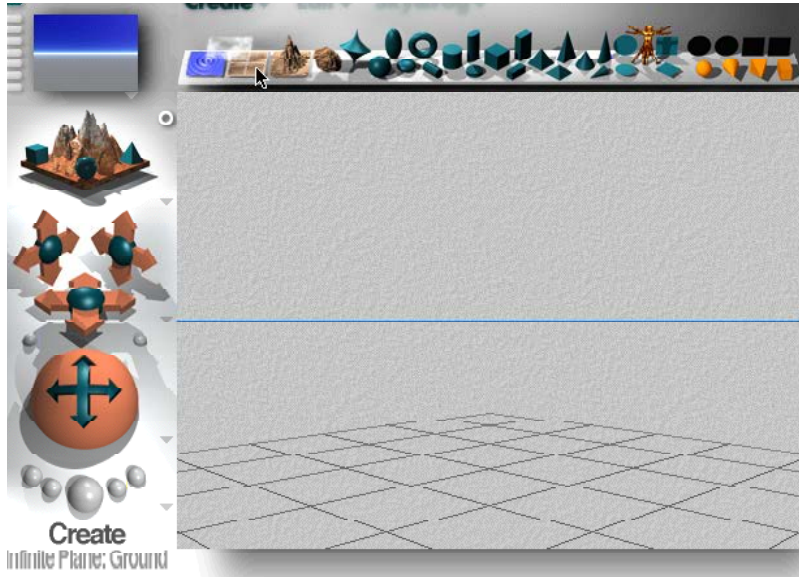


INTRO TO BRYCE 6.0

INTRO "WARM UP": "Create" Tools

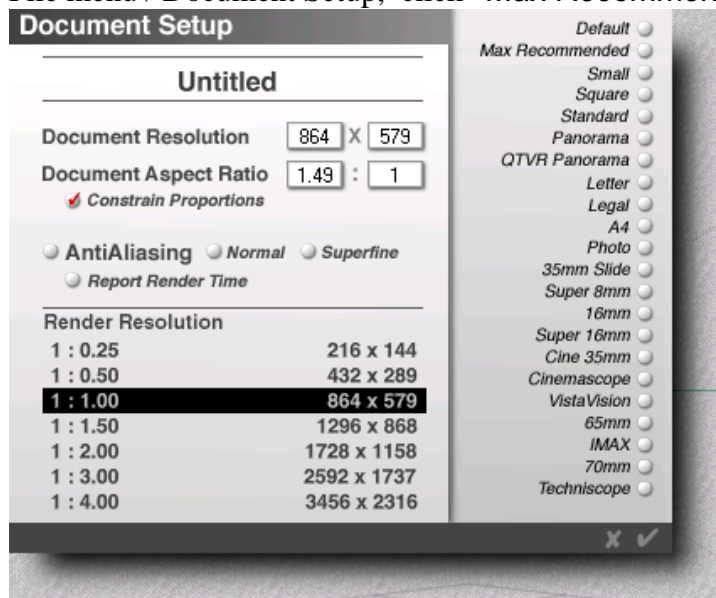
WARNING: Bryce is a totally awesome program that you will soon become addicted to. If you follow only this tutorial booklet, you might pull through without any serious psychological dependencies. Good luck.

1. Click Bryce6 to launch it (are you sure you want to do this?). O.K. now it's too late. The first thing you will see on the screen is this:

