

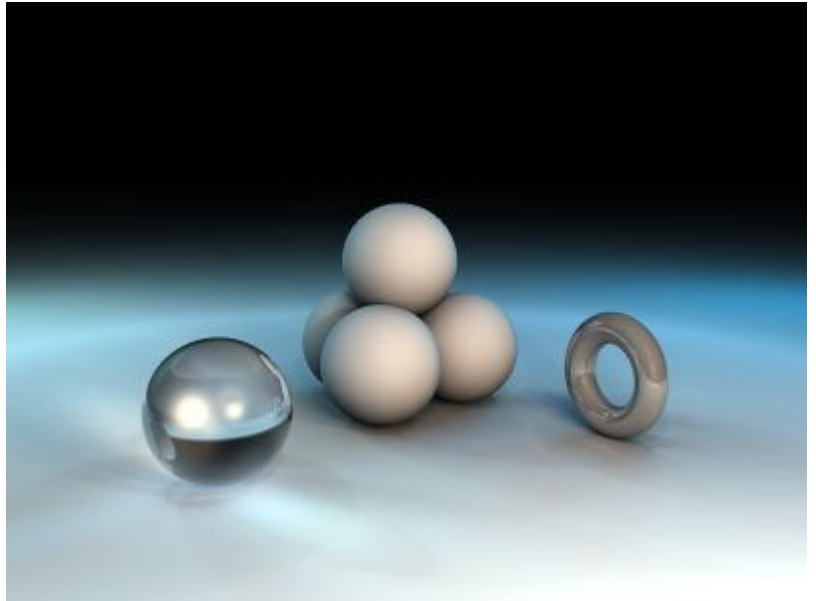
BRYCE 5 Mini Tutorial

How to create Coloured Light Rings

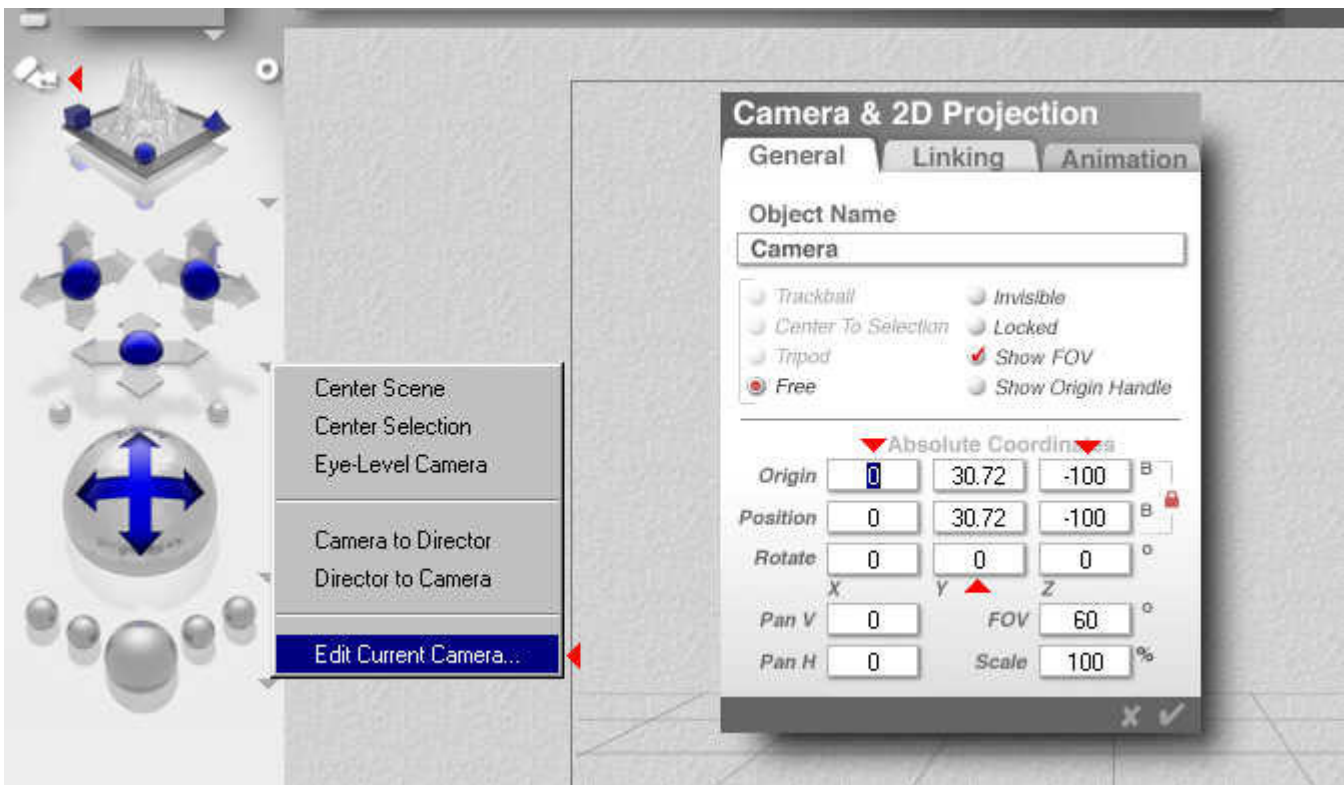
by **David Brinnen**
June 2005

HTML Version
by **Hans-Rudolf Wernli**

