

These tree DXFs are created in Onyx TreePro 4.0. They have all been saved as grouped objects so that the different parts may be textured in Bryce. None of these files are too large to be imported into Bryce3 (or 2.1 for that matter) I've tested the largest ones to be sure.

Besides the dxfs you will find Picts on white or black backgrounds that can be applied to 2-D square primitives for a low render cost background tree. I've also included a lot of jpg examples of the trees as they appear in Bryce scenes.

Creating and exporting the DXFs from TreePro is a balancing act. The majority of the polygons are in the leaves. Reducing the number of leaves reduces the polygon count significantly but if you reduce the leaves too much you have a sickly looking tree. All of these trees have been fooled with and fussed over to try to get the best balance of size and detail.

On some of the largest files, it may seem like they are not importing. The computer needs to parse the file when you first import it, this can take 5 or 10 minutes before the gas guage ever starts to show any activity. So don't cancel the import too quickly, be patient and go a pot of fresh coffee.

What I would suggest is as soon as the tree comes in SAVE!!

Select Tree and go to the solo mode with it.

Ungroup the tree, being very careful all through the next stages to not move anything. If by mischance the tree does get moved, you can revert to saved which will save your having to reimport.

Now go to edit and smooth the groups. This may take a while for large polygon counts. Save as soon as the smoothing is finished.

When the trees are smoothed begin tabbing through or selecting by meshes, the objects that make up the tree . As you get to each one, name it and give it a color family. I usually just do groups of trunk, twigs and leaves unless I plan to do an autumn scene and need the leaf groups to be different colors. But name as many separate groups as you need to for the type of tree it is and for the use you plan to put it to.

When you get the groups named, SAVE again. Then start chosing the like groups and giving them a material texture or a pict texture. There are several textures in the presets that work as bark and I have included a custom one I cooked up here in the file.

When all the families are textured, select all, group them and you guessed it! Save everything again. Sounds like a lot of saving but importing and texturing trees is very time consuming and you don't want to have to do it any more than necessary.