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Youve read the review,
youve got the demo...
now create your own
world using *Bryce 2s*
brand new features.

On the MACFORMAT 42 Cover CD we gave you a fully useable demo version of *Bryce 2*. You cant save your images, but dont worry you can create spectacular effects in a matter of minutes without the need to save.

In this tutorial well create a landscape scene, which is what *Bryce* is best at. Well also use a couple of the features new to version 2, namely Boolean objects and light sources.

Well use *Bryces* Boolean object features on a cube and cylinder to form the shape of an arch. Well then take this shape away from a mountain to effectively create a tunnel. Finally, because tunnels are dark and cold places, well introduce a light source inside the tunnel to brighten it up a little.

When you open Bryce, you start with a world devoid of content except for a chequered pattern. This is an infinite plane which will act as your ground. To change the material its made of, double-click on the plane to bring up the **Materials Composer**.

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Click the **Presets** arrow just to the right of the preview box (in the top left corner of the screen see picture 1). Click the category down the left side, click the material you like, then click the ticks to accept it. Its up to you which material to choose, but here weve gone for etched rock.

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At the moment we are viewing the world at an angle of 45 degrees. We need to view it head-on, as the material weve chosen will give a better effect that way. To rotate your view, click and drag the **Camera Trackball** (the large sphere with arrows) to the right.

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Now we need to create a mountain. Make sure the **Create** palette along the top of the screen is selected, then click the mountain icon. A mountain object should appear in the middle of the screen. Again, you can give it any material you like from the range of preset textures.

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The mountain is too small, so click the **Edit** button along the top of the screen. Then place your cursor in the middle of the **Resize** tool (second from the left) and drag to the right. If the mountain is sunk too deep into the ground, grab hold of it with the mouse and lift it up.

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To smooth the mountain, make sure it is selected, then click the **E** button (situated to the right of the mountain whenever its highlighted) to bring up the **Terrain Editor**. Click the **Smoothing** button a couple of times, then simply click the tick (bottom right) to accept it.

6

Now to create the tunnel. Select the Create palette, then click the **Cube** button followed by the **Cylinder**. The cylinder will appear directly on top of the cube, so it can be difficult to distinguish between them. Don't worry the cylinder will be your selected object at the moment.

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We need to rotate the cylinder. Click the triangle just to the right of it to bring up the **Edit Object** palette. Type 90 into the first **Rotate** box. (If you decide to view the scene from a different angle, you may need to rotate around a different axis.)

8

The cylinder is now on its side, but its too low. Although you can raise it by simply dragging it, we want to be more precise. Click on the cylinder's triangle to bring up the **Edit Object** palette again, and add 10 to the number you find in the middle **Offset** box.

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This should raise the cylinder by half the cube's height. To turn the two objects into one, click the cube, then hold down **[shift]** and click the cylinder so they are both selected. Now choose **Group Objects** from the **Objects** menu.

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The next job is to make our tunnel much longer. Select the **Edit** palette from the top of the screen. Use the **Resize** tool (second from the left) to first shrink the tunnel and then to elongate it in only one dimension.

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To get the tunnel to ground level, either move it with the mouse or click the arrow pointing down at the tunnel's right edge. Click the triangle and select **Negative**. This will remove it from the mountain when they're grouped together.

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To make sure the tunnel goes all the way through the mountain, you can view your scene from overhead. Click on the **View Control** scene (just below the preview box). You can then cycle through all the views until you return to where you started.

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Select the tunnel, then hold down **[shift]** and select the mountain. Choose **Group Objects** from the **Object** menu. If you were to render the picture now, you should see that your combination of cylinder and cube has produced a hole in the mountain.

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The tunnel is now too dark. To add some light to it, select the **Create** palette and click the orange ball towards the right end of the palette. If it needs to move backwards into the tunnel, select the **Edit** palette and use the **Move** tool (the middle one of the seven tools).

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A trip to the **Sky & Fog** palette will enable you to adjust things like the position of fog and the sun. To create a random sky, select the **Create** palette and click the **Sky Infinite Plane**. If you don't like it, press **Delete** and click it again.

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To perfect the view of your landscape, you'll want to move the camera around, just as if you were lining up a photograph. Use the **Camera Trackball** and other tools at the left-hand edge of the screen. Here we've chosen a low angle.

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To render your masterpiece, click the large grey ball just below the **Camera Trackball**. This can take some time, so the two smaller balls to the left offer faster but lower-quality renders, to give you an idea of how things are going.

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