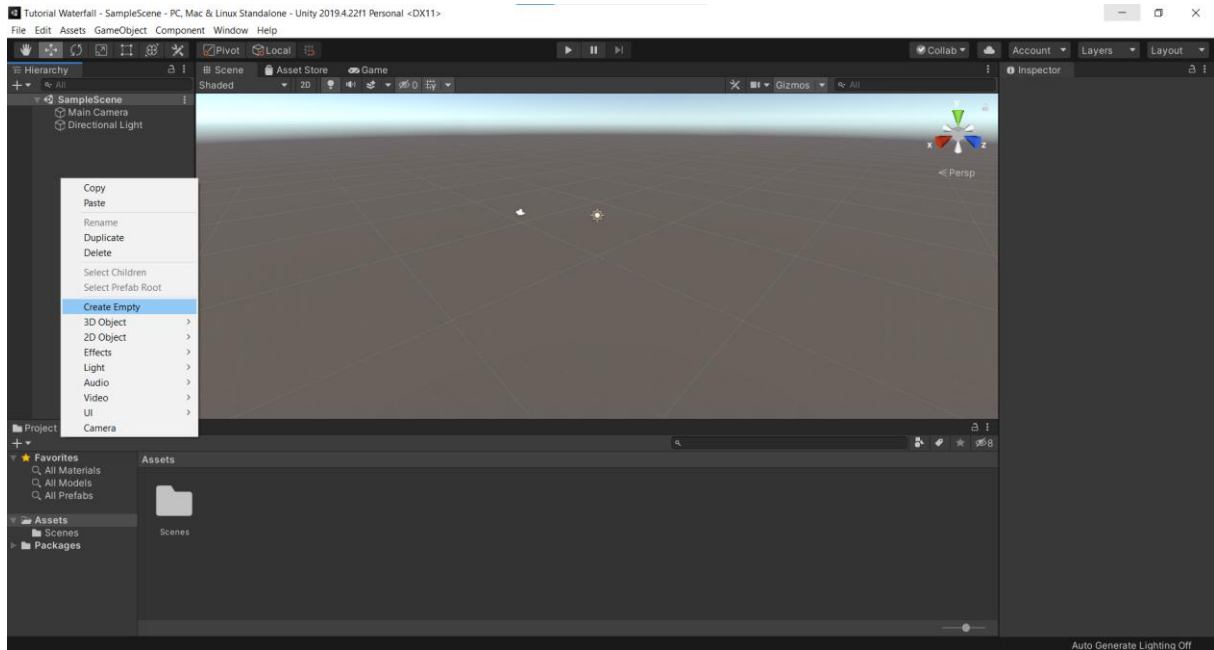
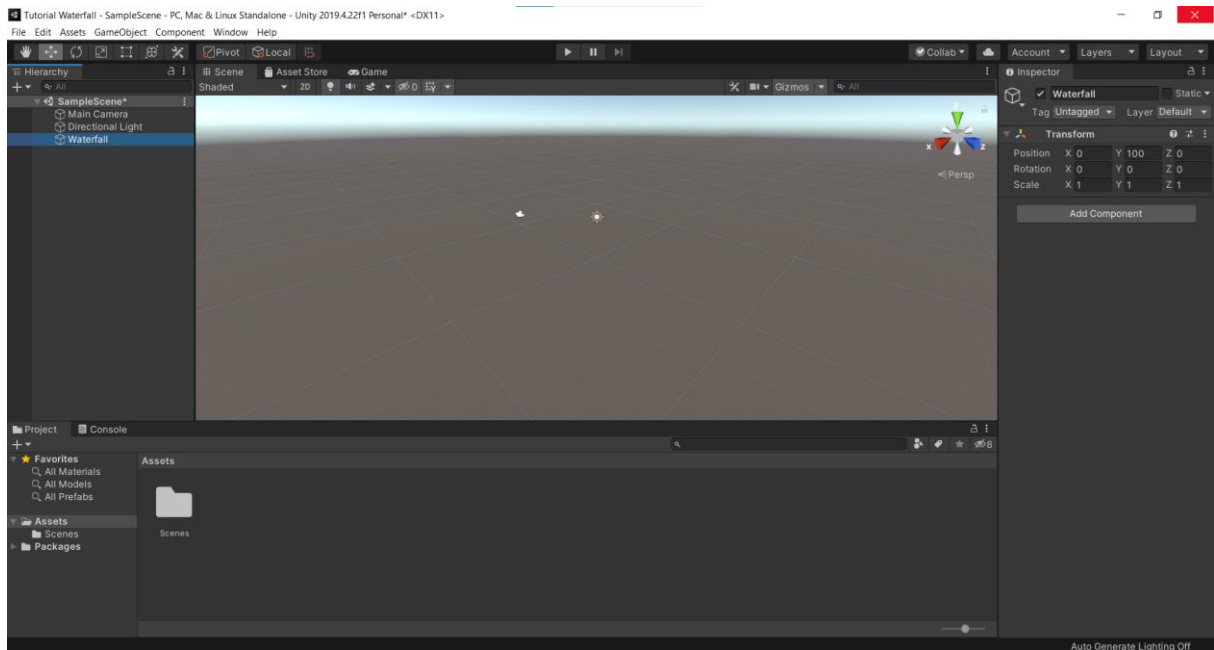


# Tutorial for Creating a Waterfall in Unity

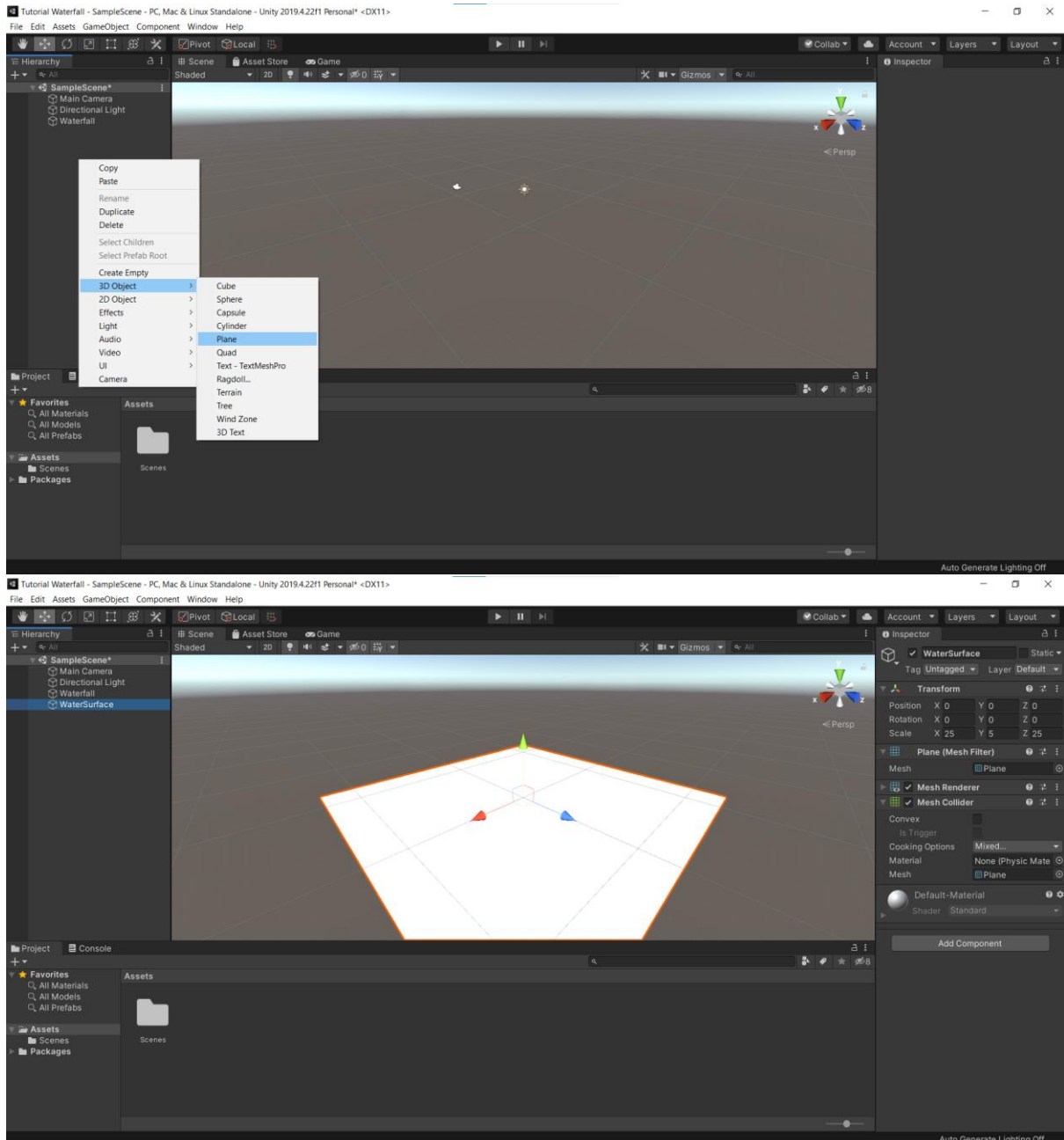
## Step 1 – Create an empty Game Object.



