# PSX Animated Water material

Thank you for purchasing this material node setup. In this tutorial I will show you how to use it.

Transferring material to another project

To transfer the material to another project, simply copy the Plane Sea/River in layers and paste it into your project. Then select the object to which you want to apply the material, and in the list of materials find the Sea/River material.
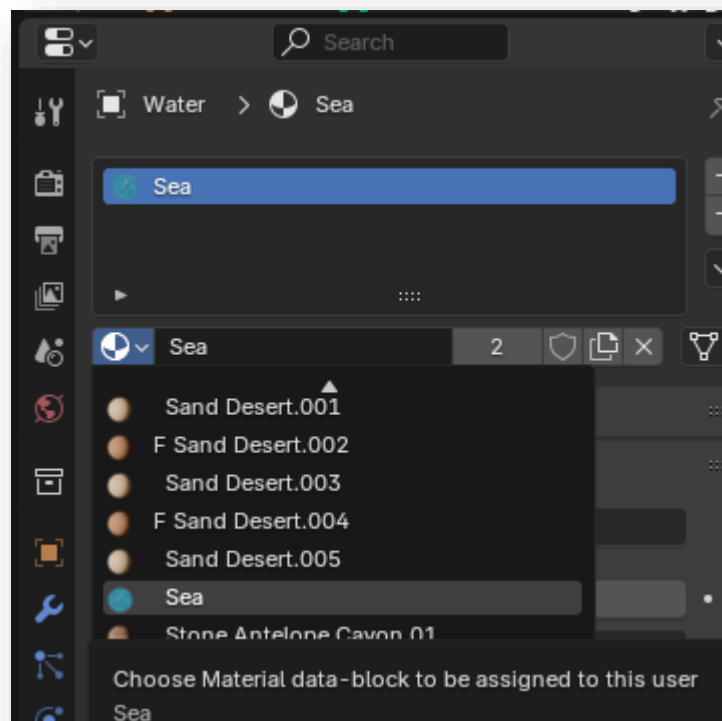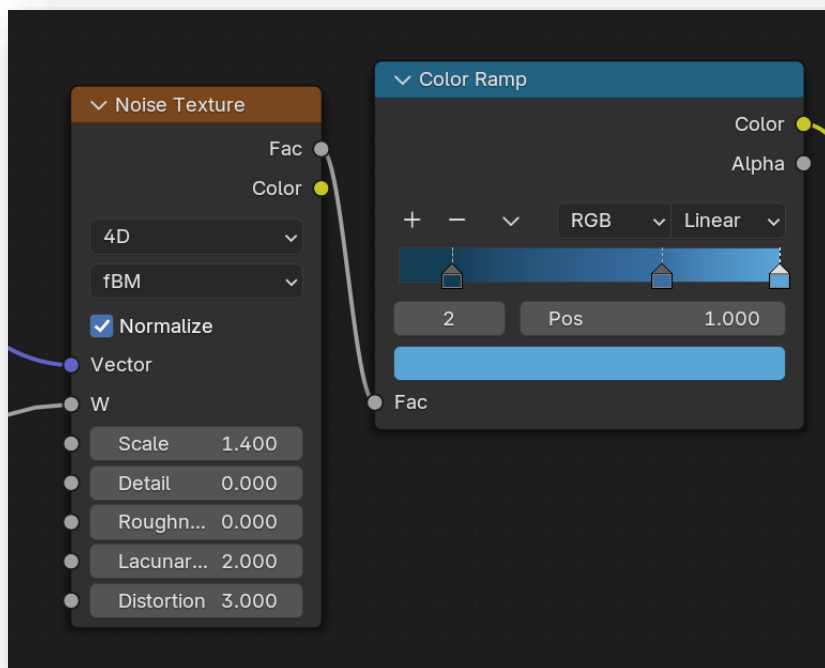
Create your own texture

