ACTION	MAC	WIN

Bryce Interface Shortcuts

Exit Dialog Without Change	Escape	Escape
Exit Dialog With Change	Enter/Return	Enter/Return
Don't Save	D	D

Selecting & Editing

Select All	⌘ A	Ctrl A
Invert Selection	⌘ Shift A	Ctrl Shift A
Undo/Redo	⌘ Z	Ctrl Z
Duplicate	⌘ D	Ctrl D
Replicate	Opt D	Alt D
Multi Replicate	Shift Opt D	Shift Alt D
Open Advanced Motion Lab	⌘ T	Ctrl T
Open Unique Editor	⌘ E	Ctrl E
Open Materials Lab	⌘ M	Ctrl M
Group	⌘ G	Ctrl G
Ungroup	⌘ U	Ctrl U
Step Through Objects	Tab	Tab
Constrain Motion to X	Ctrl Drag	Ctrl Alt Drag
Constrain Motion to Y	Opt Drag	Alt Drag
Constrain Motion to Z	⌘ Drag	Ctrl Drag
Resize by 50%	Shift Drag	Shift Drag
Rotate by 45°	Shift Drag	Shift Drag
Reposition by 50%	Shift Drag	Shift Drag
Resize All Axes From Opposite Face		
	Press & Drag+ Ctrl	
	Press & Drag + Ctrl+ Alt	
Resize In Both Directions From Center		
	Opt Drag	Alt Drag
Resize From Selected Face	⌘ Drag +Opt	Ctrl Drag +Alt
Resize All Axes From Bottom Center		
	Ctrl Drag	Ctrl Alt Drag
Resize All Axes From Center	Opt Drag	Alt Drag
Resize All Axes From Selected Point		
	⌘ Drag	Ctrl Drag
Edit Above By 50" Rotate	Shift ⌘ Drag	Shift Ctrl Drag
Rotate	⌘ Drag	Ctrl Drag
Rotate Finer Increments	⌘/Opt Drag	Ctrl/Alt Drag
Undo Resize, Rotate, Reposition		
	Ctrl Opt Click	Ctrl Alt click
Double Size	.	.
Half Size	/	/
Unity Size	'	'
Nudge X 1/4	Left/Right Arrows	Left/Right Arrows
Nudge Z 1/4	Up/Down Arrows	Up/Down Arrows
Nudge Y 1/4	Page Up/Down	Page Up/Down
Nudge 1/2	Shift Nudge	Shift Nudge
Nudge 1	Opt Nudge	Alt Nudge

Camera/View Shortcuts

Fly Around	⌘ Y	Ctrl Y
Zoom Fly Around	Ctrl Mouse Motion	Ctrl Mouse Motion
Pause Fly Around	Space	Space
Terminate Fly Around	Mouse Click	Mouse Click
Terminate Fly Around/Retain View		
	Return/Enter	Return/Enter
Director's View	~	~
Camera View	1	1
Top View	2	2
Right View	3	3
Front View	4	4
Saved View 1	5	5
Saved View 2	6	6
Saved View 3	7	7
Saved View 4	8	8
Saved View 5	9	9
Default View	Opt Click Views	Alt Click Views
Reset Field of View	Opt Click Field of View	
	Alt Click Field of View	
Reset Banking	Opt Click Banking	Alt Click Banking
Open Camera & 2D Projection Dialog		
	Double Click Any Camera Control	
	Double Click Any Camera	
Move Camera In Y	Ctrl Drag Trackball	Ctrl Alt Drag Trackball
Move Camera In X	Opt Drag Trackball	Alt Drag Trackball
Scale Up 2D Projection	+	*
Scale Down 2D Projection	-	-
Rotate/Offset Camera	⌘ + Arrow	Ctrl + Arrow
Rotate/Offset Camera X & Z	Ctrl Arrow	Ctrl Alt Arrow

Rendering Shortcuts

Select Entire Image	⌘ A	Ctrl A
Resume Render	⌘ R	Ctrl R
Fresh Render	Opt R	Ctrl Alt R
Render Animation	⌘ Shift R	Ctrl Shift R
Open Doc Setup	Double Click Render Sphere	
	Double Click Render Sphere	
Magnify Reduce Image	+, -	+, -
Interrupt Render	Any Key Press or Mouse Click	
	Any Key Press or Mouse Click	