[Example with Coloured Light Rings >](#)



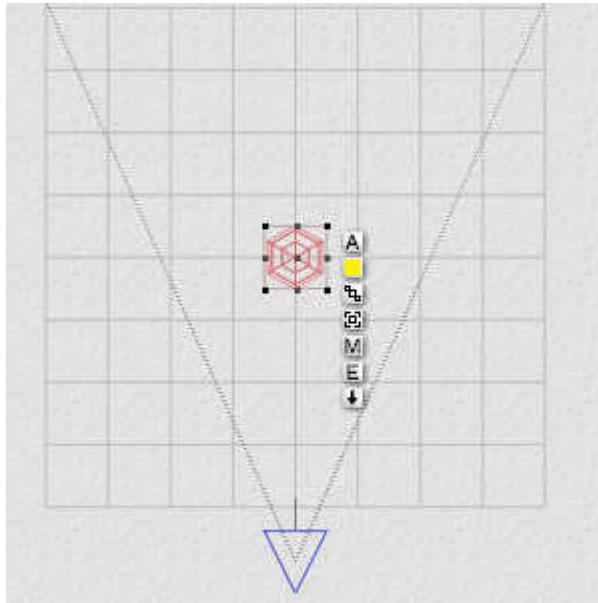
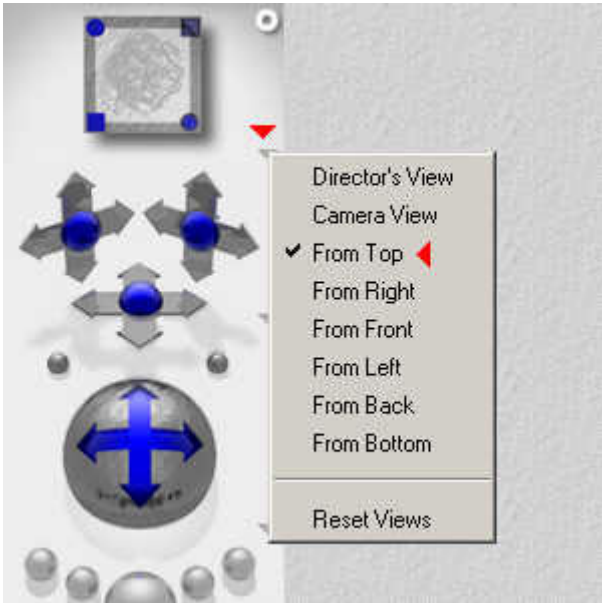
It is not mandatory to place the camera to another position as it is when Bryce starts. For this tutorial it is set as shown.



