# Waves & Wakes in 3ds Max

To use reactor to create a body of water, follow these steps:

1. Open the Pool of water.max file from the **Handout > 3D**
   This file includes a pool to hold water created from primitives, along with three spheres of different mass.

2. Select reactor ⇨ Create Objects ⇨ Rigid Body Collection, and click in the Front viewport. In the RB Collection Properties rollout, click the Add button and select all the Box and Sphere objects. Then right-click to exit Rigid Body Collector mode.

3. Select reactor ⇨ Create Objects ⇨ Water, and click and drag in the Top viewport to create the water plane that fills the box. Then drag the water plane upward in the Left viewport to move the water level toward the top of the box.

4. Select the left sphere in the Front viewport, and open the Property Editor with the reactor ⇨ Open Property Editor menu command. Set the Mass value to 3 kg. Select the middle sphere, and set its Mass to 100 kg, and then set the right sphere to 5000 kg.

5. Check the animation in the Preview window by selecting reactor ⇨ Preview Animation. Press P to start the animation.
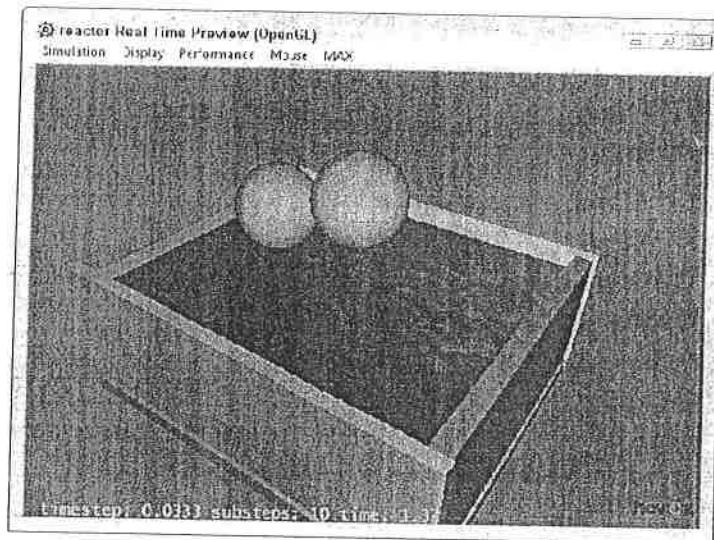
---OPTIONAL BEFORE RENDERING:

1) If you are not happy with the splash and waves of your water you can play around with the options for the water under MODIFY tab with the water selected.

2) You can also change the look of the water by applying a jpg to it. Select "Create" – "Standard Primitive"- "Plane" and drag in the top viewport a plabne object that is the same size and density as the water plane. Then click the bind to space warp button on the the main tool bar
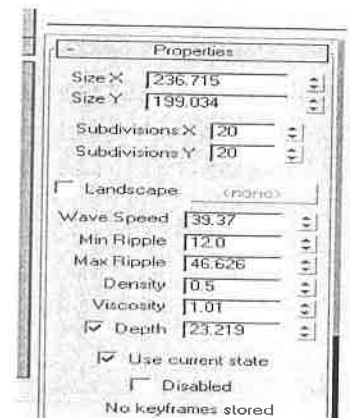
Drag from the plane to the water space warp

Drag a water graphic onto that plane (water jpg's can be found in the handout) *You wont see the the graphic applied in the preview animation option under the reactor menu.

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6. Once you are happy with the preview record the animation keys with the reactor by choosing "create Animation " under the reactor menu.

7. save your rough work and Render an AVI . Place in the Handin folder as Water.