

Bryce Content FAQ

This is a generic document dealing with some fundamentals like where is Bryce installed and where is the content that came with Bryce and the ones that were purchased.

Where is Bryce Installed?





Bryce is installed where you have installed it. A silly answer to a smart question, but it is true. Bryce can be installed on any drive on the computer, even on a network drive or an USB stick — though the latter is a bit tricky.

Several versions of Bryce can be installed on the same computer. The only caveat is that if you double-click on a Bryce file, the wrong version might open the file. If there are several versions of Bryce installed on the same computer, the desired version has to be launched first and the file opened from there.

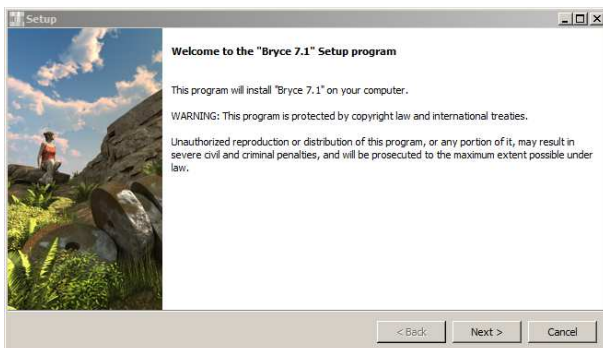
And if several versions of Bryce are installed, also several versions of Studio must be installed if Studio is to be used to get content over to Bryce. Bryce 5.5 needs Studio 2.3, Bryce 6.x Studio 3 and 7.1 Studio 3 or 4. The Studio content can again be installed where you desire. Obviously, a single repository for Studio content makes sense because it can be accessed by any installed Studio version without the need to install the content several times. No need to fill the hard disk with redundant data.

Installing Bryce on a Windows PC

As for Bryce 7.1 Pro, you should have downloaded the four files shown at right. Version 7.1.0.109 is the current one.

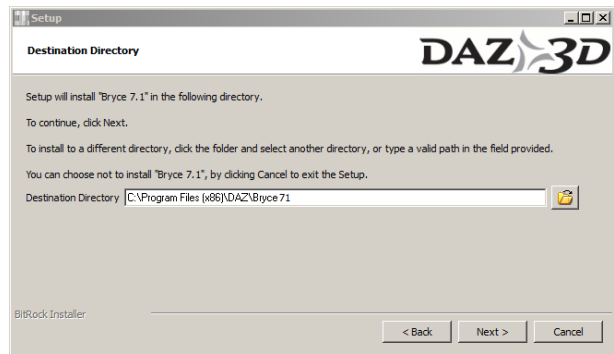
Name ^	Date modified	Type	Size
 Bryce_7.1.0.109_Win32.exe	22.09.2011 17:40	Application	259'850 KB
 BryceContent_7.0.0.21_Win.exe	23.12.2010 18:36	Application	686'116 KB
 BryceLightning_7.1.0.109_Win.exe	22.09.2011 17:40	Application	11'116 KB
 BryceProContent_7.0.0.19_Win.exe	19.08.2012 20:04	Application	17639 KB

- *Bryce_7.1.0.109_Win32.exe* is the Bryce application.
- *BryceContent_7.0.0.21_Win.exe* is the content that comes with the Standard version.
- *BryceLightning_7.1.0.109_Win.exe* is the network render client.
- *BryceProContent_7.0.0.19_Win.exe* is the additional Pro content.



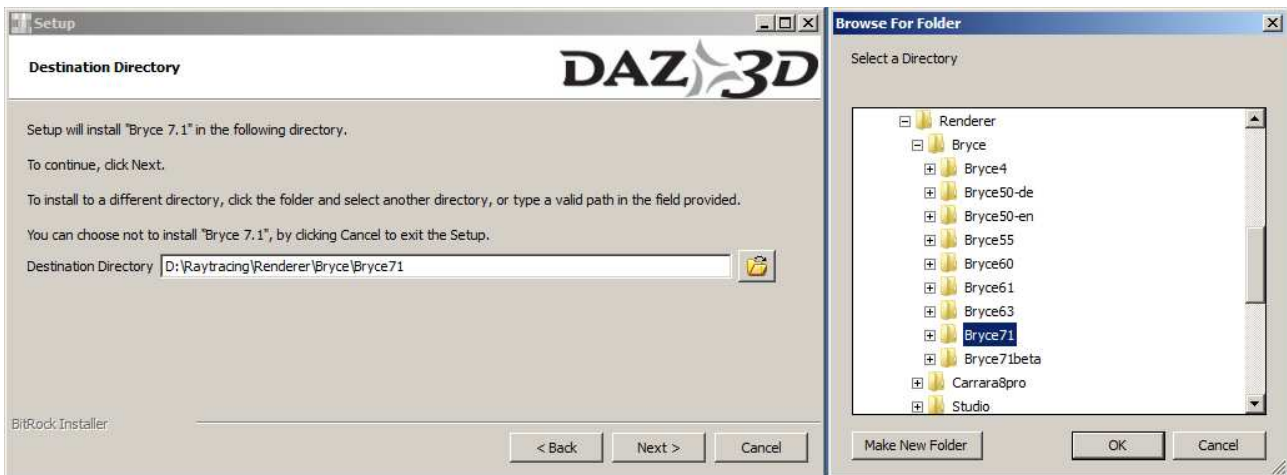
Install *Bryce_7.1.0.109* first. First, the Welcome window pops up, after clicking on [Next >], the Licence Agreement appears, which has to be accepted — after having studied it thoroughly, of course.

