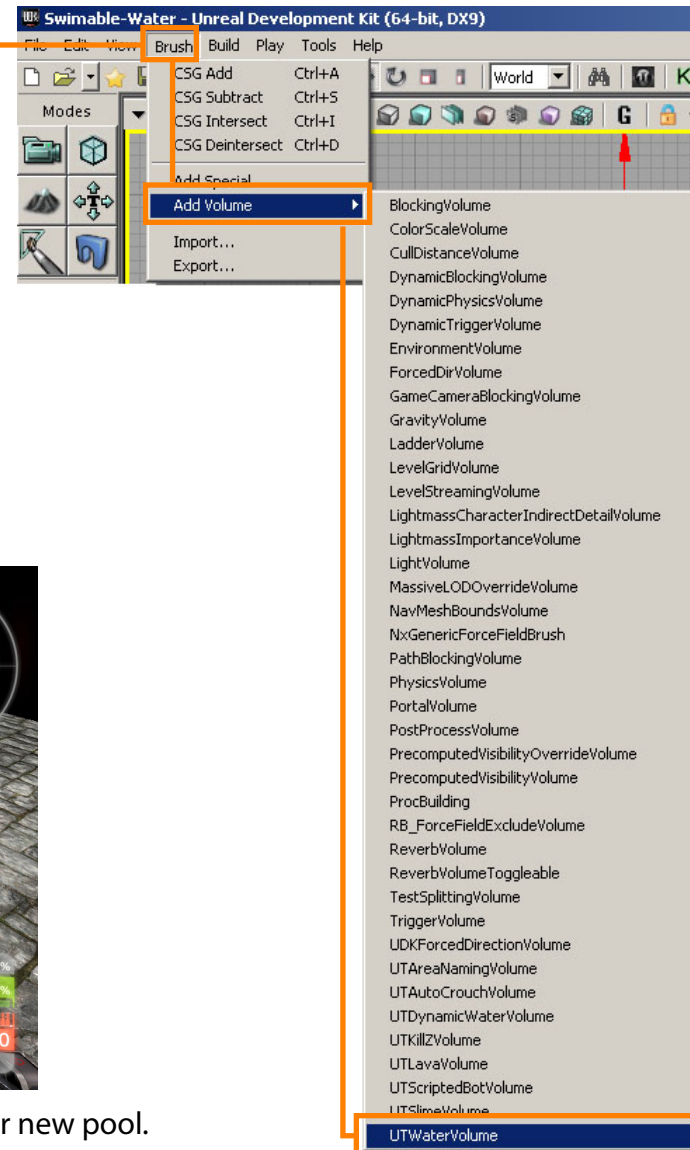
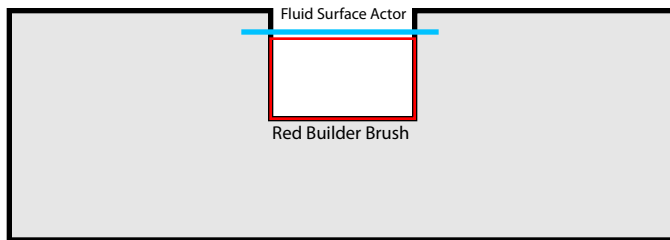


Now we'll add a "Water Volume". This will give the effect of being able to swim around instead of just dropping to the bottom of the pool.

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.



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