

Bryce 7 Mentoring DVD

Videos, Scenes and Resources

TIP: The video player has usually a Pause button. Use it if you think the video is too fast paced.

Programs Required

- Bryce 7.1 Pro (build 7.1.0.74) to open and modify the sample scenes provided.
- Program that can play *mp4* video files.
- Program that can play Quick Time Virtual Reality *mov* files (for the QTVR files supplied with the HDRIs).

Links to free programs for Mac and PC can be found at the end of the document.

Organisation of Files

The videos are sorted into topics. Open the topics folder you are interested in. We recommend that you watch the videos in the order they are arranged in the folder and experiment with the scene files supplied.

Within a topic, the names of the videos are preceded by numbers so that they appear in the order we recommend they should be watched. The numbers help to identify the files provided for experimenting.

The list covering the following pages shows how the videos and supporting files are arranged along with their names. The running time of the videos can also be found in the table. This should help you plan your learning sessions.

BMP and PCT Files for PC and MAC

When opening a br7 source file in PC/Windows, Bryce looks at a file with the file type bmp. When opening a br7 file on the Mac, Bryce looks for a file with the file type br7.pct. So the file `test.br7` will load `test.bmp` on the PC and `test.br7.pct` on the Mac. Both variants are on the DVD, though only one of them will be needed, which one depends whether Bryce runs on a PC or on a Mac.

Topic	Video	Duration	Files
TOTAL	117 Videos, 12 HDRIs	26:59:49	83 Scenes, 13 Pictures, 28 PDFs, 1 Model, 4 QTVR Movies
Diverse	10 Videos	02:13:19	9 Scenes, 2 Pictures, 2 Picture-Guides, 1 video, 5 PDFs
	01_Getting Started	00:06:34	
	02_Setting Up a Simple Scene	00:19:40	02_Material guide.jpg 02_video IBL guide1.jpg 02_Setting up a simple scene.br7/bmp/pct
	03_BryceUnits	00:10:44	03_BryceUnits-Transcript.pdf
	04_ParticleEmitter	00:08:17	04_Particles.br7/bmp/pct
	05_Include-Exclude to reduce render times feature	00:08:40	
	06_One way surfaces	00:14:06	06-01_One way surfaces example file.br7/bmp/pct 06-02_One way surfaces animation file.br7/bmp/pct/mp4 06-03_One way surfaces simple example1.br7/bmp/pct 06-04_One way surfaces simple example2.br7/bmp/pct 06-05_One way surfaces simple example3.br7/bmp/pct
	07_Anaglyph1	00:13:28	07_Anaglyph1-Transcript.pdf
	08_Anaglyph2	00:23:57	08_Anaglyph.br7/bmp/pct 08_Anaglyph.pdf 08_Anaglyph2-Transcript.pdf 08-01_C_3D setup_L&R_in_camera_dots_2&3.br7/bmp/pct 08-01_Combined image from 2&3.jpg (anaglyph) 08-01_Combined image from 2&3-colored.jpg (coloured ana.)
	09_Anaglyph3 (More about Anaglyphs)	00:12:05	09_Anaglyph3-Transcript.pdf
	10_Linking to Paths and Tracking Targets	00:15:48	

DTE	17 Videos	03:57:13	1 PDF
	1-a Bryce 7 Slope Filter	00:14:50	
	1-b Bryce 7 Altitude Filter	00:10:30	
	1-c Bryce 7 Clip and Smooth Clip Filters	00:14:31	
	1-d Bryce 7 Sin and Saw Filters	00:17:09	
	1-e Bryce 7 Quantise Filter Overview	00:08:31	
	1-f Bryce 7 Absolute, Gauss and Power Filters	00:23:26	
	1-g Bryce 7 Orientation and Snow Puddle Filters	00:14:57	
	1-h Bryce 7 Curvature Filter Overview	00:16:47	
	1-i Bryce 7 Color Components	00:16:10	
	1-j Bryce 7 Blend Modes	00:24:44	
	2-a Bryce 7 Sine Noise Function-Intro	00:19:52	
	2-b Bryce 7 Noise Function Overview	00:07:54	
	2-c Bryce 7 Square Noise Function	00:09:35	
	2-d Bryce 7 Random Discreet and Continuous Noise Function	00:10:01	
	2-e Bryce 7 Vortex Noise Function	00:10:01	
	2-f Bryce 7 Distance Origin and Squared	00:08:36	
	2-g Bryce 7 Phase Function	00:09:39	
			DTE.pdf

