Skytracer Tutorial

- What is Skytracer?
- Why use Skytracer?
- How do I use Skytracer?
- Skytracer vs. Skytracer 2
What is Skytracer?

- Built in sub-program of Lightwave
- Simulates real world environmental effects
- Realistic sky features with “relative” ease
Why use Skytracer?

- Better than a skydome
- Quick, “easy” realistic sky
How to use Skytracer
1) Load objects into Layout
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2) Setup your camera and secondary lighting
3) select the Scene tab
4) Under the Effects menu select Backdrop
5) This will bring up the Effects popup Window make sure the Backdrop tab is selected
6) Click on the "Add Environment" drop down menu
7) Select Skytracer from the drop down menu
8) Double click on the word Skytracer
Double clicking skytracer brings up the skytracer window.
Ground level is the height skytracer will start to render your sky at.

Earth Radius effects the height of your sun, clouds.

We will leave both at the default values.
Atmosphere and Haze both effect the "air quality" of your sky. You can adjust both however you like.

To see how their values effect your sky just click on the "REFRESH" tab this generates a quick preview of how your sky will look.
Cloud Edit allows you to have 2 layers of clouds. To edit them just click the Cloud Edit box from Off to On.

The Parent drop down menu lets you scale your clouds relative to an object.

You also have 3 different types of clouds to choose from, and you can also edit the eight listed attributes. To see how they effect your sky just click on the REFRESH button.
The Light editor allows for two separate light sources (in case you want multiple suns or moons). The type button allows you to set the light property to either sun or moon. The drop down Light1/Light2 menu lets you pick which light will function as your suns/moons.

The 7 attribute buttons effect how your light source will look in the scene (again you can push the REFRESH button to see a preview of your sky, however your light source will not be visible in the preview.)
Once you tweak all the attributes and are happy with the preview, you're ready to jump out of Skytracer for a test render. Just click the OK button.
Now your ready for a render
Let's compare
Skytracer vs. Skytracer2

- Skytracer2 has more options
- Clunky interface (lots of non-intuitive stuff)
- Difficulties positioning sun/moon
- Newer = less existing resources
Conclusion

- Now you know:
- What Skytracer is
- How to find it
- How to use it
- Why you should use it
- Any questions?
- Thanks for your time!