

Ocean tutorial. © Glen Adomovicz



The above scene was done in ts 4.3, it contains a spot light, point light, sphere, plane and a mesh from Bryce for the island. There is a background gradient and ground fog.

Lets make our objects so follow the screen shots below. You don't have to follow this exactly, it's to give you an idea of the scale of things. The camera is set up over the sea plane looking towards the local light. See bottom of page for settings. After making the sphere you will notice that it is scaled down in the z axis. This is done so the clouds look more real in the distance. The cloud sphere is really big but there are a couple of reasons for this. A smaller sphere would give the clouds a circular look closer to the camera. Lager sphere gives more distance for the ground fog, sure you could make it denser but this would have a negative effect on the island.

Spot Light
intensity: .28
no shadows

Local Light
intensity: 1.76
with shadows

object info			
	X	Y	Z
Location	0.000	-0.000	2.000
Rotation	-74.04	-20.98	-95.85
Size	16741.58	16741.43	3.394
Name	SpotLight <input checked="" type="checkbox"/> Dynaunits		
# vertices	0	World	Meters
# faces	0	Object	Meters
Class	Light <input type="checkbox"/> Inlined		
LOD Dist	render options		

object info			
	X	Y	Z
Location	7594.972	-70353.93	13155.41
Rotation	-180.00	0.00	0.00
Size	954.543	954.543	954.543
Name	LocLight <input checked="" type="checkbox"/> Dynaunits		
# vertices	0	World	Inches
# faces	0	Object	Meters
Class	Light <input type="checkbox"/> Inlined		
LOD Dist	render options		

Cloud Sphere

object info			
	X	Y	Z
Location	-0.566	0.067	-3398.748
Rotation	0.00	0.00	-46.13
Size	134778.4	134778.4	16506.62
Name	Sphere,1 <input checked="" type="checkbox"/> Dynaunits		
# vertices	758	World	Meters
# faces	784	Object	Meters
Class	Object <input type="checkbox"/> Inlined		
LOD Dist	render options		

Sea Plane

object info			
	X	Y	Z
Location	-10.037	-82.469	0.000
Rotation	0.00	0.00	23.00
Size	177.822	177.822	0.000
Name	Plane <input checked="" type="checkbox"/> Dynaunits		
# vertices	4	World	Meters
# faces	2	Object	Meters
Class	Object <input type="checkbox"/> Inlined		
LOD Dist	render options		

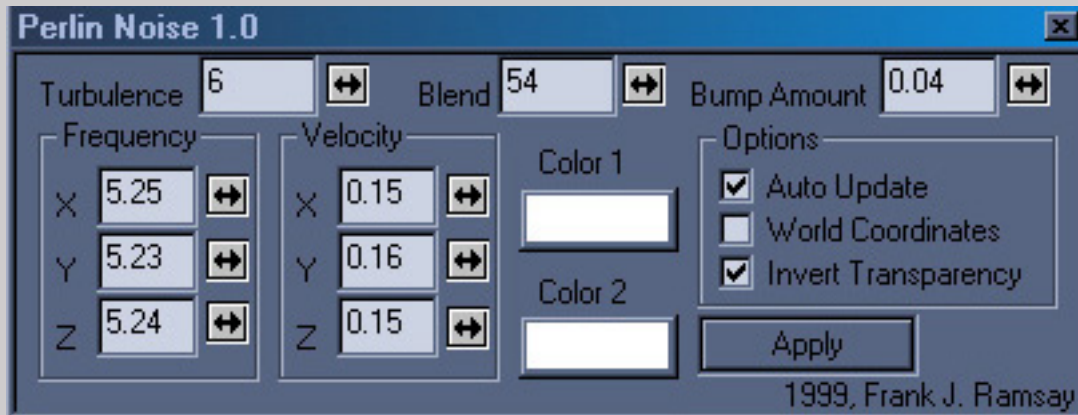
Camera

object info			
	X	Y	Z
Location	-0.205	-18.095	0.565
Rotation	-90.00	-22.43	0.00
Size	0.500	1.000	1.000
Name	Camera1 <input checked="" type="checkbox"/> Dynaunits		
# vertices	0	World	Meters
# faces	0	Object	Meters
Class	Camera <input type="checkbox"/> Inlined		
LOD Dist	render options		

Now you can texture the cloud sphere: -
color: plain color

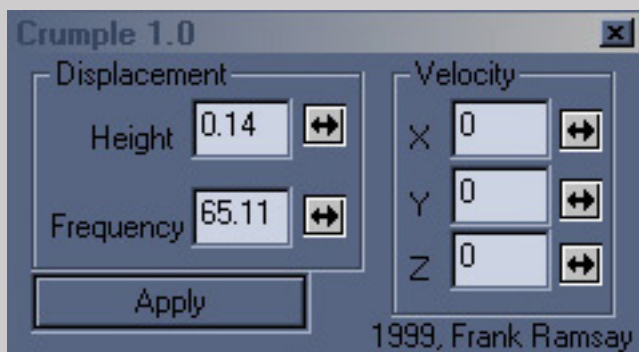
transparency: perlin noise*
 reflectance: matte
 displacement: perlin noise*

Please see image below for settings - same for both channels

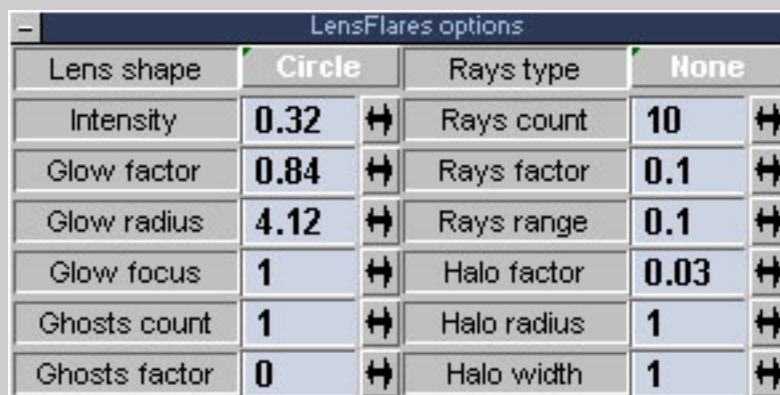


The sea texture is as follows: -
 color: plain color R: 67 G:94 B:131
 transparency: none
 reflectance: reflect pro*
 displacement: crumple*

There is an environmental map used in Reflects Pro that is included with the zip file. I made this in Bryce. If you don't have Reflects Pro you can use mirror in reflectance and play with the settings. One thing you cannot do is have fog and environment map, to do this you need to have Reflects Pro. So if you use mirror work with the reflection settings and keep the fog on. You should be able to get some good results with it.



Here are the fog and lens flare settings, lens flare is for the local light



* = plugin

Close