1. Open the file "WaterMaterialRiver.blend" or "WaterMaterialSea.blend". In layers select Texture.

2. By going to the Shading tab, you will see a view of the node tree.
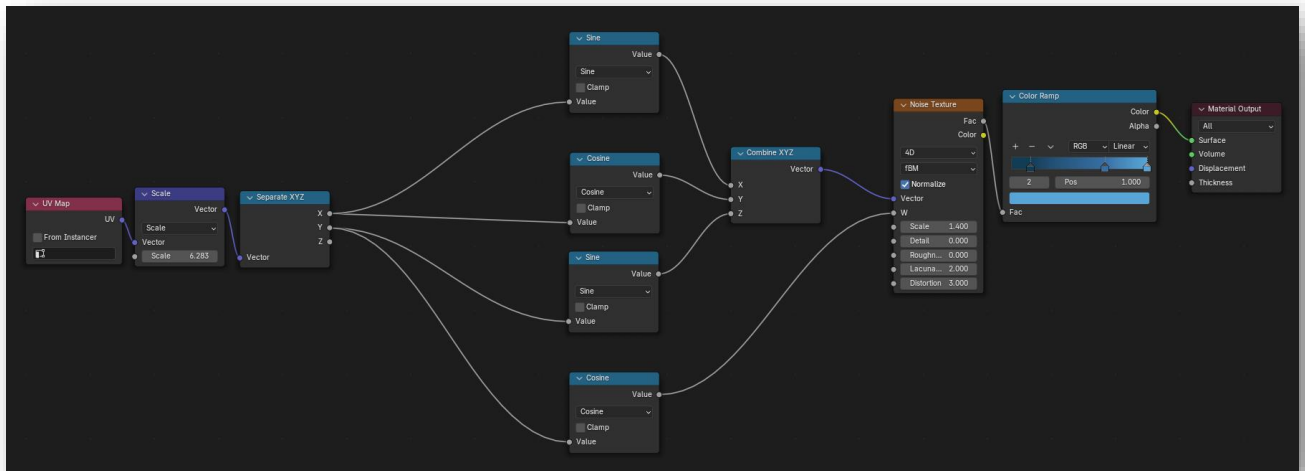
Here you can create the texture you need.

With "Color Ramp" you can adjust the desired color, and with "Noise Texture" you can adjust the size and scale of the texture, as well as its features.

Then in Output Properties set the required rendering resolution 64x64, 128x128, etc. And simply render the image.

3. Once you have created your texture, in layers select WaterTexture and go to the Shading tab.
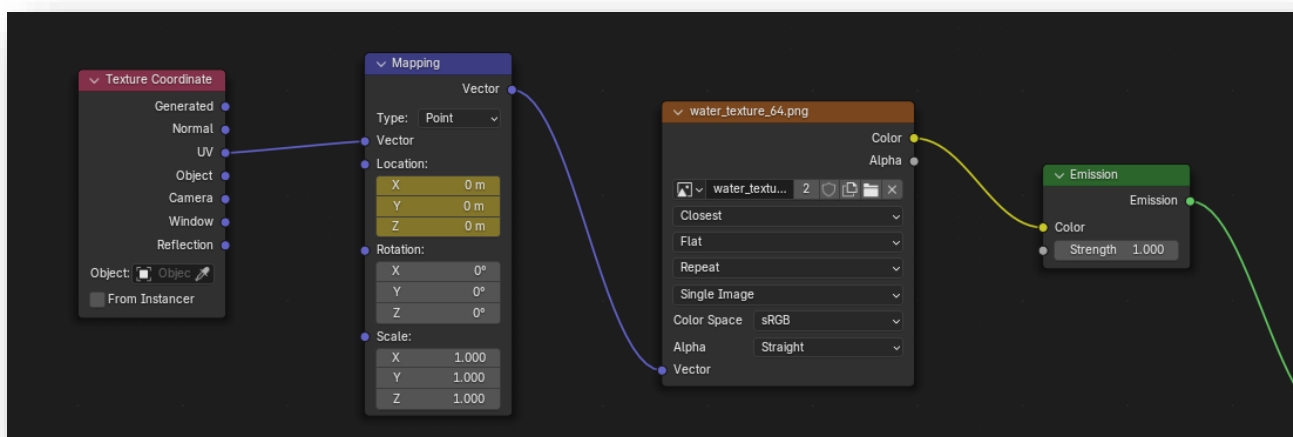
Here in Texture Environment insert the texture that you created or select the textures I created from the project folder.