

I came to Bryce with a strong artistic background and virtually zero prior computer experience. The day I got my first computer, March 8, 1997, I plugged it all in, turned it on, and opened my "Windows 95 for Dummies" book to the page on installing software. I practiced the lesson with a Bryce 2 CD. By the end of the day, I had nine simple scenes created and saved. Two months later, as I continued to struggle mightily and unsuccessfully with the tutorials of two other 3D modeling programs, I had about 200 MB of finished Bryce work and a good start on my portfolio. With my keen grasp of the obvious, I started to realize how unique Bryce was, and so I focused most of my attention on it. I have no doubt that was one of the smartest things I've ever done with a computer. (It's a short list)I started Brycing, I sculpted and painted various creatures for movies and pre-historic animals for museums. I actually started as a regular makeup artist for movies (the lipstick, powder puff, fake moustache work), moving from there into prosthetics, from there to full creature body suits, from there to animatronic creations, culminating with a full-scale 45 foot robotic T-rex for a museum in Holland. So we can safely say I've never been intimidated by challenges or complex processes.movie work included being the make-up effects designer for the first "SWAMP THING", the first "BEASTMASTER" and the first "Return of the Living Dead". TV work included the make-up and wig design for the pilot of "The New Munsters" (the revival of the series in 1987), sculpting the Budweiser Frogs for the 1997 Superbowl commercial (but not the other frog versions), the Texaco Macaws, and chimps for the HBO promo commercial about Jane Goodall (which won an Emmy).museum work included such clients as the French National Museum of Natural History, the World T-Rex Expo in Tokyo, the Archeon archaeological park in Holland, and the San Diego Museum of Man.I started doing ultra-realistic animal work for museums, I started competing in the World Taxidermy Championships (in my specialty of wildlife recreations), and in 1988 and 1992, I was awarded "Best In World" honors for my recreations. 've always had a great love of nature and architecture. I just didn't have a medium to express what my mind saw, until I started computer graphics and discovered Bryce. Now it is my favorite artistic medium and I look forward to continually creating with it as long as I have a computer.Munns@gte.net.munnsgallery.com