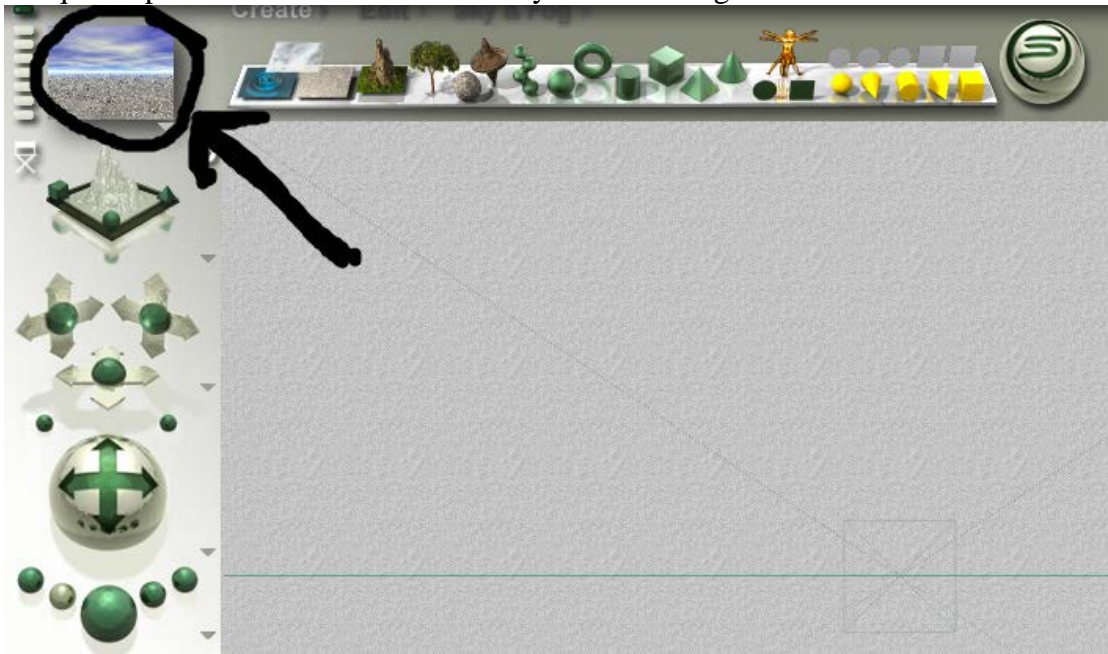


-move the mouse over different icons, tools, buttons, etc. and look at the bottom left corner underneath the word "Create" and the function of the icon, tool or button will be written. So if you're never sure what a button is for, just float the mouse on top of the symbol, and the answer will be at the bottom left corner of your screen.

2. File menu / Document Setup, click "*Max Recommended*," and un-click "Anti-Aliasing."







3. I won't explain what all the tools and buttons are all about, because that would probably take a year. So let's take it one careful step at a time. Bryce can be as complicated or as simple as you want it to be. The first thing you should look at is the "Nano preview" box. This gives you a quick "pre-render" view of the scene you're working on.



4. To build our first landscape we have to go to the "Create" tools:



5. Going from left to right,



- First click on the "Infinite Plane: Water" . Look at the quick image in the "nano preview".
 - ~~SKIP THIS: Next, click on the "Infinite Plane: Clouds"  which is the cloudy fuzzy square just slightly above and to the right of the infinite plane water.~~
 - Click on the "Infinite Plane: Ground" . You won't notice anything in the "nano preview" because the ground will be underwater.
 - Click on the "Terrain"  and a mountain will be plopped onto the "Infinite Plane Ground". Notice that the "nano preview" updates the view automatically, even though all you see on the big screen is a wire mesh model.
- Your screen will show a bunch of fishnet grids and lines that don't make sense. These lines represent the "skeleton" of the image you see in the "nano preview".

6. The next tools are the “Camera Gross Controls.” They are a bit tricky at first, but allow you to move and view the scene any way you want. Learn to use the trackball.....

6b) If you hold the space bar, you can click/hold and move the scene around.

7. Next, you want to render the scene. Click the big button in the middle to render your scene. It should take about a minute or so. Click anywhere on screen to stop render.



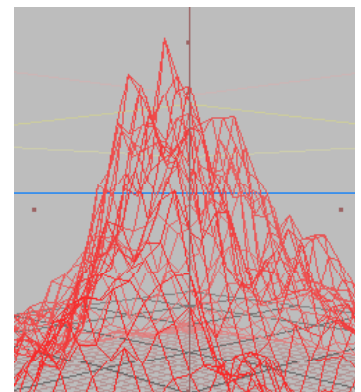
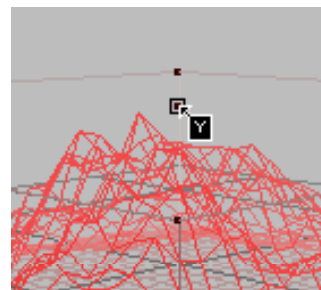
| Fast Preview Mode: | FULL RENDERING: |
|---|---|
| 2 nd button is “greyed” | All controls are “green.” |
|  |  |

NOW WASN'T THAT EASY?