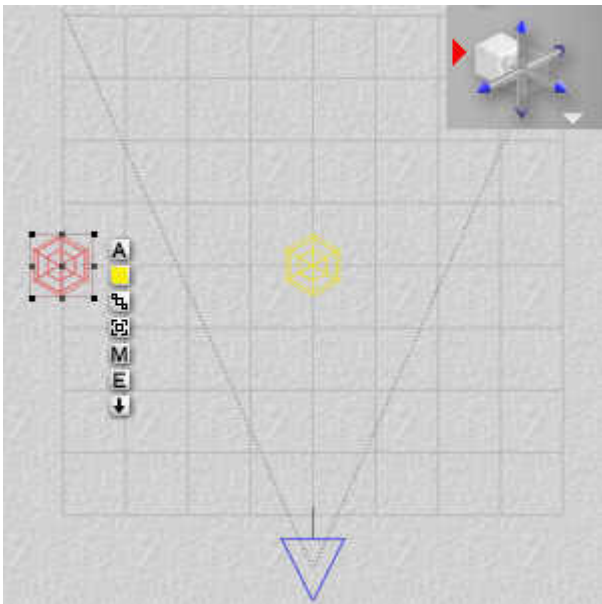
Camera and light ring(s) may be placed afterwards as desired.



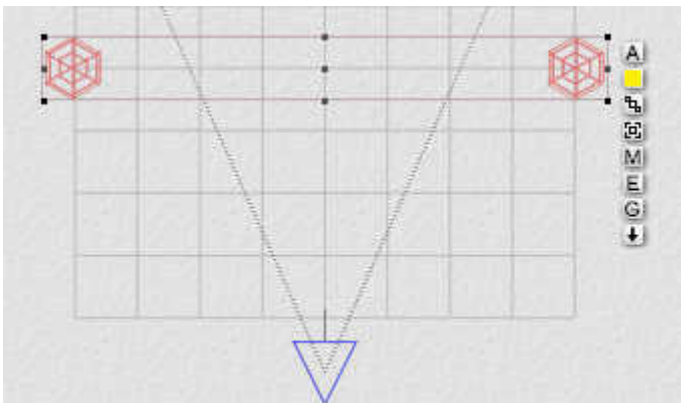
Create a Radial Light.



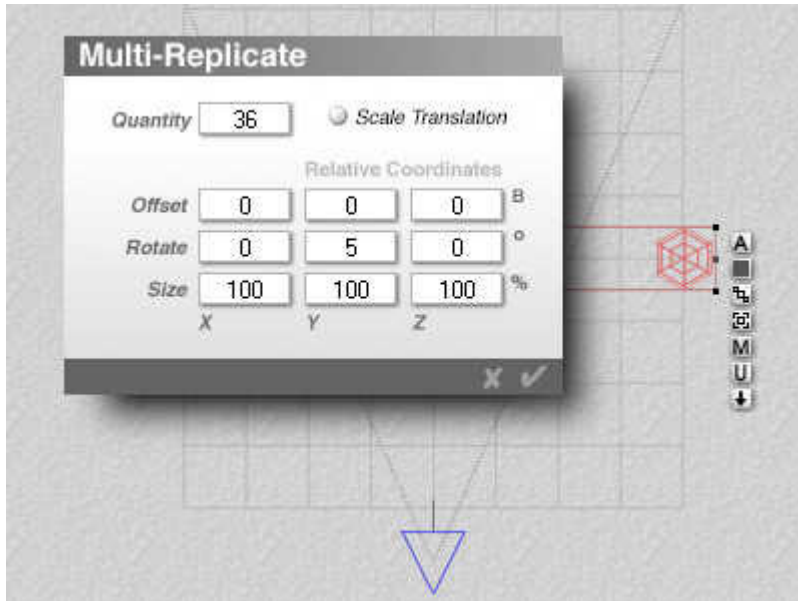
Select camera view from top. The radial light is at the centre of the picture.