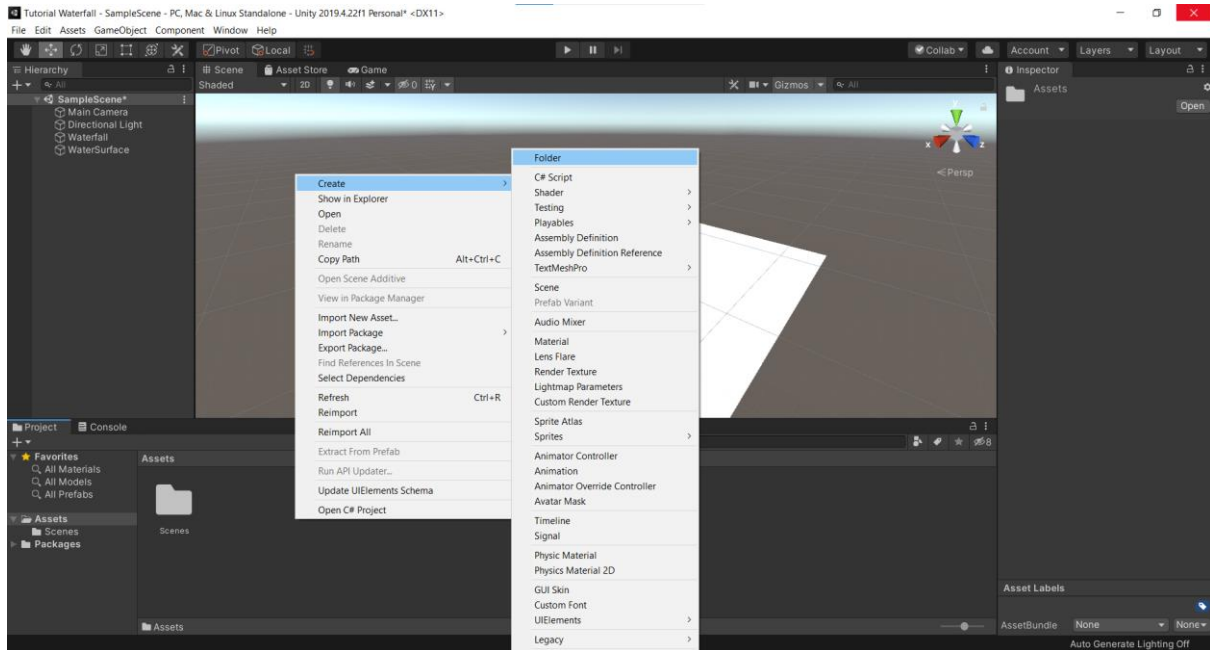
## Step 2 – Rename the empty Game Object as “Waterfall” and scale the Y-axis position to 100 from Inspector Menu > Transform > Position.



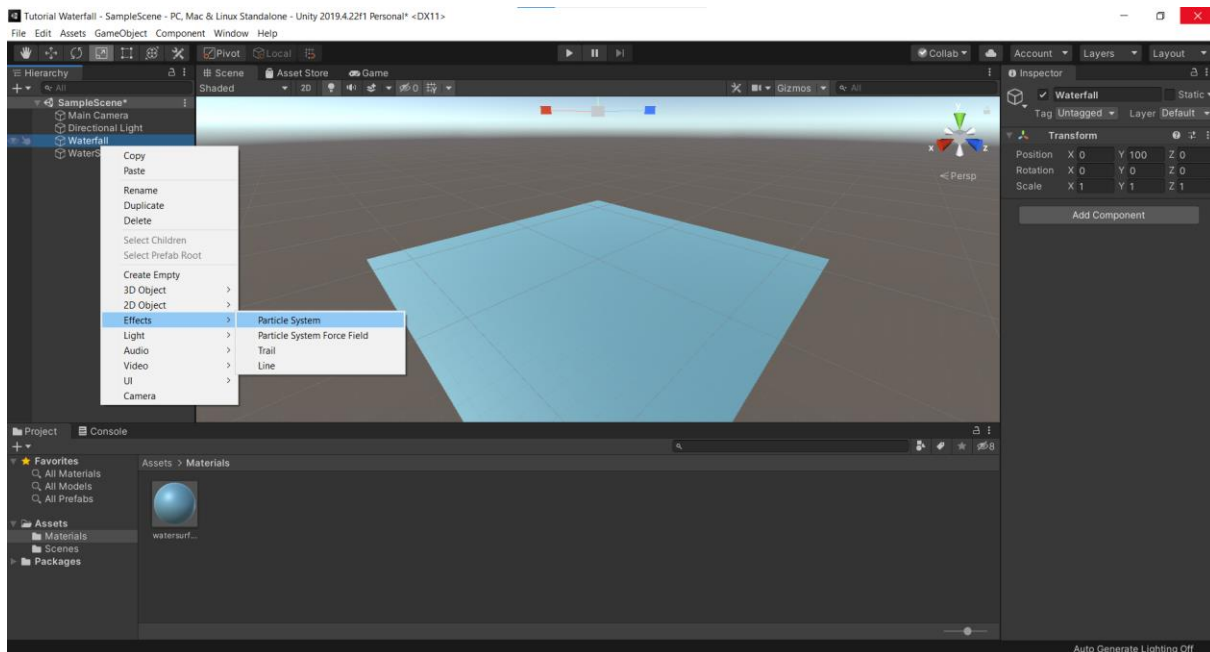
**Step 3** - Add a 3D object plane and rename it as “Water Surface” and scale the X, Y and Z axes to 25, 5 and 25 respectively.



