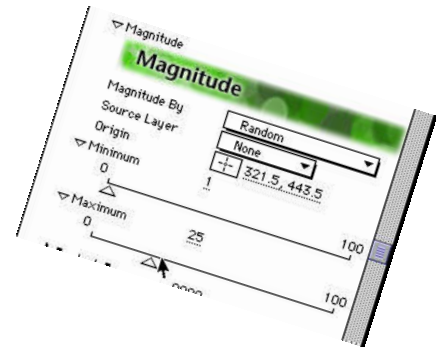7. In the Cyclonist Filter Panel, Under Magnitude
    - Set Min.= 1
    - Set Max.= 25
    - These settings control the size range in which the bubbles will appear.
      Setting the Min. Range down to 1 makes it look like there are small
      particles of matter floating around in the water.


8. In the Cyclonist Filter Panel, Under Direction
    - Dir. By = Vert.
    - Min. = -57
    - Max. = 180
    - This causes the bubbles to float more from the bottom to the top.

Now we are done making the bubbles. It's time to put it in the comp!

9. Make a New Comp (337x425)
    - Drag Water Pre-Comp in on top of the Bknd.pict
    - Resize the Water Pre-Comp Layer down to around 25%
    - Positing the Water Pre-Comp Layer over the Hole in Ppe
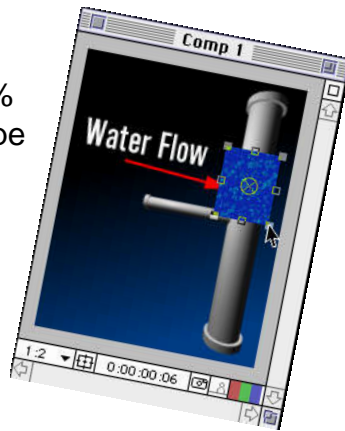
10. Drag and Drop the hole matte.pict
    - On the Water Pre-Comp Layer Select Under Track Matte,Luma Matte "hole matte.pict"
    - This knock a "hole" in the Water Pre-Comp Layer. Making it look like water is in the pipe
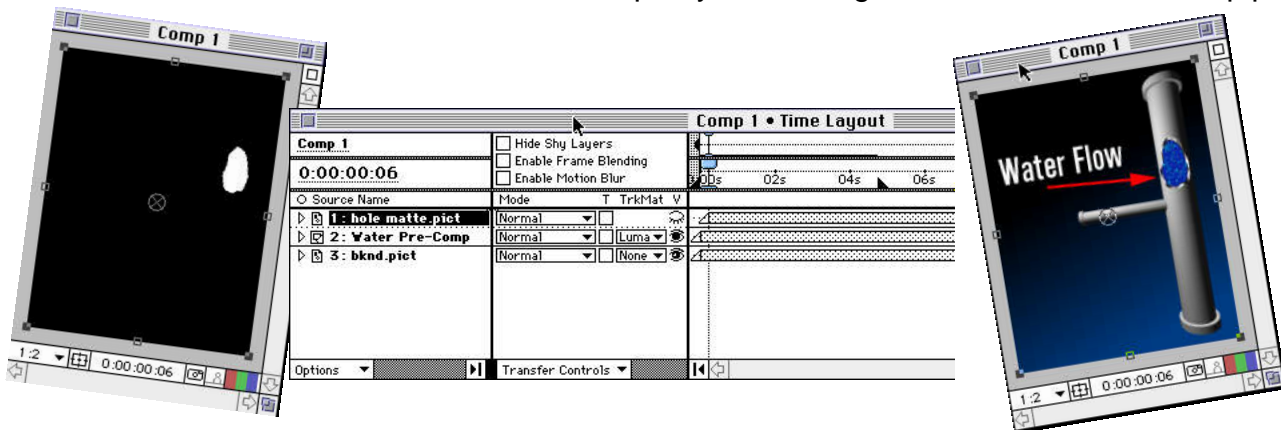
Now Just Render!

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