Bryce: This Bryce Companion file has been created in Bryce 6 and has been tested in Bryce 6.Please refer to the Platinum Club forum thread for this file for information on generic Poser/Bryce import.

This file requires you have set your DAZ Studio installation to be able to access your Poser directories, should you have installed your Drakkar and additional textures set into a Poser Runtime.

Setup

- Open the Bryce Companion file located in the DAZ Content\DAZ. Companion Files folder. (bcf_ps_ac1863_Drakkar.br6)
- Open D|S by clicking the D|S button(some of you may have to click Create first in order to access that particular button)
- Click the Drakkar file in your Drakkar folder in either Content (Figures) or your Poser (Character) folder in D|S.
- Click the DrakkarSculls in the same folder
- Click the Scene tab, and select DrakkarSculls. Select all the ones on the Right - they're marked with an R.
- Under Parameters, Rotation, drag the Up-Down slider all the way to the right (it's highest setting is 14)
- Do the steps above for the left sculls as well.
  - *This step is optional:*
    - Select the Drakkar, and go to Poses > MAT Jormundgandr
    - Click Jormundgandr
    - Select DrakkarSculls and click Sculls
    - The texture will have loaded onto the figure
- Click the "Return to Bryce" button in the upper right corner
- Go to the Object menu, and select "Break DAZ|Studio Link".
- The next step is optional - but if you like to keep it tidy, like me, click the triangle next to the mountain icon in the left hand side of your screen and select the view from right
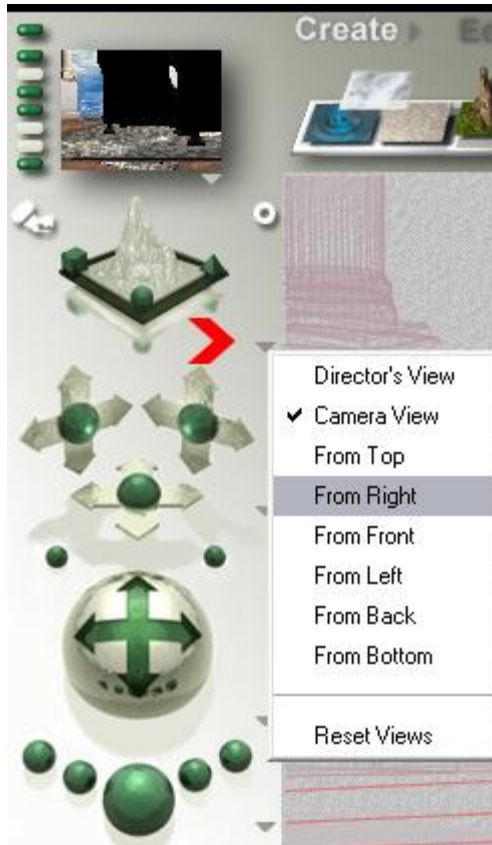
- Zoom out by using the looking glass in the lower right until you see everything. Draw a square around it all with your mouse, and click "G" for group in the little icon list next to the Drakkar set
- Set the attributes like so :
  - *You can also just copy (CTRL + C) the numbers (remember the minuses!) from the table and paste them in (CTRL + V) if you're a lazy typist like me ;-) - just remember that in some places you need to swap the comma for a period.*

Drakkar	X Axis	Y Axis	Z Axis
Origin	-118,19	86,17	63,60
Position	-118,19	86,17	63,60
Rotate	-1,62	-22,42	0,62
Size	149,80	150,01	249,22

- You may want to tilt the ship a little more forward - do so by increasing the number on the X rotational axis
- The settings below are Jormundgandr specific, but if you have the default textures, just follow the generic guidelines - we want to enhance visibility of the textures, and we'll do this by tweaking specularities, bump and sometimes refraction.

- Select **hull-wood** from the Select Meshes menu. Enter the Material editor by clicking M in the icon list, and set the it something like this (and tweak, tweak, tweak until you're happy :-))

- :
- Select the first **wood-parts** from the Select Meshes menu - this is the scull texture. And again... tweak, tweak, tweak until you're happy :-)

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- Select all the shield components from the Select Meshes menu. Set the textures something like this (and yes, the tweak rule applies here too ;-))

Materials Lab   Texture Mapping Mode

SURFACE

DIFFUSE
AMBIENT
SPECULAR
SPECULAR HALO
TRANSPARENT
VOLUME

A B C D

COLOR

Copy   Paste

100	DIFFUSION	
15	AMBIENCE	
82,7	SPECULARITY	
100	METALLICITY	
0	BUMP HEIGHT	

VALUE

0	TRANSPARENCY	
57,6	REFLECTION	
133	REFRACTION	

OPTICS

F_Shields
Parametric

F_Shields_B
Parametric

F_Shields_B
Parametric

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- And finally, the sail. If you're using the Jormundgandr set, it's actually historically correct - the Vikings tended to strengthen their sails with leather as shown in the texture set

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- All done :-)

Scene tip

- Haze and Fog can sometimes change the entire look and feel of a scene. Try setting the Haze and Fog sliders to a lower setting, for a warm springy sunrise instead of a misty morning

Cameras

- Close-up camera - rotate the first wood-parts in the list a little, if you want to dip the oars in water instead of pushing away from the rocks
- ¨Medium - medium remote view
- Remote - Helicopter view
- As always - tweak to your liking :-)

~spinner/NorthernS-NorthernStudios