

# 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.

The screenshot shows the Blender 2.79 interface. On the left, the 3D Viewport displays a perspective view of a scene. A white grid plane is visible, which has been deformed into a wavy, undulating shape to represent a sandy bottom. A small, brown, worm-like creature is positioned above the plane. The Properties panel on the right shows the 'Noise' modifier settings for 'Plane01'. The 'Z' strength value is highlighted with an orange box and set to 113.19. The 'Fractal' checkbox is unchecked, and the 'Animate Noise' checkbox is also unchecked. The 'Z' value is the key to creating the wavy effect.

Parameter	Value
Seed	0
Scale	100.0
Fractal	<input type="checkbox"/>
Roughness	0.0
Iterations	6.0
Strength X	0.0°
Strength Y	0.0°
Strength Z	113.19°
Animate Noise	<input type="checkbox"/>
Frequency	0.25
Phase	0