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First off, welcome to this idiots tutorial by Xeres the in-sane.

We will learn how to render ships in Bryce 5 For NOVA

Let us begin by opening up Bryce 5.

1. Navigate to the folder called: 'Bryce 5' on your HD (stands for Hard Drive). Once inside the Bryce 5 folder, double click the 'Bryce 5' file (it is really an application)

1.a Also, this is an important note! If you would like to know just how to navigate to the bryce 5 folder, please read on son. First off, you should see an icon named Mac HD, or Macintosh HD or the like. Open that up, (double click. [do not forget that step]) then go to applications folder, inside your Macintosh HD folder. Once inside Applications scroll down to Bryce 5... then follow the above directions in #1.

1.a.a NOTE! Also, this is another note, by the way, Bryce 5 may NOT be in the Macintosh HD, go to applications folder. IF it is NOT, PLEASE go to the 'Finder' (smiley face moron in the dock on the far left) Go to 'File' (top left hand top corner) and go ALL the WAY DOWN to THE 'Find' command. Once the 'Find' Command window appears, PLEASE type in: Bryce 5. Your results SHOULD get you to where you need to be.

Part Two:

Alright. We are now in bryce 5. (wOOT) You are doing really good so far. Now, this is how I do my renders. You may NOT like it. If so, stop reading now!

Here we go:

1. once in Bryce 5, go to import object in 'file' menu. (this is at the top left hand bar) Then import object. Navigate your computer to your object. (for the love I hope you know how to do this. If not, EMAIL ME RIGH AWAY!) After your slow bad ass computer loads the model, save that... just so you have a restarting point if you happen (and I know you will) mess this up.

2. go to 'File' Menu (top left, upper, righter, hander corner) and hit 'Animation setup'. Once that is up, make it run from 15 FPS (FRAMES per second) to 30 FPS (FRAMES per second) Click the check mark (in the lower right hand corner) and you are doing good. (go to step 3)

3. No what you have your model. Please position your camera over your ship in the fashion you desire. I do this at a pretty BIG angle. I find that it gives it a sweet look later in the game. A direct view makes this look very crappy. (Look at picture) Some people say 45ø (degree) angle is good... But who listens to 'some people'?

NOTE: MAKE YOUR SHIP WITH THE NOSE POINTING UP!

Okay, you now have your doc running at 36 FPS (FRAMES per second) and have your camera, view whatever, (does not matter) positioned over your ship/model. Go to step 4. I SAID GO! >

4. Since Bryce five is cheap and the developers expect you to be making a terrain, they ALWAYS add a default flat plain to your new documents. (It is a pain in da ass for us idiots, let me tell YOU what) SELECT the plain (click on it) You will KNOW you have it selected WHEN it is red... (default) Now that it is selected-.. go to step 5...

5. PUSH THE DELETE KEY

6. Now that we have only our ship and the sky (which looks pretty crappy as is...) we need to make it better... Let us go ahead and do that now.)

7. Go to the top of the screen in Bryce, or make that the top of the work area. once your eyes see the SKY and FOG button CLICK IT. >

8. You are doing VERY WELL! BUT, you made a mistake already... You don't need to click the Sky & Fog button. You need to click the small triangle window NEXT to those words. DO SO NOW >

9. The Sky & Fog template window should be open now. It has a bunch of pre-made skies. The point: GO TO THE BOTTOM AND SELECT THE BLACK sky option. DONT CHOOSE STARS.

10. Click the check button. And you should now see a black background all AROUND.

11. Your ship may be a bit DARK... You need to go to step 12 now.

12. LET THERE BE LIGHT!!!! No, I am not playing God. (that is silly) I am simply telling you to make LIGHTS... You need LIGHT... You can mess with the lights till you like it. BUT here are my TIPS. Once you MAKE a light. (Click on create then one of the lights. I use Radial the most.) Once the light is on stage, track the object to track your model Select the light (make it red) Then, when you see the small bar next to it, click and drag the small box thing that says 'track'. TRACK YOUR SHIP. NOW, HIT THE 'E' on that bar...

13. That was a HUGE step CRIKEY MATE-- After you click the 'E' button, the edit window will come up. Go to Falloff: set TO NONE. Then, go to 'cast Shadows and DESELECT the WHOLE OPTION! Set the INTENSITY to around 10-15. Make changes how you like.

14. time to animate this bad thing. After you have the light right, select the ship... THEN (get this) scroll the bar up to frame 35 NOT 36 NOT 34- 35! The click on the EDIT button at the top and then in that bar at the top in EDIT go to Rotate... Choose the Y AXIS. IF you don't know what that is... Put your mouse on all the lines around the box and look down in the lower left area and see what it says. Wait till you hit Y AXIS.

15. GRAB that Y AXIS and SPIN that SUCKA! Spin 350 degrees... NOT 360 NOT 340- 350! Bryce 5 SHOULD have set a keyframe...

16. Re-wind your ENTIRE animation and push play. Your ship should spin around.

Once you get the bad dude spinning... You are set. Make sure it is at 350 blah blah blah. (this does not include tilt. Another tutorial will cover that.)

Anyway, make sure your ship is bright enough to be seen... You mask can get messed up if it is not bright enough.

17. Go to FILE menu, DOWN to 'Render Animation...'

18. Once that is open, go to Output Module. CLICK EDIT.

19. once that is open, go to the key frame option and DESELECT IT. (NOT KEY FRAMING ANYWHERE) Also, it should be at 36 FPS (FRAMES per second)

20. Click OK. Then hit the CHECK button to start the process of rendering. Once it renders, you are all set. It will open and quicktime and YOUR DONE!

I hope you enjoyed this, and please ONLY send me cash AND checks here:  
michael@eternallightstudios.com (\$5 dollars for every copy of this tutorial that you give out or read)

Thank you,

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---- Xeres (WarLORD)