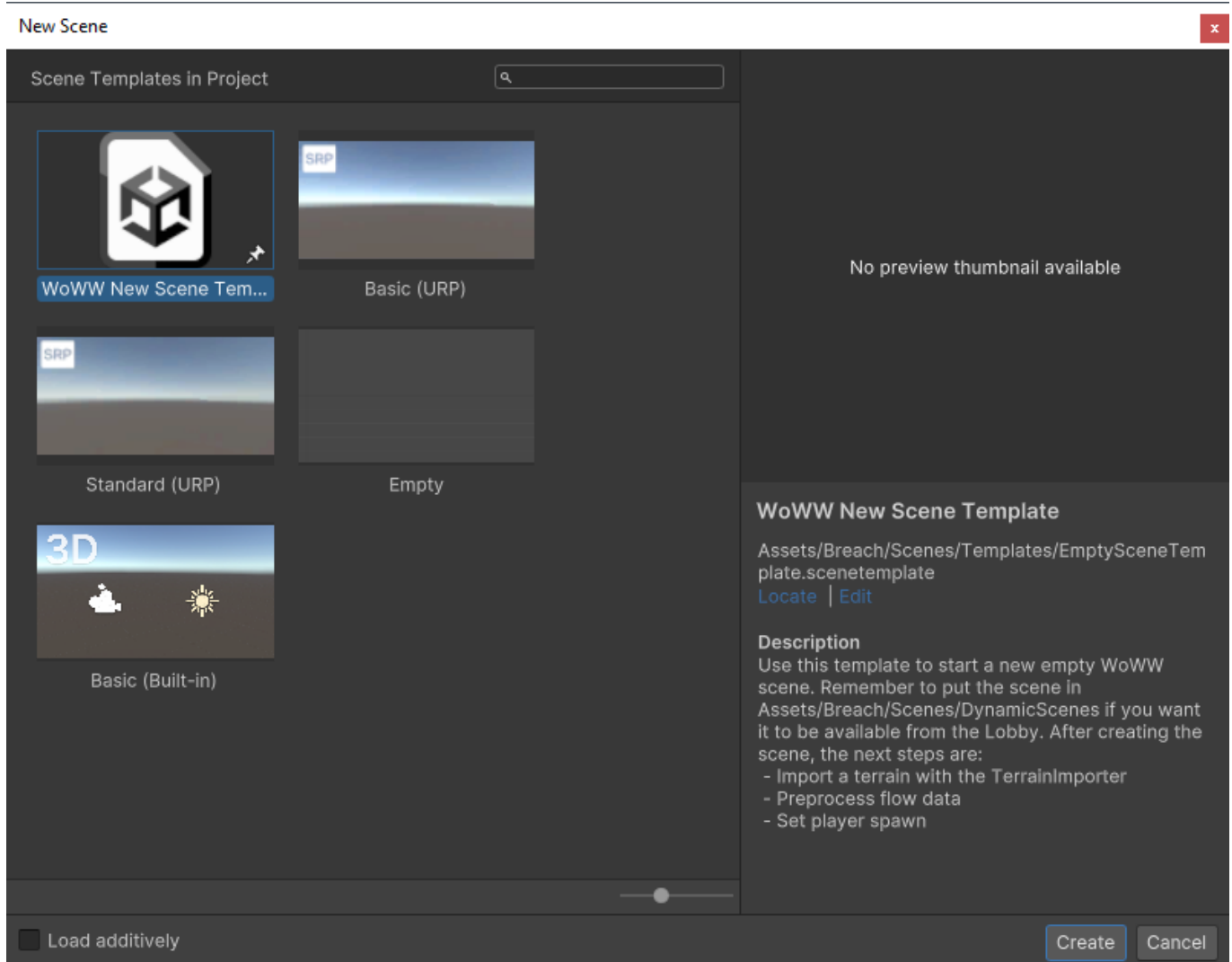


# Creating a new scene

The easiest approach is to use the provided scene template, that will create a new scene for you with all the basic components to get you started quickly.

Navigate to **File -> New Scene** and select Woww New Scene from the list. Have the scene created inside **Assets/Breach/Scenes/DynamicScenes** if you would like it to be automatically selectable from the Lobby.



In general, these are the components that should be present in the scene:

- **Application** prefab
- **PlayerSpawn** prefab where you want your player to start
- **WaterSimulation** prefab for running the flow surface animation
- **UniStorm VR System** for weather simulation
- Add **Teleportation Area** on your terrain if you want the player to be able to move around using teleportation on the terrain

## Next steps

Follow the steps described in [Import](#) to import your terrain and to preprocess your flow data.