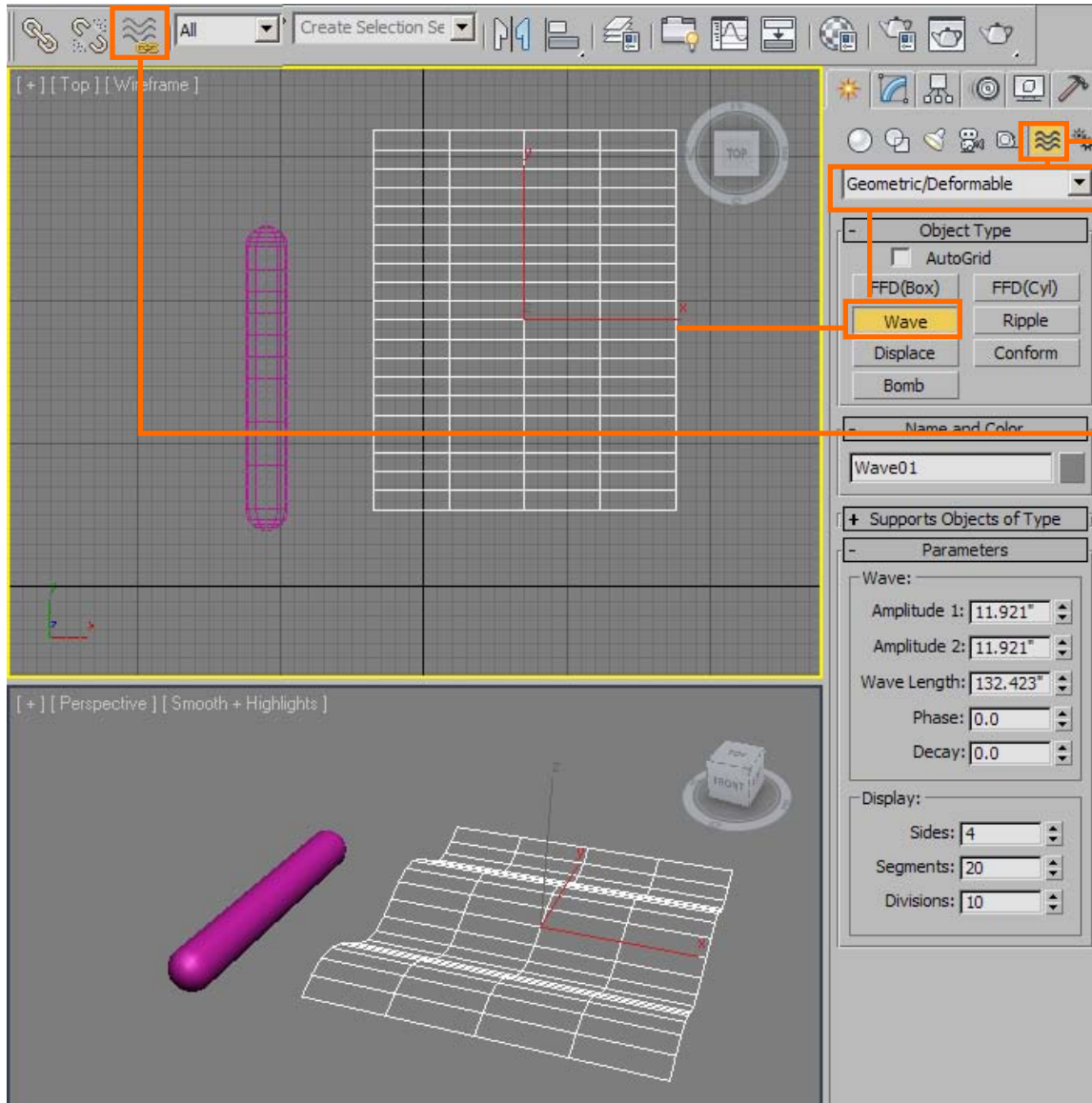


# Swimming Weenie Project



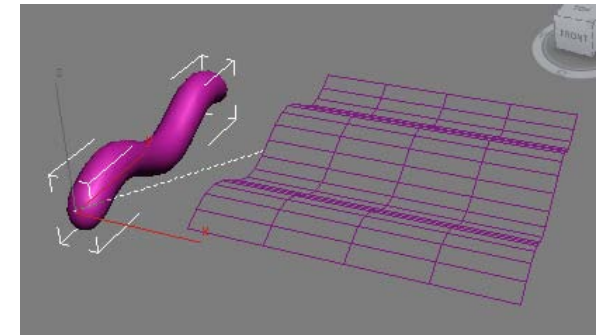
**This projects requires a space warp, a fog setting and a clever lighting effect.**

1. First make the weenie using the ""Capsule"" found under ""Extended Primitives"".



2. Create a Space Warp called "Wave" in the top viewport.

3. Bind the Weenie to the Wave with the "Bind to Space Warp" tool.



The Weenie will bend according to the settings you make in the Wave parameters.

# Swimming Weenie Project



**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:

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

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.

The screenshot displays the 3ds Max software interface. On the left, the 'Environment and Effects' panel is open to the 'Environment' tab. The 'Effects' list contains 'Fog', and the 'Add...' button is highlighted. Below it, the 'Fog Parameters' section shows a cyan color chip selected for the 'Color' property. A 'Color Selector: Fog Color' dialog box is open in the foreground, showing a color wheel and RGB/HSV values. On the right, the top viewport shows a camera setup with a 'CAMERA' and 'CAMERA TARGET' and labels for 'NEAR RANGE' and 'FAR RANGE'. The 'Environment Ranges' section in the right-hand panel is also visible, with 'Near Range' set to 500.0 and 'Far Range' set to 1000.0.

# Swimming Weenie Project



## Make a "Plane" in your scene to act as the sandy bottom

9. On the plane add a "Noise" modifier. Adjust the "Z" setting to make the plane ripple up, like a rolling sandy bottom.

