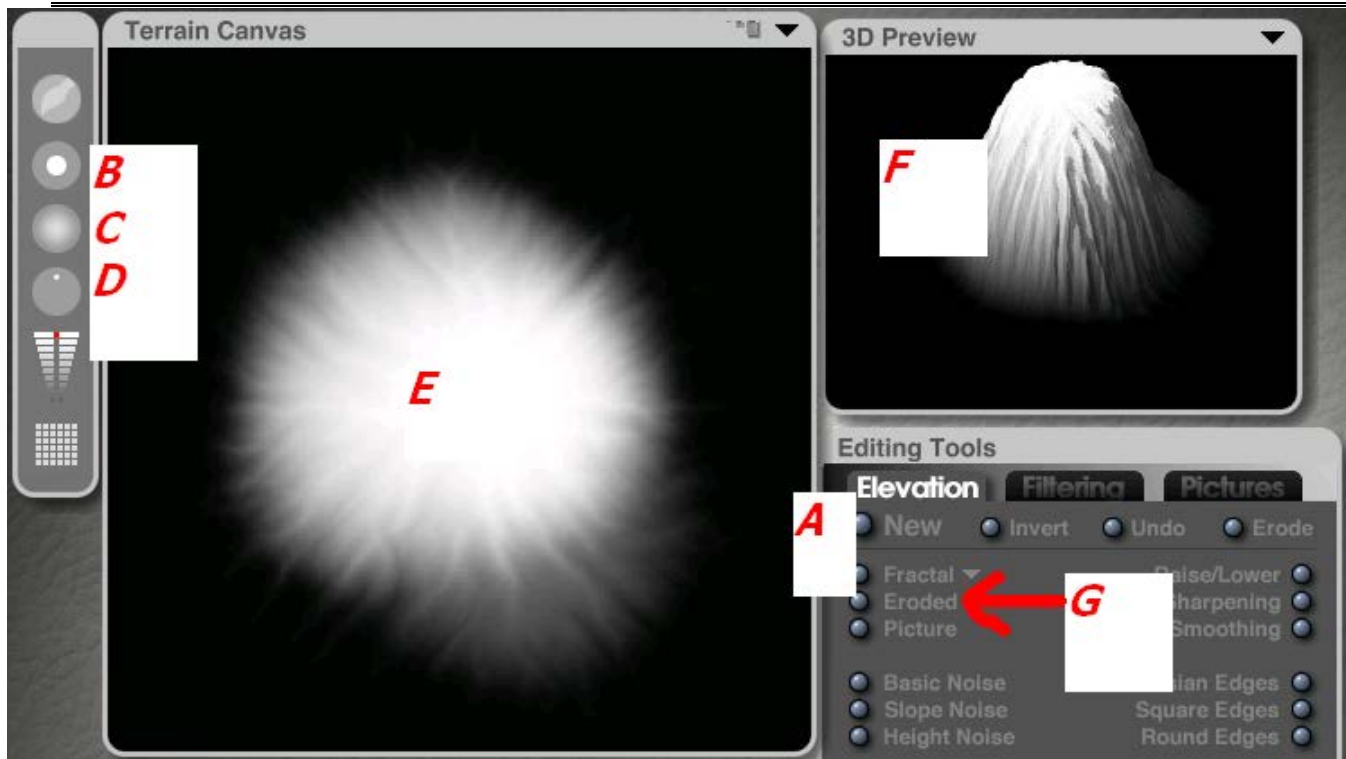


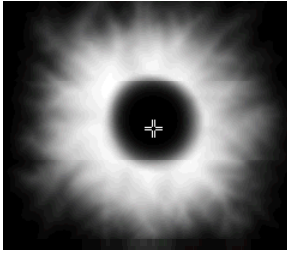
## BRYCE

## BRYCE PROJECT → VOLCANO WITH FIRE

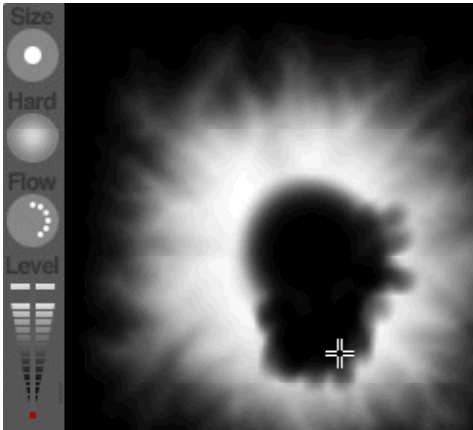
1. In the “Create” palette, click on the “Infinite Plane: Ground” Give it “New Mexico Cliffs” texture (explained in project 2: Edit drop down arrow opens “Materials Lab” window, click on “architectural” drop down, choose terrains, choose “rocky”, choose “New Mexico Cliffs” )
2. Click on the “Terrain.” Give it the same texture as the infinite plane ground.
3. Double click on your mountain. The following window appears (see below):
  - a. Click “New” and the mountain disappears
  - b. Set the brush size to what you want
  - c. Set the brush Hardness to the softest setting you can get
  - d. Set “Flow” to a level of one dot only (see below)...this makes the brush act sort of like a soft airbrush
  - e. Draw a mountain as shown
  - f. You can preview the mountain in the 3D preview below and then click & drag with your mouse to rotate it in this view
  - g. Now you click and drag your mouse on the Eroded button to create an eroded (worn away) view of your volcano