Clicking on [Next >] brings up the next popup (below left) with the choice to add an icon on the desktop or not. Clicking on [Next >] brings up the important popup (below right).



The directory is shown where Bryce will be installed to by default. If this path was not changed when Bryce was installed, Bryce is on *C:\Program Files (x86)\DAZ\Bryce 7.1*. If the computer runs on a Windows with another language than English, the part *Program Files* has a different name (in German it is *Programme (x86)*). That is for Windows 7, for XP the *Program Files (x86)* part will be *Program Files* only (for German XP *Programme*).

However, this default location can be changed. Click on the folder icon to the right of the field for the *Destination Directory*, and the *Browse For Folder* window pops up. Another installation path for Bryce can be chosen.



In the example above, Bryce is installed on *D:\Raytracing\Renderer\Bryce\Bryce71* along with other installed Bryce versions.

It is very important to know where Bryce is installed. It does not matter whether it is in the default location or anywhere else. It is really important that you can answer the question "Where is Bryce installed?" because a lot, though not all, content must reside in sub-folders of the main Bryce directory.

If you think it would be clever at this point to uninstall Bryce and install it to another destination – do NOT do this before you have read through this document (Re-Installing Bryce at the end of this document). Chances are that you lose content you have added earlier.

Installing Bryce on a Mac OSX 10.6 (Snow Leopard)

This is the last version of the Mac OS on which Bryce runs at the time of writing. The appearance of the pictures is slightly different for 10.4 and 10.5 but the installation remains essentially the same.

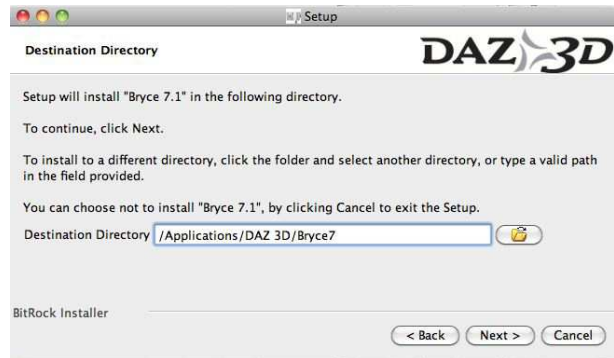
As for Bryce 7.1 Pro, you should have downloaded the four zip files shown at right.



Version 7.1.0.109 is the current one. Once the zip files are unpacked, you get four installer files, also shown above. These are the ones that can be launched

- *Bryce_7.1.0.109_Mac32.zip* is the Bryce application that expands to the executable file *Bryce_7.1.0.109_Mac32*.
- *BryceContent_7.0.0.21_Mac.zip* is the content that comes with the Standard version and expands to *BryceContent_7.0.0.21_Mac*.
- *BryceLightning_7.1.0.109_Mac.zip* expands to *BryceLightning_7.1.0.109_Mac*, the network render client.
- *BryceProContent_7.0.0.19_Mac.zip*, unzipped installer *BryceProContent_7.0.0.19_Mac* is the additional Pro content.

Install *Bryce_7.1.0.109* first. After a few pop ups with welcome screen and the licence agreement, the *Destination Directory* window finally appears. The default location for Bryce is already in the field as shown at right. The path */Applications/DAZ 3D/Bryce7* can be changed by clicking on the folder symbol right of the field, if desired, to find another location to install Bryce to that suits you best if you do not like the default.



It is very important to know where Bryce is installed. It does not matter whether it is in the default location or anywhere else. It is really important that you can answer the question "Where is Bryce installed?" because a lot, though not all, content must reside in sub-folders of the main Bryce directory.

If you think it would be clever at this point to uninstall Bryce and install it to another destination – do NOT do this before you have read through this document (Re-Installing Bryce at the end of this document). Chances are that you lose content you have added earlier.

Where is Lightning Installed?

The file *BryceLightning_7.1.0.109* is a program and can be installed anywhere on the computer. I find installing it in the Bryce main folder, creating a directory *Lightning*, a logical choice. On the Mac, the default location is */Applications/DAZ 3D/BryceLightning7* and also on the Mac, this location can be changed if desired.