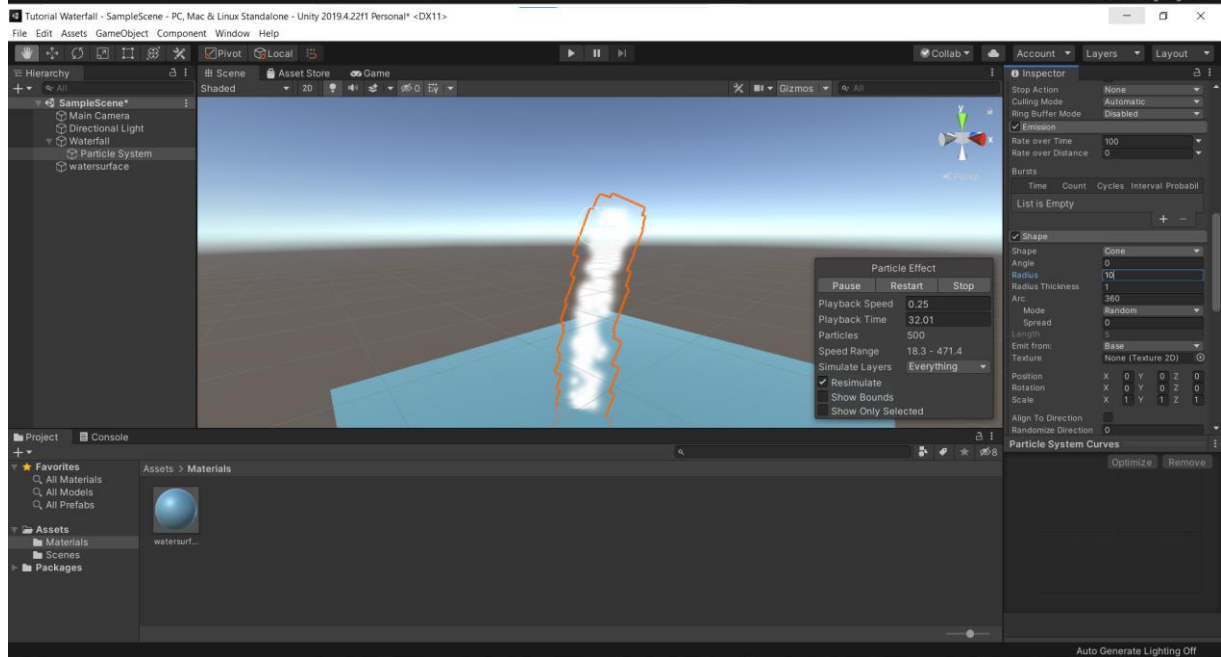
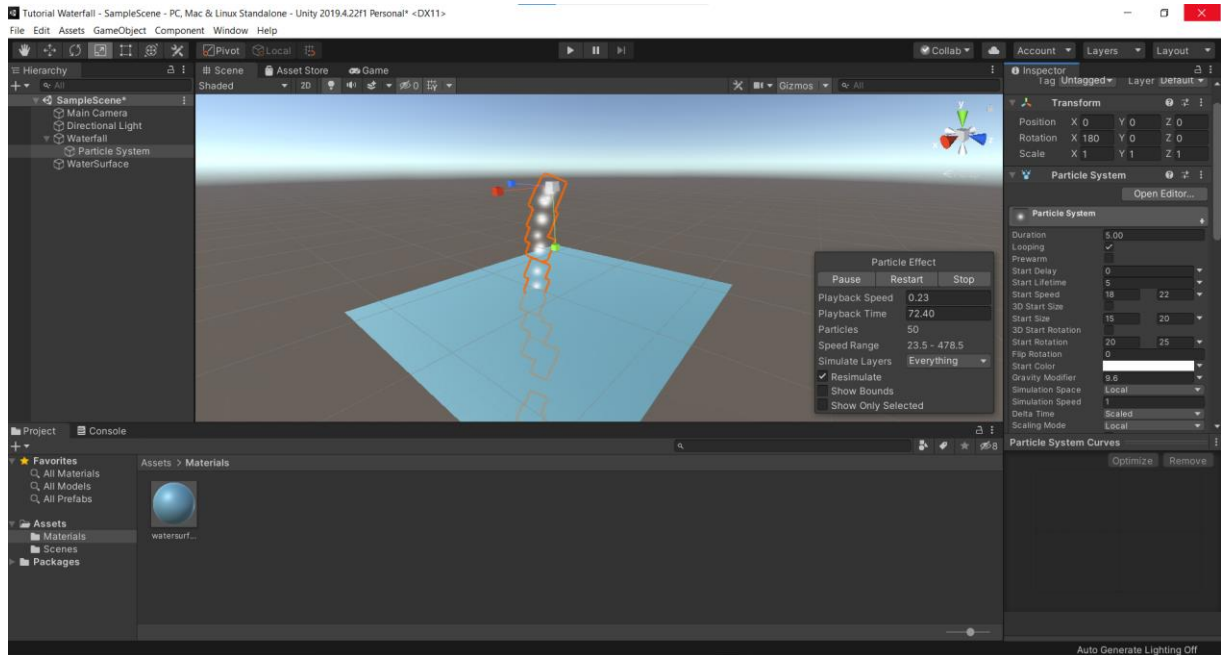
**Step 4** – Add a material folder to **Assets** to store the materials to be used in making the waterfall.

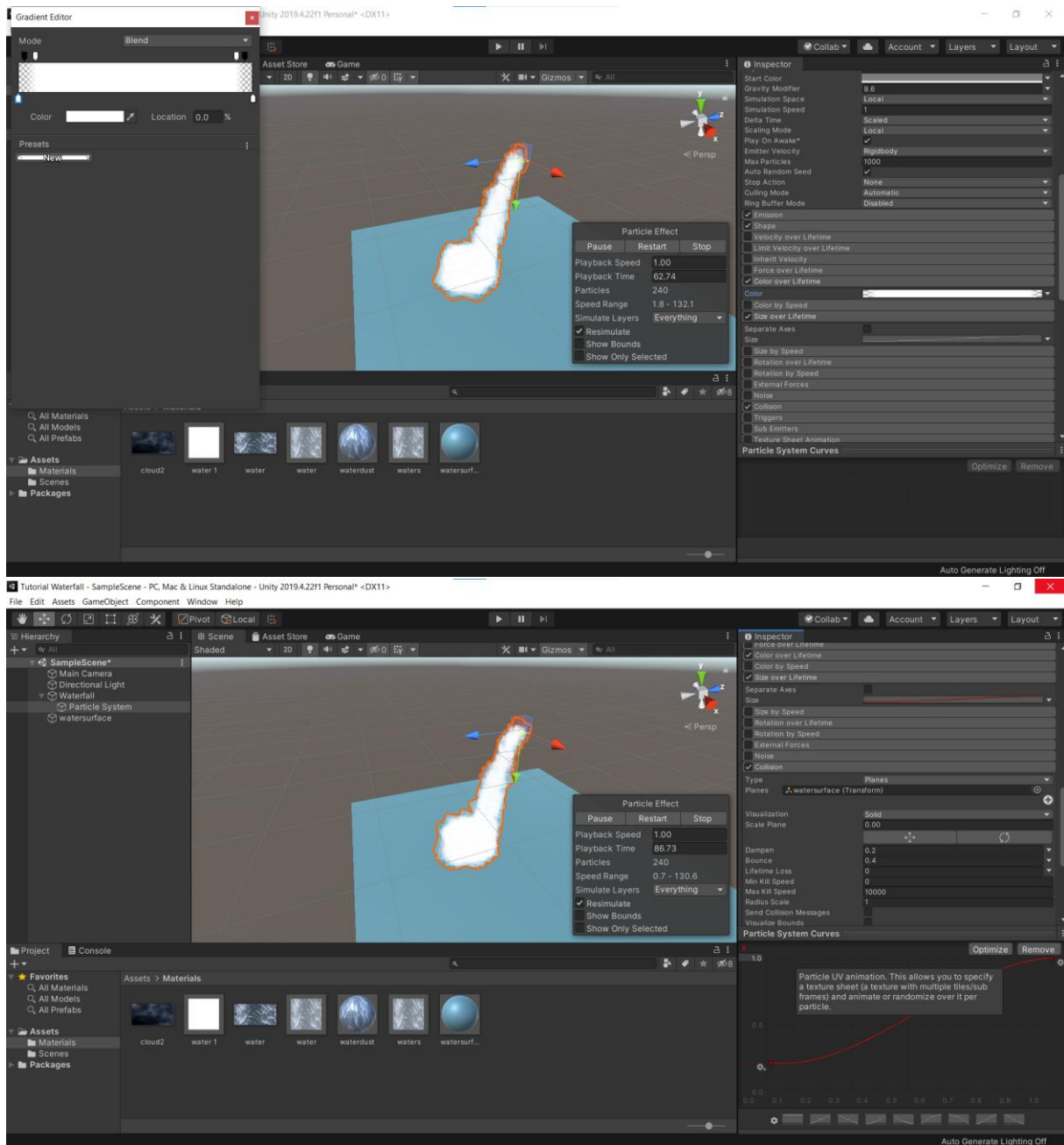


**Step 5** – Make the “Waterfall” object as the parent object, while making a new “Particle System” effect as its child object (**Effects > Particle System**).

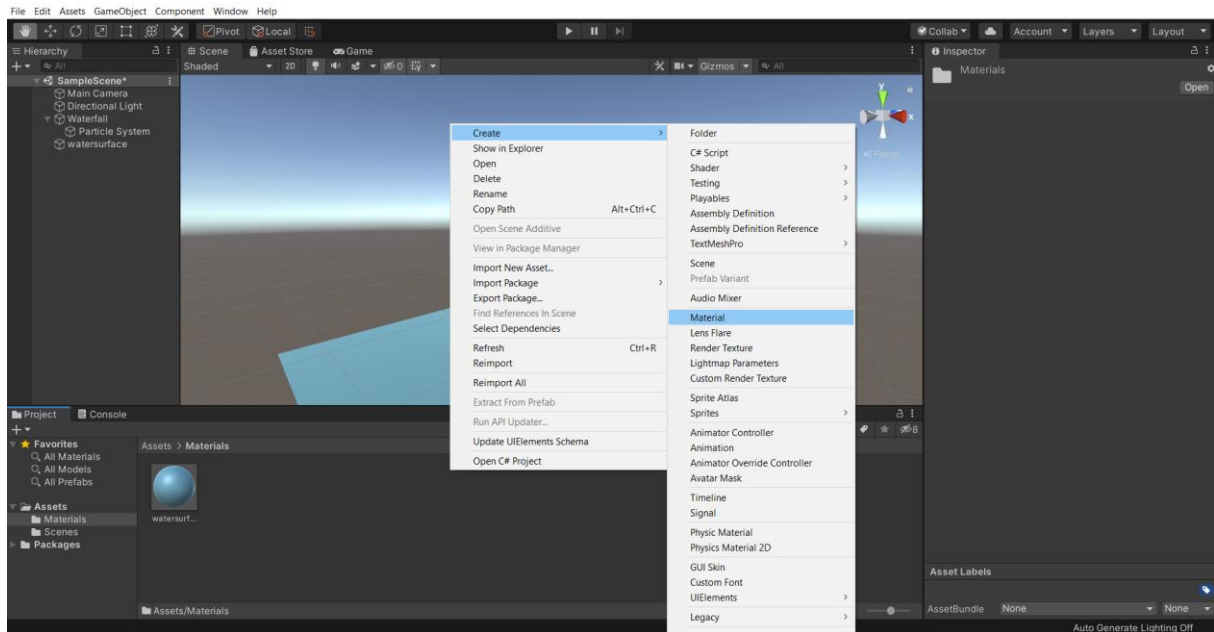


**Step 6** – Select “Particle System” and under **Inspector > Particle System**, do the changes as shown in the image below.