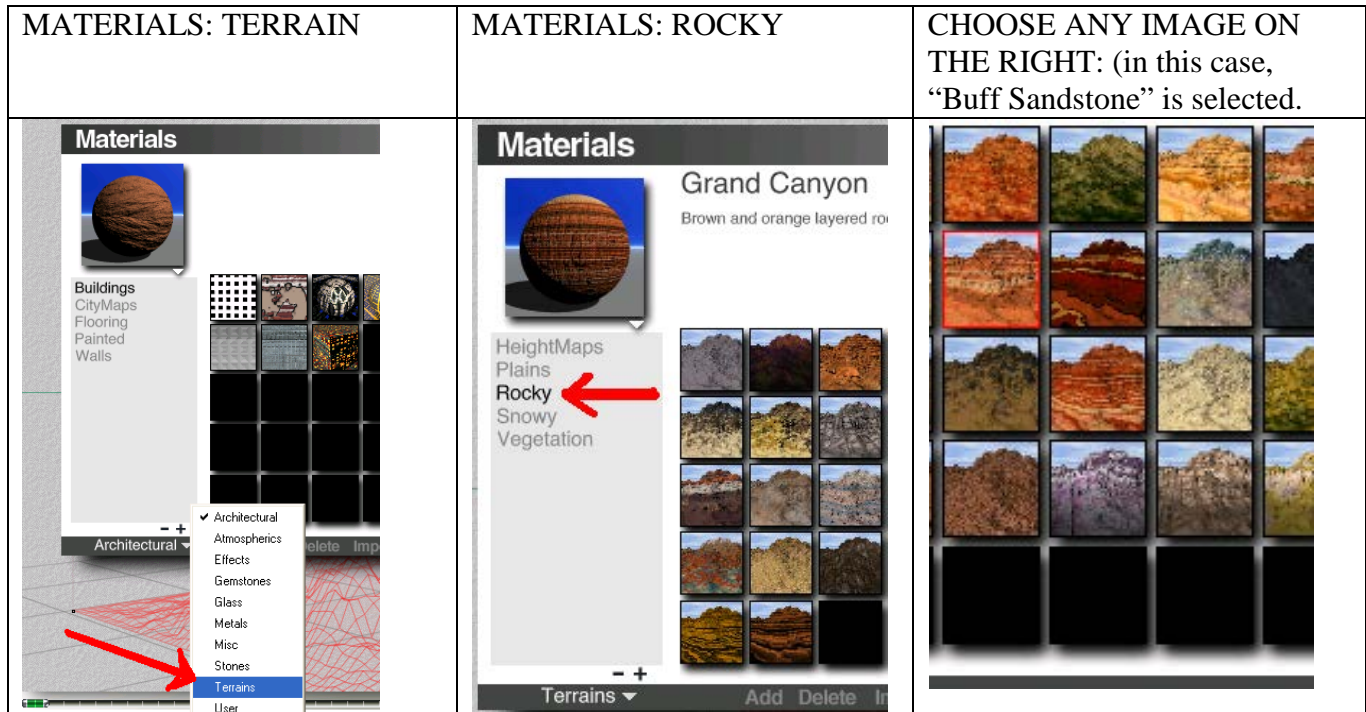


“Edit” palette

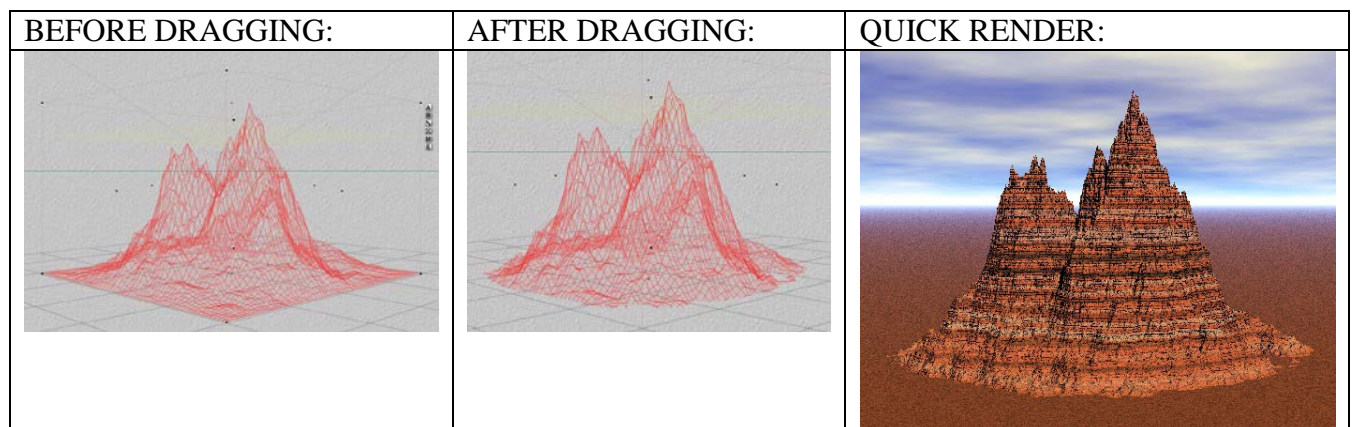
1. File menu / New, “max recommended” and “antialiasing” off!
2. The infinite planes are the first three objects in the “Create” palette. It allows a scene to extend indefinitely in every direction.
3. Click on “terrain tool”
4. Look at the screen and you will see the mountain shown as a skeleton grid. Click to select. If you move the mouse to the middle part of the mountain, the pointer turns into the letter “Y” which allows you to raise the mountain’s height along the “Y” axis. To do this , click and drag the mouse to the right:



5. Click the drop-down arrow next to the “Edit” menu. You will get the following window:



- On the work screen, click on the “infinite planes ground” grid to select it (turns red when selected).
- Again, click the drop-down arrow next to the Edit menu, and choose the same settings as you did for the mountain (Buff Sandstone).
