between the water plane and the underwater surface is 3 meters.



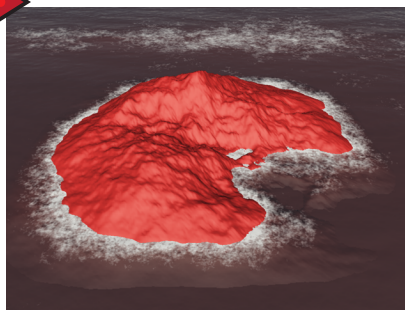
Underwater object will effect foam creation even if they're not visible on the surface. This is a nice way to create reefs, or hide a shaped terrain under and behind a ship to create a foam trail.



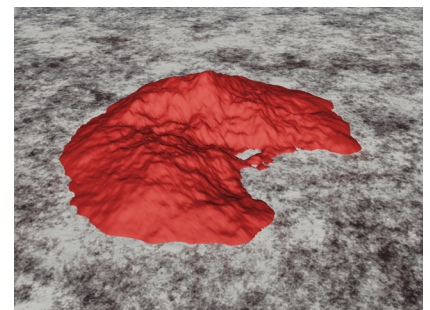
Foam 0, depth 1m



Foam 100, depth 1m

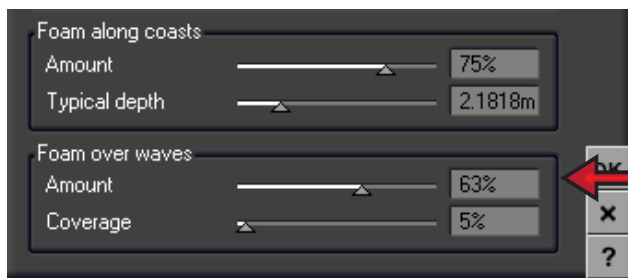


Foam 100, depth 2m



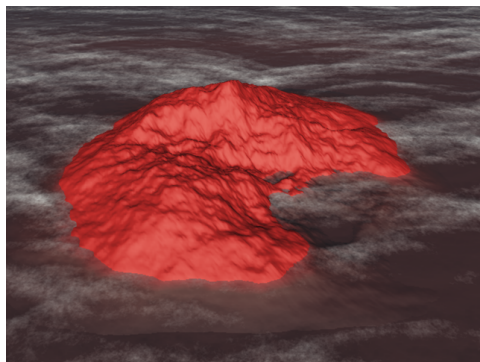
Foam 100, depth 10m

Water options in Vue 7

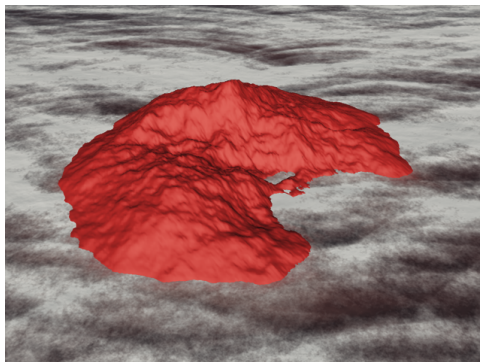


Foam density

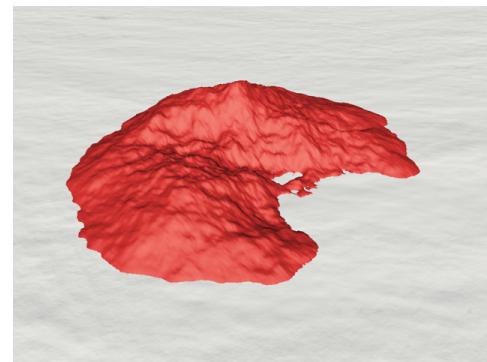
Foam creation will begin from top of wave and down. These settings control the bottom set.



Coverage 1 percent



Coverage 50 percent



Coverage 100 percent



No displacement
Wind direction 200 degree
Wave amount 1
Wind intensity 0.55
Agitation 1
Choppiness 0.4

Foam along coast will also create nice foam above reefs.

Coast foam amount 85 pr.
Typical depth 2.2m
Water surface altitude 1m
Foam over water 63%.
Coverage 5%.



Example of water surface displacement on.