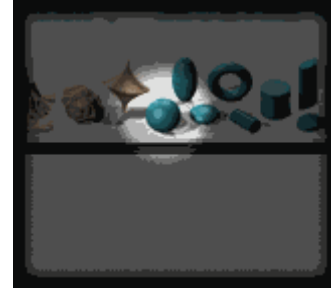
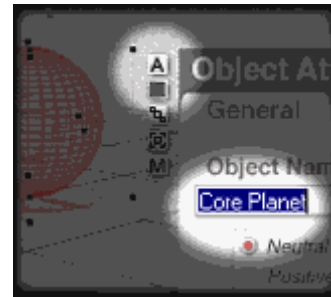


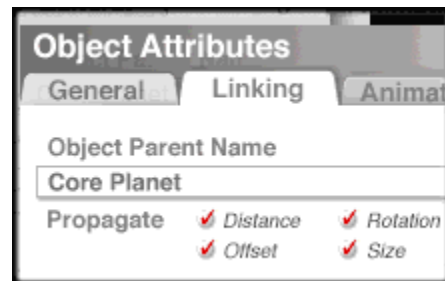
A planet is just a sphere (of course). Create it as you would any other sphere by clicking the little ball on the *Create* palette. Now the fun starts. . .



Click the little *A* button to access the *Object Attributes*. You will want to rename the object from Sphere 1 to something more meaningful. Since we will be using *Object Linking* to make our planet group more manageable.



Hit *CTRL-D* to duplicate the Sphere. Open its attributes menu and change its name to something like "Clouds". While the attributes menu is open, adjust the object's size so that it is one unit larger than before on all axes. Also, click the *Linking* tab and set the object's parent to the previous sphere. Once you have set the parent/child relationship, you can move and resize the whole group through the master sphere (*Core Planet* here). In Bryce 2 you will want to group the objects when you are done. Repeat the process for as many cloud layers as you want, the new objects will share the same parent.



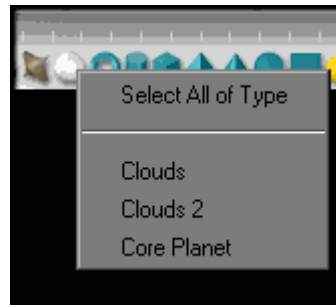
Create and Link

Apply Textures

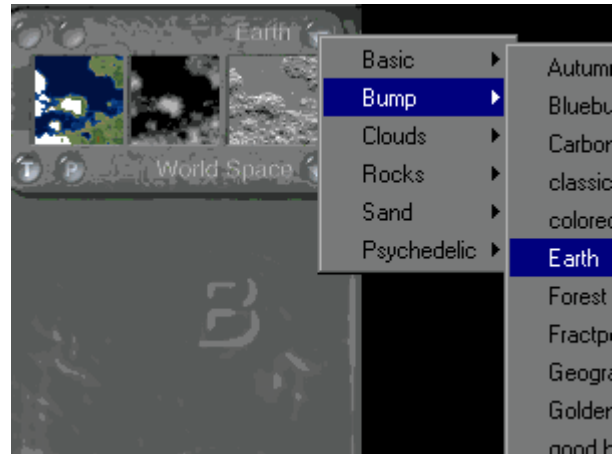
Save it and position it.

## Apply Textures

The objects palette at the bottom of the screen allows you to select from the different types of objects in your scene. Click and hold down on the little sphere icon to get a menu of the sphere's you have created. Select your master sphere.



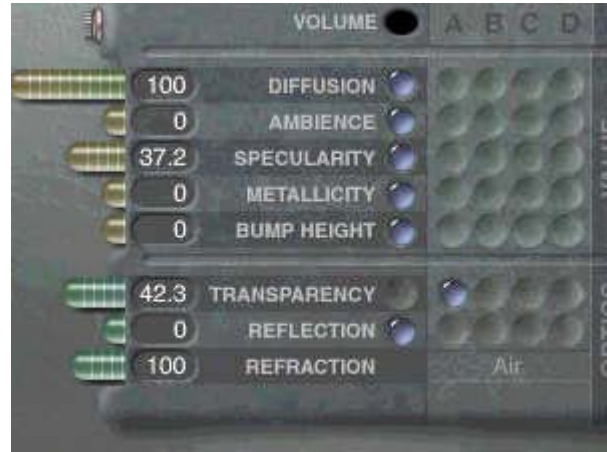
Depending on your tastes, select a texture for the base planet. You will probably want this to be a solid, non-ambient texture. The presets menu has some nice choices.



Select your cloud spheres in the same manner. Give them cloud textures. Again, the presets menu has some nice selection to help you. Go to the *Complex Effects* palette and select the texture called *Weather Map* (the little red box on the right). Set each of your textures to *Object Space* because we will be making the spheres much larger later on.