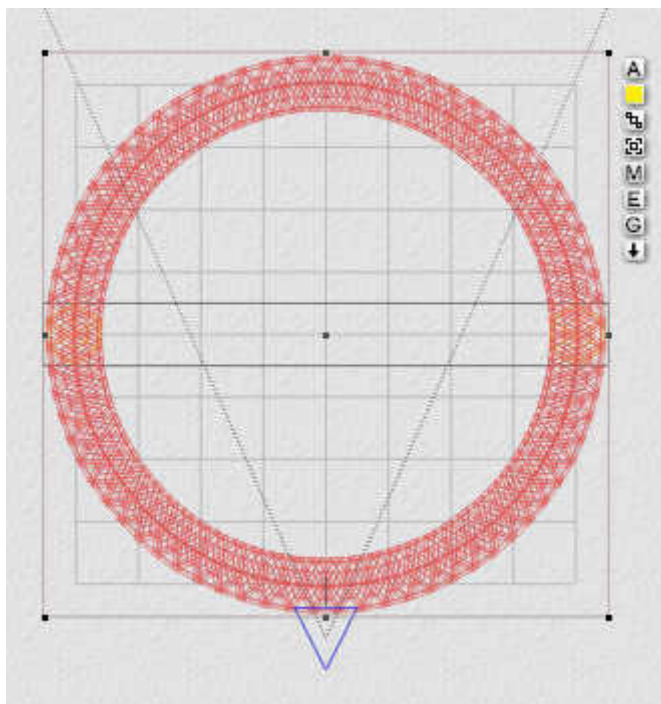
Copy selected radial light using the key combination [ctrl][c] and paste it [ctrl][v]. The new radial light is now selected. Move it to the edge (Edit, X).



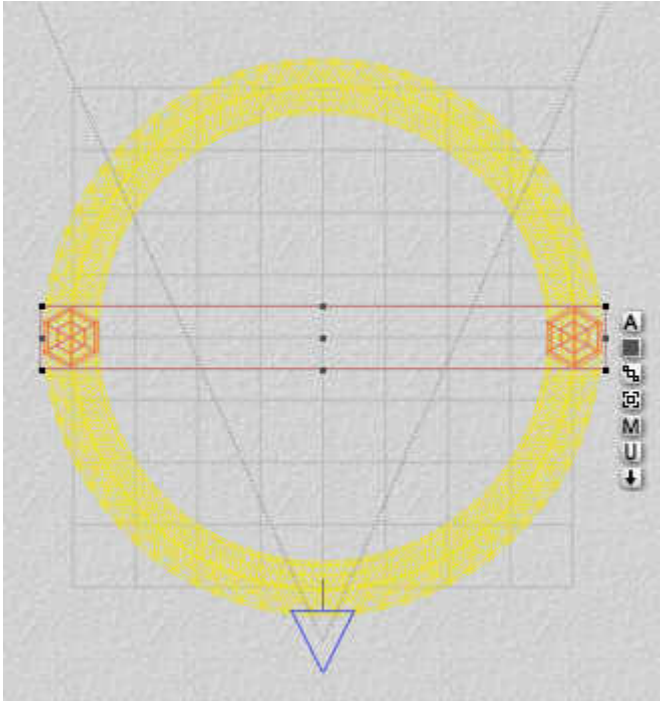
Select the first radial light and move it to the opposite edge of the grid and group it with the second.