Lightning can be installed on any computer without installing Bryce as well. Lightning is a standalone program that can only be used by Bryce, but it does not need an installed Bryce on the same machine. Mac and PC can only be mixed for network rendering if Bryce runs on the Mac, not if it runs on a Windows PC. This is obviously a bug.

What is Lightning?

Lightning does not give you a lightning stroke, nor does it create lightning that can be used in Bryce to render a landscape under a heavy thunderstorm.

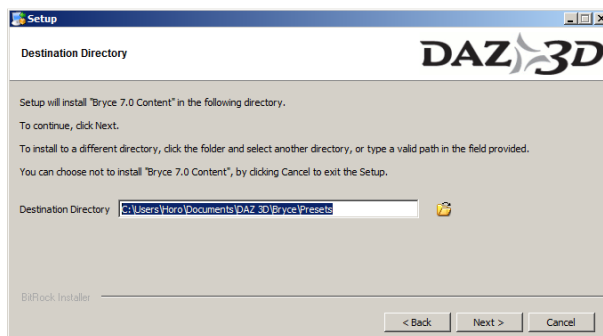
Lightning is the network rendering client. Install it on all computers on your home network. If you have a long winded render as a still picture or an animation, having multiple computers rendering the same project can reduce the render time considerably. That is where the name comes from, it makes your renders finish with lightning speed — well this is a tiny bit of an exaggeration.

Do I need Lightning?

If you do have more than one computer in your household that are connected together through a TCP/IP home network, you might consider using Lightning. If you are working on a single computer, it is of no use to you.

Where is the Content Installed?

Start the file *BryceContent_7.0.0.21_Win.exe* **Windows PC**. Like with the other installers, there are a few windows that pop up. The most important is the one that shows the destination (at right). Note where the content is going to be installed in case the proposed destination is accepted by clicking on the [Next >] button. I recommend changing the destination.



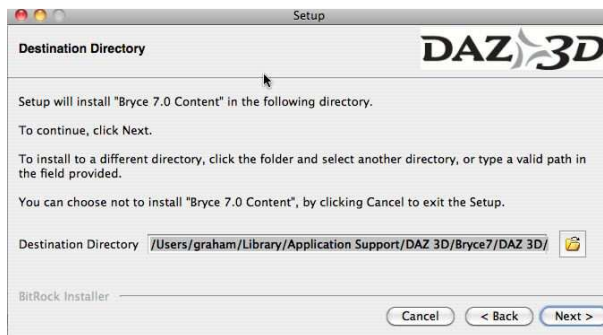
The example above shows *C:\Users\Horo\Documents\DAZ 3D\Bryce\Presets* as default which I think is not a clever location. By the way, the content can be installed for all users and then the *Horo* part will become *All Users*. For the Mac, see below.

I have my content at a different location but I have it also arranged a bit after my preferences. For this document, I installed the content to *G:_Buffer* in order to show what you get after the installation.

Name ^	Date modified	Type
Content	18.08.2012 17:18	File folder
HDRI	18.08.2012 17:18	File folder
Lens Flares	18.08.2012 17:18	File folder
Light Gels	18.08.2012 17:18	File folder
Scene Files	18.08.2012 17:18	File folder
Tutorials	18.08.2012 17:18	File folder
BryceContent_EULA.txt	21.07.2010 21:08	TXT File
Remove-Bryce 7.0 Content.exe	18.08.2012 17:19	Application
Uninstall Bryce 7.0 Content	18.08.2012 17:19	Shortcut

The picture at right shows what appeared in that folder after the installer had finished.

Start the file *BryceContent_7.0.0.21_Mac* **Mac**. Like with the other installers, there are a few windows that pop up. The most important is the one that shows the destination (at right). Note where the content is going to be installed in case the proposed destination is accepted by clicking on the [Next >] button. You might want to change the destination to */Application/DAZ 3D/Bryce7/Presets*.



The picture at right shows how the folder hierarchy looks on a **Mac** if the content is installed into the *Presets* folder in the Bryce main directory. On a **Windows PC**, it would not look much different.



The example for the Windows PC above looks different because the content was installed in a newly created *Content* folder in the Bryce directory.

Do not be alarmed by the 7.0.0.21 and 7.0.0.19. The content was prepared during the development of Bryce 7.0 and adapted for 7.1. It is just the file name of the installer that does not reflect this fact.

Content has the sub-folders *Models* and *Textures*. The Windows example is discussed here.

Models contains legacy *Bryce 4 OBPs* and they have to be copied to a particular folder in order to be used. Then, there is a *Misc* folder, containing six Bryce 6 scenes. These files can reside anywhere provided you can find them when needed.

Textures contains three folders under the *Legacy* folder: *Billboard*, *Terrain Maps* and *Tiling*. All three folders have several sub-folders, and all contain TIFF pictures. They can be used on a surface; they are not 3D objects but can be very effective nevertheless. The *Terrain Maps* are unfortunately only 8 bit grey scale and as such of limited use in the Terrain Editor. *Tiling* contains tile-able pictures for flat surfaces like a stone or wooden floor.

