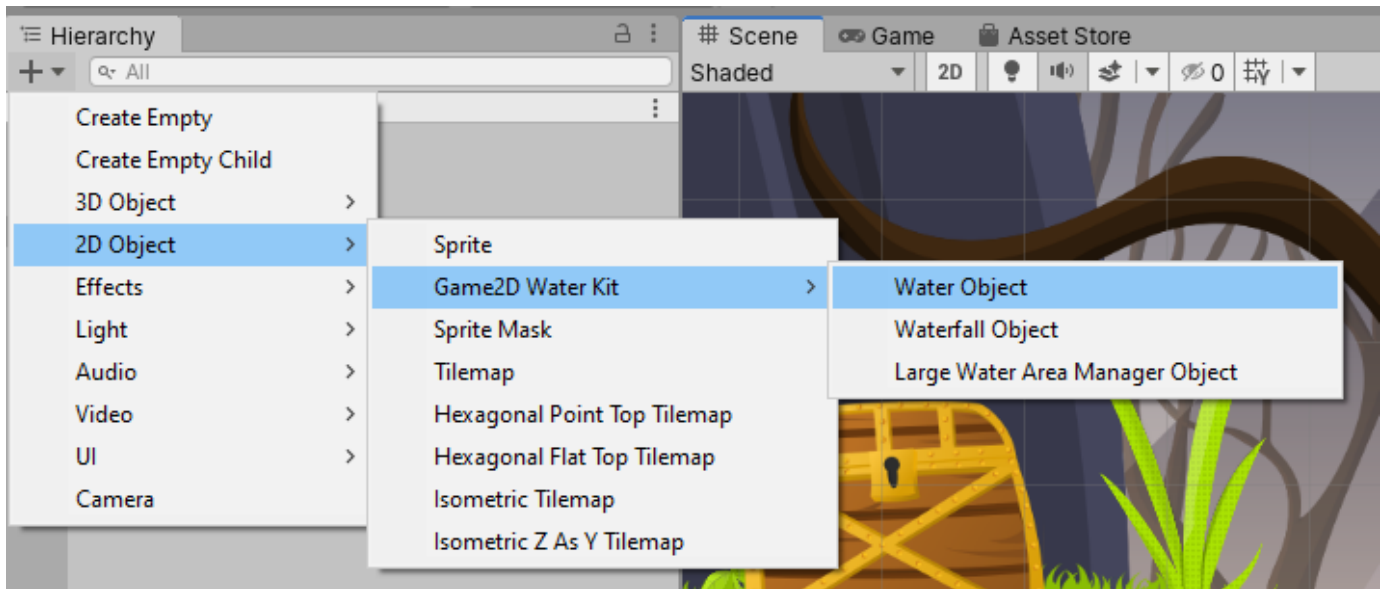


# Getting Started With The Water System

## Creating A Water Object

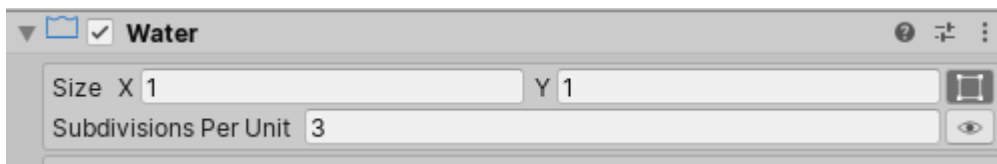
We create a water object from the Hierarchy's Create menu:

**2D Object → Game2D Water Kit → Water Object**



## Resizing The Water Object

We resize the water object right in the scene view using the Rect Tool, or we can just provide the width and the height in the water component inspector.



