

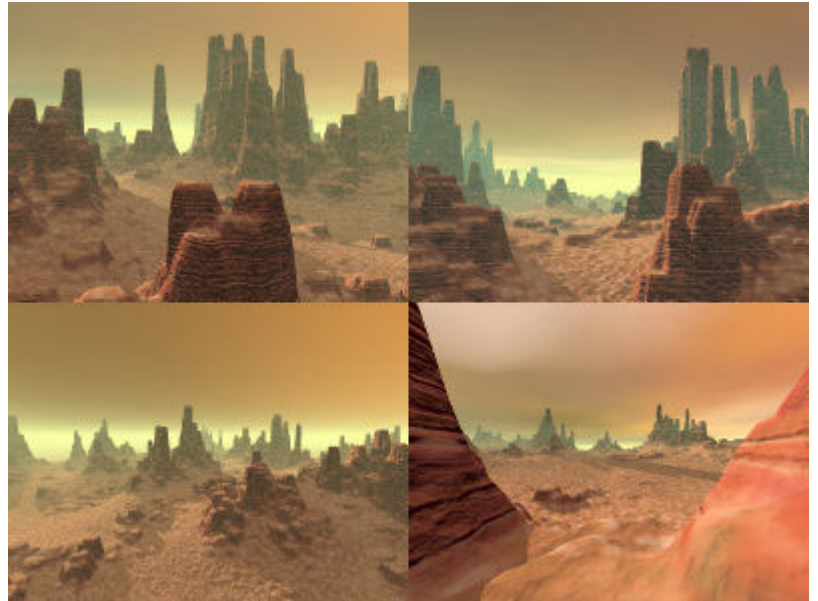
BRYCE 5 Mini Tutorial

How to create Canyon Terrains

by **David Brinnen**
February 2005

HTML Version
by **Hans-Rudolf Wernli**

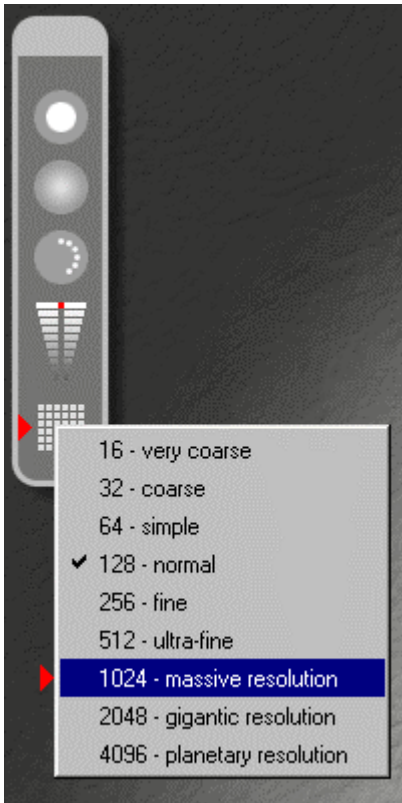
Four views of a Canyon Terrain >



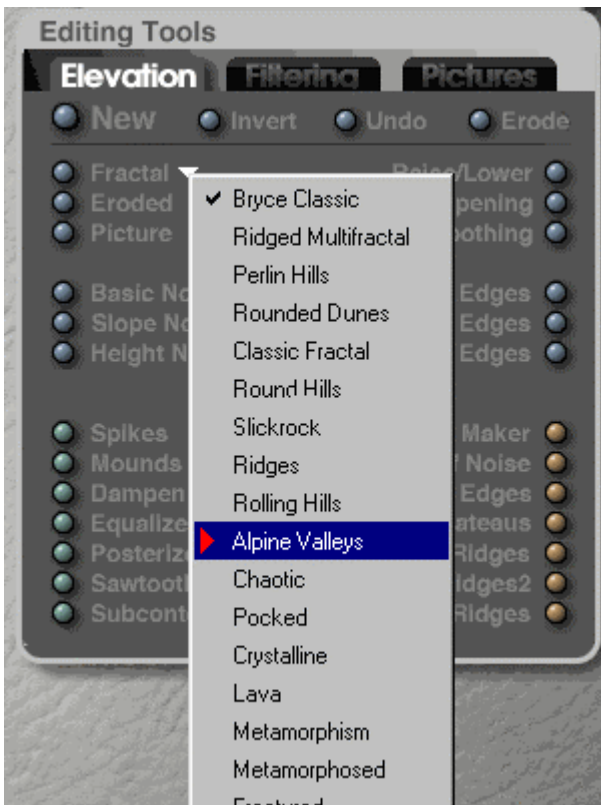
Start up Bryce, select «Create» and click on the mountain.