HDRI has the sub-folders *DAZ* and *Horo Wernli* and they contain light probes that can be used from Bryce 6.1 onwards but are more effective in Bryce 7.1. The *DAZ* folder contains light probes made with a mirror ball by Keith Bruns, see <http://www.unparent.com/>. The *Horo Wernli* sub-folder contains again folders that contain light probes made by different means. Everything in the HDRI folder can be copied to any directory of your choice provided you will find it again.

Lens Flares contains several TIFF files by Clay Hagebusch that can be used as Gels for a light source in the Light Lab to create flare effects, and a Bryce source file. All files in this folder can be anywhere on the computer.

Light Gels contains many light gels as TIFF files that can be used as Gels for a light source in the Light Lab or as a backdrop on a 2D face. Again, the TIFFs can reside anywhere on the computer.

Scene Files contains three folders full of Bryce 7.1 files by *David Brinnen* and a few by *Horo Wernli*. There is one light probe made by *Horo* from an artwork of David's in Bryce.

Tutorials contain the four sub-folders *Jen De La Cruz*, *Peter Sharpe* and *Horo Wernli*. The fourth folder holds the tutorials from the *Bryce Manual*. All tutorial files can be anywhere on the computer.

Finally start the file *BryceProContent_7.0.0.19_Win.exe* or *BryceProContent_7.0.0.19_Mac* respectively. Like with the other installers, there are a few windows that pop up. The most important is the one that shows the destination. This installer usually finds where Bryce is installed. If the destination is correct, the installer puts everything where it belongs: *Presets\Materials\Pro Materials*. After installation, you will find 26 libraries in that folder.

So far, there are only four files in *Content\Models* that need either be copied to a particular location or imported into a library.

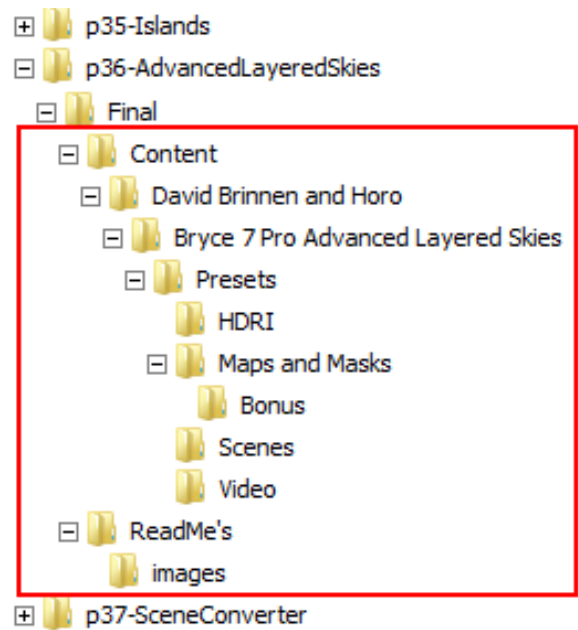
Installing Additional Content purchased at the DAZ 3D Store

Bryce content purchased at the DAZ 3D store, be it a DAZ 3D Original or from a Publishing Artist, comes with an installer. This is a bit misleading because the content is not actually installed; only unpacked either to a default directory or to one of your choice. I highly recommend to “installing” such content to a temporary folder and then have a close look at what you have got.



For unknown reasons, when installing content purchased from the DAZ 3D store there is no default install path for the Mac, as the picture above shows this for the product *Premium Rendering HDRI TA 2 Rockfall* <http://www.daz3d.com/shop/premium-rendering-hdri-ta-2-rockfall>. There is a default installation path for Windows, which I ignore.

The example at right shows in the red frame what the installer created from the purchased product *Bryce 7 Pro Advanced Layered Skies* <http://www.daz3d.com/shop/bryce-7-pro-advanced-layered-skies>. In this example, not one file needs to be in a specific location. If anyone had to be, the installer would not have installed it at the correct location.