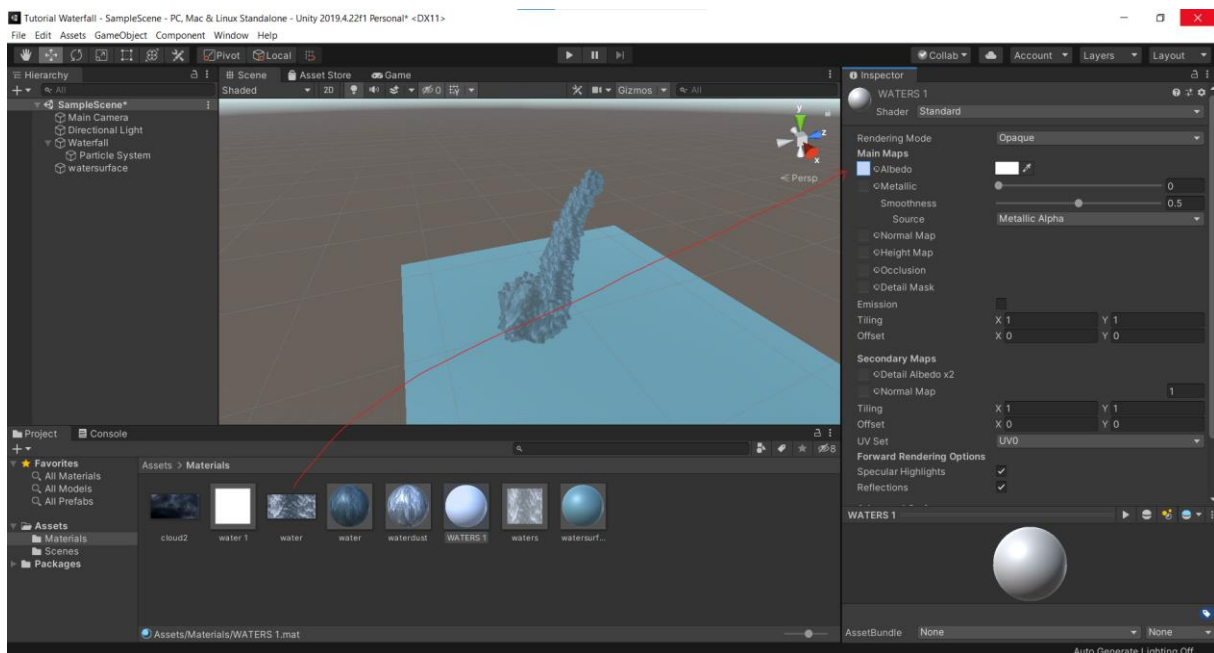


**Step 7** – Right Click under **Project Menu** > **Create** > **Material** (Name it “water”).



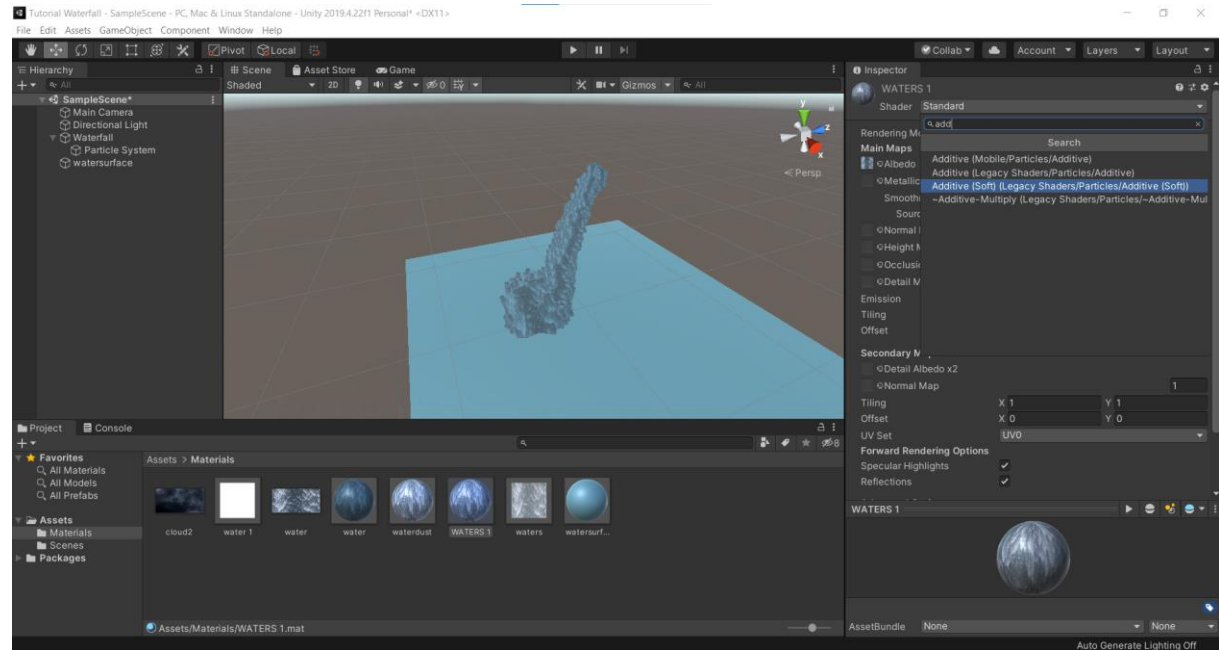
**Step 8** – Download the image of water from any source then import it in **Unity > Assets > Materials**.

Select the “Water” material, then drag the imported image of water under **Inspector > Main Maps – Albedo**.

