

Product Overview



Bryce® 5

Powerful 3D Landscaping and Animation

Description

Create breathtakingly realistic 3D landscapes and animations with Bryce® 5. Striking an optimum balance between power and ease of use, this innovative software is an ideal way to integrate 3D technology into your creative process. Smooth Network Rendering as well as new Light and Tree Labs let you open whole new worlds of creativity.

Minimum Requirements

Windows® 98, Windows 2000, or Windows NT® (Service Pack 6 or higher) or Windows ME

- Pentium® processor (or compatible processor)
- 64 MB RAM (128 MB recommended)
- 100 MB hard disk space
- 24-bit color display
- CD drive
- VGA monitor
- mouse or tablet

Macintosh® and Power Macintosh®

- Mac® OS 8.6 or later
- 64 MB RAM (128 MB recommended)
- 100 MB hard disk space
- 24-bit color display
- CD drive
- VGA monitor
- mouse or tablet

Mac® OS X

- 128 MB RAM
- 100 MB hard disk space
- 24-bit color display
- CD drive
- VGA monitor
- mouse or tablet

■ Corel Bryce 5 ■

**By Dale Farris, President, Golden Triangle PC Club
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With this super program from Corel, you can create breathtakingly realistic 3D landscapes and animations. Bryce 5 allows you to strike an optimum balance between power and ease of use, and this innovative software is an ideal way to integrate 3D technology into the creative process. Smooth Network Rendering as well as new Light and Tree Labs let you open whole new worlds of creativity.

Create dazzling environments with Bryce 5, a highly specialized application that focuses on letting you create realistic landscapes. Incredibly powerful and easy to use, it lets you add natural-looking mountains, bodies of water, skies and fog to your images. Whether you are designing for print, multimedia, video or the Web, Bryce 5 will open new worlds of creativity.

New Features

With new **Network Rendering**, you can save time by rendering images on multiple computers (clients) over a network, speeding up the rendering process to maximize productivity. This method of image rendering is based on render farming, in which a pool of computers work to render a single image.

These network-rendering capabilities support a mix of Macs and PCs to process images and animations more quickly. This feature splits 3-D images into 100-pixel tiles, each of which can then be processed independently on client Mac or Windows systems. As a result, a rendering task that would take several days on an individual machine can be reduced to a few hours via this render farming.

You can also maximize Bryce 5 Network Rendering using **Tile Rendering**. With Tile Rendering, you can render tiled portions of the same image over a network, so that several computers are rendering different tiles of the same image. Now, with Bryce 5, you'll be spending less time rendering and more time creating!

The new **Enhanced User Interface** is unlike any other and lets users take advantage of handy palettes to create and edit objects, design scenes and render final images quickly – a great way for new users to learn Bryce!

Bryce 5 now also contains a new **Tree Lab**, where you can create and edit trees to incorporate into your landscapes. The Tree Lab looks and functions very much like the Sky Lab featured in Bryce 4, so that you can easily familiarize yourself with it. In the Tree Lab, you can specify the type, branch density, leaf density, coloration, and other details. The unique and distinctive trees created in the new Tree Lab have a realistic 3D look, incorporating a high level of detail and even generating their own roots.

A new **Light Lab** in Bryce 5 allows you to edit the effects of light in your creations. Using the Light Lab, you can control the direction, intensity, and tint of lights on objects and in landscapes, thus assuring a more accurate production of real-world environments. As well, many of the features from previous versions of Bryce have been incorporated into the Light Lab, where they are now easily accessible from one location.

The new **Metaballs** is a powerful modeling technology that will simply and quickly allow you to create stunning organic shapes. By keeping the number of polygons low, it also saves you rendering time and increases productivity.

With large monitors becoming more common, vast enhancements to the **Terrain Editor** include floating panels and fully scalable 2D Terrain Canvas and 3D previews, enabling you to take full advantage of your screen's real estate. The improved look and feel will not only enhance your user experience, it will simplify and improve the design process.

The **Clipping Control and the Gradient Control in the Terrain Editor** give you greater precision in creating terrains. When creating animated landscapes in Bryce 5, the Terrain Editor also features a Timeline which helps control the progression and timing of your animation.

Always an integral element of Bryce, with Bryce 5, new **Presets** help to speed up and simplify the creative process. Vast collections including terrains, waters, skies, rocks, clouds and fog enable users to quickly explore a virtually infinite number of textures and landscapes.

Quickly and easily **create animation for use on the Web**. Generate thumbnails to view quickly or preview frame-by-frame in a storyboard format. Make HTML image maps of your scenes with Web URLs embedded in specific objects and create virtual tours using QuickTime VR.

The **Sky Lab** lets you control (from one control panel) the appearance and attributes of sky effects, including clouds, smog, sun, moon, comet, starfield and halo effects.

Additional high quality rendering options include **Soft Shadows, Blurred Reflections, Blurred Transmissions (frosted glass), True Ambient Lighting and Depth of Field**, as well as **new Optimizations** designed to speed up architectural scenes. These options will help you achieve a new level of realism with your Bryce scenes.

When Corel released Bryce 5, the first major upgrade to the program since Corel purchased it, along with other graphics applications, from MetaCreations in April 2000, they first entered the Mac OS X arena. Bryce 5 also features interface enhancements that make it much easier to simulate various landscape elements.

Bryce 5.0 is designed to take advantage of the Velocity Engine, the vector-based graphics subsystem built into the PowerPC G4 processor that forms the centerpiece of high-end Macs. The software is tuned for Mac OS X's Carbon APIs, but Bryce features its own distinctive interface, instead of the Aqua GUI of Mac OS X.

Look to Corel for more exciting news as the company plans to introduce a range of design tools native to Mac OS X as well as Mac OS X versions of the forthcoming Corel Painter 7.0, CorelDRAW 10 for Macintosh, Corel KnockOut 2.0, and KPT 7.0.

Target Customers

Bryce 5 is tailor-made for anyone heavily involved in creating dynamic background environments and layouts for Web graphics, other software programs, and especially computer games. Ever wonder how all those richly detailed, highly realistic images and scenes in those super computer games were originally created? With Bryce 5, you too can develop similarly rich images that will capture and hold your customer's attention.

Installation and Setup

While the installation will likely go very smooth, note that this program is highly complex and will require serious attention to learn, as well as master. Although the ease of use has been well coded into the program, users are advised to know ahead of time that maximum integration of this marvelous software will challenge machines and patience. You can always be sure something that looks so dazzling and wondrous, so beautifully designed and filled with extensive attention to detail, and so easy to do will always also not be all that easy to recreate. The powerful features that are built into this super background and landscape program do make using the program much easier, but you are also advised to load and run this program on the fastest, baddest PC or Mac machine you can afford.

About Corel

The Corel Corporation sells the super word processor suite, Corel WordPerfect 2002 Professional, and provides their customers with the creative tools they need to unleash their imaginations. With its heritage of software innovation and a solid franchise of loyal customers worldwide, Corel has earned a reputation as an internationally recognized developer of award-winning graphics and business productivity applications for Windows, Macintosh, Linux and UNIX platforms.

In 2001, Corel continues to expand support of the Web, delivering the Internet's versatility to customers through exciting Web-based applications, content and services. Corel will also be developing applications for Microsoft's .NET platform as part of its commitment to provide customers with a full range of applications and services over the Internet. With its headquarters in Ottawa, Canada, Corel continues to be one of Silicon Valley North's most exciting and influential software companies. Corel's common stock trades on the NASDAQ Stock Market under the symbol CORL and on the Toronto Stock Exchange under the symbol COR. For more information on Corel Corporation, please visit www.corel.com.