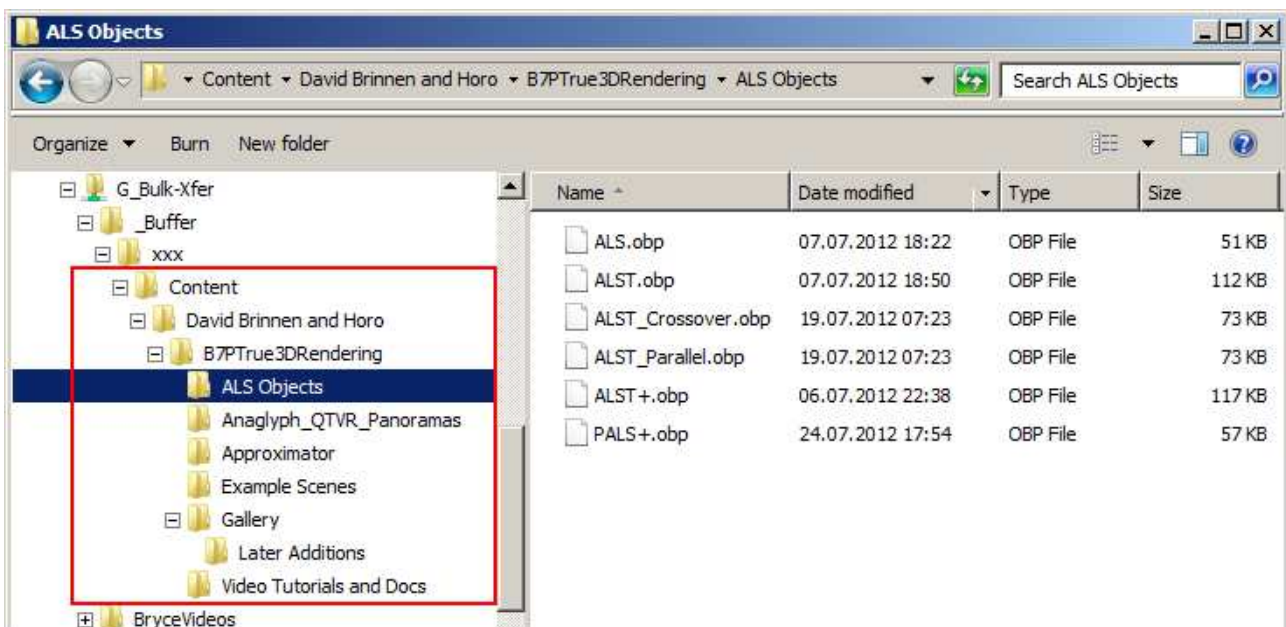


The product *Bryce 7 Pro True 3D Rendering* (not yet in the store at the time of writing) is split into 4 files (right) for easy download. The “install” folder must be defined for each file.

Name ^	Date modified	Type	Size
14846_B7PTrue3DPt1_1.0_br.exe	16.08.2012 11:52	Application	192'467 KB
14846_B7PTrue3DPt2_1.0_br.exe	16.08.2012 11:54	Application	194'870 KB
14846_B7PTrue3DPt3_1.0_br.exe	16.08.2012 11:55	Application	193'991 KB
14846_B7PTrue3DPt4_1.0_br.exe	16.08.2012 11:56	Application	189'791 KB

Shown above are the installer files for the Windows PC. As for the Mac, the files are zipped and have therefore the *zip* file type instead of the *exe* one. To get the Mac installers, the files have to be unpacked first.

The picture below shows the folder structure created by the installer. The *obp*-files that must reside in a specific folder are just unpacked into the sub-folder *ALS Objects*. These files are useless at this location.



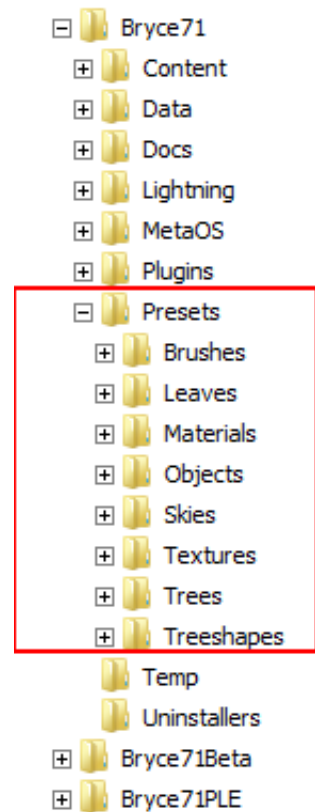
Where Specific Bryce Content belongs

There is some content that can be purchased or can be found free on the Internet that cannot just be copied anywhere on the computer. In order to be used it is mandatory that it resides at the one and only correct place.

The correct place is in the Bryce main folder (you know where it is, do you?). Under this folder is the directory **Presets**. There are eight folders below *Presets*: *Brushes*, *Leaves*, *Materials*, *Objects*, *Skies*, *Textures*, *Trees* and *Treeshapes*. Neither the names nor the locations of these folders must be changed. However, there can be folders beneath these eight directories. Within each of them are the libraries with specific filename extensions.

- *.**brp**: **brush preset** (brushes for the Terrain Editor).
- *.**lps**: **leaf presets** (leaves for the Tree Lab).
- *.**mat**: **material** (materials for the Materials Lab).
- *.**obp**: **object preset** (objects for the Objects Library).
- *.**bsk**: **bryce sky** (skies for the Sky Lab).
- *.**brt**: **bryce texture** (material textures for the Texture Library).
- *.**bto**: **bryce tree object** (trees for the Tree Lab).
- *.**tps**: **tree presets** (trees for the Tree lab).

The folder structure shown at right reflects my personal preference. The following folders must be in the Bryce folder: **Data**, **Plugins** and **Presets**. I have a folder *Content* where I copied the Pro content and the purchased one into.



