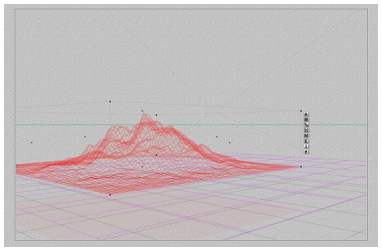
Creiamo un paesaggio sul mare con Bryce

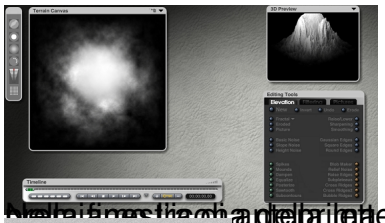
Per imparare a muoverci tra le funzioni di **Bryce** creiamo un semplice panorama con acqua rocce e una barca.

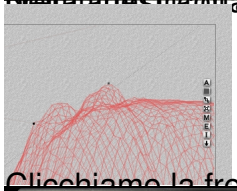


Nella barra superiore selezioniamo la modalità **Create** e premiamo il pulsante **Create water plane** . Con il mouse ingrandiamo e posizioniamo la superficie. In alternativa possiamo premere l'icona con la lettera **A** a fianco dell'oggetto selezionato e lì inserire i parametri numerici. Premiamo quindi **Create terrain** per creare due ali di roccia che ridimensioniamo e posizioniamo.

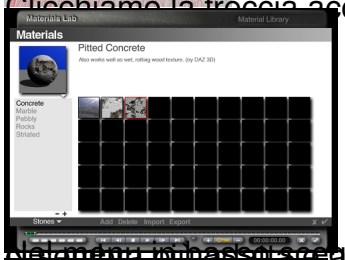


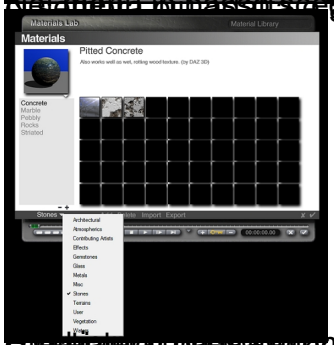
Con un doppio clic sull'oggetto passiamo in modalità **Edit**.

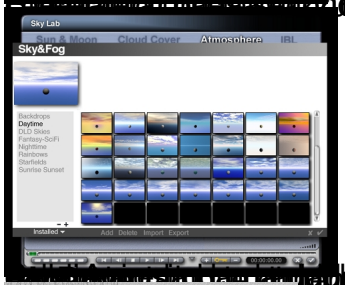


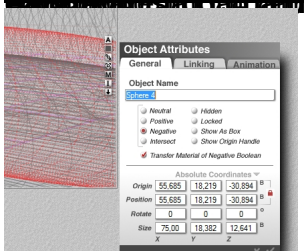


Clicchiamo la freccia accanto al disegno della sfera per accedere al pannello dei materiali.

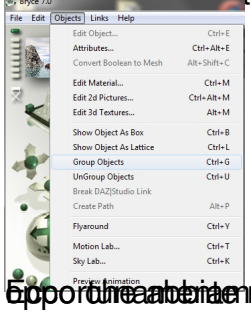




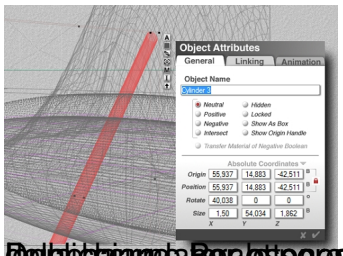


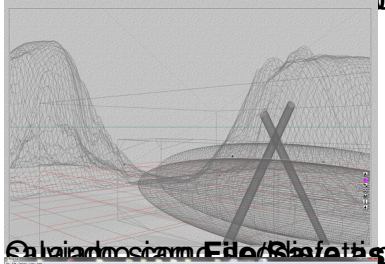


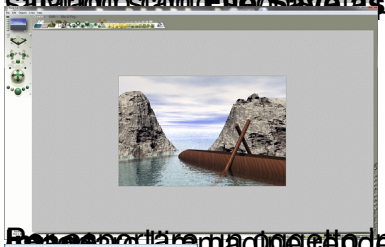
Selezioniamo entrambi gli oggetti e diamo **Objects**/**Group objects**.

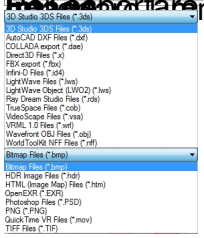


Per disegnare i remi creiamo un cilindro e lo modelliamo


Object Attributes
General
Linking
Animation
Object Name
Cylinder 2
Neutral
Positive
Negative
Intersect
Hidden
Locked
Show As Box
Show Origin Handle
Transfer Material of Negative Boolean
Absolute Coordinates
Origin
Position
Rotate
Size






3D Studio 3DS Files (*.3ds)
AutoCAD DXF Files (*.dxf)
COLLADA export (*.dae)
Direct3D Files (*.x)
FBX export (*.fbx)
Infini-D Files (*.id4)
LightWave Files (*.lws)
LightWave Object (LWO2) (*.lws)
Rey Dream Studio Files (*.rds)
TrueSpace Files (*.cob)
VideoScape Files (*.vsa)
VRML 1.0 Files (*.wrl)
Wavefront OBJ Files (*.obj)
WorldToolKit NFF Files (*.nff)
Bitmap Files (*.bmp)
HDR Image Files (*.hdr)
HTML (Image Map) Files (*.htm)
OpenEXR (*.EXR)
Photoshop Files (*.PSD)
PNG (*.PNG)
QuickTime VR Files (*.mov)
TIFF Files (*.TIF)