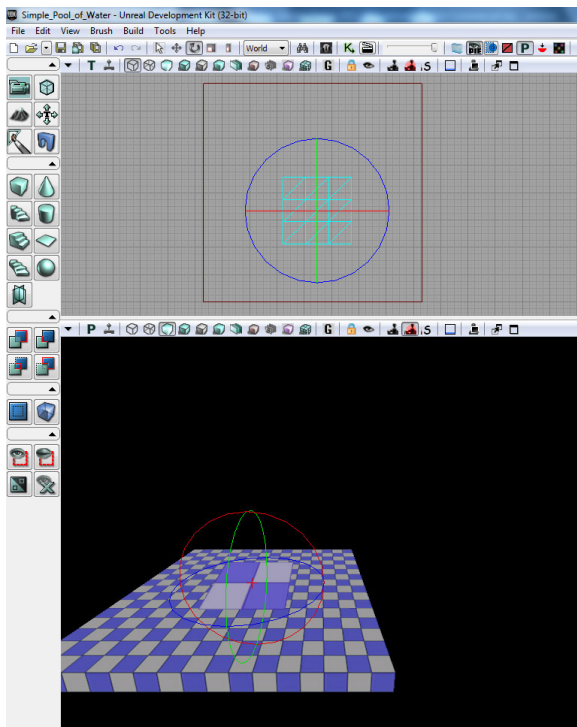
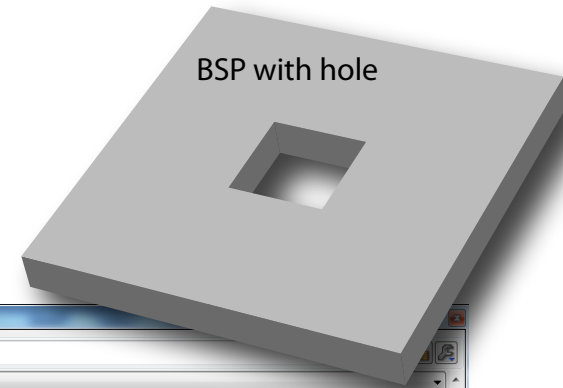


11. Now we combine the "TexProPlane" and the "Water" material.

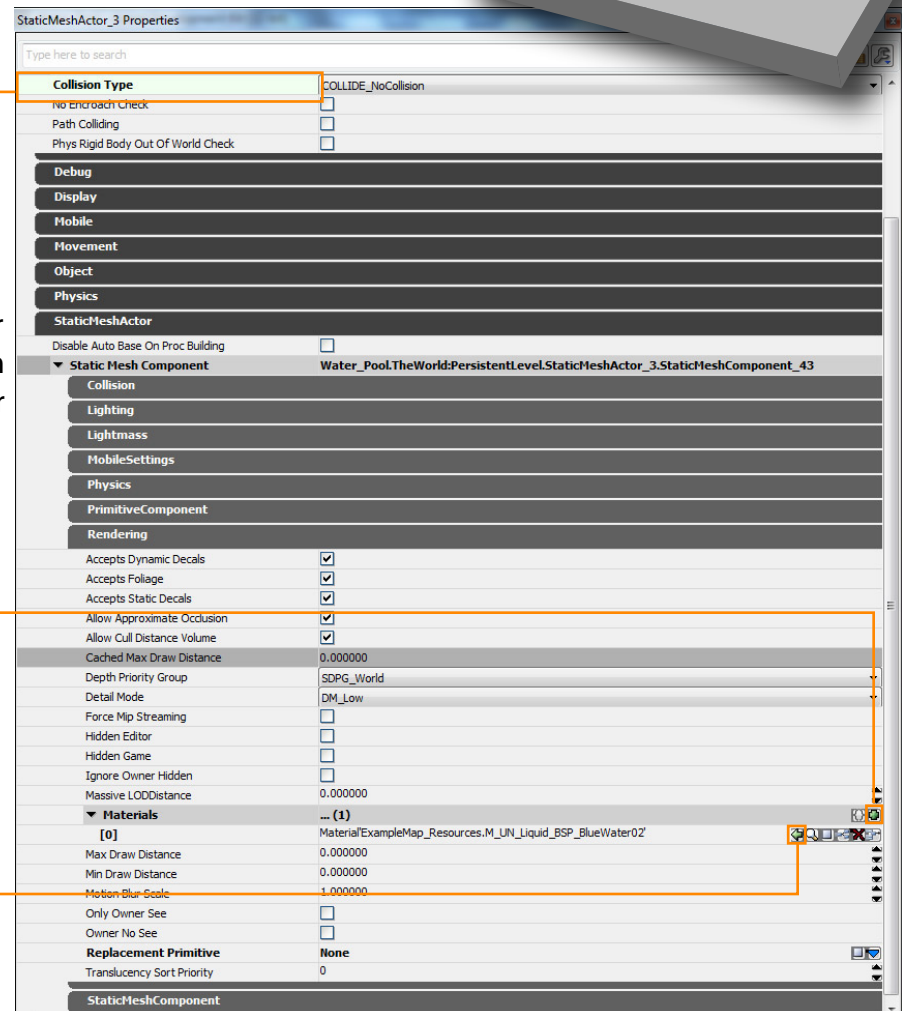
12. Select the "TexPropPlane" and place it into your scene.

Note: the TexPropPlane has only one side, so it may be invisible to you until you rotate it into it's upright position



13. Right click on the TexpropPlane and bring up it's Properties.

14. Select



15. Make sure the water texture is selected in the Content Browser

16. Click the "Add" button.

17. Click the "Arrow".