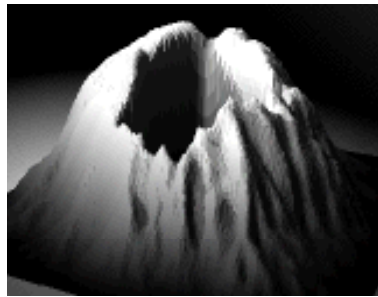
3. Drag the red mark of the “Level” tool all the way to the bottom, to turn the brush into an eraser, and erase the inside of the mountain to create a volcanic crater. (You can use the “Eroded” button again to increase the effect of erosion of the crater).



-To add even more realism, click and drag the “Size” setting circle to get the smallest sized circle possible, then erase more of the volcano’s rim so that the crater will be more visible to the viewer:



gives you...



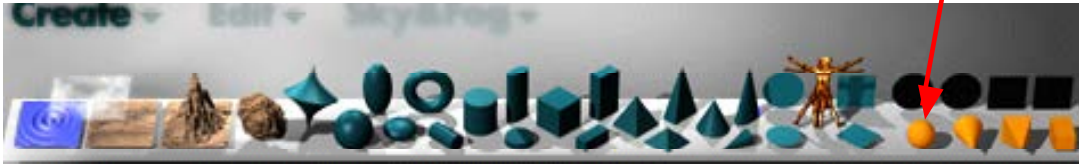
4. Remember, you can always increase the height of your volcano (in wireframe mode, you move the mouse in the middle of the wireframe, the pointer turns into the letter “Y” which allows you to raise the height of the volcano along the Y axis, by clicking and dragging the mouse).

5. Use the drop-down arrow next to the Edit menu, to give a simple texture to the volcano, like “New Mexico Cliffs”. DO NOT GIVE the volcano the “Volcano Heart” texture!!! or else will be too dark to do the next effect!

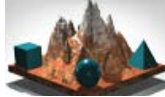


it

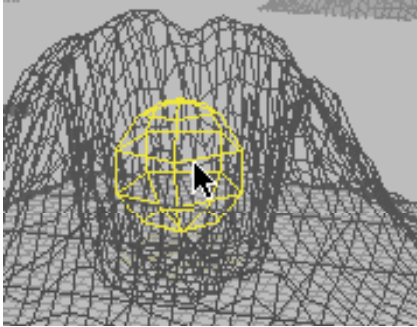
6. In the “Create” palette, choose “Radial Light” as shown by the arrow below:



-this creates a small ball on your edit screen which is like a light bulb where light radiates from all directions.



7. Click the “Views” tool to get a top view, then a side view, and position the “radial ball” so that it goes right down into the crater of the volcano !!!



7. Now, with the “radial ball” selected, choose the “E” drop down menu to give the following new window:



8. In the “Edit Lights” window the setting as shown by the black arrow, click and drag until the Units increase to around 20. Then click the color box and choose red.



BY DOING THE RADIAL LIGHTING IN THIS WAY, YOU WILL GET A BEAUTIFUL VOLCANO WITH A CRATER LIT FROM INSIDE:

→ the effect is even more striking when you choose an evening sky effect or even a daylight sky effect works well too!