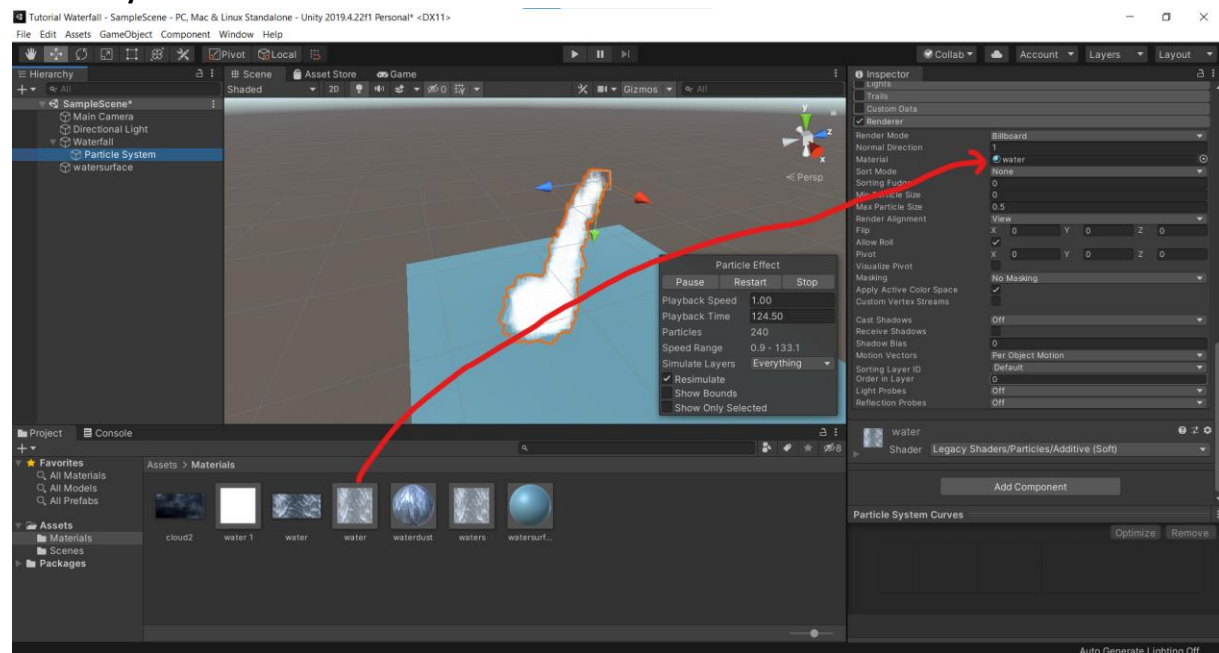




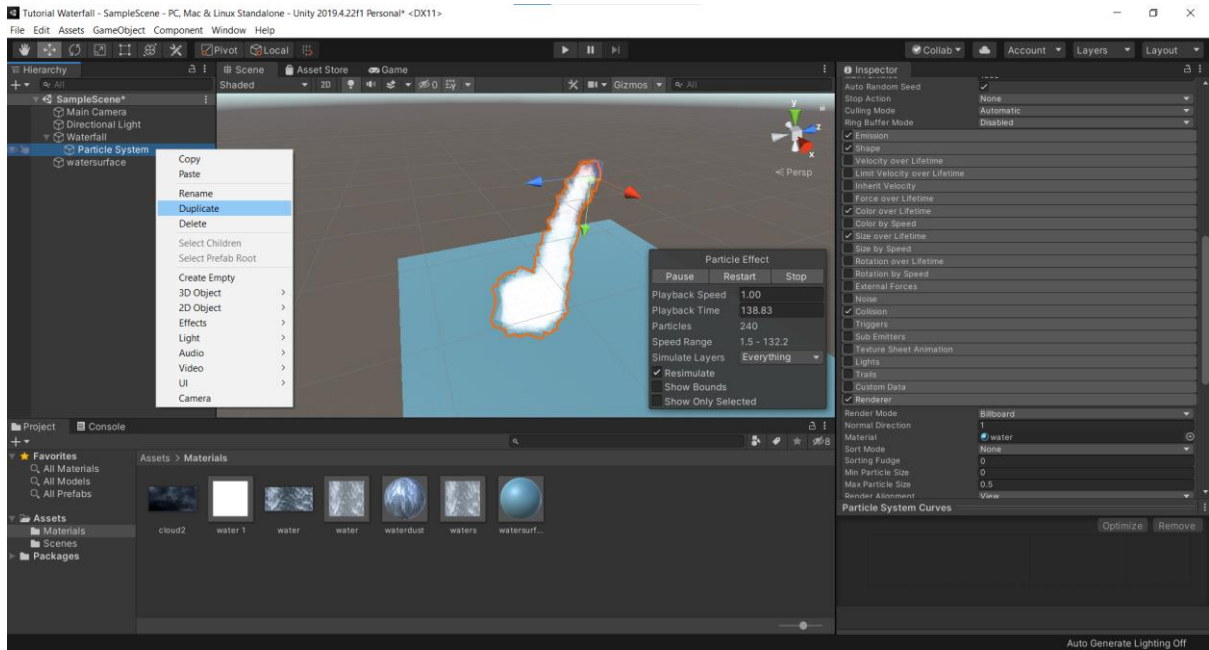
## Step 9 – Inspector > Shader > search “Additive (Soft)”.



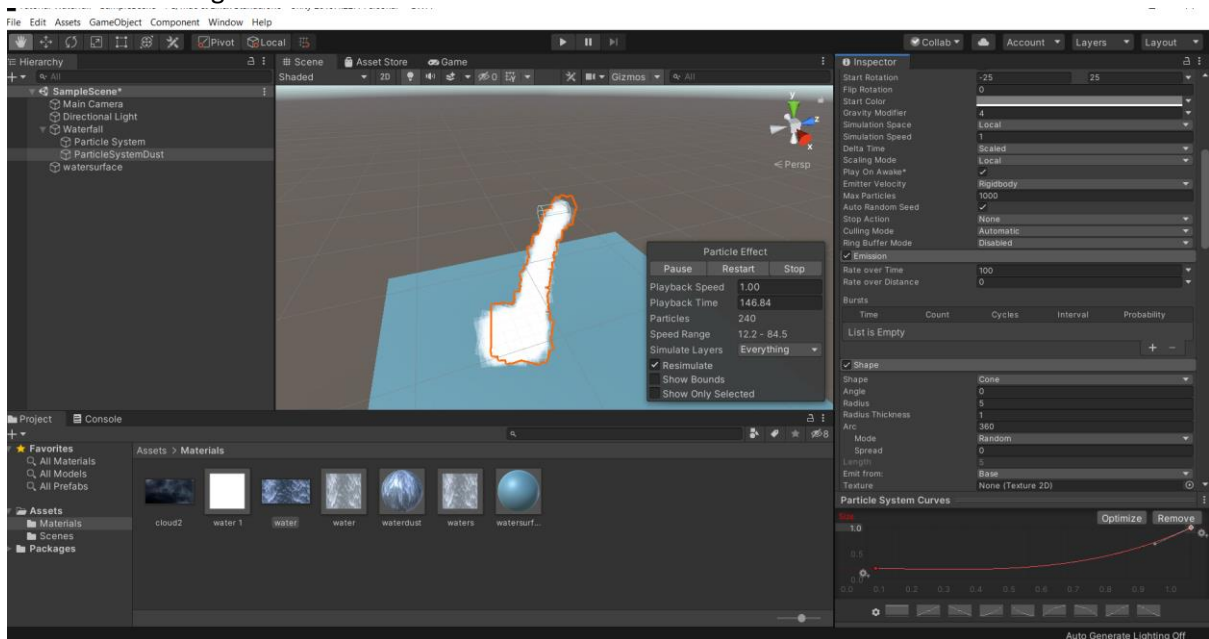
## Step 10 - Select “Particle System” and add the newly created material - “Water” under Inspector > Particle System – Renderer.



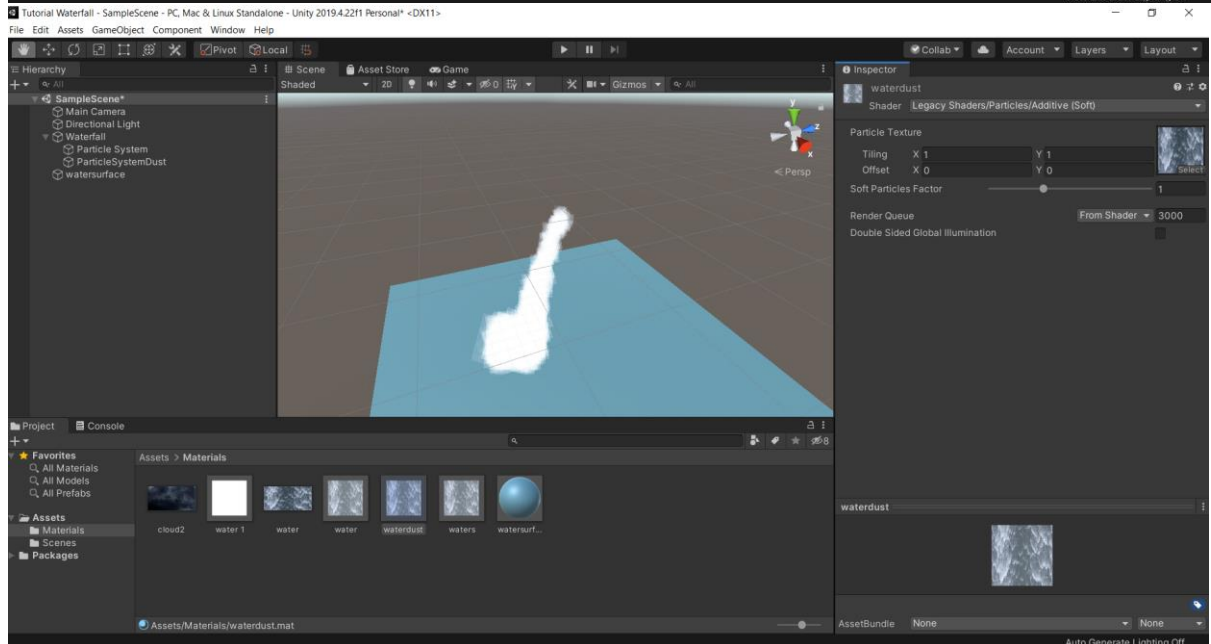
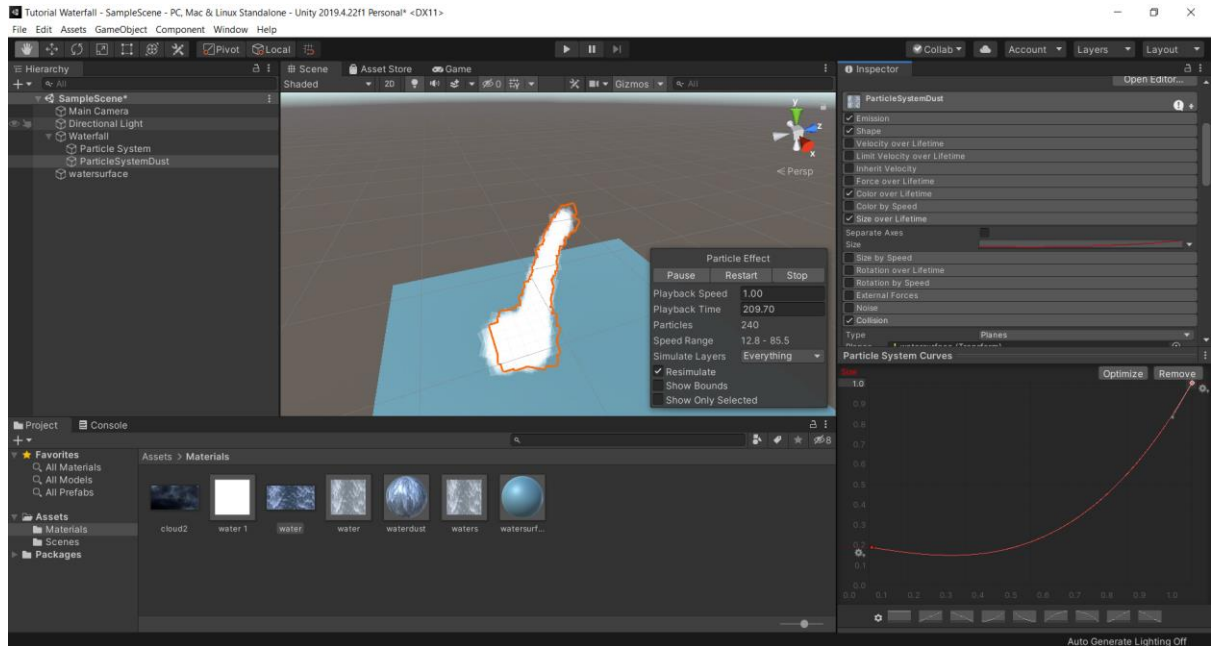
## Step 11 – Right click on “Particle System” > Duplicate and rename it as “ParticleSystemDust”.

