

## Creating an alien landscape [previous page](#)

Once again I created a terrain object and entered the terrain editor to make changes to the terrain object. By choosing the darkest colour in the paint palette I created a blank canvas upon which I could set about creating my design. (see fig. 4)

By setting the brush size small I then proceeded to paint some odd shapes on the canvas which I could use as unusual rock formations within the alien planet landscape.

These were then strategically placed after copying, pasting, resizing, rotating and stretching them into satisfactory shapes. (see fig.5 below)

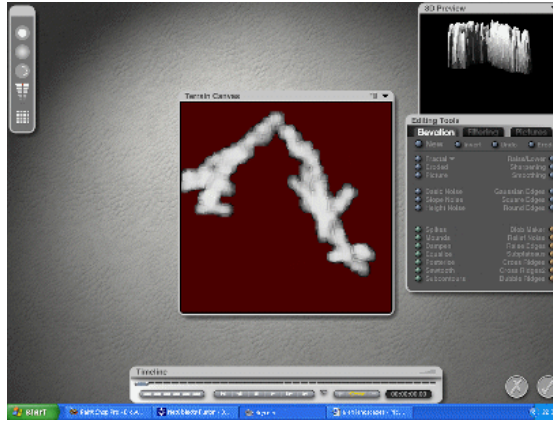


Fig. 4

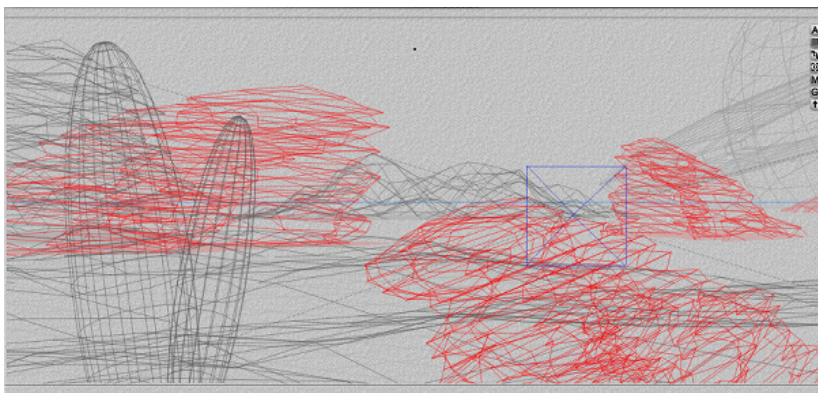


Fig. 5

The 'Granite Eroded' preset from the **rocks & stones** material library was chosen for the desired texture.

A couple of organic looking growths were also added into the scene using stretched **sphere** primitives and the standard Bryce preset 'petrified barnacles' was applied for the texture. (see fig.6 below)

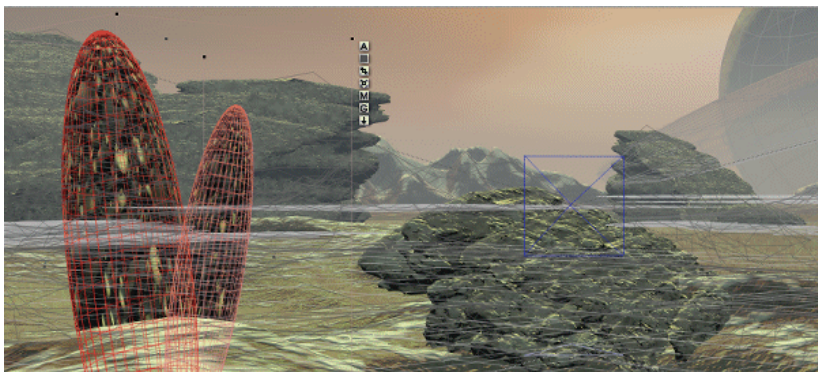
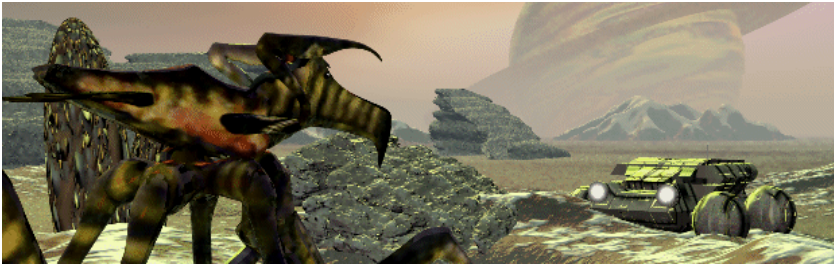


Fig. 6

Once the arachnid creature and all-terrain vehicle models were added to the scene a 'quick render' was made at 1:50 scale to check everything was ok and then a final render at 1:1 completed the work in Bryce. After saving the template and a bitmap image, the picture was then opened in Photoshop for a few minor touch-ups to complete the project. The final design can be seen in fig.7 below.



[Click here for template including models and materials](#)

**Fig. 7**