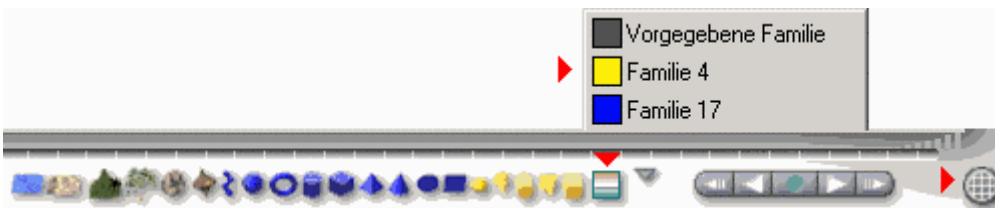
Mulrti-replicate the grouped radial lights with the values shown (Menu Edit > Multi-Replicate, or the key combination [ctrl][shift][d]).



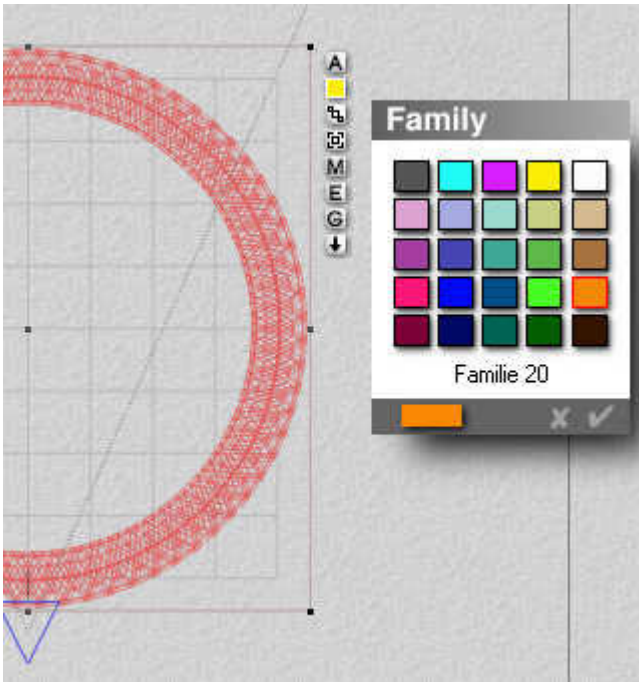
Un-group the result.



Select the remaining group and delete it ([ctrl][x] or [delete]). Thus, the initial two radial lights are removed and there is now the multi-replicated ring consisting of 36 single radial lights.

