# JW 3D WATER PROPS

Thanks for buying "JW 3D Water Props", In this PDF you will find some advices to modify quickly the color, transparency and brightness of the props included in this product to get custom results. Props and parameters were saved to look the best possible, however water may look different depending of the light position, props and colors that there are in the scene.

To modify correctly the water, select the object and go to "Surfaces (Color)":

Refraction index: In surface panel go to "Refraction Index", it will distort the image under the water, you will get more distortion if the value is higher (if the value is "1", the prop will disappear, use 1,01 or more).
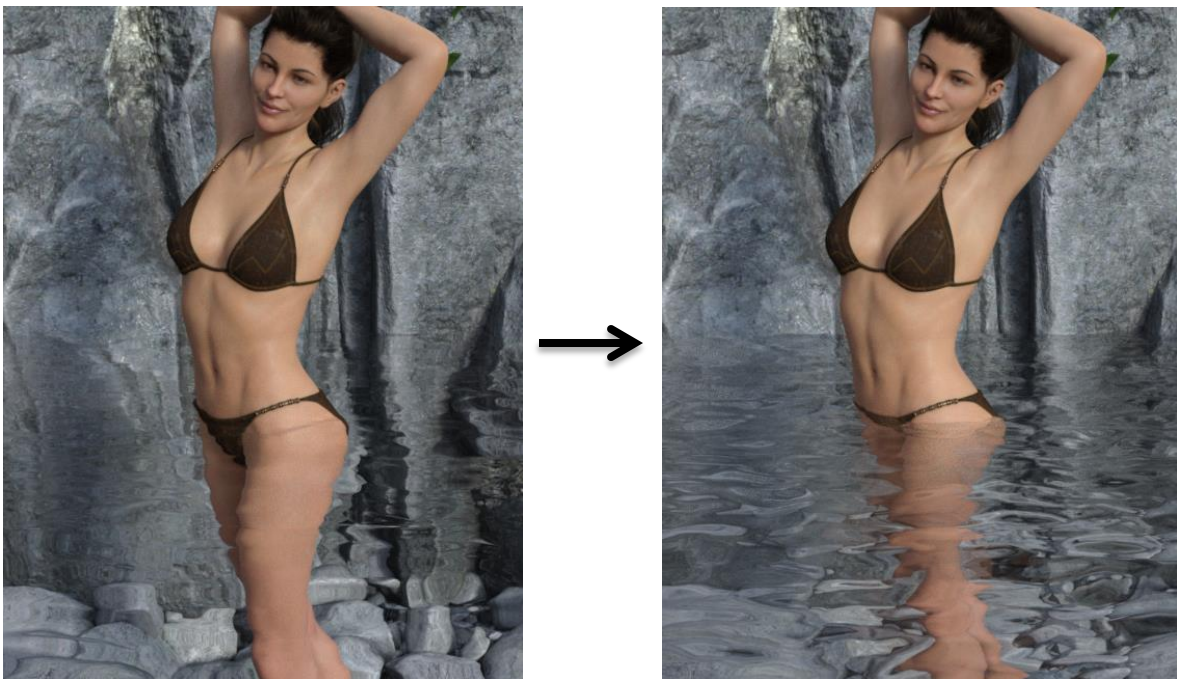
Refraction Weight: In surface panel go to "refraction weight", it will change the opasity of the water, "1" will make the water transparent, "0" will make the water opaque.
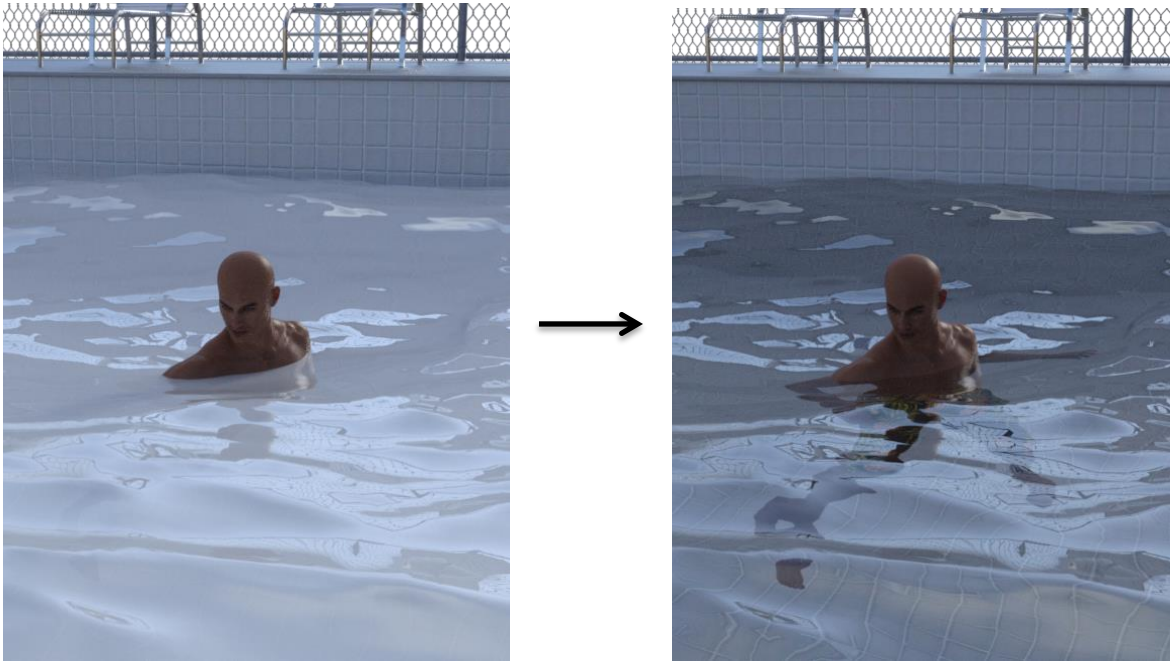

Base Color: In Surface Panel go to "Base Color", change the color as you want and get new effects like blood, dirty water, beer or whatever you want (to see the color change, **refraction weight** has to be close to "0" or less than "1", if it is "1" you won't see the color.
