

## 'Still Watching'

### Image Concept.

Some of my images start as photoshop or pencil sketches just to get a basic structure to work around, makes it easier to take into bryce that way.

### Resolution:

I work at present between 1400-1600pixels in width, mainly due to rendering times and memory constraints, both Bryce and PS eat my 128M ram in no time.

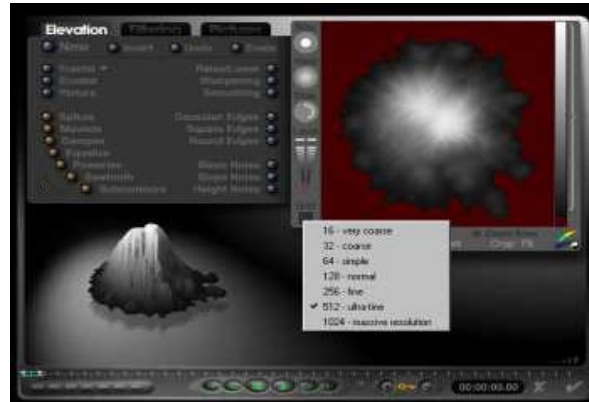
### Bryce:

### Terrain's and Textures

I always start with the central large terrain (1024res). Everything within the main scene will be contained on here. The one I selected is actually one of the many presets which came on the B4 cd.



The dragons bluff terrain was created using the mounds button followed by Gaussian edges and finished by adding a small amount of erosion.



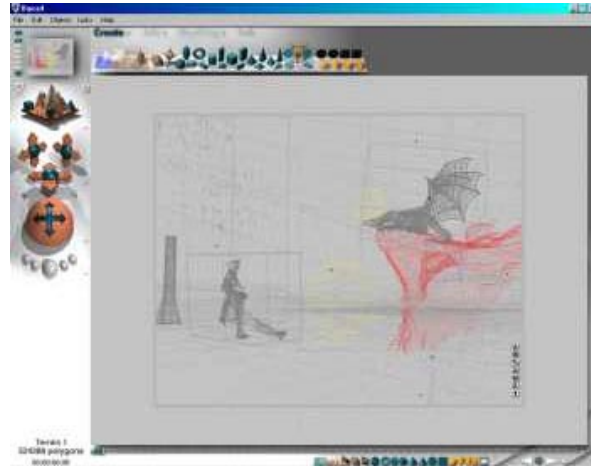
Texture preset 'Whole Mountain' was used on all ground and bluff terrain's. Adjustments were made to bump height and XYZ (from 100% to 166%) to increase the tile mapping so detail wasn't lost in foreground.



The tree terrain's are simple 256res with the smallest brush set to hard edge, they are textured with the preset rock/bark texture. 3 in total, arranged around the background of the scene.



The dragon terrain was rotated to achieve the bluff effect. I duplicated it as well to bring another one closer and lower to the ground to hide the exposed interior of the first. The water plane, tree objects and models were added to complete the scene.



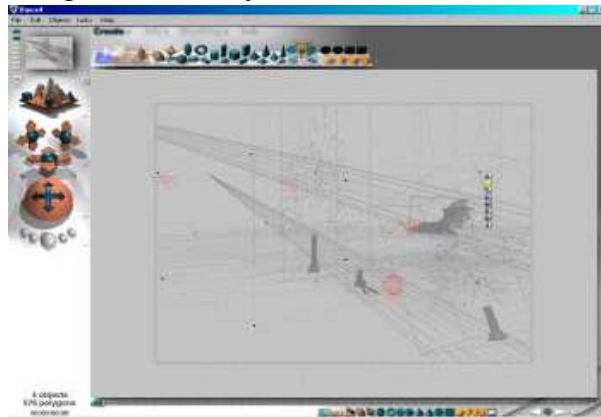
Once the models were positioned (1 hour alone to get that dragon to sit on the rock properly) I started the main lighting. Only really had to concentrate on the sun position and haze effects in this as almost all of the sky would be obscured. The settings I used are opposite.



After the skylab came the ambient and focused lights. In this scene I used two cone spotlights and two radials. The spotlights were focused on the individual figures in the scene coming from the same direction as the sun. The radials were placed close to the figures (opposite side to the sun) to enhance reflected light (around 12-15 in strength), light blue for the girl and violet for the dragon. The spotlights were a warm pinkish

colour at varying strengths.

Next I added the cone primitives textured with the 'Lit Ray' texture in complex effects presets. I increased the transparency of the rays to fade them slightly. The cones were positioned as shown, coming from the same direction as sun and spots, obviously.



The final image as rendered in bryce.



Photoshop:

Once in photoshop I started with the detail on the girl. Ironed out the Poser joints added hair and cloak plus a little of the bank where the terrain edge was exposed. Next I added small tree branches to distant trees and darkened the tree tops with a simple leaf canopy, further detail was added to the foreground tree bark and branches plus a couple of blades of grass.



After the detail was finished I move on to the final scene lighting. In this scene the light is strong from the left so I used PS lighting effects (directional) to increase the effect and darken the right-hand side of the scene. This helps focus the eye on the girl and back into the picture.

The final part,, I use the 'variations' or colour balance to adjust hues and tones,,, and that's it.



Final Image

Please let me know if this tutorial is of use, or does it need more detail ?