Color Editor Shortcuts

Choose Secondary Color Editor		
	Opt Click Swatch	Alt Click Swatch

Terrain Editor

Reset Clipping Bracket	⌘ A	Ctrl A
Copy Grayscale Data	⌘ C	Ctrl C

Launch Terrain Editor	⌘ E	Ctrl E
Flip Gradient	⌘ F	Ctrl F
Invert Canvas	⌘ I	Ctrl I
New Black Canvas	⌘ N	Ctrl N
Open PICT Into Canvas	⌘ O	Ctrl O
Paste PICT Into Canvas	⌘ V	Ctrl V
Rip 3D Preview To Screen	⌘ W	Ctrl W
Darken Canvas	⌘ X	Ctrl X
Undo/Redo	⌘ Z	Ctrl Z
Reset Clipping Bracket	Opt Click	Alt Click
Toggle Painting Effects	Opt	Alt
Map Color Pict Into Grayscale Preview		
	Opt when Loading Pict	
	Alt when Loading Pict	
Cancel All Changes	⌘ Opt N	Ctrl Alt N
Exit No Save	Esc	Esc
Exit With Save	Return/Enter	Return/Enter

Materials Lab

Copy Material	⌘ C	Ctrl C
Paste Material	⌘ V	Ctrl V
Numeric Entry	Tab	Tab
Launch Materials Lab	⌘ M	Ctrl M

Current Time Indicator Modifiers

Move by Frames	Shift+Next/Prev Key	Shift+Next/Prev Key
Constrain Movement to Animation Duration		
	Ctrl Drag	Ctrl Drag
Disable/ Enable Previewing	Opt Click	Alt Click

Advanced Motion Lab Shortcuts

Toggle Curve Tangents	Opt Click Curve	Alt Click Curve
Delete Preset Curve	Opt Click Preset	Alt Click Preset
Pan Curve	Space+Click & Drag	Space+Click & Drag
Zoom Out	Shift Click	Shift Click
Delete Point	Ctrl+Click	Ctrl +Click
Toggle Spline Segment	Shift+Click Point	Shift+Click Point

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Z-BRY-C30-C-001

Terrain Editor

- Displays filters you can apply to Terrain
- Displays picture you can use to create terrain
- Sets Grayscale Paintbrush attributes
- Displays your terrain as you paint it
- Displays all Elevation effects you can apply
- Adjust to clip areas of your terrain
- Enables/Disables Zoom Area
- Sets options for Grayscale Paintbrush
- Displays Real-Time preview of Terrain
- Stores Current Time Indicator position
- Plays/Stops Terrain animation
- Adds/Deletes key frames

Picture Editor

- Displays selected picture's Alpha Channel
- Disables/enables Alpha Channel
- Load pictures from outside Bryce
- Displays RGB information from selected picture
- Click to display picture from Picture Library
- Displays result of combining RGB & Alpha Channel information
- Save/Open Picture Lists for Bryce files
- Copy/Pastes images into library

Environmental Attributes Dialog

- Creates Sun/Moon illusions
- Adds rings to Sun/Moon
- Set appearance of Moon Phases
- Set Intensity of Illusion Effect
- Set attributes of Rings
- Set Brightness/ Intensity of Moon
- Set position of Sun
- Selects cloud texture to edit
- Displays cloud texture
- Adds turbulence to cloud texture
- Adds noise to cloud texture
- Sets up cloud animations
- Adds rainbows
- Sets all lights to visible lights
- Blends Haze or Fog color with sun color
- Sets rainbow properties
- Sets visible light density
- Sets blending parameters
- Set Fog/Haze properties

QUICK REFERENCE CARD

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Installing Bryce 3D

PC
1. Insert the CD-ROM into your CD-ROM drive.
2. If you are using Windows NT, select **File menu> Run**. If you are using Windows 95, select **Start menu > Run**.
3. Type in the letter corresponding to your CD-ROM drive, followed by ":\setup" and click the OK button.
4. Follow the onscreen instructions.

Macintosh
1. Locate the "Bryce 3D Install" icon on your CD-ROM
2. Double-Click on the icon to start the installation.
3. The installation will first display the ReadMe file, containing important news and information. Click "Continue" after reading.
4. In the main install window, click"Install."

Main Interface

- Nano-Preview
- Director's View Icon
- View Control
- Camera Controls
- Render Controls
- Control Points
- Display Object Attributes
- Families Indicator
- Link Icon
- Displays Materials Lab
- Land Selection
- Selected Object
- Ground Plane
- Wireframe Shadow
- Create Palette
- Parent Object
- Link Line
- Child Object
- Horizon Line
- Advanced Display Palette
- Camera Wireframe
- Text Display Area
- Animation Controls
- Key Frame Controls
- Swap Button
- 00:00:21.04

System Requirements

PC: Pentium processor, Windows 95/NT 3.5/NT 4, 16MB of RAM and 50 MB free HD space, CD-ROM drive, 16-bit video.

Macintosh: Power PC processor, Mac OS 7.1, 16MB of RAM and 50 MB free HD space, CD-ROM drive, 16-bit video.