HDRI	0 Videos, 12 HDRIs	00:00:00	4 Pictures, 4 QTVR Movies, 1 PDF
	BhutanBridgeNEana_1280.hdr		Anaglyph HDRI for testing Diverse\Anaglyph3
	Lake+Wall_1280.hdr		Lake+Wall.jpg
	Lake+Wall_3840.hdr		Lake+Wall.mov
	lw3wl_1280.hdr		
	lw3wl_2560.hdr		
	lw3wl-sm_640.hdr		
	RottuHubil_1280.hdr		RottuHubil.jpg
	RottuHubil_3840.hdr		RottuHubil.mov
	RottuWadi_1280.hdr		RottuWadi.jpg
	RottuWadi_3840.hdr		RottuWadi.mov
	Wall+Lake_1280.hdr		Wall+Lake.jpg
	Wall+Lake_1280.hdr		Wall+Lake.mov
			HDRIs.pdf
IBL	17 Videos	03:59:02	4 Scenes, 8 PDFs
	01_Using IBL v7.0 Part 1 (actually part 1/5)	00:09:23	01_Using IBL v7.0 Part 1-Transcript.pdf
	02_Using IBL v7.0 Part 2 (actually part 2/5)	00:08:31	02_Using IBL v7.0 Part 2-Transcript.pdf
	03_Using IBL v7.1 Part 1 (actually part 3/5)	00:08:31	03_Using IBL v7.1 Part 1-Transcript.pdf
	04_Using IBL v7.1 Part 2 (actually part 4/5)	00:08:59	04_Using IBL v7.1 Part 2-Transcript.pdf
	05_Using IBL v7.1 Part 3 (actually part 5/5)	00:09:57	05_Using IBL v7.1 Part 3-Transcript.pdf
	06_IB Light from Inside	00:10:58	06_Light from inside abstract pano example.br7/bmp/pct
	07_Using Sky for HDRI	00:09:44	07_Light of an HDRI made from Sky.pdf 07_Using Sky for HDRI-Transcript.pdf 07_UsingSkyExample.br7/bmp/pct
	08_Advanced Use Sky Experiment1	00:16:01	
	09_Advanced Use Sky Experiment2	00:14:15	
	10_Advanced Use Sky Experiment3	00:40:37	10_Advanced Use Sky Experiment 3.br7/bmp/pct

IBL (cont'd)	11_IBL-SpecularMap	00:10:53	
	12_IBL Specularity & Inside	00:15:22	12_Bath.br7/bmp/pct
	13_Specularity Special Effects	00:10:43	
	14_HDRI & TA Part 1	00:10:14	
	15_HDRI & TA Part 2	00:09:34	
	16_HDRI Contrast	00:07:07	16_HDRIcontrast-Transcript.pdf
	17_IBL v TA when and how	00:38:10	
Lighting	8 Videos	02:05:14	1 PDF
	01_Lighting Discussed	00:19:48	
	02_Making a Glowing Light	00:10:36	
	03_Lighting and Skys	00:15:01	
	04_Lighting a Landscape	00:25:00	
	05_Lighting a Still Life	00:26:10	
	06_Shadow Capture Technique	00:17:11	
	07_Brighter Stars	00:06:43	
	08_Custom Starfield	00:04:45	08_Custom Starfield-Transcript
Materials	11 Videos	02:15:43	9 Scenes, 2 PDFs
	01_Texture & Material Effects	00:14:21	
	02_Create Checkered Tiles	00:12:29	
	03_Create a City Scape	00:12:45	
	04_Apply Textures to a City Scape Terrain	00:12:34	
	05_Simple Material Project 1	00:09:52	
	06_Simple Material Project 2	00:08:25	
	07_Simple Material Project 3	00:08:30	
	08_In Depth Metal Material Tutorial	00:23:21	