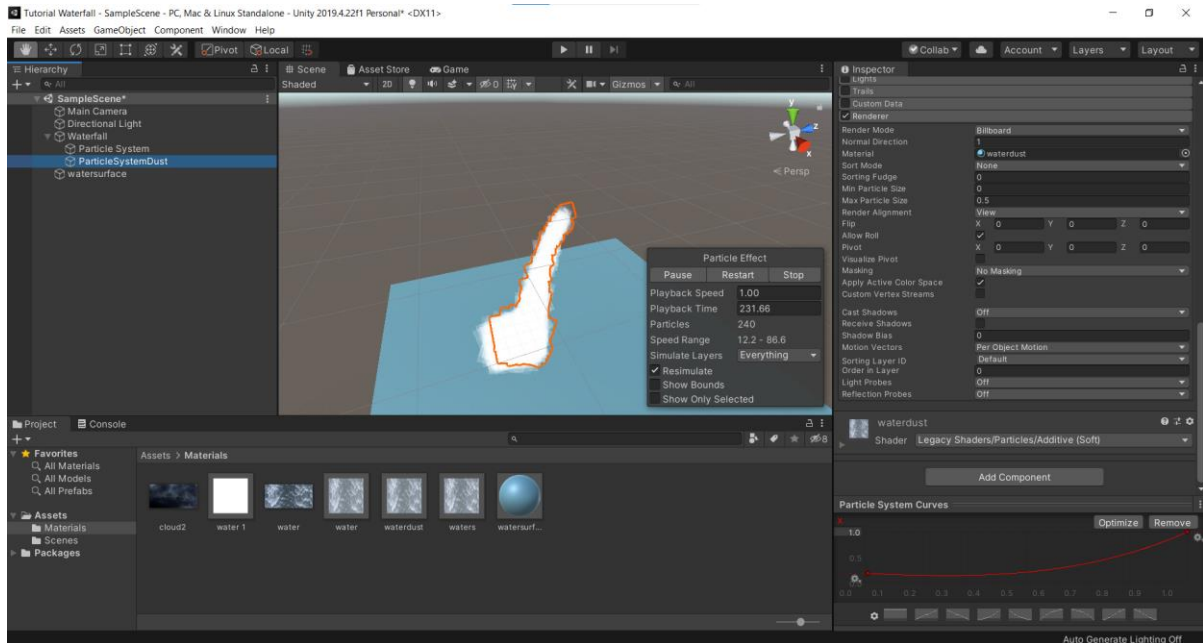


**Step 12 – Select “ParticleSystemDust” and under Inspector > Particle System, do the changes as shown in the image below.**

