

Watching

In this scene I continued with the lonely maiden traveller stopping to freshen up. I also wanted to introduce a dragon to the series of images. The zygote/daz dragon was ideal. The rough sketch (fig.1) shows the starting point for the composition.

Poser:

I find Poser very intuitive because the interface is similar to Bryce, so I can quickly pose the figures quite easily. For this scene, the curious dragon and a simple nude figure were required. Both were exported in .obj format ready for Bryce. I added additional detail in Photoshop to the dragons default texture (not shown).

Bryce:

I started in Bryce with the main ground terrain. For this I edited one of the presets and increased the detail to 1024x1024 (fig.3). Since this was going to be viewed in the whole scene, I needed as much detail as possible.

With this set central in the scene I built the dragons bluff. For detail I used the terrain size 1024x1024. I created a simple mound and used the erosion filter to define the shape (fig.4). In the scene the terrain was positioned and rotated to achieve the jagged bluff shape. Both of these terrains were mapped with the 'whole mountain' texture. Some adjustments were made to the preset, by setting the ambience to '0' and increased x mapping to define the detail (fig.5).

For the background distant forest, I used simplified terrains at 256x256 resolution, set the brush to hard and elevation to maximum to draw the dots: 'tree trunks', (fig.6). These terrains were mapped with a simple bark/mud texture since they were in the distance they would be masked by the atmosphere. The final part of the scene was the water plain and the three main trees.

With the scene in place I imported the character models. Once they were positioned it was time for the lighting (fig.7). After setting a simple soft light purple atmosphere with a low sun from the right, I added additional lights for enhancement. The two focal points for this image were the dragon and the girl. Following the direction of the sun I placed two cone lights, one pointing at the dragon and one at the girl, (fig. 8). The cone lights were softened just enough to highlight the two figures and focus the lighting. An additional radial light set to negative (dark) light was positioned behind the dragon to darken and help concentrate the areas of interest. The final scene was rendered (fig 9.)

Fig 1.



Fig 2.



Fig 3.

Fig 4.

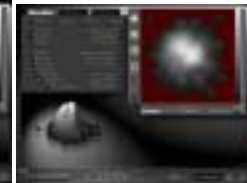


Fig 5.

Fig 6.

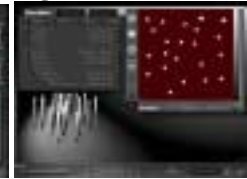


Fig 7.

Fig 8.



Fig 9.

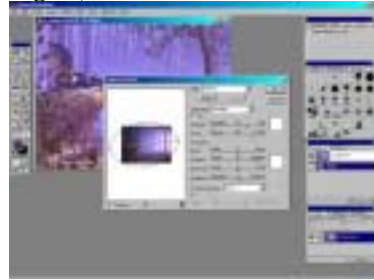


Photoshop:

The additional details I added in this scene were the girls' hair, cloak about to be dropped, and a few extra branches on the main tree and distant forest.

With the image flattened I duplicate the image as a background copy and adjusted the lighting. I favour the spotlight effect to enhance the light and contrast (fig.10). I wanted the scene to look soft yet keep the attention on the two main figures. When this was complete the image was flattened once more and reduplicated for the focus blur effect. With the new image layer selected, I added a gaussian blur filter and brought back the detail by erasing the areas of interest within the layer, the edges of the image remained soft to draw attention to the figures. A few changes in colour balance resulted in the final image.

Fig 10,



Final Image

