Using Blender 2.6 for Animation - Topics - Ocean Modifier

Blender’s ocean modifier is based on the open-source Houdini Ocean Toolkit. It generates an ocean if applied to a regular object (normally a plane, but that doesn’t matter because the geometry is replaced with an ocean).

* Add, Mesh, Plane
* Make sure the object has no scale. In Object Mode, select the Plane, then push Alt S.
* With the plane selected in Object Mode, click Modifiers , Add Modifier, Ocean
* Check Generate Normals, Generate Foam

NOTE: in order to make an animated ocean, the Time property must be animated (make sure the Time box says 1, right-click the Time box, Insert Keyframe, go to a later frame such as 96 for 4 seconds later, change the value in the box to 5, right-click it, Insert Keyframe).

* Resolution is number of divisions, so Resolution 16 will generate a 256x256 grid.
* Choppiness of about 5 will generate nice sharp crests on the waves.
* Scale can be set to about 2 to create higher waves.
* Creating a cycles Material:
	+ Change from Blender Render to Cycles Render
	+ Click Material button, and click “New” one if there is none. Change color to an ocean color.
	+ Scroll down and find Subsurface Scattering and check the box.
	+ Click the arrow by Subsurface Scattering to see the settings.
* To use the Normals it generates, Click the Texture button, New, for Type choose Ocean
* In the Ocean section, for Modifier object”, choose “Plane” or whatever object where you added the Ocean modifier
* Scroll down to the Influence section, then uncheck Color and check Normal.

TIPS:

On the Ocean Modifier, Wind can be adjusted—it is in Meters Per Second.

In the Graph Editor, change the keyframes for the Time property to linear to avoid time distortion (fast and slow wave movements) : right-click the keyframe (point on the Bezier curve), click “Key,” “Interpolation Mode,” “Linear.” Repeat for the other keyframe.

(Grim)