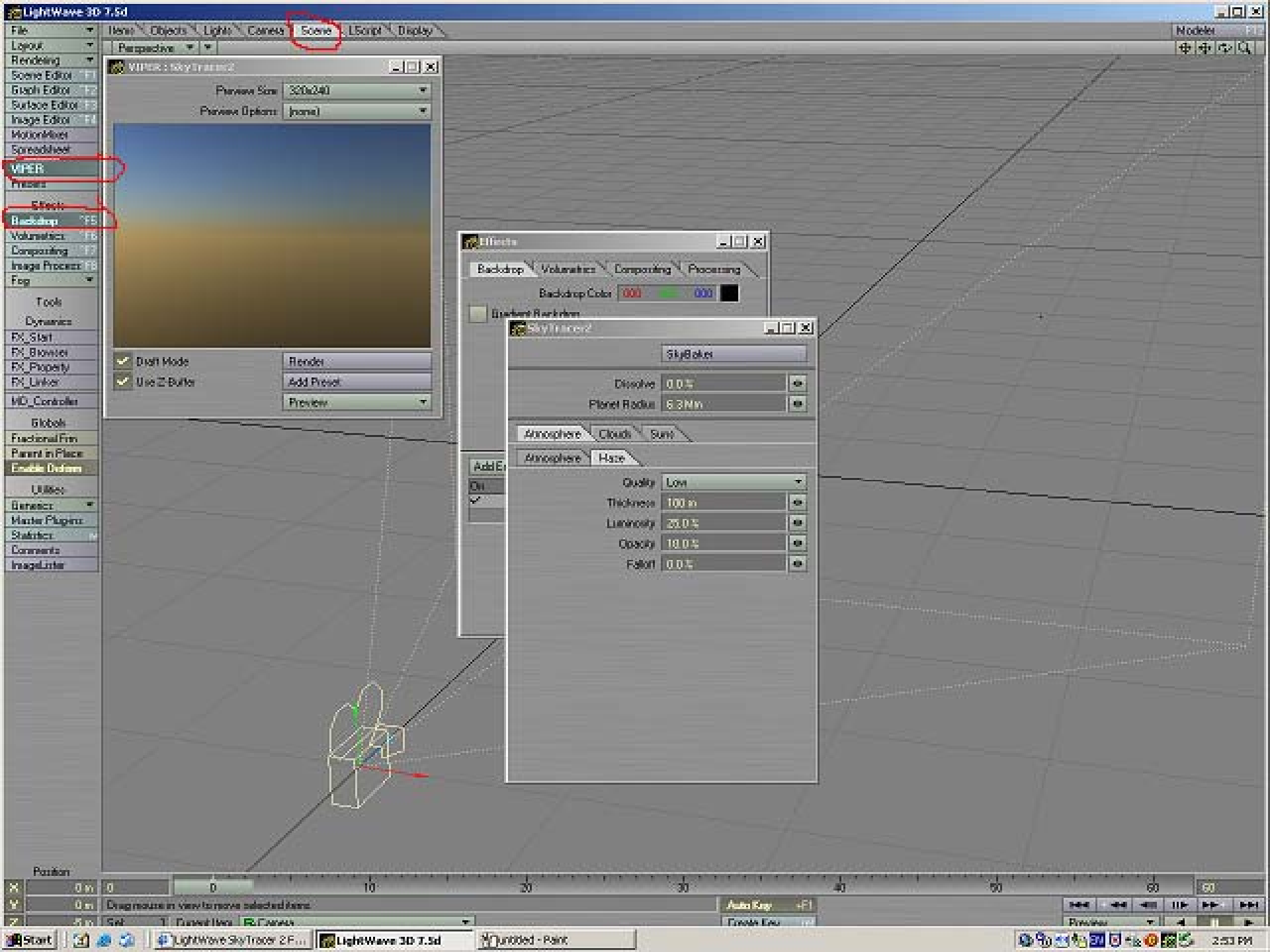


# **Sky Tracer 2**

By: Denielle Bonasera

# How to Make a Typical Skyline

- Start Lightwave
- Pick the Scene tab
- On the left side will be a column of items, click the Viper tab
- Next click the Backdrop tab
- In the effects box choose the Backdrop tab
- In the edit tab click skytracer 2
- Double click on Skytracer 2