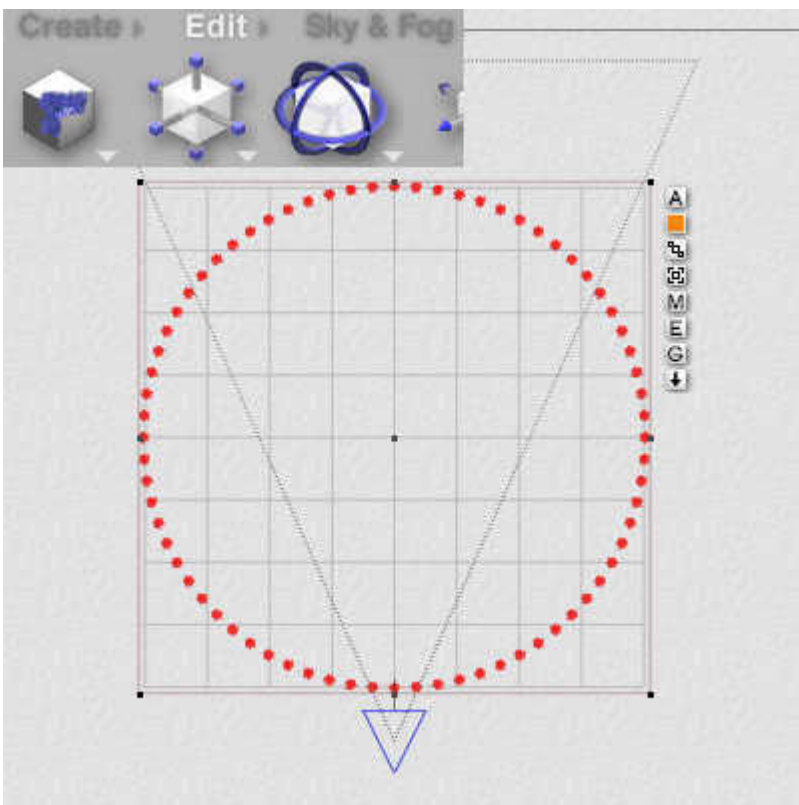


If you cannot find the bar shown at the bottom of your Bryce screen, click on the round, gridlike object at far right, which is displayed in any case. This object bar helps you to select objects in your scene. To select families, click on the rainbow square. A small window opens from which you can select a family. (Even though I use the English version of Bryce, this window appears in German.) Now click on the yellow family to select all radial lights.

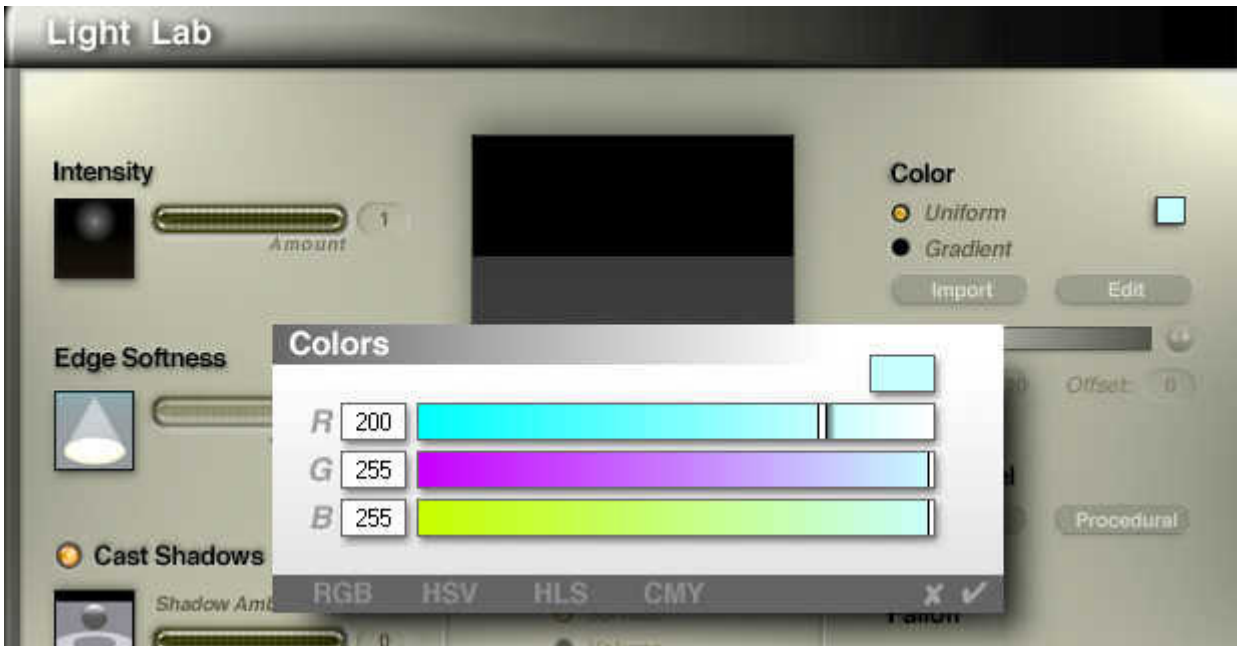


Change the family from yellow to orange so that these radial lights belong to the orange family. Click on the yellow field of the object attributes to do so.

