

Bryce 4™

4 Dimensions of Creativity

3D and Animation the Easy Way

Bryce®4 is the premiere application for creating realistic and fantastic landscapes and objects.

Bryce 4 is dedicated to designing and animating breathtaking natural 3D worlds and abstract 3D landscapes while making the creative process every bit as entertaining as the final output.

Bryce 4 is the application of choice for hobbyists and professionals who want natural 3D animation on the desktop. Create mountain ranges, lakes, oceans and environments that are startlingly realistic with multiple atmospheric and cloud controls.

Bryce 4 now includes multiple import and export formats, instantly turns free USGS data into 3D models, new sky models, and lots of content and tutorials to quickly get you started in creating wonderful 3D worlds.



Temple of Atheane by Bill Munns

Create your own skies, make the weather any way you want it, and then animate your worlds. Easily create other worlds from your imagination and print them, make them into **HTML** documents for the Internet, or into **Quick Time Virtual Reality (QTVR)™** movies that can be used interactively on your web page or in a multimedia presentation.



The new SkyLab

Ease of Use

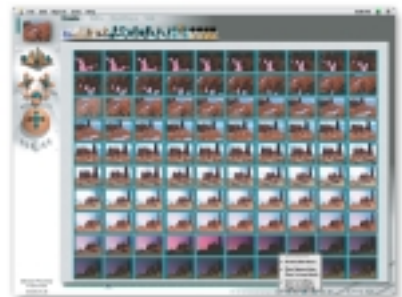
Bryce 4 is designed to be easy to use. It is the easiest way to learn 3D for graphic designers or home hobbyists. The interface is intuitive, with real-time feedback to show you what you are altering and effecting. There are many preset skies, materials and objects for you to select from to instantly change the nature of your world. Go from a sunny warm day to a cold night with a few clicks of the mouse. Change deserts into ski slopes inter-

actively. Animate your file over time, creating "fly-throughs" over the mountains, plains and seas you have just created.

Lots of Presets

Included with Bryce 4 are many presets. These allow you to easily create a variety of rocks, trees, mountains and other shapes. With the Materials presets, you can make these objects into stones, water, gases, clouds, large buildings, cages, tents and even tiles and wallpaper.

There are a variety of lights that can glow, become spotlights, or even laser light bursts, ideal for making jet exhausts, or adjusting the lighting in a room.



Animation previews

Animation

Bryce 4 makes animating easy. Just drag the timer, reposition the objects or camera, and you have the first steps of an animation. Once you have created a scene, you can make a "fly-through" by moving the camera around the scene. Animation has never been easier.

MetaCreations™
The Creative Web Company

www.metacreations.com



Bryce 4

4 Dimensions of Creativity

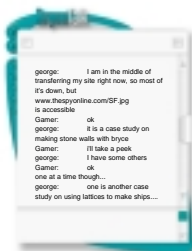


Embedding Web links

Web Output

Much of the finished output from **Bryce**® is not only printed, but also placed on the Web, so we have included many web utilities with **Bryce 4**. Images can be saved in **HTML** for easy web placement; any object can have a **URL** associated with it, providing links to other web pages, sites or frames in a multimedia presentation. Other new web features include exporting to **MetaStream™**, the new interactive, streaming 3D standard for the Internet, output to **QTVR™** for placing emersive environments on the web, and **VRML**.

Of course, animations can be saved as **QuickTime®** files and be embedded in a Web page.



Community

Bryce 4 comes with an extra CD full of content, created by **Bryce** users. Now you can communicate with others in the **Bryce Community** in real time using **BryceTalk™**. Now

people from all over the world can swap tips and techniques, assist each other and even share Web links directly from within **Bryce**.

To enrich the **Bryce Community**, **MetaCreations** organizes regular question and answer sessions, as well as featuring celebrities, artists and educators. **Artist of the Day** and **Artist of the Month** pages, which regularly spotlight the work of **Bryce** users can be viewed at metacreations.com/products/bryce4.

Tutorials and Content

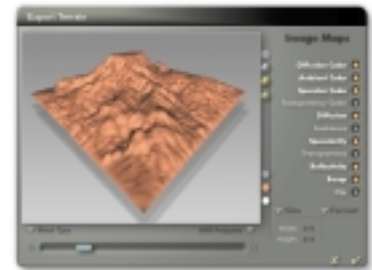
With **Bryce 4**, there is a second CD that contains hundreds of megabytes of extra materials, models, tutorials and even animations from which you can learn. The tutorials can teach you to do many things, including how to make rivers flow and how to create realistic intergalactic space scenes.

There are many completed **Bryce** scenes that you can dissect, and learn how they were made, as well as see finished work from a variety of users.



Imports:

- trueSpace (.COB)
- VideoScape (.VSA)
- LightWave® (.LWO)/(LWS)
- VRML1 (.WRL)
- Heightfield (.HF)
- USGS DEM (.DEM)
- USGS SDTS (.DDF)
- Portable Greyscale Map (.PGM)



Terrain Export

Exports Terrain In:

- RayDream Studio™ (.RDS)
- USGS DEM (.DEM)
- AutoCAD (.DXF)
- Portable Greyscale Map (.PGM)
- VRML1 (.WRL)
- Heightfield (.HF)
- Infini-D™ 4.0 (.ID4)
- LightWave (.LWO)/(LWS)
- Wavefront (.OBJ)

Exports Movies In:

- QuickTime
- RealMovie (.RM)

Minimum System Requirements

POWER MACINTOSH

Mac OS 7.5.5 or later,
32 MB Free RAM (64 MB recommended),
75 MB Free HD space for installation,
CD-ROM drive, 16-24 bit video

WINDOWS

Pentium Processor, or compatible
Windows 95/98/NT4 with Service Pack 3,
32 MB Free RAM (64 MB recommended),
75 MB Free HD space for installation,
CD-ROM drive, 16-24 bit video

MetaCreations

The Creative Web Company

www.metacreations.com