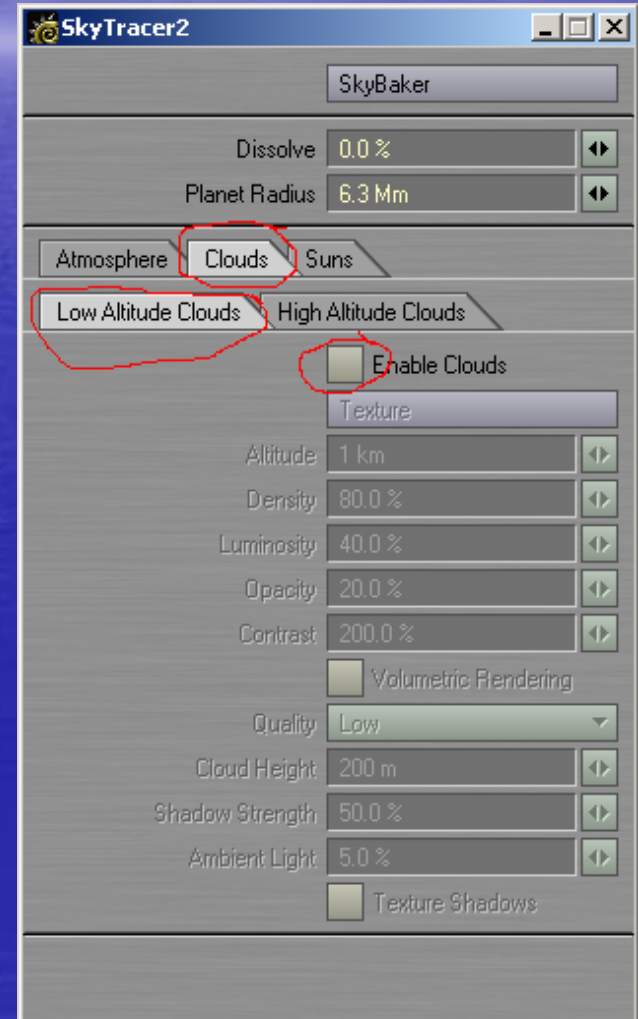


**By default you'll have a dull blue-to-brown gradient. The "Dissolve" setting dissolves your sky in and out of your scene and the Planet Radius is set to the same radius as Earth – you shouldn't need to change it. SkyBaker lets you bake your skyscape into image files – we'll return to that later.**

**The atmosphere & haze controls light scattering in SkyTracer. With these panels you can adjust the thickness of the effect, the luminosity, opacity & falloff. For most scenes you can leave these at their default settings – if you want to test them out to see what different looks you can get do so AFTER you've got your clouds looking how you want. Adjusting the quality increases render times but improves the effect of light diffusion. Medium seems a good compromise between quality and render times**