Materials (continued)	09_ToonShading	00:12:51	09_ToonShading-Transcript.pdf 09-1_Toon-Landscape.br7/bmp/pct 09-2_A canyon somewhere7 scene14_toon.br7/bmp/pct 09-3_Toon-Island.br7/bmp/pct
	10_CELshading	00:14:28	10_CELshading-Transcript.pdf 10-1_Cel-Contour.br7/bmp/pct 10-2_Cel-Ambience.br7/bmp/pct 10-3_Cel-Metal+Anisotropy.br7/bmp/pct 10-4_Cel-Hatching.br7/bmp/pct
	11_Object Mesh Exposed Using Curvature Filtering	00:06:07	11-1_FourWballs_mesh_expose.br7/bmp/pct 11-2_Object mesh expose example scene.br7/bmp/pct
MatLab	12 Videos	02:16:38	26 Scenes, 1 Picture, 4 PDFs
	01-01_Material Channels	00:05:45	01-01_Combining Channels1.br7/bmp/pct
	01-02_Advanced Procedural Mapping Considerations	00:05:46	01-02-1_Another material lab setup1.br7/bmp/pct 01-02-2_Another material lab setup2.br7/bmp/pct
	01-03_Colours from the Bump Channel	00:05:45	01-03-1_NOTE.pdf 01-03-1_Colours from bump1.br7/bmp/pct 01-03-2_Colours from bump2.br7/bmp/pct 01-03-3_Colours from bump3.br7/bmp/pct 01-03-4_Colours from bump4.br7/bmp/pct 01-03-5_Colours from bump3mod.br7/bmp/pct
	01-04_Colours from bump applied to terrains experiment	00:13:04	01-04_Colours from bump applied to terrain1.br7/bmp/pct

MatLab (continued)	02-01_Mapping Modes Applied to Procedural Texture	00:18:01	02-01_Object lineup reflection map1.br7/bmp/pct 02-01_Object lineup setup1.br7/bmp/pct
	02-02_Reflection Mapping Experiment	00:06:15	02-02_Object lineup reflection map experiment1.br7/bmp/pct
	02-03_Material Mapping Modes Continued	00:14:52	02-03_10 weave selection1.br7/bmp/pct 02-03_Glass on tiles1.br7/bmp/pct 02-03_Pict orientation alpha map.br7/bmp/pct 02-03_Pict orientation alpha map_eroded.bmp 02-03_Pict orientation image map.br7/bmp/pct 02-03_Spherical example1.br7/bmp/pct
	02-04_Mapping Mode Modifiers for Pictures	00:06:29	02-04_Mapping mode modifiers for pictures.br7/bmp/pct 02-04_Pict orientation image map lo rez non AA.br7/bmp/pct
	02-05_Mapping Mode Modifiers for Procedurals	00:10:59	02-05_FourWballs.br7/bmp/pct 02-05_FourWballsIBL.br7/bmp/pct 02-05_FourWballsTA.br7/bmp/pct
	03-01_Material Options	00:14:25	03-01_Material options examples1.br7/bmp/pct 03-02_Material options examples2.br7/bmp/pct
	04-01_OpticsProperties	00:20:52	04-01_OpticalProperties-Transcript.pdf
	04-02_Optics_CurvedHorizon	00:14:25	04-02_CurvatureOfHorizon.pdf 04-02_OpticalCurvedHorizon-Transcript.pdf 04-02-01_SmallMoon.br7/bmp/pct 04-02-02_DeepSpace.br7/bmp/pct