### **i** Script Reference

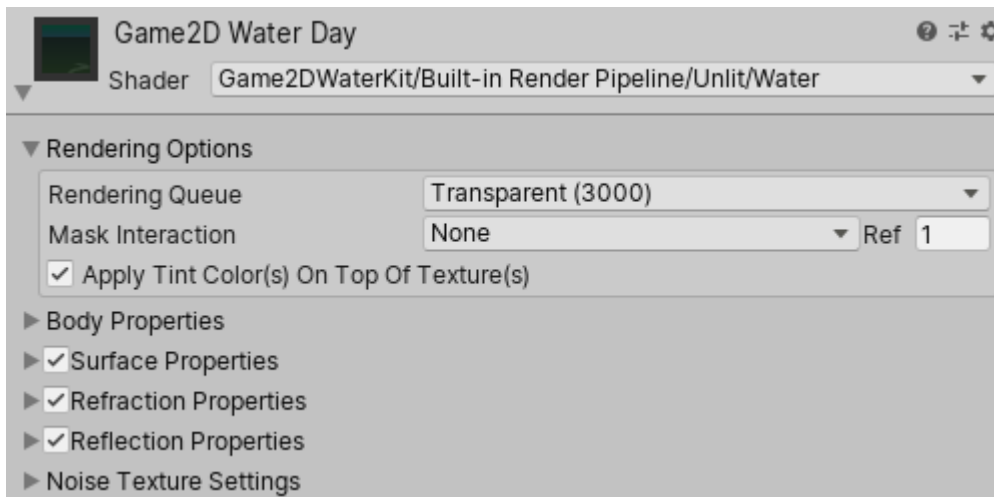
```
waterObject.MainModule.SetSize(new Vector2(width, height));
```

# Sorting The Water Object Relative To Sprites

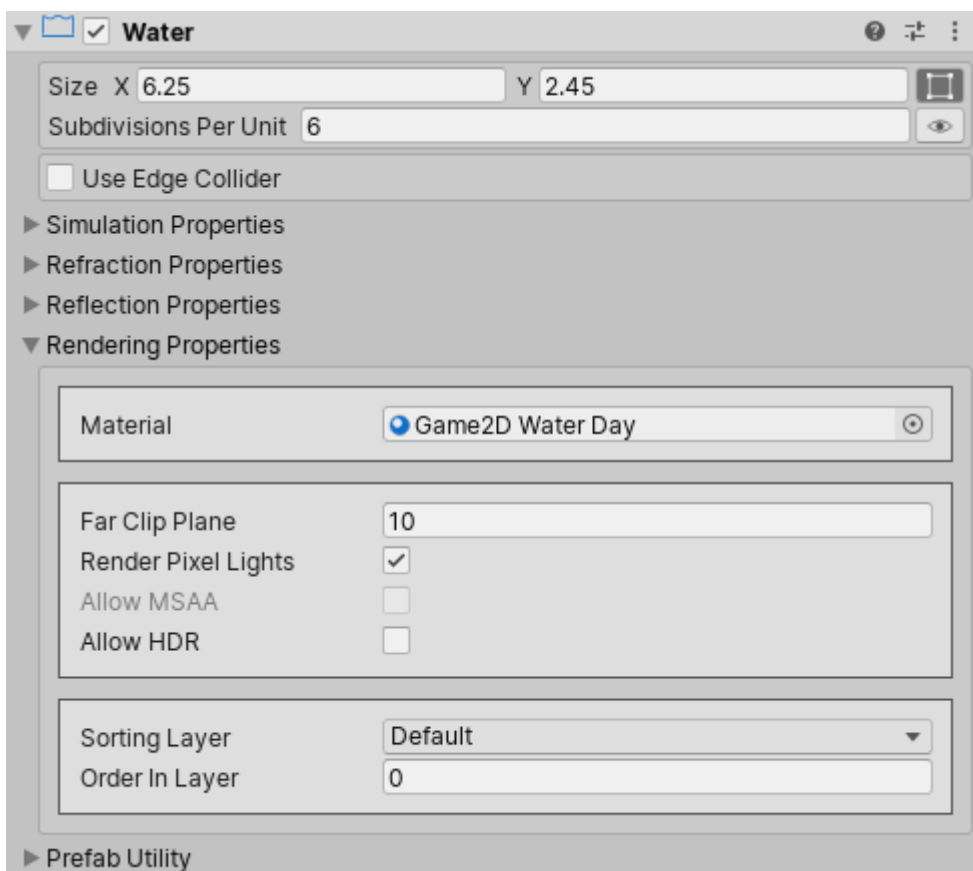
Before trying to sort the water object relative to sprites, we first need to make sure that the **Rendering Queue** property, under **Rendering Options** in the water material inspector, is set to Transparent.

## Note

The **Rendering Queue** property is set to **Transparent** by default.



Then, under the **Rendering Properties** in the water component inspector, we specify the sorting layer as well as the order within that layer.



### Script Reference

```
waterObject.RenderingModule.SortingLayerID = SortingLayer.NameToID("Default");  
waterObject.RenderingModule.SortingOrder = 0;
```

### Info

We will look into the other rendering properties later in this guide.