Skytracer Tutorial

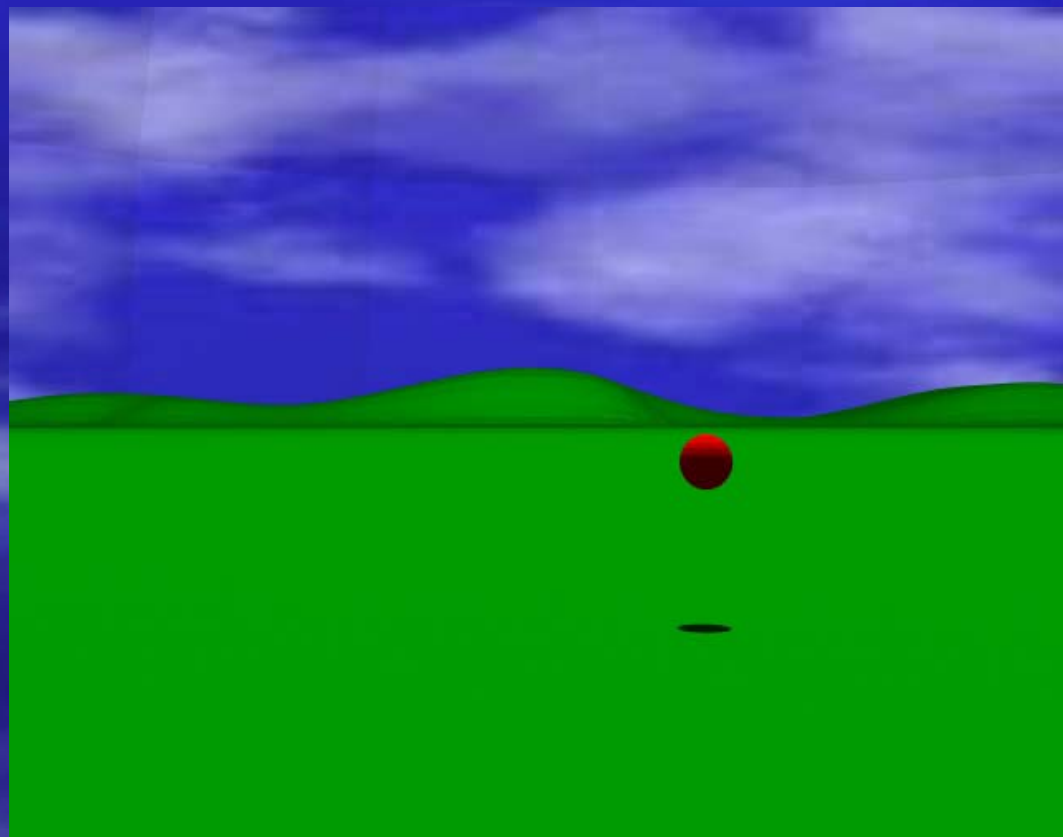
- What is Skytracer?
- Why use Skytracer?
- How do I use Skytracer?
- Skytracer vs. Skytracer 2

What is Skytracer?

