

Quick Water Tutorial for VfSU

Thomas Thomassen – thomas@thomthom.net
Sketchup Version used: 7.1
VfSU used: 1.48.68

Water Material

Diffuse Layer – made 100% transparent. Not that I used AColor map type so that the material is not made invisible in the Sketchup View. Easier to map that way.

Reflection Layer – Fresnel reflection

Bump – Bumpmap version of the diffuse material. Adjust multiplier according to the look you want. Low for calm water, high for rough water.

The Concept

Water is pretty much just reflection. The blue tint to it comes from the sky. Below the water it's usually darkness either because of muddy river or because the water is too deep for the light to penetrate.

In this example I just made a shape underneath the water surface with a dark material. Very quick and dirty. To enhance it you can add some bedrock texture and create a more organic mesh so that at point you can see hints of the river bed.