

BRYCE ANIMATION: SPACESHIP

1. Check that you have a timeline at the bottom of the screen. To get it, click on the icon circled below



2. ANIMATION SETUP:
 -File menu / Animation Setup and use the following settings, and click the checkmark to complete the setup. (15 frames per second X **8 seconds** = 120 frames total)

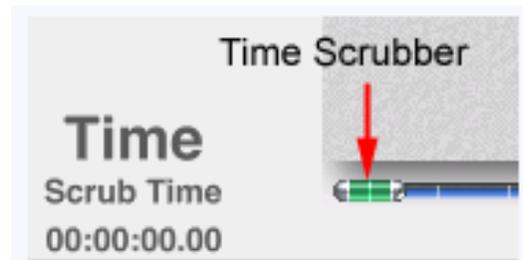
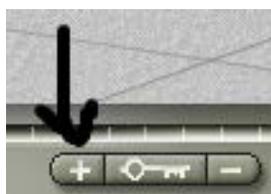
3. SCALE THE TIMELINE so that you can see it at one glance. To do this, click and drag the scale timeline tool (circled) to fit all 30 frames of your animation in the timeline (greenish bar):



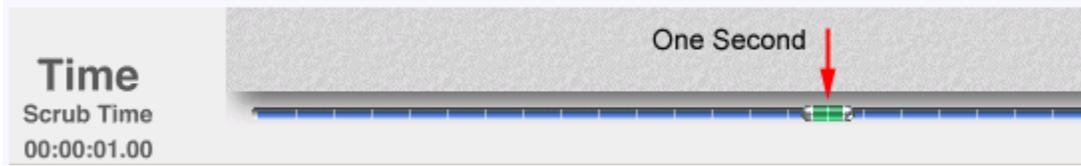
4. Add a ground plane and give it the metal texture “super chrome”
5. CREATE menu drop-down, choose the “spaceship”
6. EDIT menu drop-down, add a texture (metals, “brushed bronze”)
7. EDIT menu → choose the Y axis and rotate the spaceship so that it faces other way.
8. Click and drag one of the corners of the spaceship to reduce its size. Place spaceship to the left of frame.
9. ADD A START KEYFRAME. Make sure that the timeline is set to ZERO:



Then, Click on the “+” symbol to add your first keyframe:



10. **Move Scrubber** to next Keyframe position (1 second mark)



11. **Move Spaceship** to a new position



12. **Add Keyframe** Immediately, a line path will appear showing the path of the animation from keyframe 1 to 2 (the one you just created)

- 13. -move scrubber to 2 secs, move spaceship, add keyframe
- 14. -move scrubber to 3 secs, move spaceship, add keyframe
- 15. -move scrubber to 4 secs, move spaceship, Edit menu and use the “Y” axis to point other way, add keyframe
- 16. -move scrubber to 5 secs, move spaceship towards left, add keyframe
- 17. -move scrubber to 6 secs, move spaceship more towards left, add keyframe
- 18. -move scrubber to 7 secs, move spaceship still more towards left, add keyframe
- 19. -move scrubber to 8 secs, move spaceship out of view, add keyframe
- 20. Preview the animation by pressing the “Play” button:

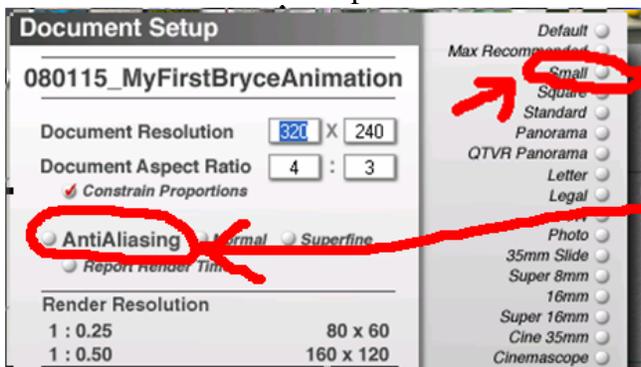


21. To be on the safe side, save your Bryce file.

BEFORE RENDERING THE ANIMATION, YOU MUST DO THIS!!!!

22. Before rendering the animation, it’s important to decide on the size of the animation frame. Remember, the smaller the frame, the less it has to render, and the faster it will go to render all 30 frames!!

23. File menu / Document Setup / choose “small”



YOU MUST:
UNCHECK
ANTIALIASING!!!!
this is important!!!

