# Water Volume

**Class**: WaterVolume

**Name Space**: Drawing Objects

**Description**: This drawing object is used to display reflective water. Using advanced lighting techniques in Effect: *ToonMaster.fx* The plane that is displayed uses normal mapping, fresnal, and HDR elements to create this dynamic and cartoon-looking water. There are many parameters the developer may set.

**BumpHeight**: The 0 to 1 modulator in which the normal mapping will take effect.

**TextureScale**: How many times the normal map will tile.

**BumpSpeed**: The X/Y velocity in which the normal map will scroll.

**FresnalBias**: Changes the angle in which the normal map will be viewed at.

**FresnalPower**: How deep the normal map will be viewed.

**HDRMultiplier**: Scales the overall brightness of the reflecting light source.

**DeepColor**: The Color to be displayed in low parts of the normal map.

**ShallowColor**: The color to be displayed in high parts of the normal map.

**ReflectiveColor**: multiplied against the reflecting skybox.

**ReflectionAmount**: The 0 to 1 scale in which the reflected skybox will be displayed.

**WaterAmount**: The higher this is, the less *DeepColor* will be displayed.

**WaveAmplitude**: The height of waves, 0 for no waves.

**WaveFrequency**: Velocity of each wave.