Docs contains the documentation I managed to get hold of, the network render client was installed into *Lightning*; *MetaOS* contains Kay's Power Tools I copied from Bryce 4, and I moved all uninstallers into the folder *Uninstallers*. Any of these directories could be anywhere with whatever name.

default.br7

By the way — when Bryce is launched, it looks for the file *default.br7* in the Bryce main folder. You can set up an empty scene with your preferred document size and aspect ratio, sky, render options and set the render priority. Save this scene as *default.br7* in the Bryce main folder. Every time Bryce is launched you have your standard scene to start with and all your preferences are set as you will need them most of the time.

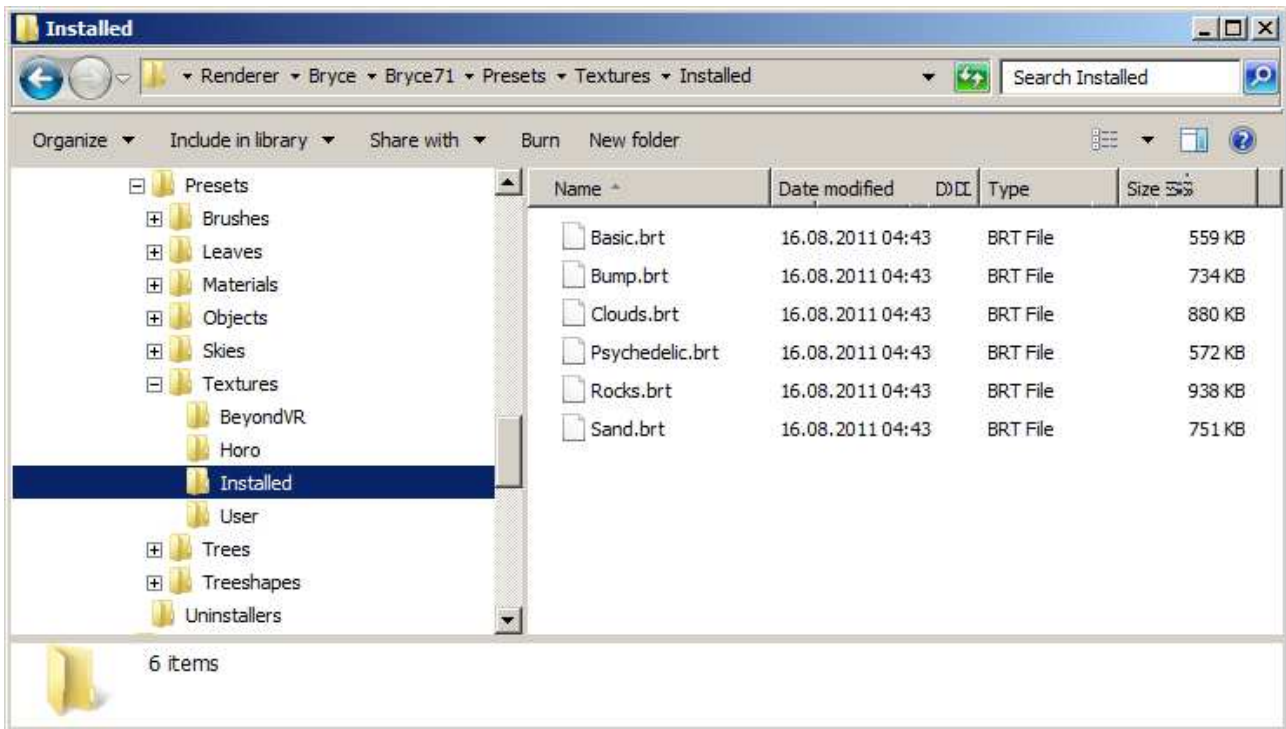
Libraries, Filenames and Folders

Most of the Libraries work exactly the same, no need to repeat and to blow up this document still more.

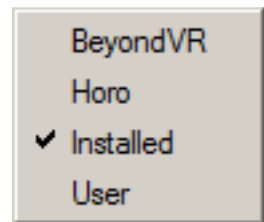
The textures are in the *Textures* folder under *Presets* in the Bryce main directory. This folder contains four sub-folders. After installing Bryce there are only two of them: *Installed* and *User*.

Installed is selected (see picture on top of next page) and there are six files in it. Each file is a Texture Library containing one or several individual textures. The maximal file size of a library is 2 GB. If it exceeds this limit, all is lost. Watch the file size of the libraries if you add stuff to them regularly. Particularly the Sky Libraries can grow very fast if skies with an embedded HDRI are added.

