

## MEMO – Replace Grouped Objects by Instances

### Problem / Task

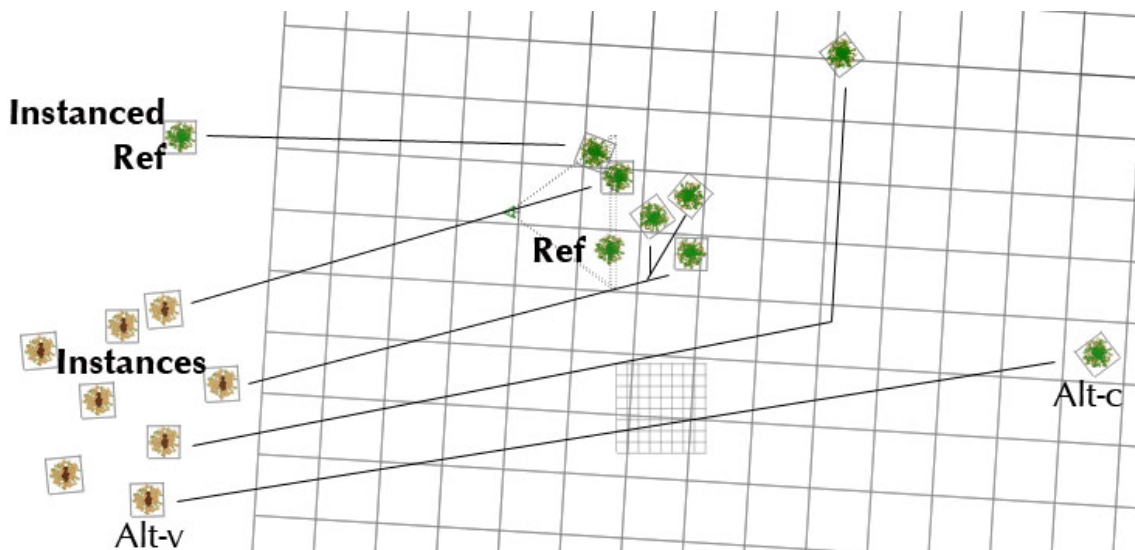
Replace a couple of copied grouped objects in an existing scene file by instances of them.

### Solution

1. Select one of the grouped objects (e.g. an Arbaro tree) and ungroup it but keep all meshes selected.
2. Instance it [CTRL]+[I] or *Edit > Instance*.
3. Group the instanced object and give the group a name, e.g. InstancedRef.
4. Group the previously ungrouped object and give it a name, e.g. Ref or Master.
5. Select ground plane or terrain and enter Instance Lab. Click on *Brush editor* and select in *Brush component* the group InstancedRef (see 3).
6. Click on *Painter* and set *Density* to the total amount of objects needed minus 2. Set *Size* so that the individual objects will be painted a bit apart from each other. Paint the instances a bit apart from where the individual objects will be needed. Leave the IL.
7. Set camera from Top, locate the instanced group, move it out of the way and ungroup.
8. Select one of the original copied groups but not the reference (4). *Edit > Copy Matrix* or [Alt]+[c], delete it, then select one of the instances and *Paste Matrix* or [Alt]+[v].
9. Repeat step 8 for all copied objects to replace them by instances. For the last copy, use InstanceRef (3); again, do not replace the reference group (4).

### Remarks

- Do not delete the reference object Ref (4). The file can be saved but Bryce crashes when it is loaded. The reference or Master object must stay in the file.
- If copies were given different materials, these are replaced by the Ref or Master.
- This method is limited to about a dozen grouped objects; it gets tedious if there are more.



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