Rendering	6 Videos	00:59:18	2 PDFs
	01_Anti Aliasing Overview	00:06:40	
	02_Render Options Premium Effects	00:09:54	
	03_Render Options and Soft Shadows	00:12:02	
	04_DOE Effects	00:05:09	
	05_Using Lightning 1	00:09:00	05_Lightning1-Transcript.pdf
	06_Using Lightning 2	00:16:33	06_Lightning2-Transcript.pdf
Re-Using Scenes	3 Videos	01:20:31	1 PDF
	01_Getting the most from your content1	00:39:55	
	02_Getting the most from your content2	00:24:46	
	03_SavingTrees	00:15:50	03_SavingTrees-Transcript.pdf
Scene_Videos	19 Videos	04:16:17	33 Scenes, 4 Pictures, 1 Model 3ds
	01-01-02_A Canyon Somewhere 1 and 2 scene 9	00:05:24	01-01_A canyon somewhere1.br7/bmp/pct 01-01_desert skull.3ds 01-02_A canyon somewhere2 scene9.br7/bmp/pct
	01-03_A canyon somewhere3 scene 10	00:16:00	01-03_A canyon somewhere3 scene10.br7/bmp/pct
	01-04_A canyon somewhere4 scene 11	00:07:45	01-04_A canyon somewhere4 scene11.br7/bmp/pct
	01-05_A canyon somewhere5 scene 12	00:17:04	01-05_A canyon somewhere5 scene12.br7/bmp/pct
	01-06_A Canyon Somewhere 6 Scene 13	00:08:04	01-06_A canyon somewhere6 scene13.br7/bmp/pct
	01-07_A canyon somewhere7 scene 14	00:11:37	01-07_A canyon somewhere7 scene14.br7/bmp/pct

Scene_Videos (continued)	02-01_Desert Road Scene 4	00:10:17	02-01_Desert_road scene4.br7/bmp/pct 02-01_Desert_road scene4_clouds.br7/bmp/pct 02-01_Desert_road scene4_composite image.bmp 02-01_Desert_road scene4_recombined.br7/bmp/pct 02-01_Object mask.bmp 02-01_Object mask-a.tif 02-01_Object mask-b.bmp
	02-02_Appendix to Desert Road Scene	00:06:01	
	02-03_Desert Road2 Scene 5 and 5b	00:09:48	02-03_Desert_road2 scene5.br7/bmp/pct 02-03_Desert_road2 scene5b.br7/bmp/pct
	03-01_Lake Scene 1	00:09:38	03-01_Lake scene1.br7/bmp/pct
	03-02_Lake Scene 2	00:10:40	03-02_Lake scene2.br7/bmp/pct
	03-03_Lake Scene 3	00:14:28	03-03_Lake scene3.br7/bmp/pct
	04-01-10_Sledge's 10 sample scenes	00:53:42	04-01_Simple Scene Sledge Setup 1.br7/bmp/pct 04-02_Simple Scene Sledge Setup 2.br7/bmp/pct 04-03_Simple Scene Sledge Setup 3.br7/bmp/pct 04-04_Simple Scene Sledge Setup 4.br7/bmp/pct 04-05_Simple Scene Sledge Setup 5.br7/bmp/pct 04-06_Simple Scene Sledge Setup 6.br7/bmp/pct 04-07_Simple Scene Sledge Setup 7.br7/bmp/pct 04-08_Simple Scene Sledge Setup 8.br7/bmp/pct 04-09_Simple Scene Sledge Setup 9.br7/bmp/pct 04-10_Simple Scene Sledge Setup 10.br7/bmp/pct
	05-01_Thruster special effect video	00:13:02	05-01_Thruster Simple.br7/bmp/pct 05-02_Thrusters Scene Example.br7/bmp/pct
	06-01_HDRI Backdrop Blending Scene 6	00:10:37	06-01_HDRI Backdrop Blending Scene 6.br7/bmp/pct