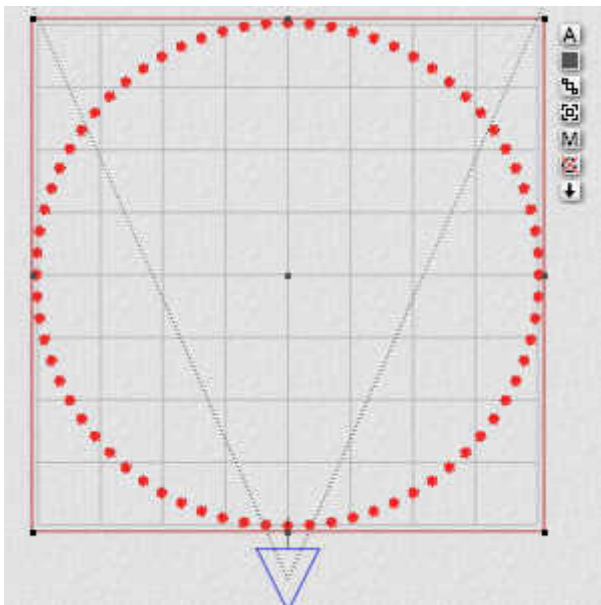
We do this because each new light created is attributed automatically to the yellow family. We want to be able to select all lights of each ring separately.



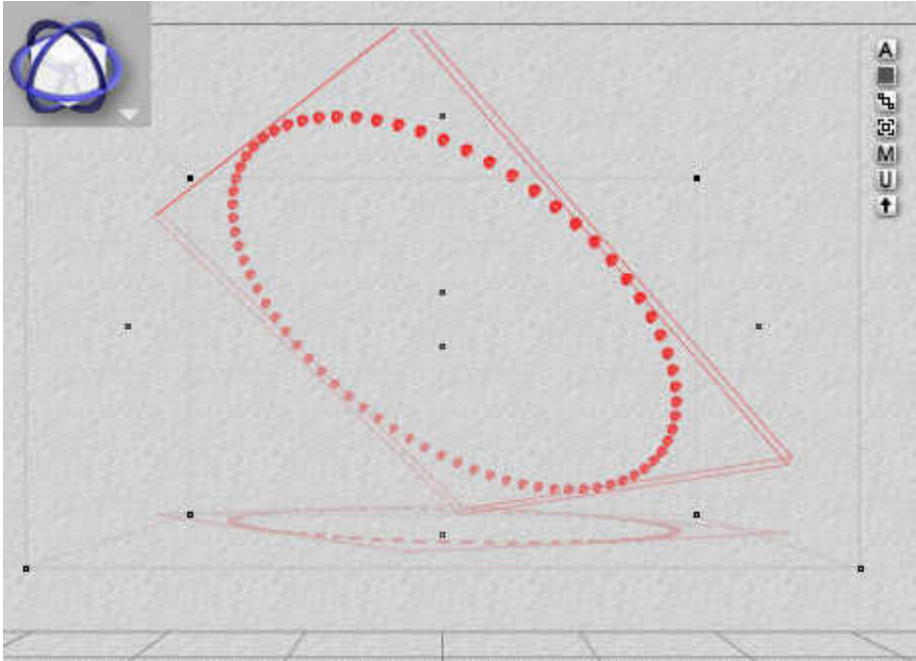
All radial lights are selected but are not grouped. Thus, the size of all lights can be changed without changing the size of the ring. Scale the lights by either using the tool or open the attribute window of the family and change the size X/Y/Z from each 20.48 to each 3.00.



