

## **Bryce 3D Demonstration Version Only**

This version of Bryce 3D has been save-disabled and restricted in various ways to prevent software piracy. All front-end features of the commercially released product are supported here, enabling customers to evaluate and demonstrate this product effectively. It is not intended for resale. The retail version includes all features and functionality not available in this Demo version, plus a CD-ROM full of sample images, tutorial files and a manual. For inquiries regarding the retail version, please call MetaTools, Inc. at (800) 472-9025.

### **Minimum Requirements**

PC: Pentium processor, Windows 95/NT 3.5/NT 4, 16MB of RAM, 50 MB of free hard drive space, CD-ROM drive 16-bit video.

Macintosh: Power PC processor, Mac OS system 7.1, 16MB of RAM, 50 MB of free hard drive space, CD-ROM drive 16-bit video.

### **To install Bryce® 3D:**

PC

1. If you are using Windows NT, select file menu > Run. If you are using Window 95, select Start menu > Run.
2. Type in the letter corresponding to your CD-ROM drive, followed by ":\setup" and click the OK button.
3. Follow the on screen instructions.

Macintosh

1. Double click on the icon to start the installation.
2. The installation will first display the ReadMe file, click "Continue".
3. In the main install window, click "Install".

### **New Features:**

The following is not meant to be an all-encompassing view of the new or enhanced features of Bryce 3D, but highlights.

#### **Animation**

Bryce 3D has key frame animation control over:

Primitive objects and terrains - including size, rotation and movement

The camera - including several camera movement modes to simulate real world camera motion.

Materials and Textures - this includes each component of the materials composer and texture editor and morphing between textures.

Sky & Fog palette - this includes each component; fog, haze, cloud density, cloud height, cloud direction and wind speed, and sun/moon position.

The new Bryce 3D keyframe animator offers full velocity control over each time line and the ability to scale the length of each time line and have the keyframes scale to fit the adjustment.

Bryce 3D also has editable motion paths with the ability to save them as presets and import and export them.

### **Previews and Hardware Acceleration**

Bryce 3D has a shaded animation/still frame preview that takes advantage of Direct 3D, Open GL and a proprietary software renderer.

### **Hyper Textures**

Bryce 3D has Hyper Textures that allow you to view Bryce's textures in true 3D. This allows textures to reside completely through an object instead of just on the surface. Textures can be viewed as a volume rather than as a surface element only.

### **Enhanced Environment Control**

Bryce 3D has a star component added to the environment control which randomly creates starfields.

Bryce 3D has a rainbow component which generates rainbows that act as they would in nature. Their color and position is dependent on the color and position of the sun and you can never reach the end.

Bryce 3D allows the user to set the phase of the moon as well as use real moon data to texture the moon.

## **Opening Bryce 2 files in Bryce 3D:**

- Different Haze values from Bryce 2 to Bryce 3D will cause Bryce 2 scenes to appear slightly different when opened in Bryce 3D. In Bryce 3D the Haze setting is much more subtle at the low end. Therefore; you may need to raise the Haze setting up from the one in Bryce 2 to achieve the same lighting effect in your scene.
- The Sky Dome illumination color did not always set properly in Bryce 2 Mac/Win. In Bryce 3D it is fully functional. If your lighting does not appear to be correct try setting the Sky Dome illumination color to black.
- Boolean behaviors in Bryce 3D are different from those in Bryce 2 Macintosh. Bryce 2 Macintosh does not have the ability to assign a neutral state to an object. Therefore ; all positive objects included in a group that are imported from Bryce 2 Macintosh are set to a positive state. Changing these objects to a neutral state in Bryce 3D will significantly reduce rendering times. (For a detailed explanation of the difference between a positive and neutral object state while grouped and their effect please refer to page 121 in the manual.)

**If you need further assistance**, you may contact MetaCreations' Technical Support in any of the following ways:

### **Web Support**

Many of the answers to your questions are available 24 hours a day on our website: <http://www.metacreations.com/support>

To answer your technical support question most effectively and quickly, please use the email form provided to you on our website.

If you do not have World Wide Web access, please send e-mail to:  
[bryce@metacreations.com](mailto:bryce@metacreations.com)

### **Phone Support**

Phone support hours are Monday–Friday, 8:00 AM–5:00 PM Pacific Standard Time, excluding holidays. Call (408) 430-4063. When calling, please have your serial number handy and be at the computer that you need assistance.

Check out all the ReadMe files as they come up, they do contain valuable information...

Enjoy!

Bryce 3D Team

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