Scene_Videos (continued)	07-01_Anisotropy1 Scene7	00:10:48	07-01_Anisotropy1 Scene7.br7/bmp/pct
	07-02_Anisotropy2 Scene8	00:16:36	07-02_Anisotropy2 Scene8.br7/bmp/pct
	07-03_AppendixToAnisotropy2	00:05:17	
	08-01_Odds and ends video	00:19:29	08-01_Orange Tori.br7/bmp/pct 08-02_Orange Fretwork Cube.br7/bmp/pct 08-03_Orange Weave.br7/bmp/pct
Terrains	9 Videos	01:58:07	2 Scenes, 2 PDFs
	01_Terrain Editor Techniques Part A	00:15:46	
	02_Terrain Editor Techniques Part B	00:10:37	
	03_Working on DTE Generated Terrains	00:06:37	
	04_Create Terrains Using the DTE	00:08:52	
	05_Roads onto a DTE Terrain	00:08:15	
	06_Foam Around an Island DTE Terrain	00:23:33	
	07_TilingTerrains Part 1 of 2	00:17:33	07_TilingTerrains Part 1-Transcript.pdf
	08_TilingTerrains Part 2 of 2	00:10:36	08_TilingTerrains Part 2-Transcript.pdf
	09_Wrapping a cityscape around a sphere	00:16:18	09-01_Heightmap for Wrapping a Cityscape.br7/bmp/pct 09-02_Wrapping a Cityscape around a Sphere.br7/bmp/pct
VolClouds	5 Videos	01:38:27	1 PDF
	01_Making Volumetric Clouds	00:13:23	
	02_Volumetric Cloud Tutorial 1	00:35:06	
	03_Volumetric Cloud Tutorial 2	00:21:30	
	04_Modify Volumetric Clouds	00:09:48	
	05_Using Davids Cloudscapes	00:18:40	05_Using Davids Cloudscapes-Transcript.pdf
TOTAL	117 Videos, 12 HDRIs	26:59:49	83 Scenes, 13 Pictures, 28 PDFs, 1 Model, 4 QTVR Movies
Topic	Video	Duration	Files

Videos on YouTube and Vimeo

Several videos have been published by DAZ3D on YouTube and Vimeo. In order to fit in, some had to be cut into parts and sampled down into a smaller size. Cut videos were reassembled and those considered too small re-rendered from the original recordings.

The videos on this DVD have a better quality. All videos, sample scenes and other files on this DVD were created by the authors.

The files on this DVD were tested on the following machines

PPC Mac, Mac OSX 10.4.11 (Tiger):

Bryce 7.1.0.74 for scene files

QuickTime 7.6.4 (518.35) for videos and QTVR

Intel Mac, Mac OSX 10.6.3 (Snow Leopard),

Bryce 7.1.0.74 for scene files

QuickTime 10.0 (113) for videos and 7.6.6 (1709) for QTVR

PC Windows

Windows 2000 SP4

Bryce 7.1.0.74 for scene files

QuickTime Player 6.5.2 shows QTVR but cannot open video.

QuickTime Player 7.1.6 is last version for 2000, plays sound, but not video; shows QTVR.

VLC Media Player 1.1.8 runs videos correctly.

Windows Media Player 6.4 cannot open videos.

Windows XP SP3 Home

Bryce 7.1.0.74 for scene files

QuickTime Player 7.6.9 runs videos correctly and shows QTVR.

VLC Media Player 1.1.9 runs videos correctly.

Windows Media Player 9 cannot open video.

Windows XP SP3 Pro

Bryce 7.1.0.74 for scene files

DevalVRPlayer shows QTVR.

QuickTime Player 7.6.5 runs videos correctly and shows QTVR.

Real Player 10.5 plays sound only.

Real Player 14 runs videos correctly.

VLC Media Player 1.1.9 runs videos correctly.

Windows 7 Pro SP1 32-bit

Bryce 7.1.0.74 for scene files

QuickTime Player 7.6.9 runs videos and QTVR correctly.