With the Texture Editor, adjust the transparency of the cloud layers. Make the inner layers less transparent and the outer layers more. You might also want to tone down the specularity on the cloud layers. By default they are set to 69, but I think they look better at around 35.

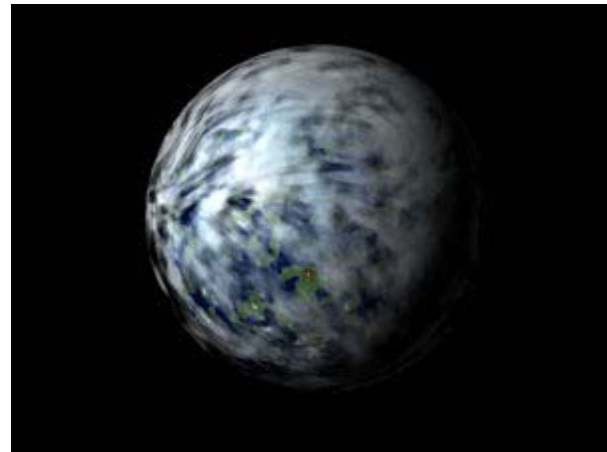


You might also want to adjust the scaling of the different layers so they don't all look the same. Click the little button at the far top left of the texture A swatches. This will bring up the transformation tools with which you can set the scaling for your cloud (and earth map) textures. The top tool on the palette controls the scaling. Drag its center to scale from all axes.



A smaller scale will create "bigger" cloud patterns, while a bigger scale will create "smaller" and more intricate patterns.

Here's what it looks like rendered. I set the sky to "Simple Black Background" (on of the preset skies) and deleted the ground plane.

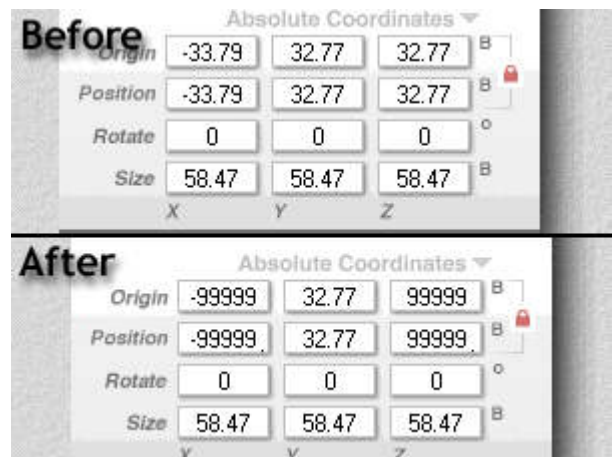


Apply Textures

Since you don't want to repeat this process every time you want a planet in your scene, I suggest you save this thing now, while it is still regular size and still at the origin point. Select your master sphere and then click the little triangle next to where it says *Create* at the top to access the object presets. Select the *User* pallette and then click where it says "Add". Give it a name and description and hit Enter. Now you will be able to insert this planet into any of your future scenes.



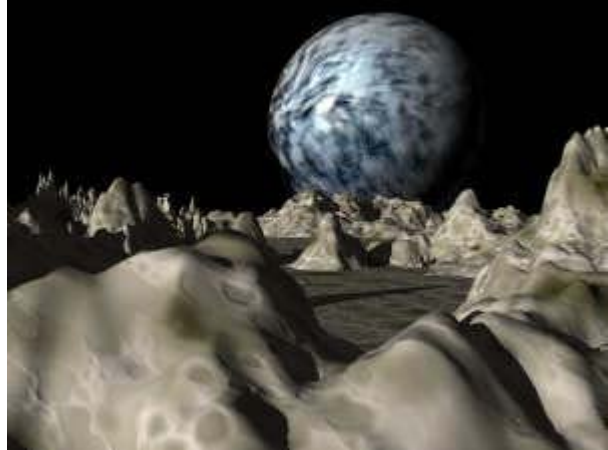
Now you will want to resize and position your planet. Depending on your perspective, select reposition the master sphere so that it is slightly farther away from you but still centered within your view. Open the attributes menu. If you started from the origin, then one or more of the object's axes will have changed. Increase axes to their maximum values (i.e. +/-99999) in the direction that is away from your perspective. Resize it once your done and it will look really big and far away.



Fill in the rest of the scene with whatever you want. A spaceship if you are going to be in outer space. .



. . .or maybe a moonscape.



That's about it. In a later tutorial I will go into how to make planet rings and change up the textures even more to create other types of worlds (Gas Giants for example). For now, [here's the .br3 file for you to play with](#) . If you make something cool out of these, be sure to tell people where you learned it!

[Create and Link](#)

[Apply Textures](#)

**Save it and position it.**