- You need to drag the mountain below the infinite plane ground, or else a square outline will be visible:



- NOW YOU CAN ADD WATER!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
- “Quick” render the image:

DO NOT CLOSE PROJECT, CONTINUE.....

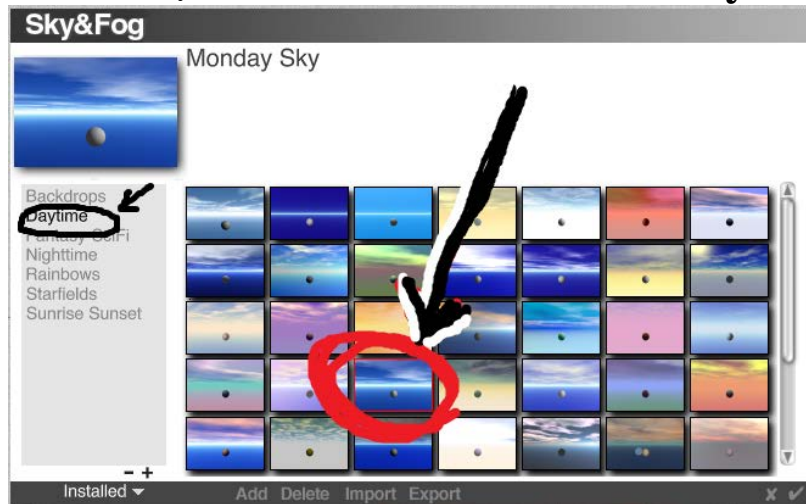


Create landscape with mtn, sky and water

1. Continue from same scene as previous
2. Click the drop-down arrow next to the “Sky and Fog” menu:



3. Click on “Daytime,” as shown, and choose **Monday Sky**.



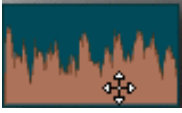
4. You will notice the update in the “nano preview.”



5. CLICK on the “Sky &Fog” menu and a whole row of new selections shows up (see img above).
6. These tools allow you to create custom clouds and skies. For now, just stick to the sky you selected. If by chance you do mess up the sky, you can reset it by clicking the arrow to the right:



7. click & drag on the Frequency/Amplitude box. Dragging right increases the number of clouds. Dragging down decreases the size of the clouds. Try it.



