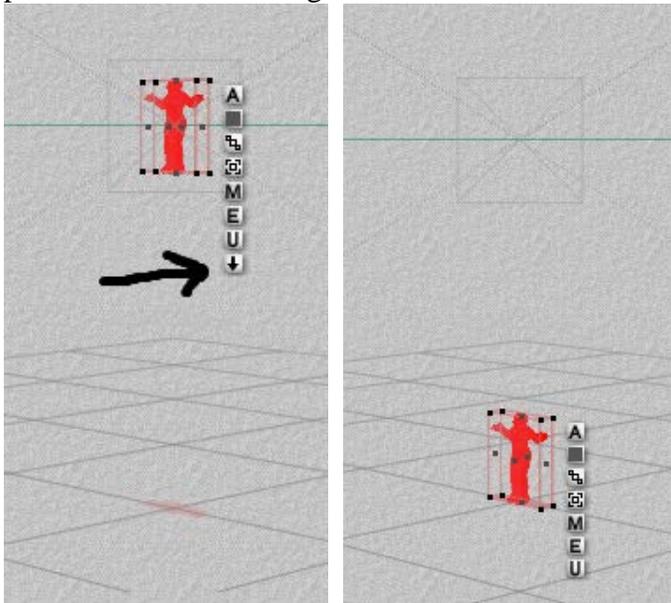
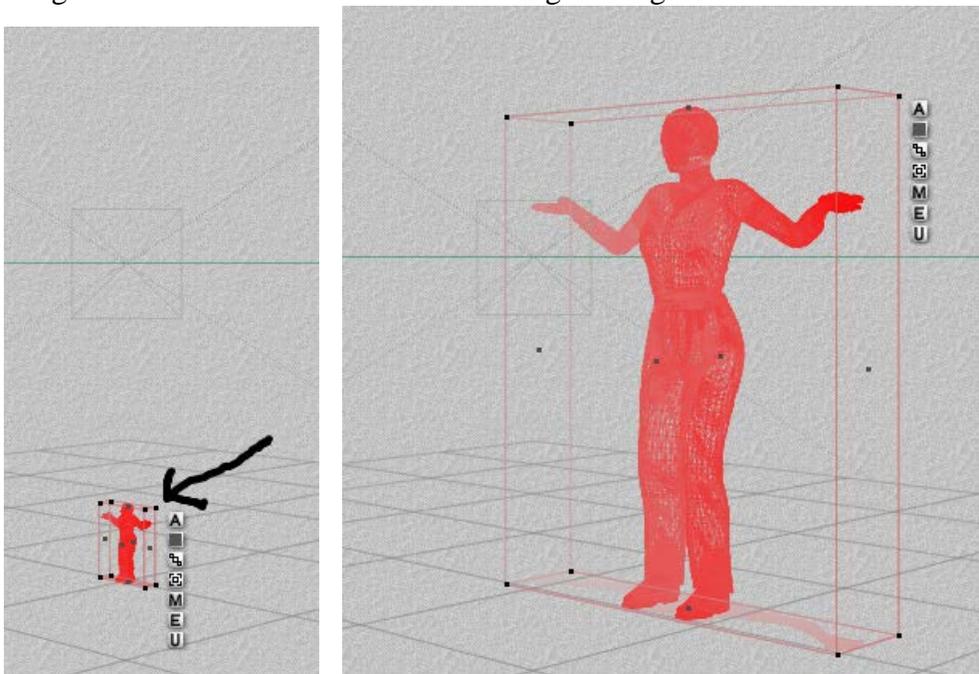


IMPORTING 3D MODELS tutorial

1. This project is pretty straightforward. Just re-create (in your own way, using your own fun style) the image below. You can use either the male or female figure (Proj12_MaleFigure.3DS or Proj12_FemaleFigure.3DS). Note of interest, you can always change the texture of the figure to metallic!
2. Also, when you first import a 3DS file (File menu / Import object ; or just drag file onto screen)
3. You will see the model standing far away – First, use the arrow to plot the model onto the ground:



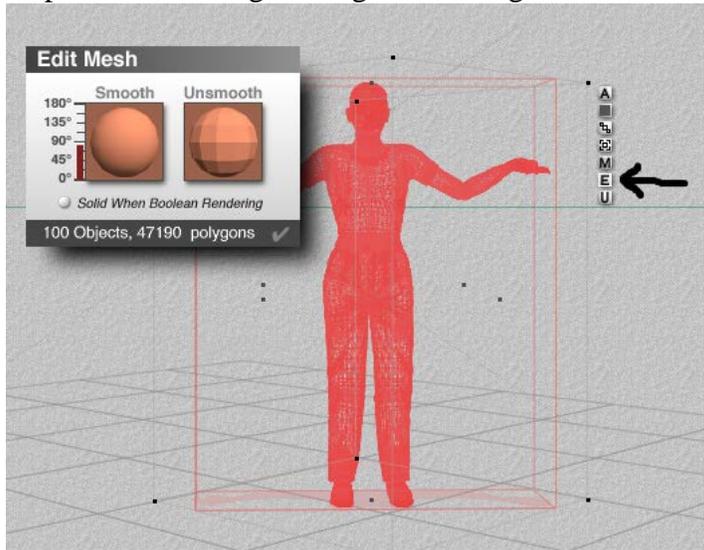
4. Drag one of the corners of the box to enlarge the figure:



5. You know how to rotate the figure (Edit menu, Y axis)



6. Before you render, you can always click the “E” box next to the wireframe and choose “Smooth”: You must click the Smooth sphere image before you click the checkmark. This will help remove the angular edges on the figure.



