

How To Make A Car Render With Bryce5.

First, Go to the **Downloads** menu at my Website – www.speedykev.co.uk - and get the UFR file.
It's in the **Render Downloads** folder.
Make a New Folder in Bryce and name it "**UFR files**".
Extract the files you downloaded to this folder.
Start up Bryce.

Move the pointer to the top of the screen and you will see a toolbar appear.
Go to **File**, and then **Import Object**.
Look for the "**UFR files**" folder you put into Bryce, locate the 3ds file, and open it.
You will get an error, because the bitmaps are missing.
All the missing files are in the **Images** folder.

1st one is tyre
2nd uf textu.tag
3rd discatest.tag
4th wiperblade.tag
5th is cromowheel2

Right, you should be seeing the car in Bryce now.

On the right side of the car you will see some little boxes.
The bottom one has an arrow on it pointing down.
Click it and the car will go down to the floor.
Put the car anyway you like, and zoom in so the car is big.
Use the controls on the left side of the screen.

At the side of the car you will see 7 buttons.
Press the one with **U** on it.
This will ungroup all the parts of the car.

Move your pointer to the top of the screen so you can see the toolbar.
Go to **Objects**, then down to **Edit Objects**.
You will see an **Edit Mesh** box.
Click on the **Smooth Box** (this will smooth all the car).
Click the tick at the bottom right when done.

At the top of the screen you will see 3 Menus;
CREATE, **EDIT**, and **SKY&FOG** - Click **Sky&Fog**.

The big round thing on the right is you lighting, You can move it with the pointer to get the light right on the car. You can see what it does by the little render on the left of the screen .

You can now do a quick render by pressing the **Render** button at the bottom left of the screen.
Just move the car a bit (or hit **ESC**) to go back to Wireframe view.

Click somewhere on the screen so the car is not highlighted.
Click on the car so only the body of the car is highlighted. This is for your car skin.
(I have put a car skin in the download, we will be using that)

Now, get the toolbar back at the top of the screen.

Go to **Objects**.

Click on **Edit 2d Pictures**. You will see all the car textures.

Click on an empty box and go to the **UFR files** folder.

Open the images folder and open “ **UFR_4P_ifs** “.

You will see the car skin.

Click the tick, and the skin is on the car.

Do a quick render to see, then go back to Wireframe view.

Unhighlight the car, and click on the car’s windows to highlight them.

To the right of the car you will see 7 buttons.

Click the **M** button

(This is wear you make glass look like glass).

Click **Transparent** (*5th one down*) and give it a color. Light gray will do for now.

Diffusion ON
Ambience ON
Specularity ON
Bump Height ON

Use the sliders or type in the numbers.

Transparent 100
Reflection 25.4
Bottom reflection 0

(This is not the best settings but you can experiment later).

Now for the tricky bit - the lights.

Same as above, just highlight the lights.

Click on the **M** button at the side of the car.

Diffusion OFF
Ambient OFF
Specular ON
Specular halo ON
Transparent ON
Volume ON

Diffusion 74.5
Ambience 86.4
Specularity 100
Metallicity 0
Bump height 0

Transparent 54.2
Reflection 18.6
Bottom reflection 0

At the top of the screen you will see **Sky&Fog**.

Just to the right there is a little **arrow**, click on that to open the **sky&fog presets**.

Click on the 3rd row 4th from the right picture. (LOW CEILING).

Close window using the little tick.

Now for some shining wheels.

This is the hard bit now, you need to select just the 4 rims, don't select the wheels, or any other part of the car, just the rims. You will need to rotate the car to do this (Use the shift key to select all four rims)

When done Click on the little **M** again

Diffuse OFF
Ambient OFF
Specular ON
Specular halo OFF
Transparent OFF
Volume ON

Diffusion 100
Ambience 0
Specularity 69.8
Metallicity 0
Bump height 0

Transparency 0
Reflection 86.1
Bottom Reflection 100

Now the tyres.

Move the pointer to the top of the screen.

Select **Objects**, then **Edit 2d Objects**.

Select the Tyre bitmap,

Close window with the tick bottom, and again click the little **M** at the side of the car.

Diffuse OFF
Ambient OFF
Specular ON
Specular halo ON
Transparent ON
Volume ON

Diffusion 100
Ambience 19.6
Specularity 0
Metallicity 0
Bump height 0

Transparency 0
Reflection 0
Bottom Reflection 100

Last bit now.

Highlight the floor and go back to the top of the screen with the pointer.

Select **Objects**, then **Edit 2d Objects**.

Click on an empty box, and load in the ROAD bitmap .

Click the little **M** at the side of the car

Diffuse OFF
Ambient OFF
Specular ON
Specular halo ON
Transparent ON
Volume ON

Diffusion 57.6
Ambience 19.6
Specularity 0
Metallicity 0
Bump height 0

Transparency 0
Reflection 10.1
Bottom Reflection 0

Now Click the **Render** button, and you will have a picture like this:



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