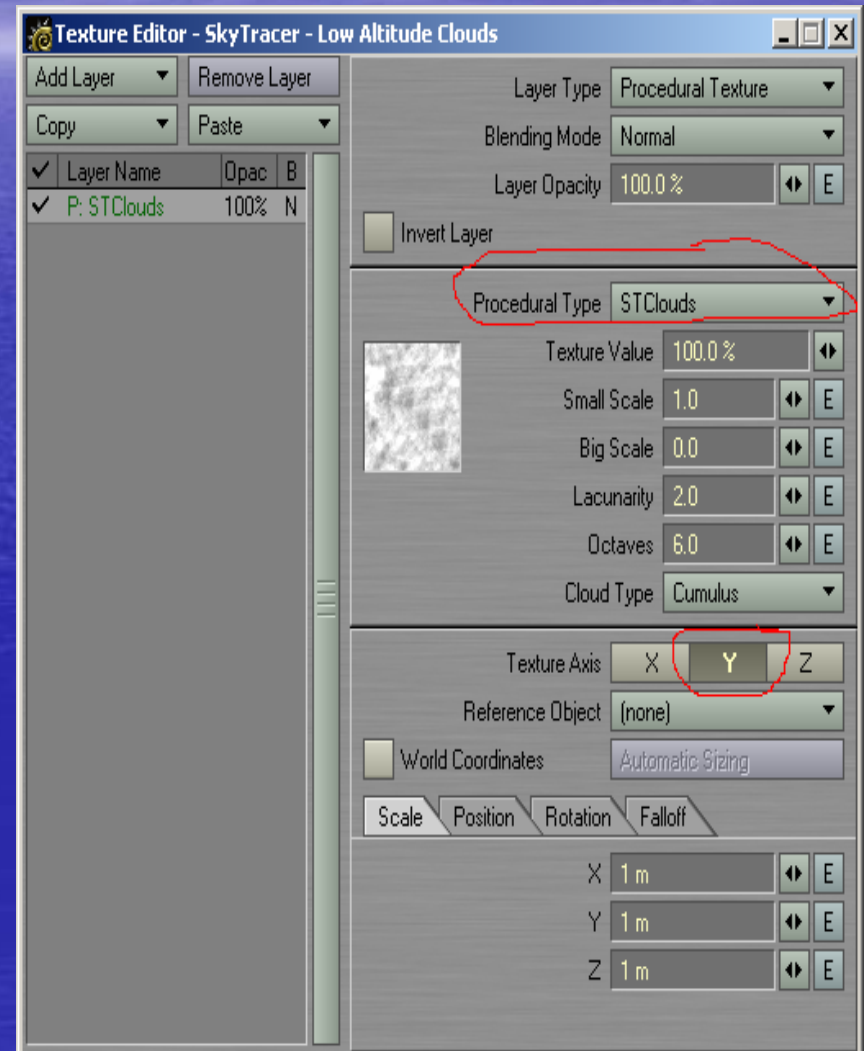
# Adding Clouds

- Click the clouds tab
- Select the “low altitude clouds” tab
- Click enable clouds



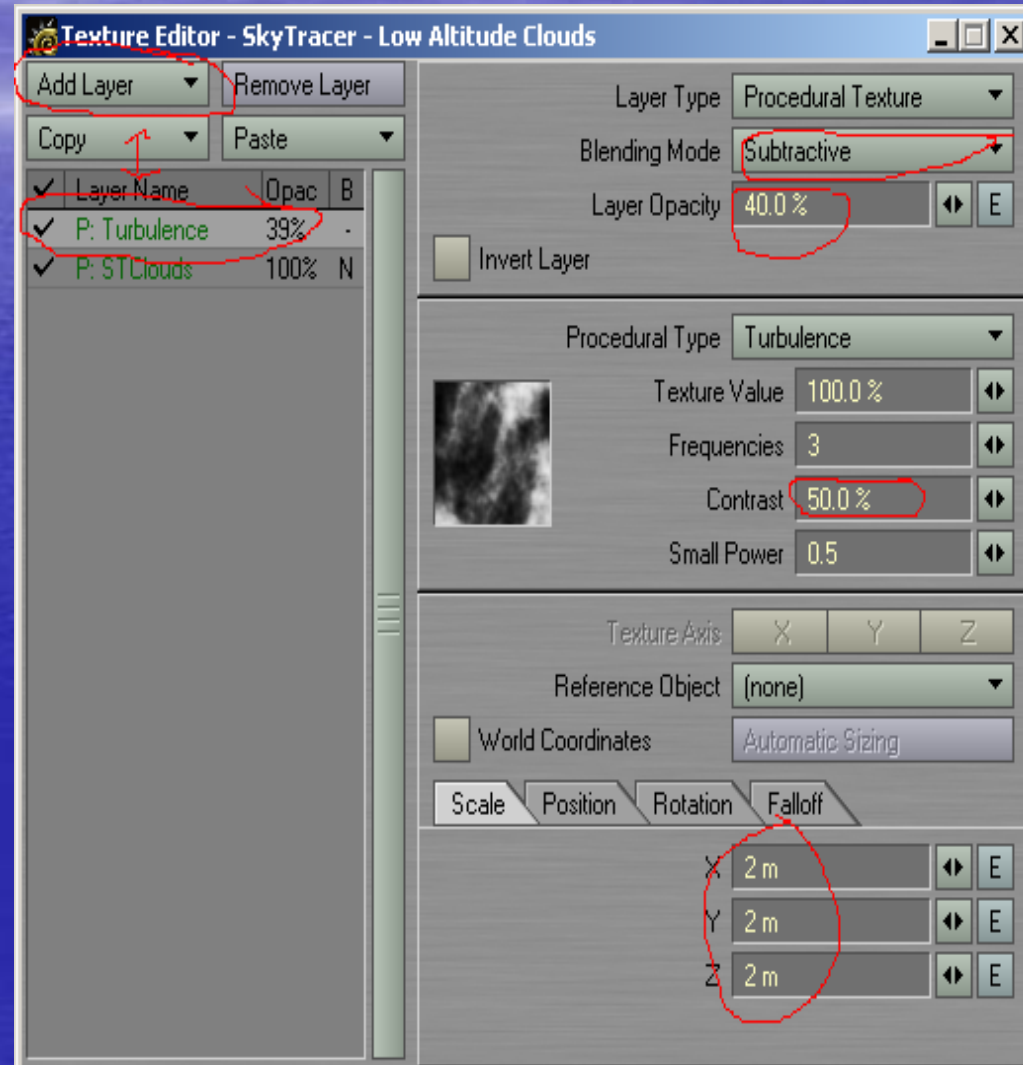
# Adding Clouds Continued...