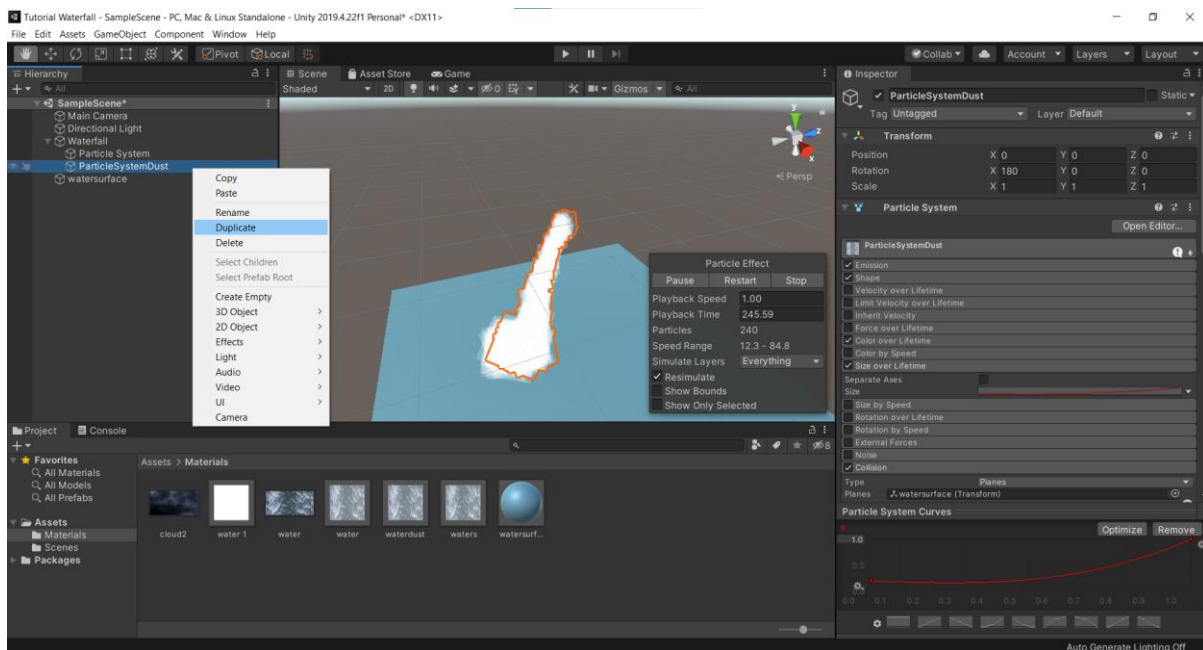




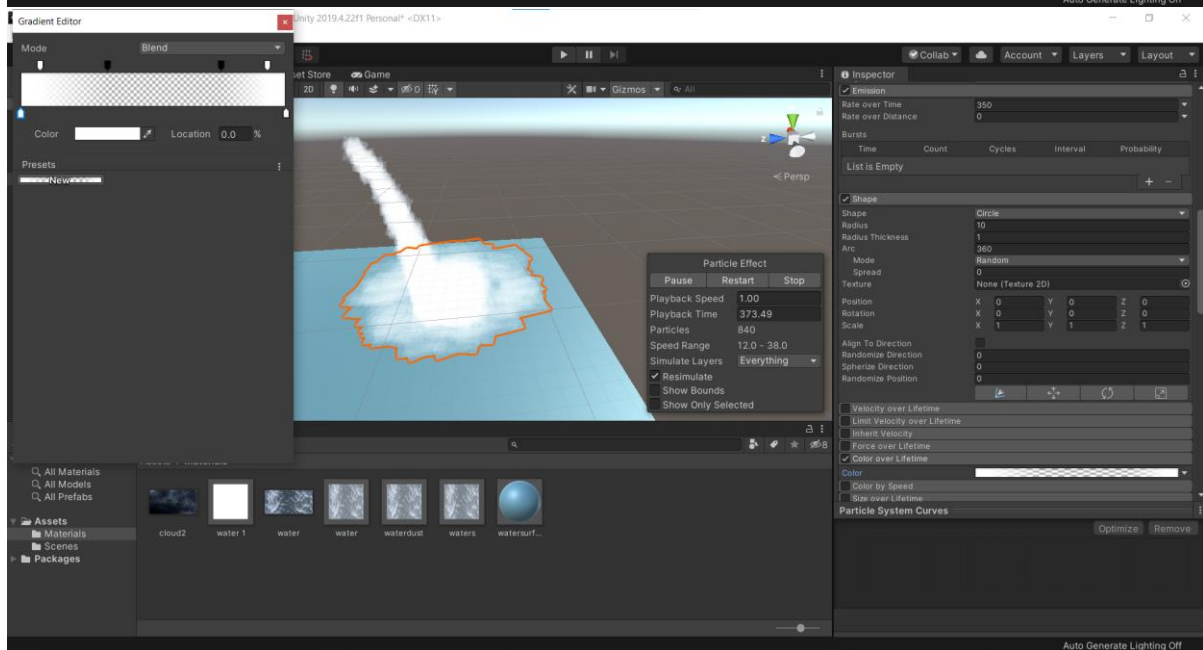
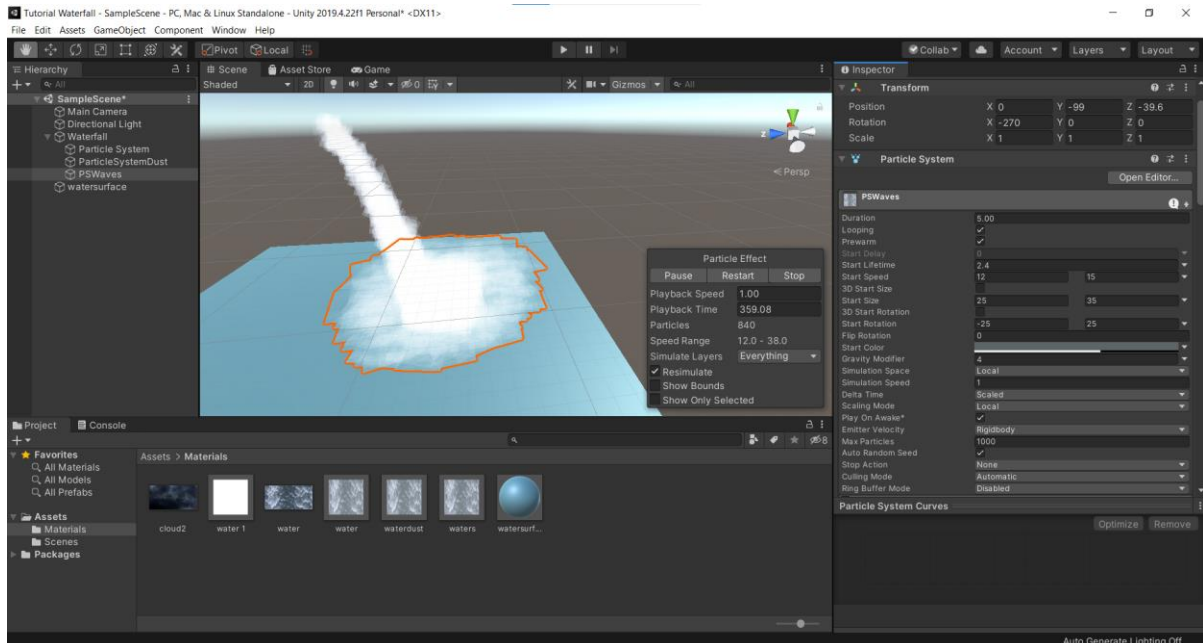