Control Palette

- Memory Dots store camera positions
- Nano-Preview displays a small preview of scene
- Camera View indicator
- Fly-Around enables scene fly-around
- View Control controls view of your scene
- Camera Cross controls camera position along X, Y & Z axes
- Banking controls camera tilt
- Field of View controls camera field of view
- Camera Trackball rotates camera
- Rendering controls render of your scene
- Text Display shows names of interface elements

2 objects
7 polygons
00:00:00.00

Create Palette

- Creates Spheres
- Creates Cube Derivatives
- Creates Cones Derivatives
- Creates Vertical 2D Face Objects
- Creates Sphere Derivatives
- Creates Cloud Planes
- Creates Lattices
- Creates Cones
- Creates Vertical/Horizontal 2D Disks
- Creates Cubes
- Creates Pyramids
- Creates Horizontal 2D Face Objects
- Creates Water Planes
- Creates Ground Planes
- Creates Terrains
- Creates Stones
- Creates Toruses
- Creates Cylinders
- Creates Pyramid Derivatives
- Creates Picture Objects
- Creates Square Spotlights
- Creates Parallel Lights
- Creates Spotlights
- Creates Radial Lights

Edit Palette

- Opens Materials Lab
- Resize Tool resizes selected object
- Rotate Tool rotates selected object
- Reposition Tool positions selected object
- Align Tool aligns selected objects
- Randomize Tool randomly positions selected objects
- Opens Terrain Editor
- Converts selected object type

Sky & Fog Palette

- Sets Shadow Intensity
- Sets Fog Intensity
- Sets Haze Intensity
- Sets Cloud Height
- Sets Cloud Coverage
- Randomizes skies
- Toggles Between Day/Night
- Saves sky settings
- Displays Sky & Fog Options
- Sets Sky Modes
- Sets Ambient Color
- Sets Fog Color
- Sets Haze Color
- Sets Sky Dome Color
- Sets Cloud Color
- Sets Cloud Frequency/Amplitude
- Sets Sun Color
- Sets Sun/Moon Position

Display Palette

- Enables Marker Pen
- Maximizes/Minimizes Bryce window
- Sets Background Paper
- Enables Nano-Editor
- Turns Plop-Render Mode On/Off
- Sets Depth Cue
- Turns Wireframe Shadows On/Off
- Turns Underground On/Off
- Sets Wireframe Resolution
- Sets Display Modes
- Zooms into 2D Projection
- Zooms out of 2D Projection
- Pans 2D Projection

Animation Controls

- Set Current Time
- Stores Current Time positions
- Working Area
- Controls animation preview in Working Window
- Adds Key Frames
- Deletes Key Frames
- Displays Animation Options
- Opens Advanced Motion Lab
- Scales Timeline
- Toggles between Animation and Selection controls

Selection Palette

- Selects Stones
- Selects Spheres
- Selects Cylinders
- Selects 2D Disks
- Selects Pyramids
- Selects Radial Lights
- Selects Parallel Lights
- Selects Square Parallel Lights
- Selects Infinite Slabs
- Selects Infinite Planes
- Selects Terrains
- Selects Lattices
- Selects Toruses
- Selects Cubes
- Selects Cones
- Selects 2D Face Objects
- Selects Spotlights
- Selects Families
- Steps through objects in scene
- Activates Solo Mode
- Toggles between Selection and Animation controls

Materials Lab

- Previews changes to current material
- Randomize all settings
- Resets all settings
- Sets channel values
- Sets material properties
- Sets Current Time
- Saves current time position
- Controls preview
- Toggles between Surface and Volume materials
- Sets Component frequency
- Sets Material Shading Mode
- Adds/Deletes key frames
- Opens Edit Texture palette
- Sets Component to picture
- Opens Deep Texture Editor or Picture Library
- Sets Component to texture
- Opens texture list
- Sets texture mapping modes
- Exits lab

Deep Texture Editor

- Selects number of components in texture
- Displays component colors
- Adjusts Filter applied to components
- Changes preview object in component windows
- Sets Blend Modes
- Controls component output type
- Displays real-time preview of component
- Displays result of combining components
- Opens Editing Palettes

Advance Motion Lab

- Time Mapping Curve adjust curve to remap time for object properties
- Hides/Shows objects in animation preview
- Displays list of Object Hierarchies in scene
- Stores Time Mapping Curve positions
- Preview Options change how animation preview looks
- Displays preview of your animation
- Play or stops preview
- Sequencer repositions key frames for individual object properties

Filtering Palette

- Previews Filter Graph
- Changes Filter variables

Noise Dialog

- Previews Noise edits
- Changes Noise orientation and frequency

Phase Dialog

- Previews Phase edits
- Changes Phase orientation and frequency

Applying Texture Edits

- Effects of Filter on texture
- Effects of Noise on texture
- Effects of Phase on texture

Motion Paths

- Represents Key Events on Motion Path
- Motion Path Tangent
- Motion Path as ribbon

- Adjusts the Noise in a component
- Adjusts the Phase in a component