

Bryce 3D import

It's finally working... Have you ever wished to get your terrains out of Bryce to DXF or to mix Bryce terrains and BSmooth stuff? Now you can do this!

The import procedure is the following:

First you should give your terrain a unique name in Bryce, i.e. "Export", and save the scene file (i.e. as "myScene").

Now add a Bryce import Op to your OpSet and link it to the scene file which holds your terrain - i.e. "myScene" by a click on the "• still unlinked" caption.

t last you need to provide the name of the terrain that should be imported, so you call the option dialog by a click on the Op's icon in the OpSet and fill in the only field there.

If you export an animated terrain, it's exported in the state of your current position at the timeline - so changing your position on the timeline will change the terrain you get during import!