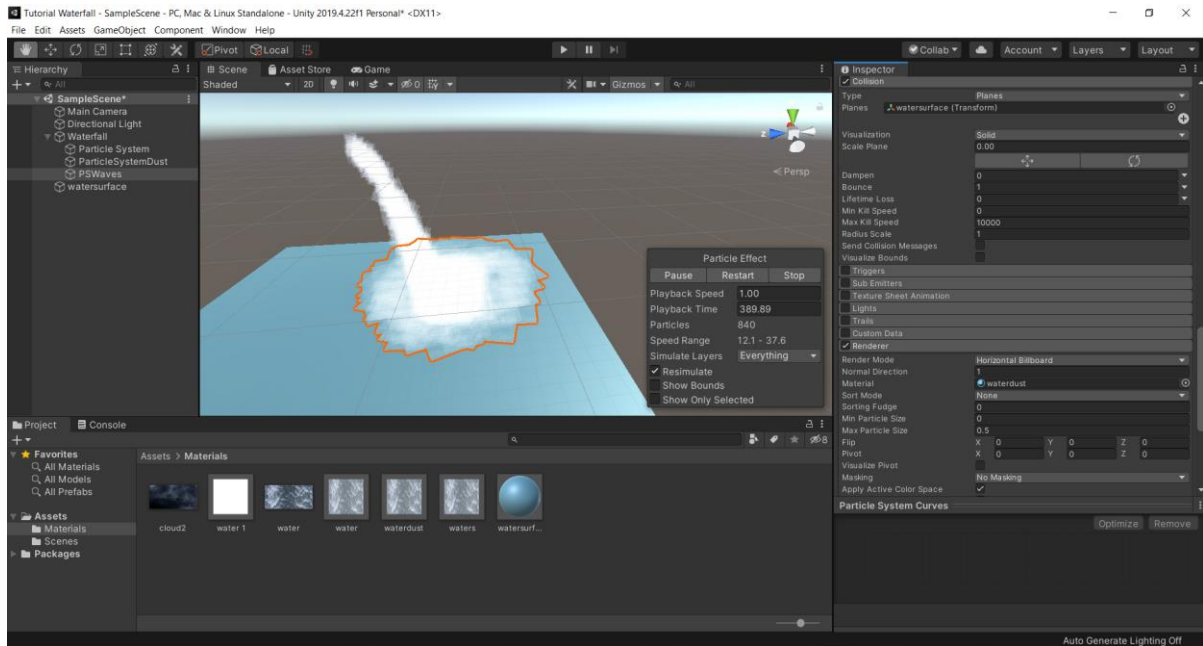


**Step 13** – Right click on “Particle System” > **Duplicate** and rename it as “PSWaves”.

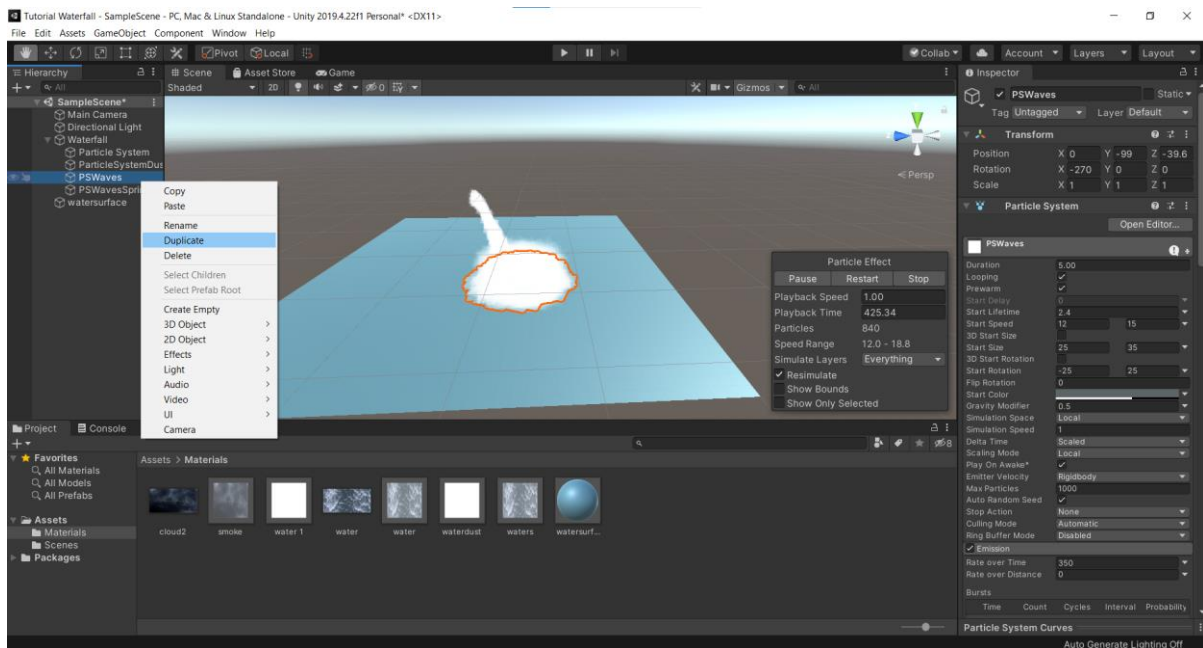


**Step 14** – Select “PSWaves” and under **Inspector > Particle System**, do the changes as shown in the image below.

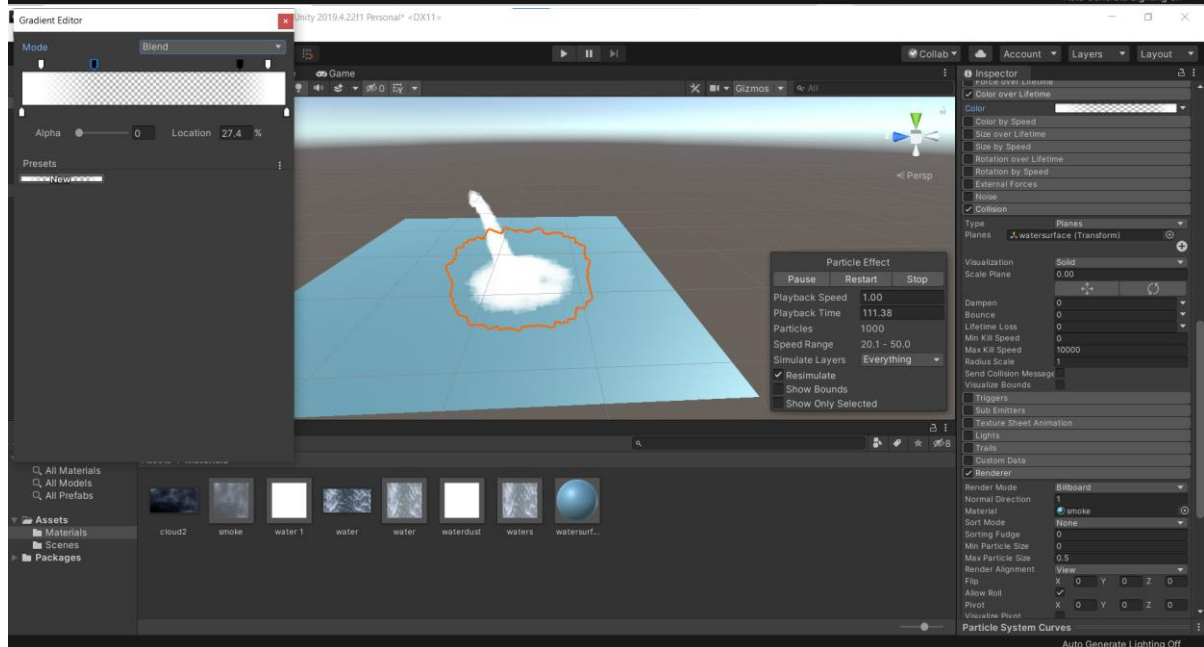
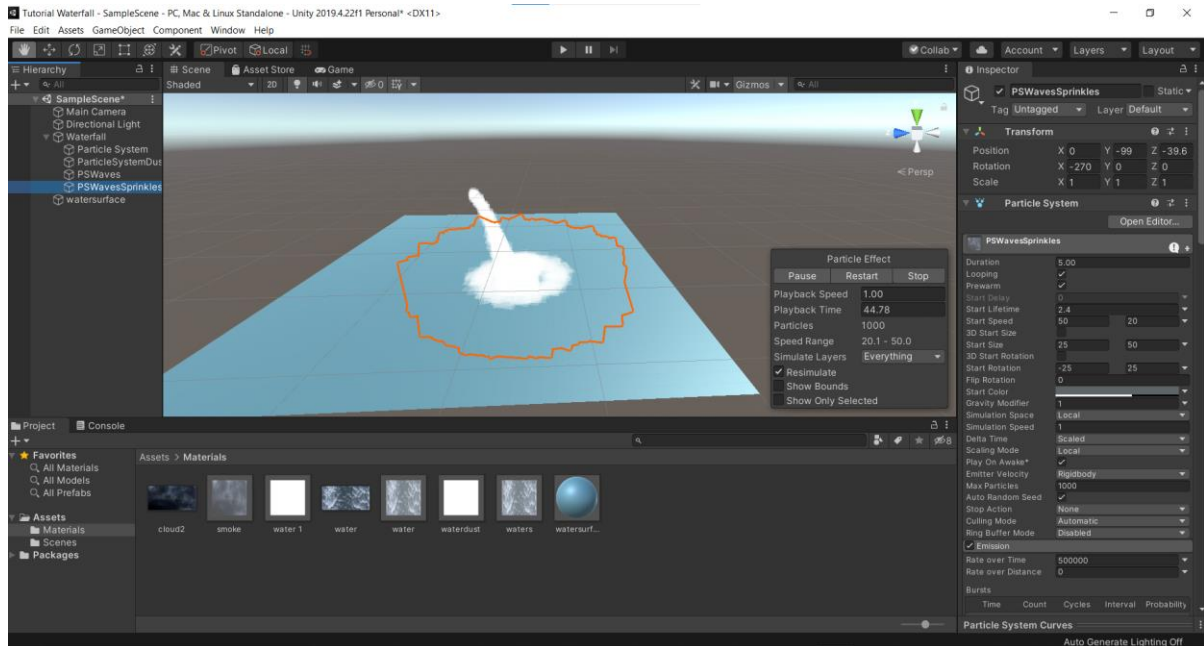




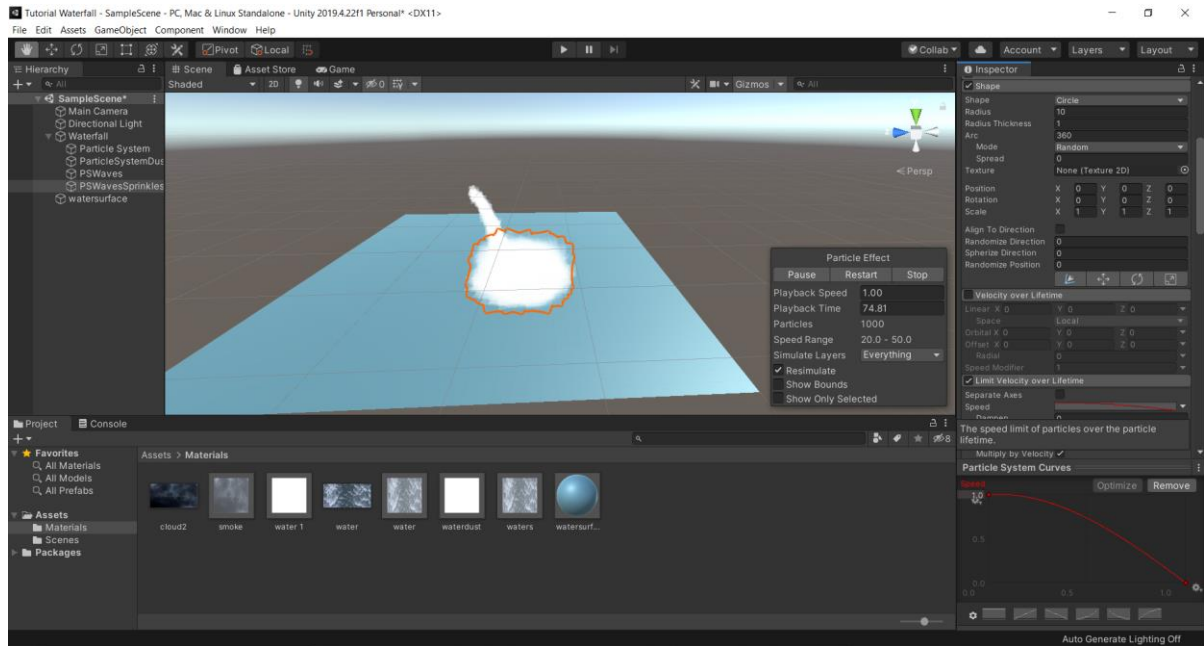
**Step 15** – Right click on “Particle System” > **Duplicate** and rename it as “PSWavesSprinkles”.



**Step 16** – Select “PSWavesSprinkles” and under **Inspector > Particle System**, do the changes as shown in the image below.









## Final Preview