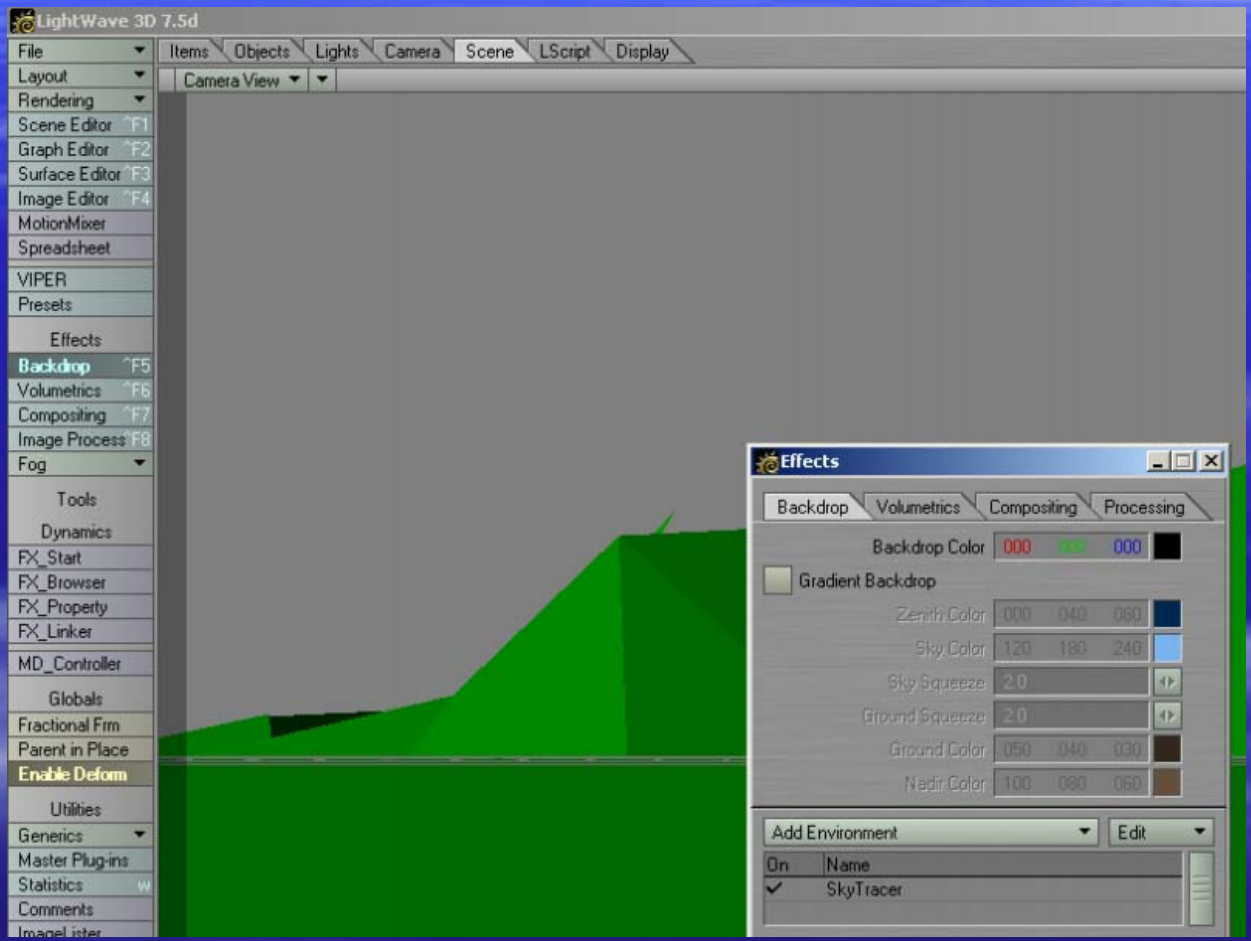
- Built in sub-program of Lightwave
- Simulates real world environmental effects
- Realistic sky features with “relative” ease

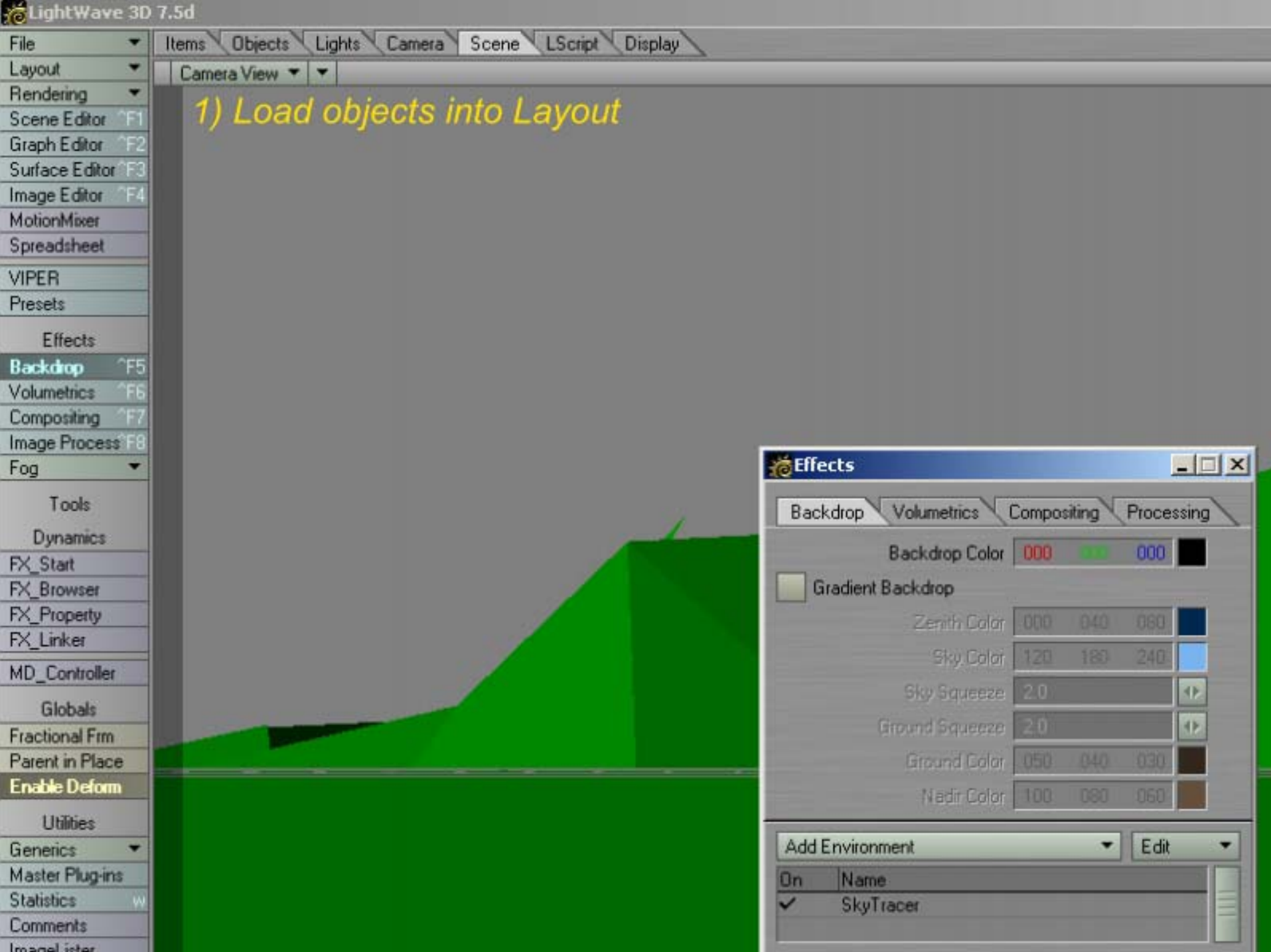
Why use Skytracer?

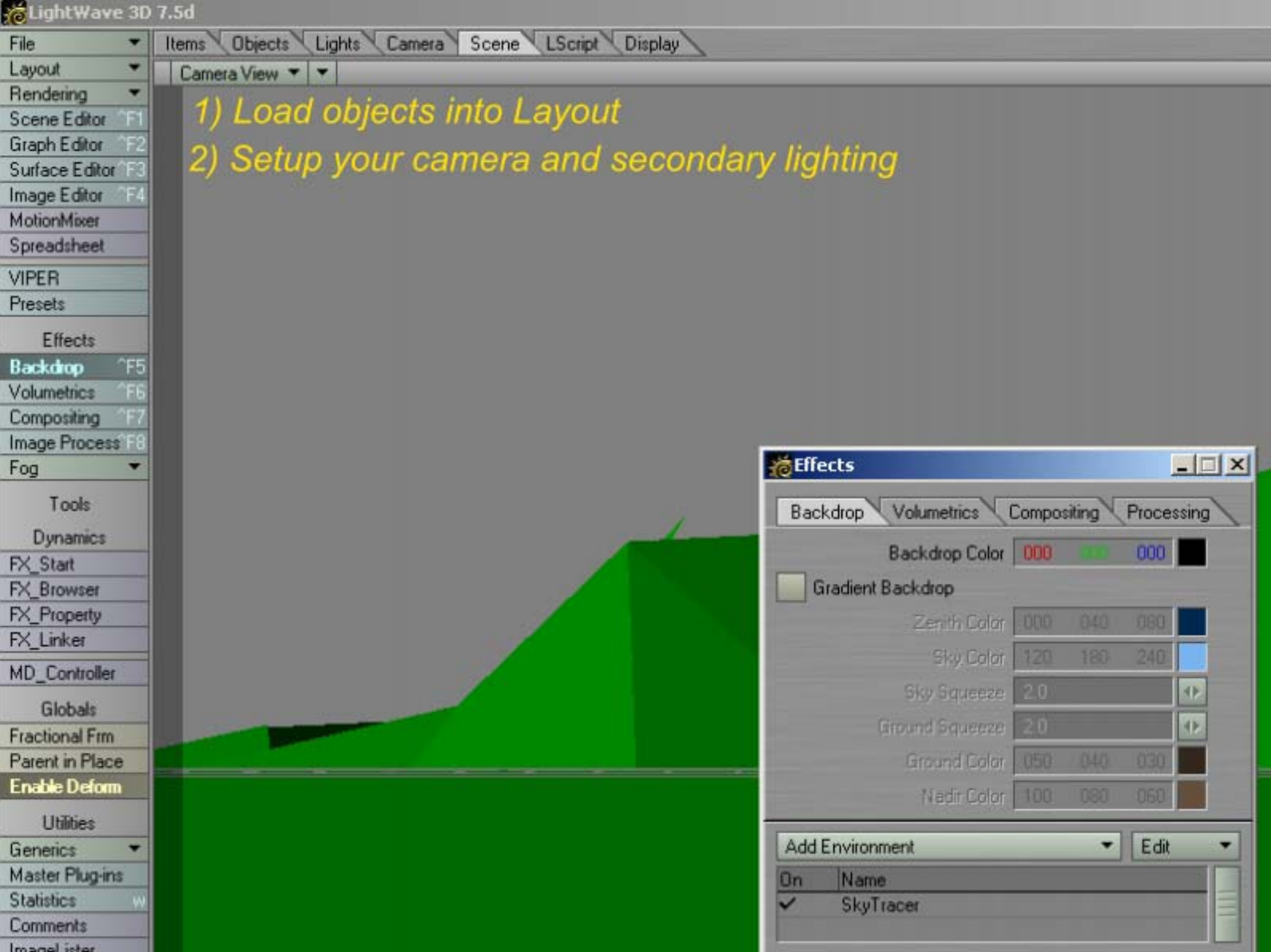
- Better than a skydome
- Quick, “easy” realistic sky



How to use Skytracer




LightWave 3D 7.5d
File
Layout
Rendering
Scene Editor ^F1
Graph Editor ^F2
Surface Editor ^F3
Image Editor ^F4
MotionMixer
Spreadsheet
VIPER
Presets
Effects
Backdrop ^F5
Volumetrics ^F6
Compositing ^F7