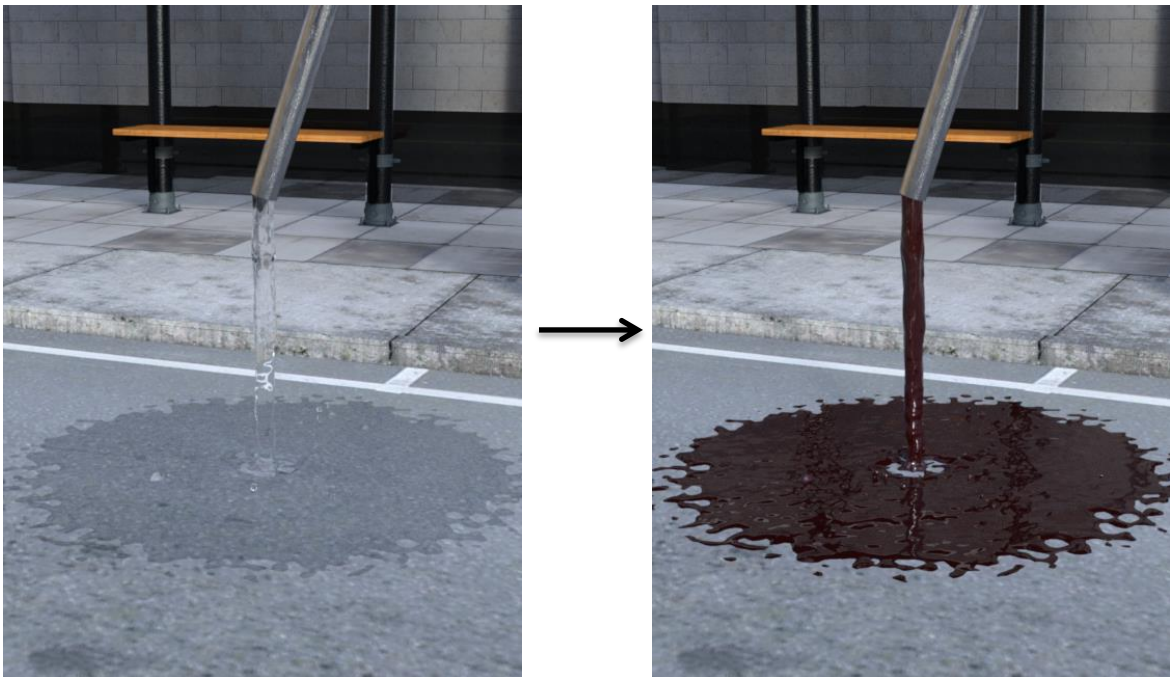
Same prop, different effects on the floor: you can get different effects with the same prop when you put it on the floor, table, etc. Just move it up or down and you will realize that you can get different effects.