Project by Carissa W.

Next page...

TUTORIAL: Statue of Liberty - Armageddon

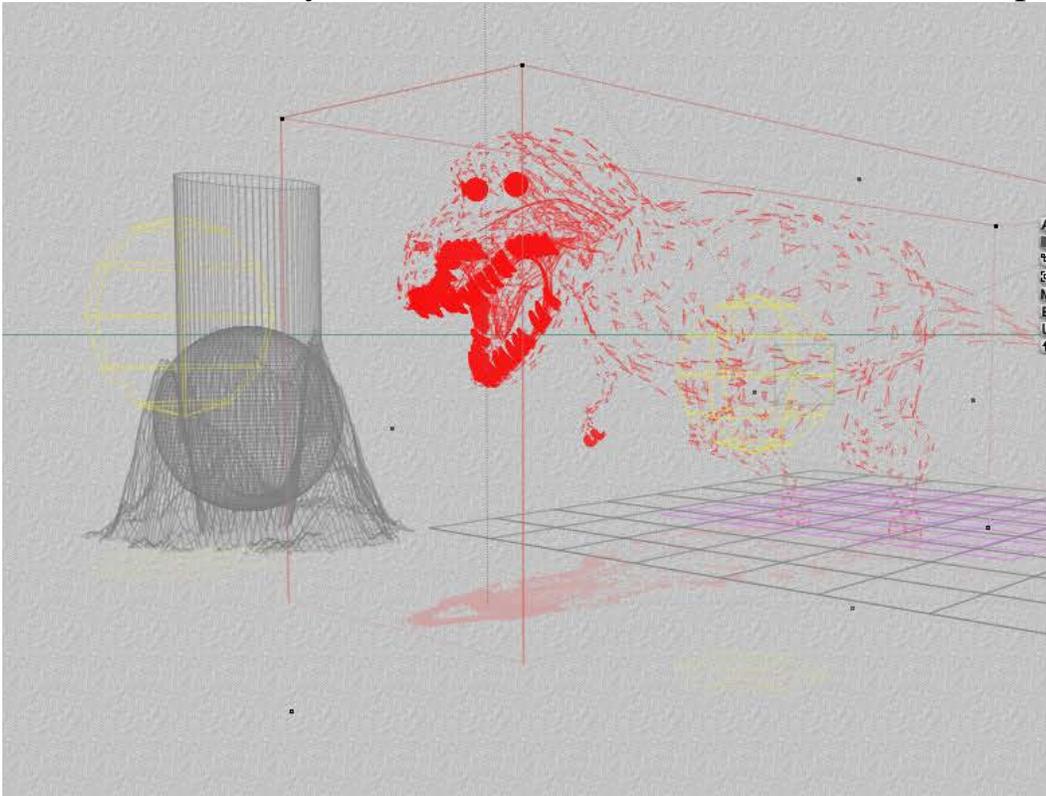
Mr. H. will show you how to create the image below:



next page....

TUTORIAL: DINOSAUR AND VOLCANO

Mr. H. will show you how to create a volcano next to an imported dinosaur:



your project:

PROJECT #4: Your choice...Import any 3-D model from folder or from the internet

The most common 3D objects Bryce imports are: .3ds and .obj

Bryce accepts many formats of 3D objects, including:

- 3D Studio Max Object File (.3ds)
- 3D Studio Project File (.prj)
- 3DMF (ASCII) Files (.t3d)
- 3DMF (Binary) Files (.3mf)
- 3DMF (Binary) Files (.b3d)
- AutoCAD DXF (.dxf)
- Direct3D Files (.x)
- FBX SDK Import (.fbx)
- FBX SDK import COLLADA (.dae)
- LightWave Object Files (.lwo)
- LightWave Scene Files (.lws)
- PGM Files (.pgm)
- RayShade HF Files (.hf)
- SketchUp Files (.dae)
- Test Files (.tst)
- TrueSpace Object Files (.cob)
- TrueSpace Scene Files (.scn)
- USGS DEM/SDTS Files (.ddf)
- USGS/VistaPro DEM Files (.dem)
- VideoScape Files (.vsa)
- VRML 1.0 (.wrl)
- Wavefront Obj Files (.obj)
- WCS Elev Files (.elev)
- WorldToolkit NFF Files (.nff)