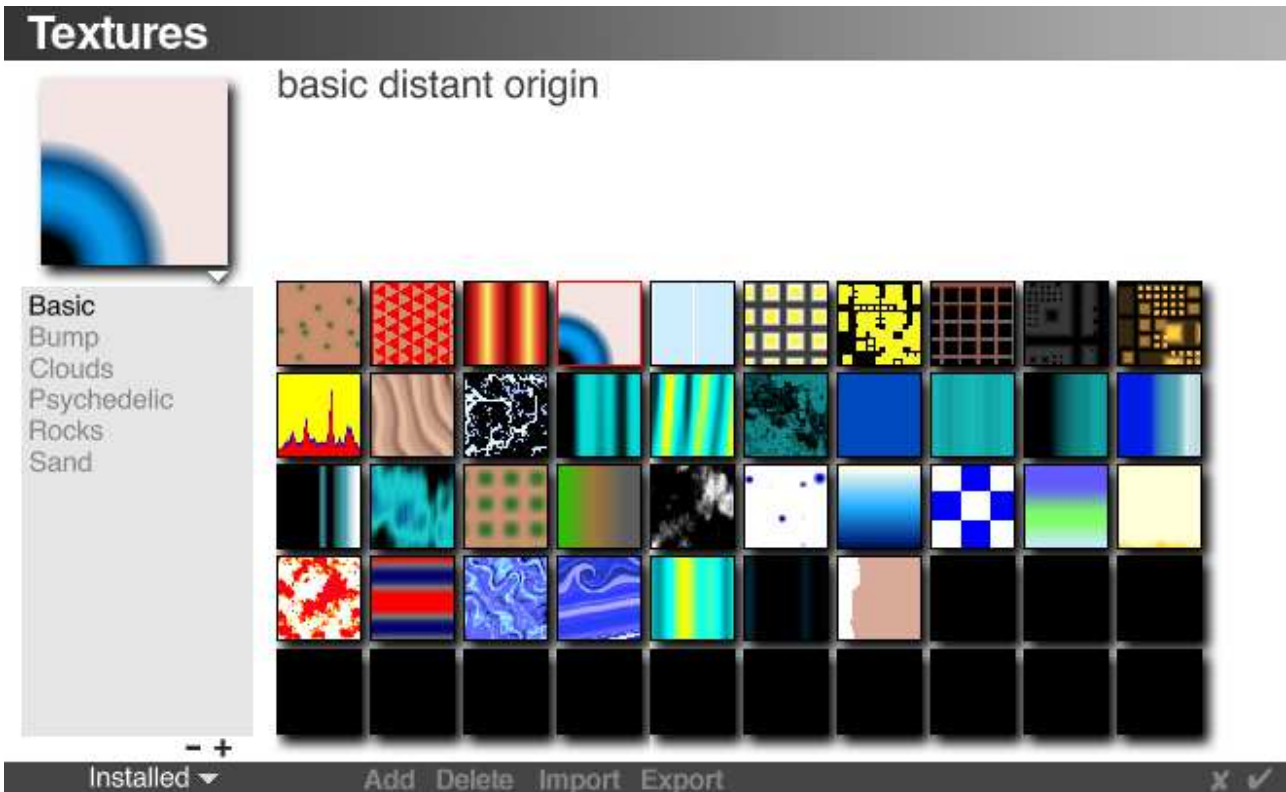
The Texture Libraries (picture on the bottom of the next page) in the sub-folder *Installed*: on the left side, the sub-libraries listed are the ones that are present as file names in the folder shown on top of the next page.



When clicking on the down arrow right of *Installed* at the lower left (see picture below), all texture libraries are listed and the active one has a tick as shown at right. The names of the libraries are the same as the folder names under Textures as shown above.



With sub-libraries in a library the content can be neatly organised.



The selected texture has a red frame (fourth from left on top row) and its name is *basic distant origin*.

Managing Content

To create a new sub-library, click on the [+] at the end of the list at left, and give it a name and a new sub-library is sorted alphabetically into the list. A new file is created in the sub-folder.

Creating a new library is a bit different. Create a new folder in the main library folder using the Windows Explorer or Mac Finder, respectively, in this example under the *Textures* folder. In case the sub-folder is left empty, the first time this one is selected from within the Library, a new sub-library with the name of the folder is created. If you already have sub-libraries that should go in there, just copy them into the new folder. In this case, Bryce lists those sub-libraries alphabetically and does not create a default one.

There are two ways to add purchased libraries that must go into one of the *Presets* sub-folders.

- (1) Copy them into an existing or new sub-folder below the appropriate folder under the *Presets* directory.
- (2) Go into the respective library, select the desired sub-library and click on **Import**.

If you created an item you want to save in a library, select the item, go into the appropriate library and sub-library and click on **Add**. The item will be inserted in the next free slot.

And if you want to share an item or several items, select it or them and click on **Export**, give it a filename and save it where you can later find it.

If you want to get rid of an item in a sub-library, select it and click on **Delete**. The item will not appear anymore in the library, but it still occupies the space. Deleting items from a sub-library does not make the library smaller. The only way is to export everything from a sub-library, then delete the sub-library (click on [-]) but think before you do), create a new sub-library and import what you have exported.