- Click the texture button
- Select the Procedural Type box and select "STClouds"
- Change the texture axis to Y
- Back to the Skytracer 2 screen
- Change the texture value to 100%



# Adding a Second texture Layer

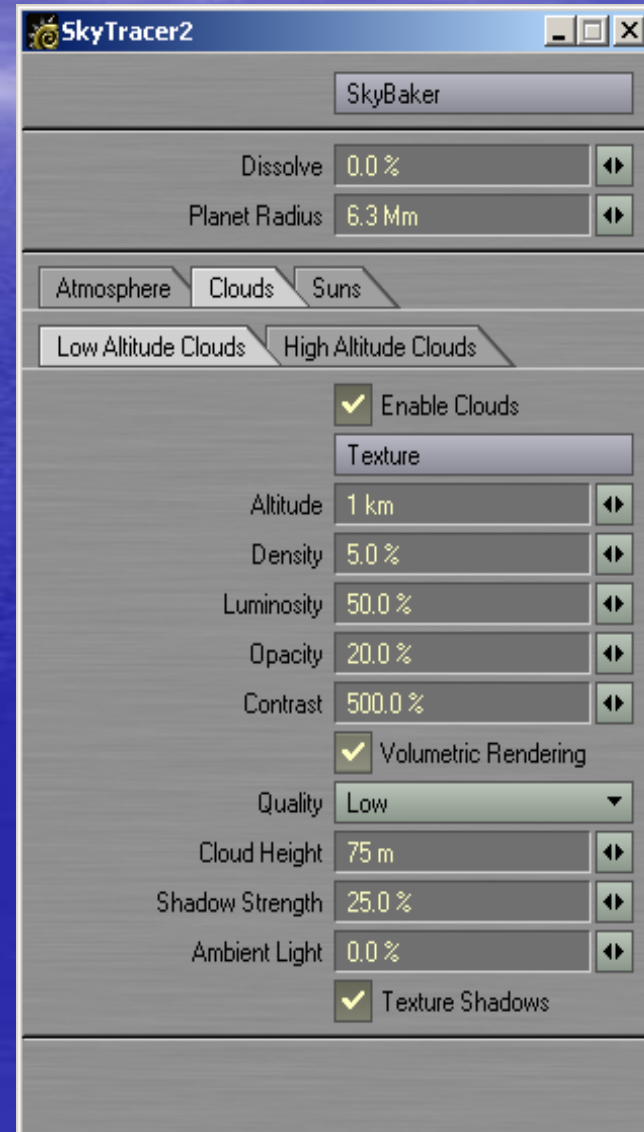
- Add a second texture layer
  - Change the blending mode to subtractive
  - Change the contrast to 50%
  - Change the scale to 2m x 2m x 2m
  - Change the Opacity to 40%
  - Close this screen
- (in the viper screen you will see the clouds form)