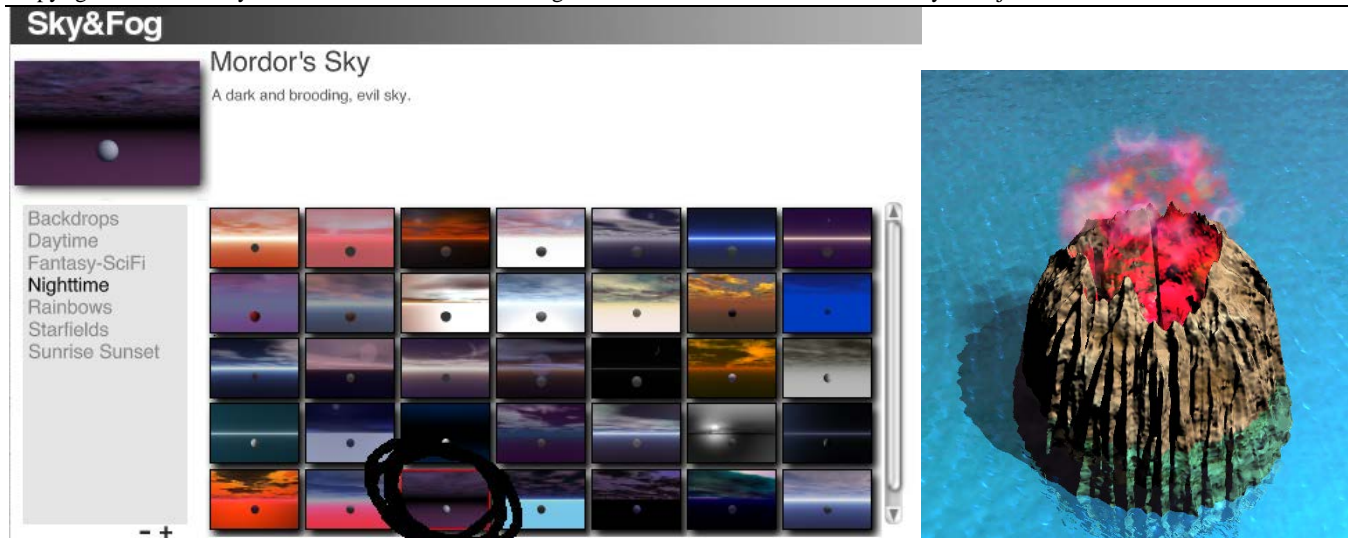
9. REPEAT STEPS 1 TO 8 TO CREATE SEVERAL MORE VOLCANOES AND INTERNAL LIGHTING.

10. To make the volcano stand out more, you can use a nighttime sky sunset sky. The example right uses “Mordor’s Sky”



or





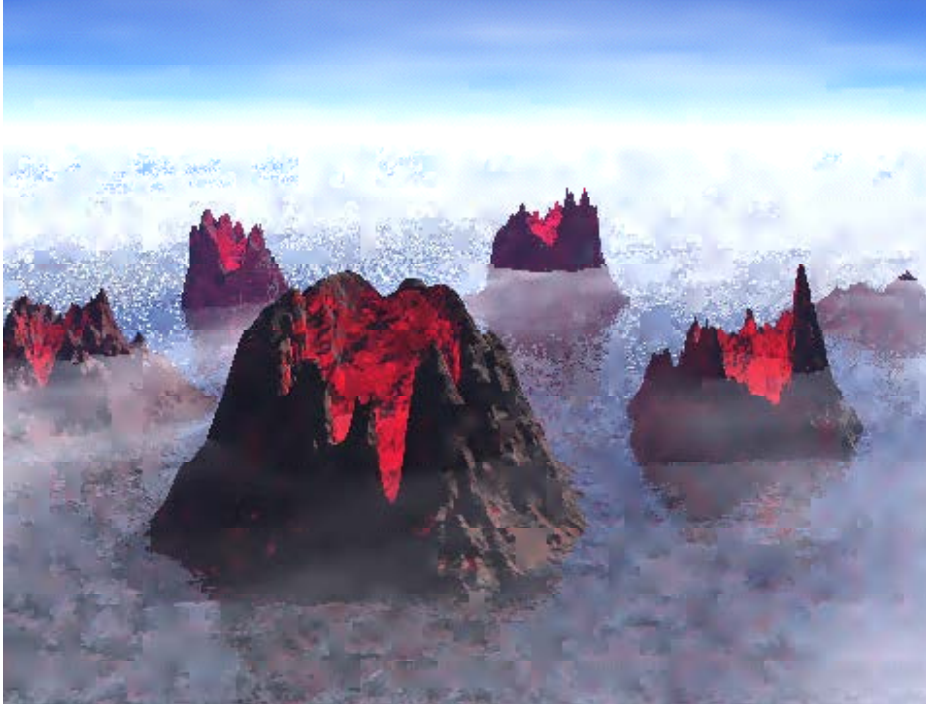
Using a sunset sky:



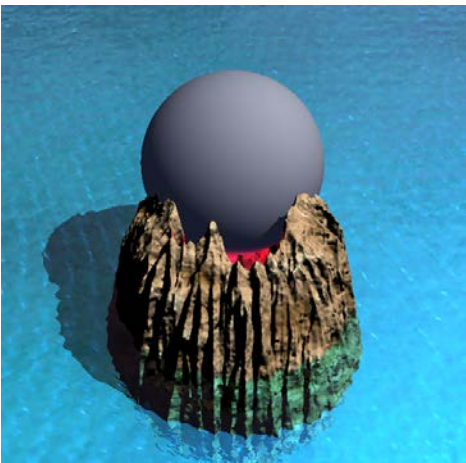
11. add an "infinite plane water"

Continued..... next page...

12. to add a smoky “fog” effect, click on the “infinite plane clouds”, then drag the fog down to get the effect below. You can also get fog in the “Sky&Fog” palette.



13. You can also add smoke or fire in this way. In the Create menu, choose sphere and place it inside and slightly above the volcano. In the materials lab, atmospherics, and cosmic volume and nebula were chosen: For the example far right, in the materials lab, effects, fiery was chosen:



Render and **Save as “Volcano”** and email to your teacher!!!

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