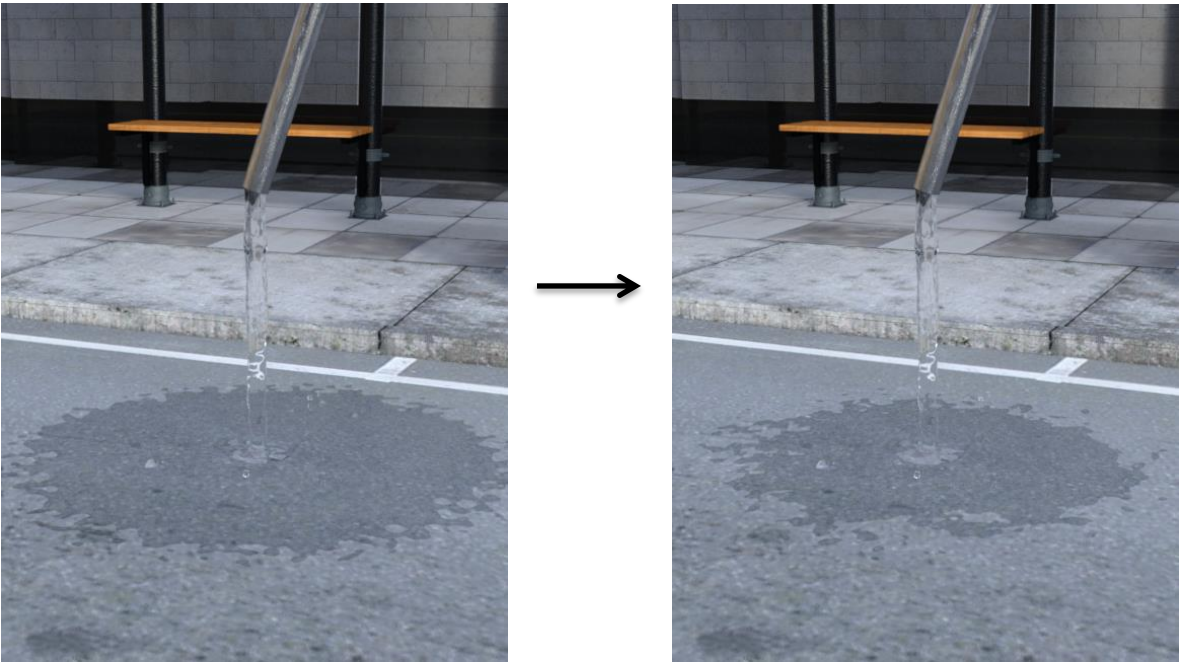
Combining props: use more than one prop to get new effects.
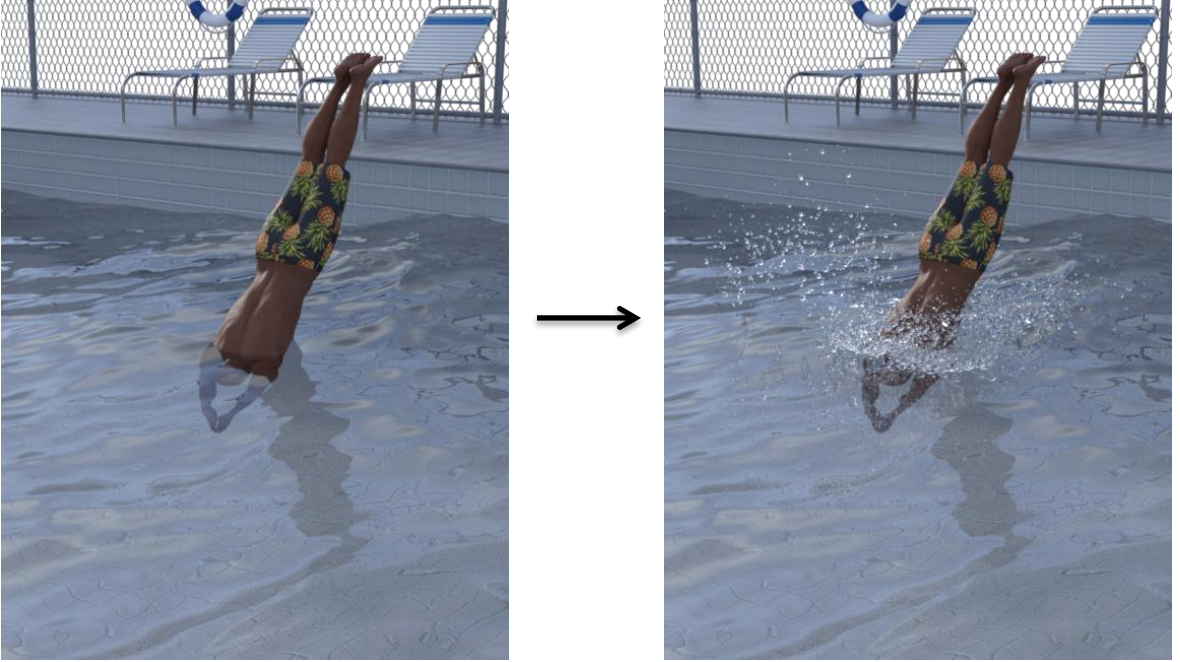
Dome Rotation: the lights can make your prop look completely different, go to "Render Settings", then click on "Enviroment" and find the "Dome Rotation" parameter, adjust it to get different light effects.