Click on «E» (Edit) to open the terrain editor.



Change the resolution from the standard «128 - normal» to «1024 - massive resolution».



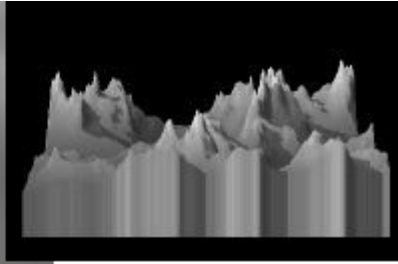
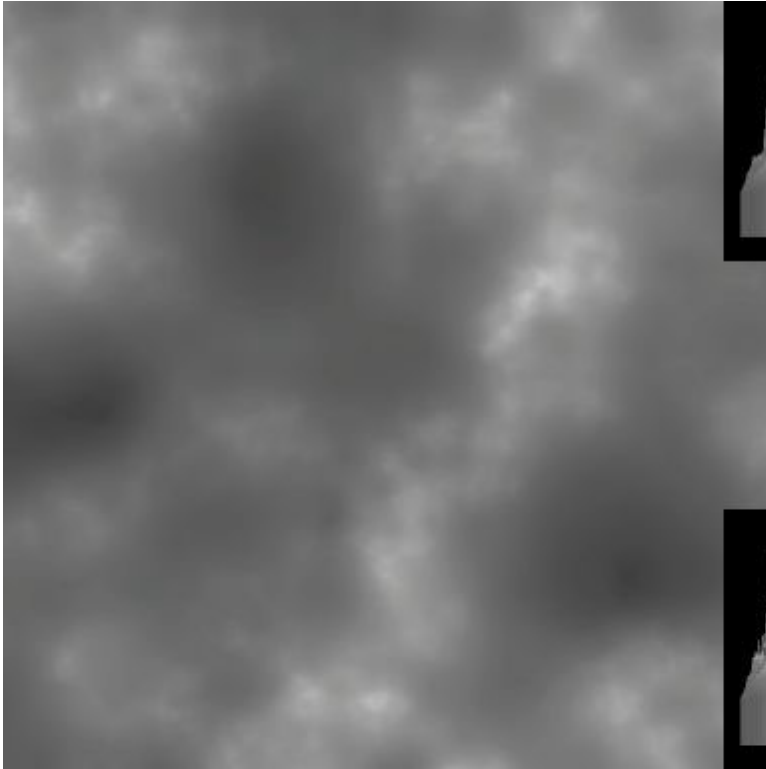
Select «Alpine Valleys» from the «Fractal» Pulldown.



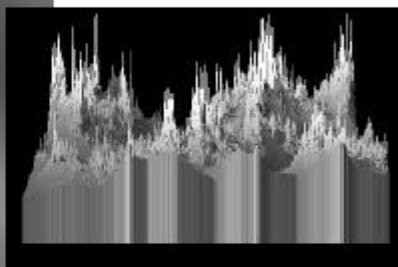
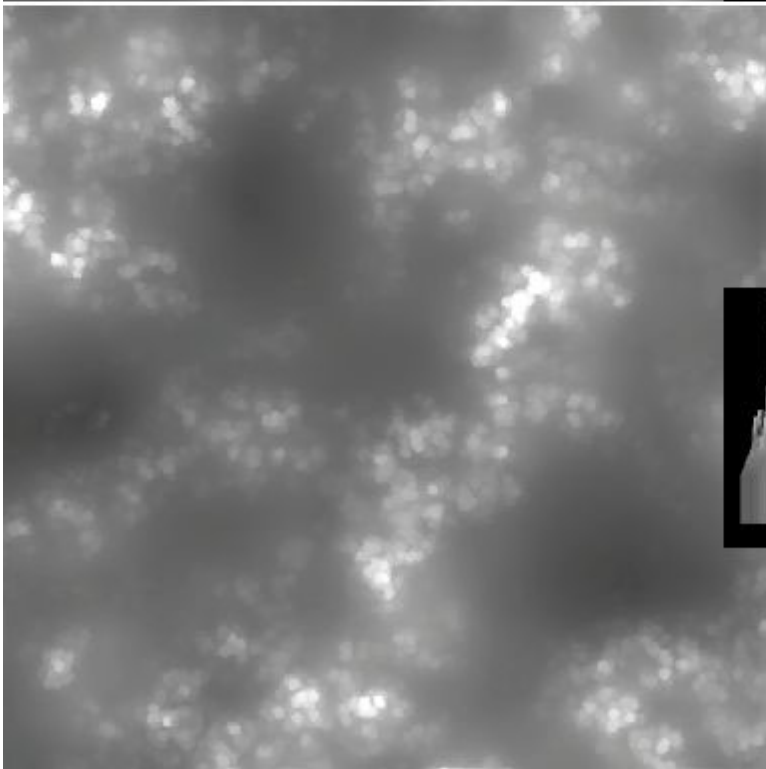
[1] Click the «Fractal» button until an interesting looking terrain is found.