**The most important settings are Lacunarity, Octaves and Cloud Type. Lacunarity adjusts the turbulence of the clouds – a setting of 1 creates featureless blobby clouds, higher settings introduce more disturbance but a setting of 5 or more starts to add repetitive patterns into the clouds, for now just leave it at its default setting of 2.0. Octaves change the fractal detail of the clouds – higher settings increase detail but impact render times. Leave the Octaves at their default setting of 6.0. Cloud Type allows you to change the procedural template for the clouds – cumulus and cirrus clouds plus jet trails are available. Leave it set to cumulus for now.**

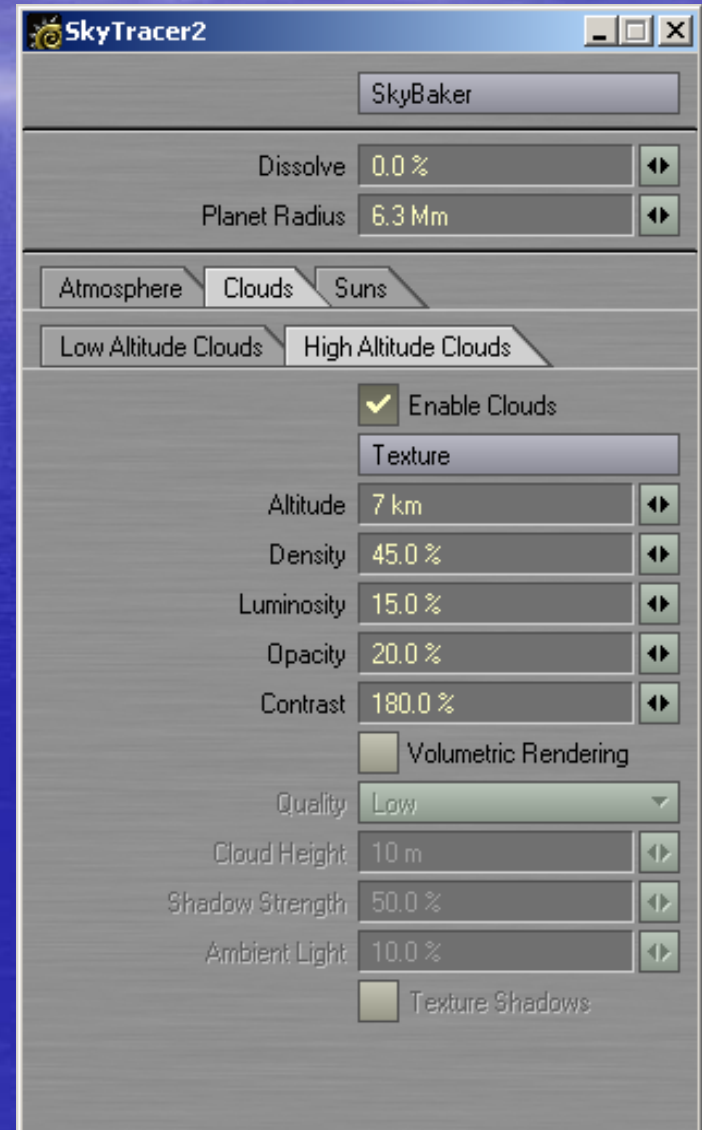
# Adjusting the Settings

- **Back to the Clouds tab**
- **Choose “Low Altitude Clouds”**
- **Change the setting to match the box to the left**
- **Make sure texture shadows is on**



# Adjusting the Settings Cont.

- Choose the High Altitude tab
- Change the settings to match the ones to the left



# Adjusting the Clouds

- **Go back to the STClouds texture for the low altitude clouds**
- **Click the fall off tab**
- **Set the Z axis fall off to 4%**

# Finishing up...

- **Close texture setting**
- **Go back to the atmosphere tab**
- **Change the quality to medium**
- **Press F9 to render**

# Final product



# References

- Skytracer2 for dummies

<http://www.newtek.com/products/lightwave/tutorials/animation/skytracer2/>.