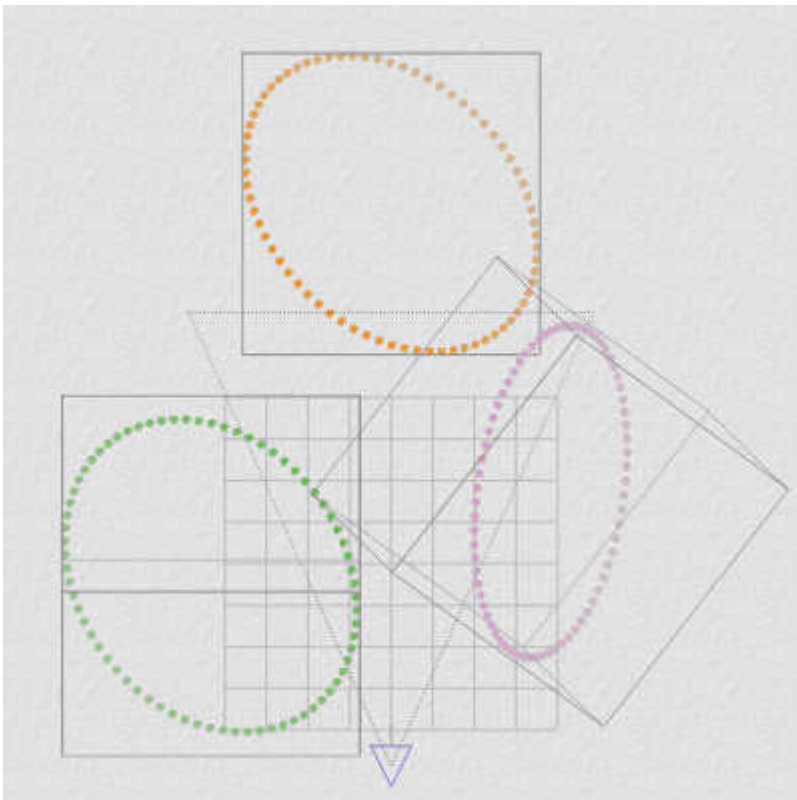
Click on the «E» of the object attributes. In the Light Editor, change the Intensity for all lights to 1, then change the colour ([alt] click on the small square to open the colour palette).



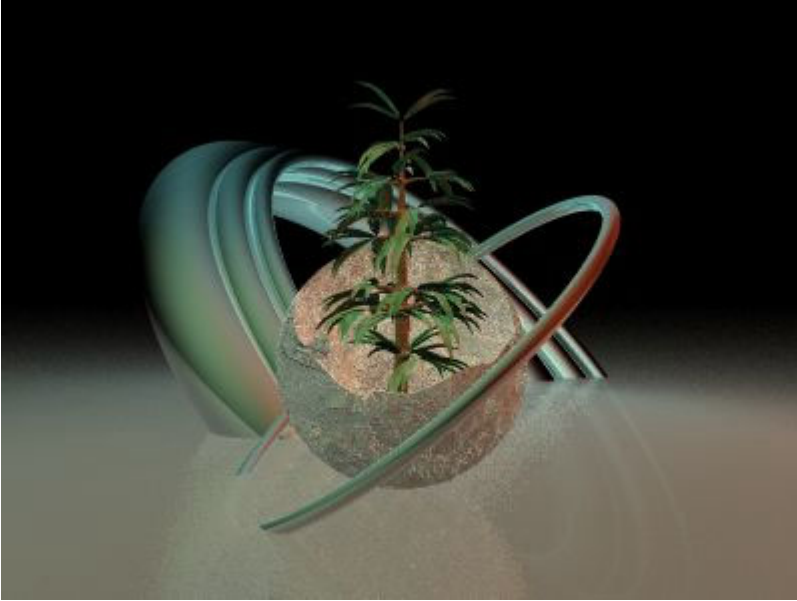
Now, the radial lights of the ring can be grouped together.



Use the rotation tool to turn the ring as appropriate. You will need some patience until the desired angle is acquired.



Create two more rings: [ctrl][c] - [ctrl][v], ungroup, chose another family colour, change colour and Intensity in Light Editor, group, move and rotate.



Now you place some objects between the coloured light rings or group the light rings around the objects until the desired effect is shown.

The light of the sky most certainly gets in the way and you will need a pitch dark sky. Get [pitchblack.bsk](#) as a zip file (7 KB) to include in your sky presets.

Using Light Domes, it is very tedious to create multi coloured lights that shine from different directions.