Windows Media Player runs videos correctly.

Windows 7 Pro SP1 64-bit

Adobe Media Player 1.8 runs videos correctly.

Bryce 7.1.0.74 for scene files

DevalVRPlayer shows QTVR.

QuickTime Player 7.6.9 runs videos and QTVR correctly.

Real Player 1.1.4 runs videos correctly.

VLC Media Player 1.1.4 runs videos correctly.

**Special thanks to *Graham Dresch* who was kind enough to painstakingly test all files, videos and scenes, on the Mac;
and *Jeff Westbrook* for testing on the PC.**

Issues

Beta testers of this DVD have reported the following issues:

Scene_Videos\Files\01-05_A canyon somewhere5 scene12.br7 and 01-06_A canyon somewhere5 scene13.br7

These two files crashed Bryce when opening with Windows XP SP3 at 89% loading as one tester reported. The issue could be resolved by updating the video driver.

Horo tested these files on 5 different machines running Windows 2000 SP4 with 500 MB physical memory, XP Home SP3 with 1 GB physical memory, XP Pro SP3 with 2 GB physical memory, Win 7 Pro SP1 32 bit 4 GB physical memory, Win 7 Pro SP1 64 bit 4 GB physical memory and Win 7 Pro SP1 8 GB physical memory, David tested on Win 7 Pro SP1 6 GB physical memory, and no crashes were experienced.

However, when loading either file, then loading the other, both of Horo's XP machines crashed at 89% loading. This behaviour could not be observed on the Win 2000 and Win 7 machines. Memory is no issue; it appears to be instability in XP.

Workaround is to quit Bryce, start it anew and load the other scene file.

TIP: If crashes on loading a scene are experienced, update to the most recent video driver.

Filenames and Preview on the Mac

The filenames on the Mac are still limited to 32 characters even though the Mac supports longer ones. This prevents Bryce from loading the preview, but not from opening and rendering the file.

This is due to how Bryce saves the preview image in the file on the Mac. DAZ3D is aware of this fact and will correct it in due time.

QuickTime for the Mac to watch QTVR mov files

Snow Leopard, which only runs on Intel Macs, comes with a new version of QuickTime Player — Quicktime X. This does not support QTVR. Apple provides QuickTime 7 for Snow Leopard on the install DVD, and also as a free download (see links below) which does support QTVR. For more information, see <http://support.apple.com/kb/HT3678>.

Video Size

If video does not fit on the screen (e.g. on a Netbook or small Laptop), set the Player View Option to Fit Screen or similar.

Render Report	Mac	Render Report	PC
06-03_One way surface#CAB5B.br7		06-03_One way surfaces simple example1	
Total Render Time:		Total Render Time:	
Per Pixel		Per Pixel	

Links to free Programs to play *.mp4 movies and QTVR *.mov files

QuickTime 7 for Mac Snow Leopard:

http://support.apple.com/downloads/DL923/en_US/QuickTimePlayer7.6.6_SnowLeopard.dmg

QuickTime 7 for Windows:

<http://www.apple.com/quicktime/download/>

Adobe Media Player AIR:

<http://get.adobe.com/air/?promoid=BUIGQ> or <http://www.adobe.com/> and look for Adobe AIR

Real Player for Mac and Windows:

<http://www.real.com/realplayer/>

Deval VR Player for Windows (QTVR viewer):

<http://www.devalvr.com/paginas/productos/qtvr.html>

VLC Video LAN for Mac and Windows:

<http://www.videolan.org/vlc/> scroll down the page to select your operating system

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- the videos exclusively for your personal use;
- the scene files, HDRIs, materials and objects contained in the scene files, and separately provided on the DVD, for your personal and *limited commercial use*.

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In short, use and enjoy what you find on this DVD at your own risk, cheer the authors if you must but do not harass them. This is a product from Bryce enthusiasts for Bryce enthusiasts and it is well meant.

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