[2] Click twice (2 x) on the «Sharpening» button.

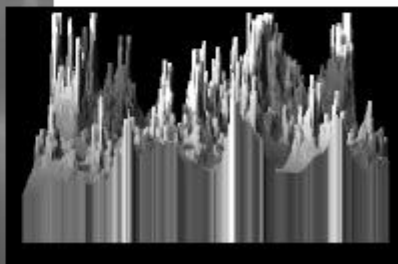
[3] Click once (1 x) on the «Subplateaus» button.



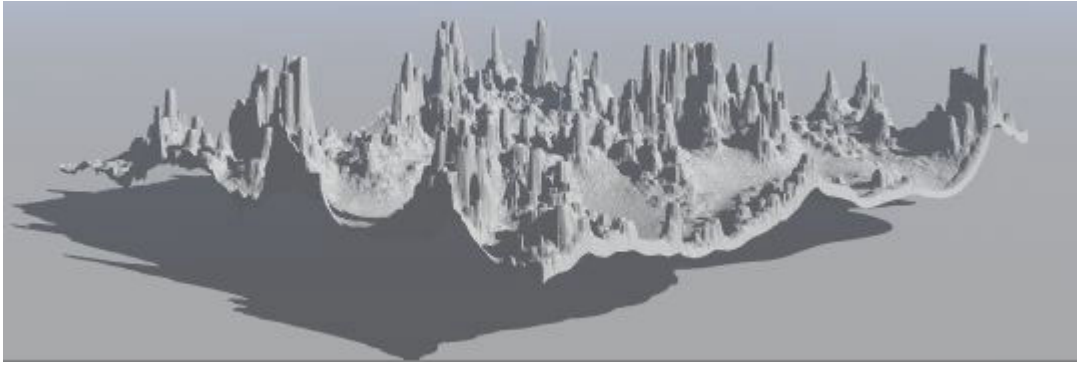
Above sample terrain.
Small picture above terrain in 3D view.



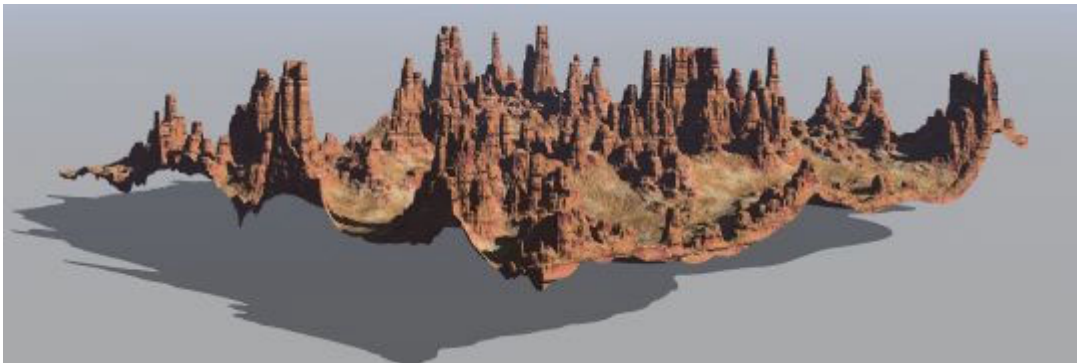
Middle: after sharpening twice.



The lower image shows the terrain after «Subplateaus» was clicked on once.



Terrain rendered with the default grey.



The material «Arizona» from the library applied: «Planes & Terrains», row 1, column 2.



Camera positioned at an interesting position and a sky with a low sun added.



Same camera position as above. Only the sky was changed.

The size of the terrain was not changed and is $X = 81.92 / Y = 20.48 / Z = 81.92$ Bryce Units.

The ground near the camera was cut off with a graphics application. The size of the terrain and the material used is not good enough for a very near camera position.