The name and description of each item in a library can be changed by selecting the item and clicking on the text. Then it can be edited.

Exceptions

All libraries work the same with the notable exception of the trees.

Leaves: there can be only the *Installed* folder and it contains all leaves (*.lps). Leaves in a folder with another name cannot be found by the Tree Lab.

Treeshapes: the same applies as for the Leaves. No *.tps file can be found if they are in another sub-folder than *Installed*.

Trees: this is different. Tree files *.bto can be anywhere on the computer. After installation they are in the main folder *Trees* and can be accessed directly by clicking on the tree icon on the Create shelf.

Hold down the [Alt] key when clicking on the tree icon on the shelf and the *Open* dialog appears which permits navigating to the file. Unfortunately, the material on the leaves, trunk and branches is lost but the shape remains.

A tree can be saved in the same way. Select the tree, hold down [Ctrl]+[Alt], or [Alt Gr], when clicking on the tree icon on the Create shelf and the *Save As* dialog pops up. A better solution is to save the tree to the Objects Library. This will retain the materials and does not randomise the tree in case *Randomise* in the Tree Lab was not to 0.

Note on Keys

PC [Ctrl] key = Mac [Command] key; PC [Alt] key = Mac [Option] key.

Re-Installing Bryce

Before you do, save the whole *Presets* folder because the installation overwrites everything in that folder and everything you have added and imported will be lost for good. After the successful installation of Bryce, copy the *Presets* folder back. Be prudent and save the *Presets* folder from time to time to another location. Better be safe than sorry.

Nice to Knows

Here are some random facts people often ask about in forums.

- A list of Developers having worked on this version: click on Help > About Bryce ...
- Running Bryce version: hold down [Ctrl] and click on Help > About Bryce ...
- A list of installed plug-ins which can be found in the Plugins folder: hold down [Ctrl]+[Shift] and click on Help > About Bryce ...
 - The first popup shows a list of Import Object Plug-ins (*.bro = **bryce object**).
 - The second a list of installed Export Object Plug-ins (*.brb = **bryce object**).
 - The third a list of Image Export Plug-ins (*.bri = **bryce image** and *.brh = **bryce hdr**).
 - The fourth a list of Movie Export Plug-ins (*.brm = **bryce movie**).

Bryce Documentation

<http://docs.daz3d.com/doku.php/artzone/pub/software/bryce/start>

Bryce 7 Artist Guide — PDF is a work in progress at the time of writing, Sky Lab is complete.

Bryce 6 Artist Guide — recommended reading, exhaustive Key Shortcut List for PC and Mac.

If you have a book from an earlier version of Bryce, most of what it contains is still valid. Many tutorials can be found on the Internet for the earlier Bryce versions 4, 5 and 6. What you learn from those tutorials can still be applied to Bryce 7.1.

The Links Menu

The *Links* menu on the menu bar permits to add preferred links. When selecting one, the default web browser opens that very link.

At right how I set it up and below how it looks in the text editor. The link at the end of the list is included in Bryce 7.1 and explains how this list can be adapted to your needs.

```
[["Tech Support", "http://www.daz3d.com/redirects/contact_us.php"  
"Tutorials", "http://www.daz3d.com/redirects/bryce_tutorial.php"  
"-"  
"Bryce Tutorials", "http://www.bryce-tutorials.info/"  
"Bryce by Horo", "http://www.horo.ch/raytracing/sys/index_en.html"  
"-"  
"David's Store", "http://www.daz3d.com/shop/catalogsearch/result/in  
"Horo's Store", "http://www.daz3d.com/shop/catalogsearch/result?q=9  
"-"  
"How to change this menu...", "linksmenu.htm"
```

Open the file *Bryce Links.txt*, which is in the Bryce main folder, with a text editor. Put the name that should appear in quotation marks, add a coma (,) at the end and two (2) spaces. Then add the link in quotation marks.

To make it easy to add some stuff, some links that might prove useful are provided below. Note that a division line is entered as "- ", "- " (remember, two spaces).



Products by David Brinnen and Horo Wernli

David's store:

<http://www.daz3d.com/david-brinnen>

Horo's store:

<http://www.daz3d.com/horo>

Bryce Tutorials (Chris Drew)

<http://www.bryce-tutorials.info/>

David Brinnen's Channel on YouTube

www.youtube.com/user/davidbrinnen

David Brinnen's Website (Blog)

<http://www.davidbrinnen.co.uk/>

Horo Wernli's Website (bilingual German and English)

<https://www.horo.ch/> (go to Raytracing and Bryce Documents)

Wikipedia about Bryce

http://en.wikipedia.org/wiki/Bryce_%28software%29

Special Thanks

David Brinnen reviewed this document several times and made important suggestions.

Graham Dresch looked at the Mac side of things and supplied the Mac screenshots.

August 2015/horo