Image Process ^F8
Fog
Tools
Dynamics
FX_Start
FX_Browser
FX_Property
FX_Linker
MD_Controller
Globals
Fractional Frm
Parent in Place
Enable Deform
Utilities
Generics
Master Plug-ins
Statistics
Comments
Items
Objects
Lights
Camera
Scene
LScript
Display
Camera View
1) Load objects into Layout
Effects
Backdrop
Volumetrics
Compositing
Processing
Backdrop Color
Gradient Backdrop
Zenith Color
Sky Color
Sky Squeeze
Ground Squeeze
Ground Color
Nadir Color
Add Environment
Edit
On
Name
SkyTracer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Layout
Rendering
Scene Editor ^F1
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Effects
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Volumetrics ^F6
Compositing ^F7
Image Process ^F8
Fog
Tools
Dynamics
FX_Start
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MD_Controller
Globals
Fractional Frm
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Generics
Master Plug-ins
Statistics
Comments
Items
Objects
Lights
Camera
Scene
LScript
Display
Camera View
1) Load objects into Layout
2) Setup your camera and secondary lighting
Effects
Backdrop
Volumetrics
Compositing
Processing
Backdrop Color
Gradient Backdrop
Zenith Color
Sky Color
Sky Squeeze
Ground Squeeze
Ground Color
Nadir Color
Add Environment
Edit
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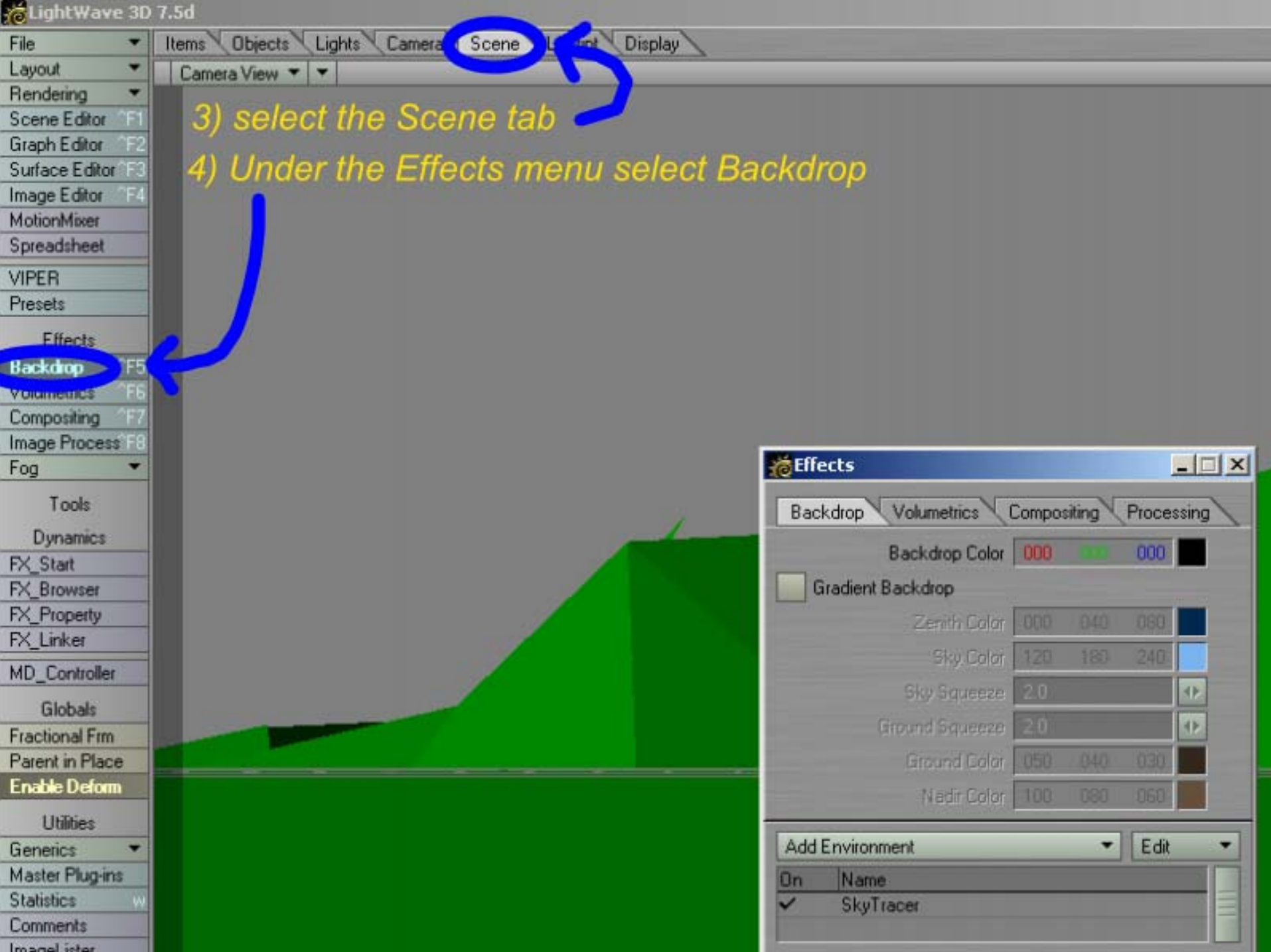
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File
Layout
Rendering
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Fog
Tools
Dynamics
FX_Start
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FX_Property
FX_Linker
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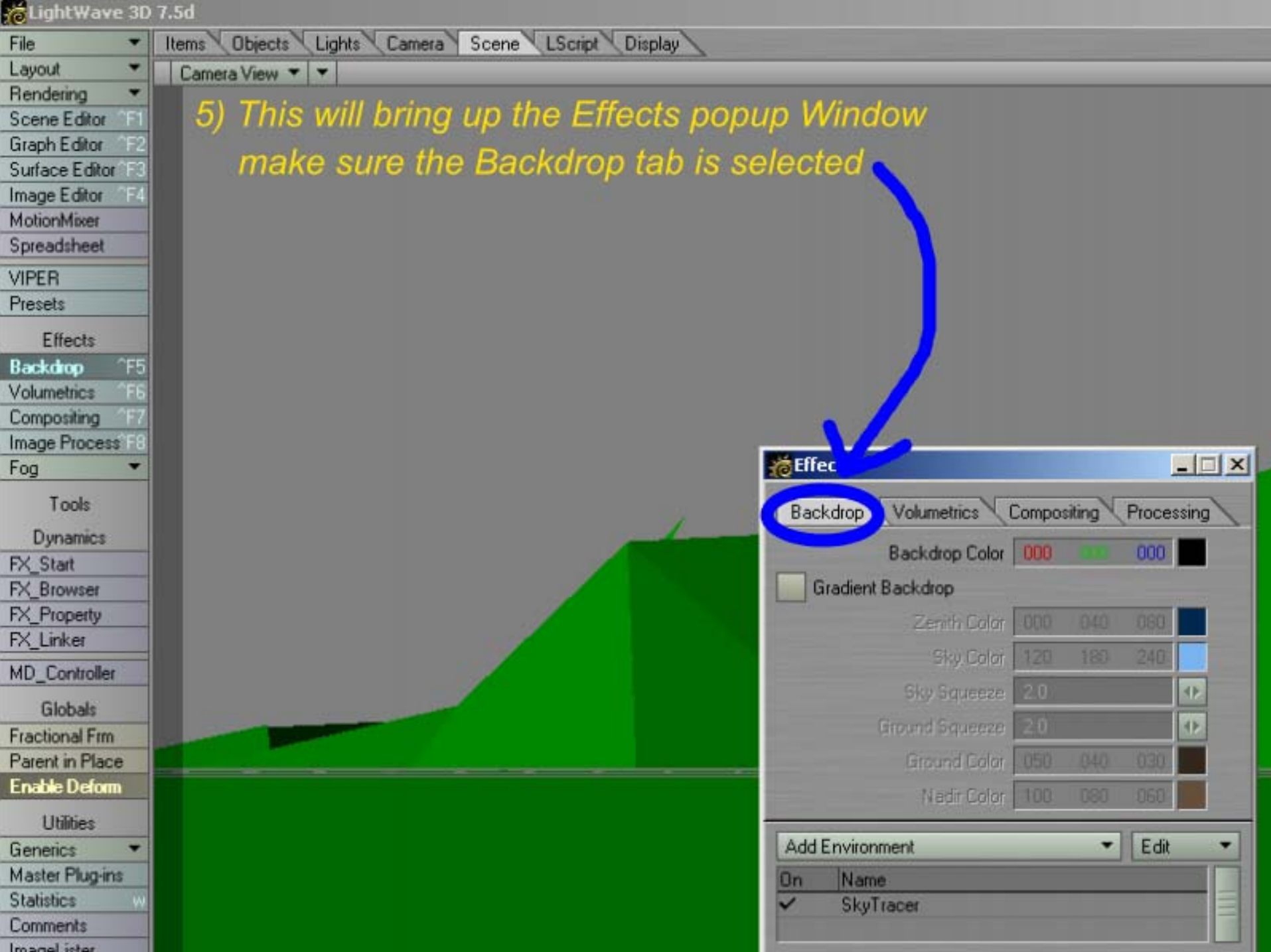