Sharp tall lines mean lots of clouds.



Sharp tall lines mean lots of thicker clouds.

8. The “Sun Control” lets us move the sun in the sky.
9. The round ball is like looking straight up at the sky. In this case, the sun is high and behind the mountain, casting a deep shadow.
10. Drag the sun to the far left and almost out of the circle and you can get a sunset effect:

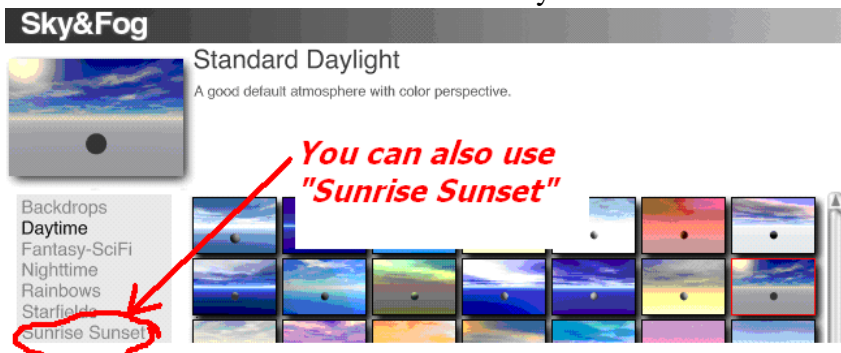


11. Render the image

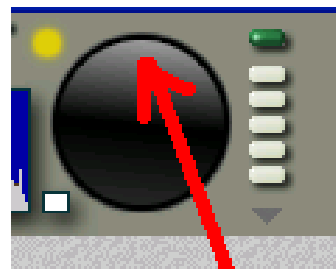
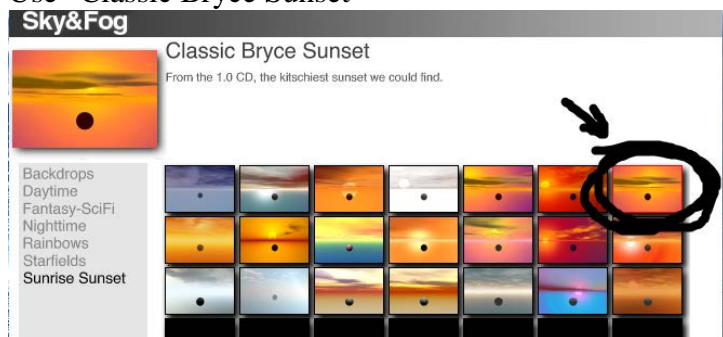
DO NOT CLOSE PROJECT, CONTINUE.....

PROJECT #1: EMAIL TO TEACHER Sunset sky and Radial light (added light source)

1. Continue from same scene as previous,
2. Choose “Sunrise Sunset” and “Classic Bryce Sunset”



3. Use "Classic Bryce Sunset"



4. If you can't see the sun, move the mountain, or, Use the trackball to get the sun in the view. Or...if you must,Use the sun control to move the sun in a position where we can see it in the background.
5. Mr. Harmathy can show you how to light up the mountain (ask him), because the mountain is backlit and dark. In the Create menu, use radial light and use the trackball to position it in front of the mountain, Click the "E" properties and change the intensity to 10.

| Without extra lighting | With "Radial Light" added, intensity 10 |
|------------------------|---|
| | |

8. Fully render it (all green buttons)

→ save the file AND NAME IT "**Project1**" - EMAIL TO TEACHER

SAVE THIS IMAGE... Save the image right away!!! Because the moment you use the trackball, the image reverts to the wireframe and you lose the rendering

→File menu / Save,

→NAME IT "Project 1" will save your file BOTH as:

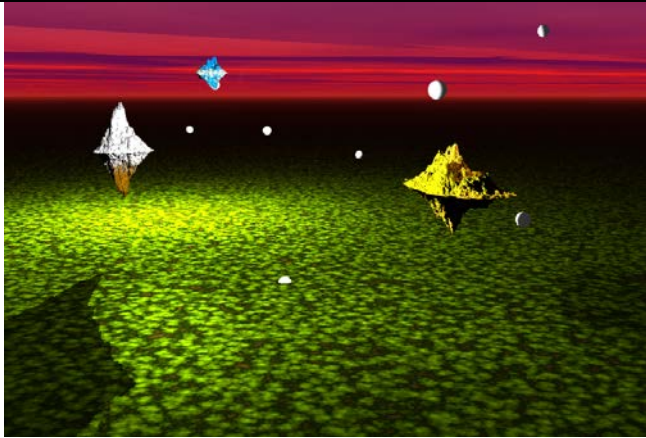
- Bryce project file (brc) which you can open in Bryce AND;
- Bitmap (bmp) that you can open in Photoshop!

MORE FUN-NESS CONTINUED ON NEXT PAGE....

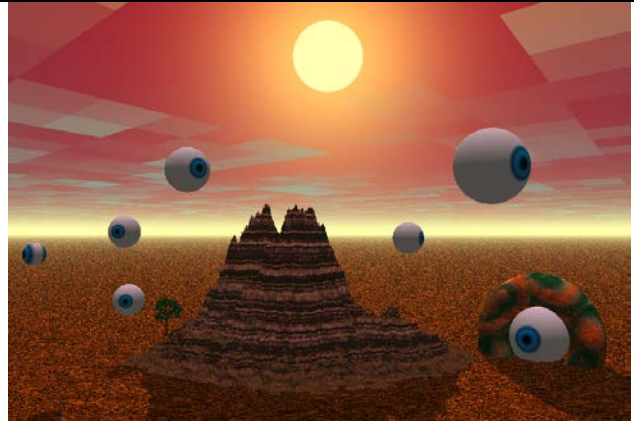
PROJECT #2: EMAIL TO TEACHER YOUR CHOICE!!!

→ In this project, you can create an alien landscape (no water), with a weird sky.
Here are some examples from students!!!

→ save the file AS “BryceProject2” AND EMAIL TO TEACHER!



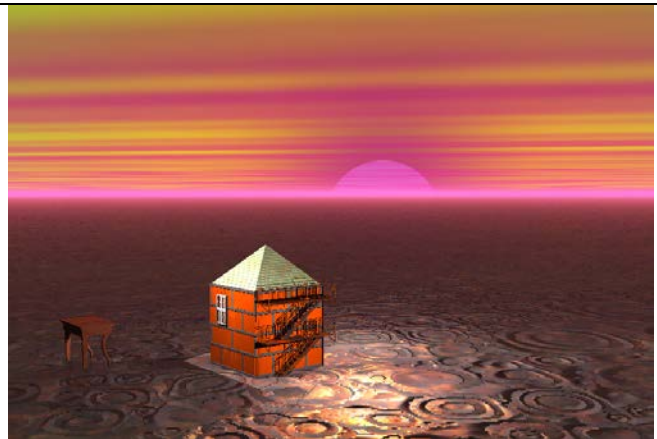
Mackenzie C.



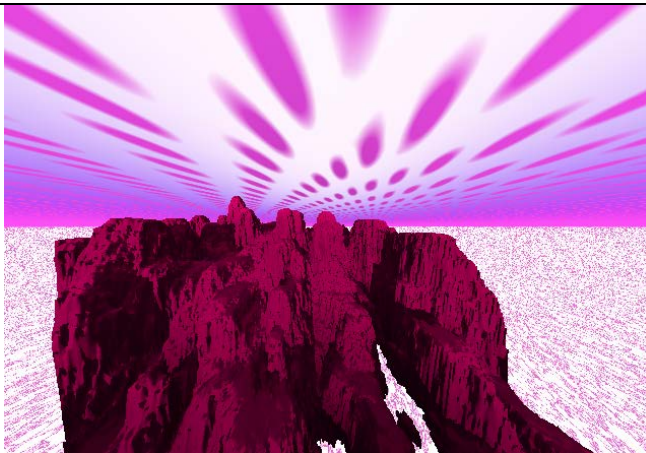
Adam C.



Caitlin M.



Clayton M & Duncan M.



Beth P.



Jesselyn P.