

Bryce was my first 3D application and I was instantly drawn to it from reading a review in a computer magazine. Just from studying the pictures of the interface I could see how each edit tool worked and how the materials could be applied to different objects. I knew I had to buy it. The next day I remember being in the computer store staring at the Bryce 2 box cover before heading to the cash register thinking, "cool, I want to learn how to do this!" Here it is about three years later and my work is now on the cover of the box. I could never have imagined.

I find I still launch the program everyday, whether it's for work or a wonderfully artistic outlet that keeps me from wasting my brain in front of the television. I can't seem to find enough time to discover all of it's capabilities. Just when I think I've gotten to know every corner of Bryce, another artist comes out with a stunning image and I find myself saying, "How the heck did they do that?" Bryce certainly delivers more than it's share of "bang for your buck".

I'm a freelance artist working out of Toronto, Canada. My work ranges from digital illustration and design to life size oil on canvas portraits. You can check out my online gallery at:

<http://www.netcom.ca/~m.murphy> or

<http://www.interlog.com/~mmurphy/3d.thumbs.html> to get right to the Bryce images.