Enable Deform
Utilities
Generics
Master Plug-ins
Statistics
Comments
Items
Objects
Lights
Camera
Scene
Display
Camera View
3) select the Scene tab
4) Under the Effects menu select Backdrop
Effects
Backdrop
Volumetrics
Compositing
Processing
Backdrop Color
Gradient Backdrop
Zenith Color
Sky Color
Sky Squeeze
Ground Squeeze
Ground Color
Nadir Color
Add Environment
Edit
On
Name
SkyTracer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Layout
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Scene Editor ^F1
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Fog
Tools
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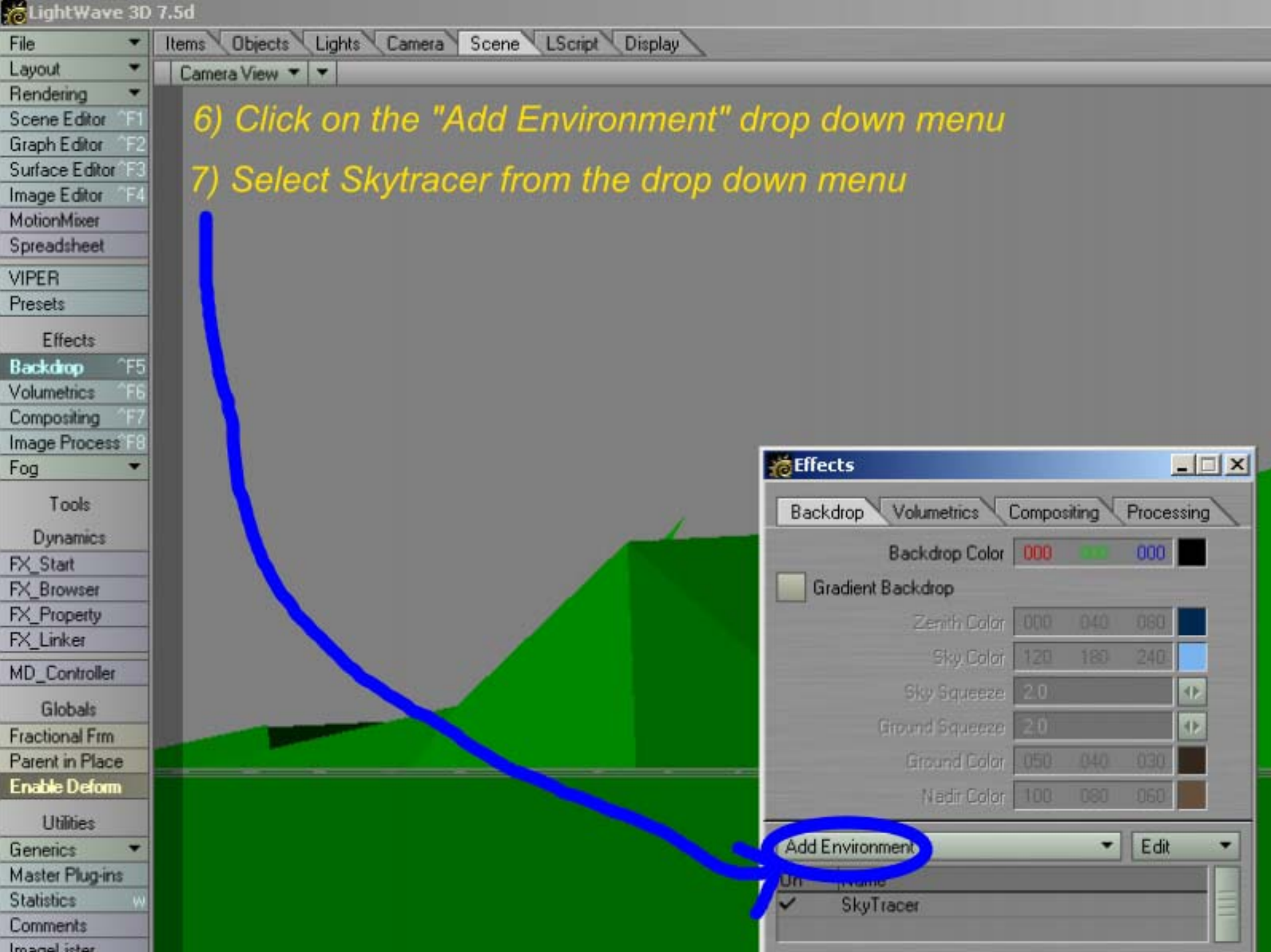
Objects
Lights
Camera
Scene
LScript
Display
Camera View
5) This will bring up the Effects popup Window
make sure the Backdrop tab is selected
Backdrop
Volumetrics
Compositing
Processing
Backdrop Color
Gradient Backdrop
Zenith Color
Sky Color
Sky Squeeze
Ground Squeeze
Ground Color
Nadir Color
Add Environment
Edit
On
Name
SkyTracer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Generics
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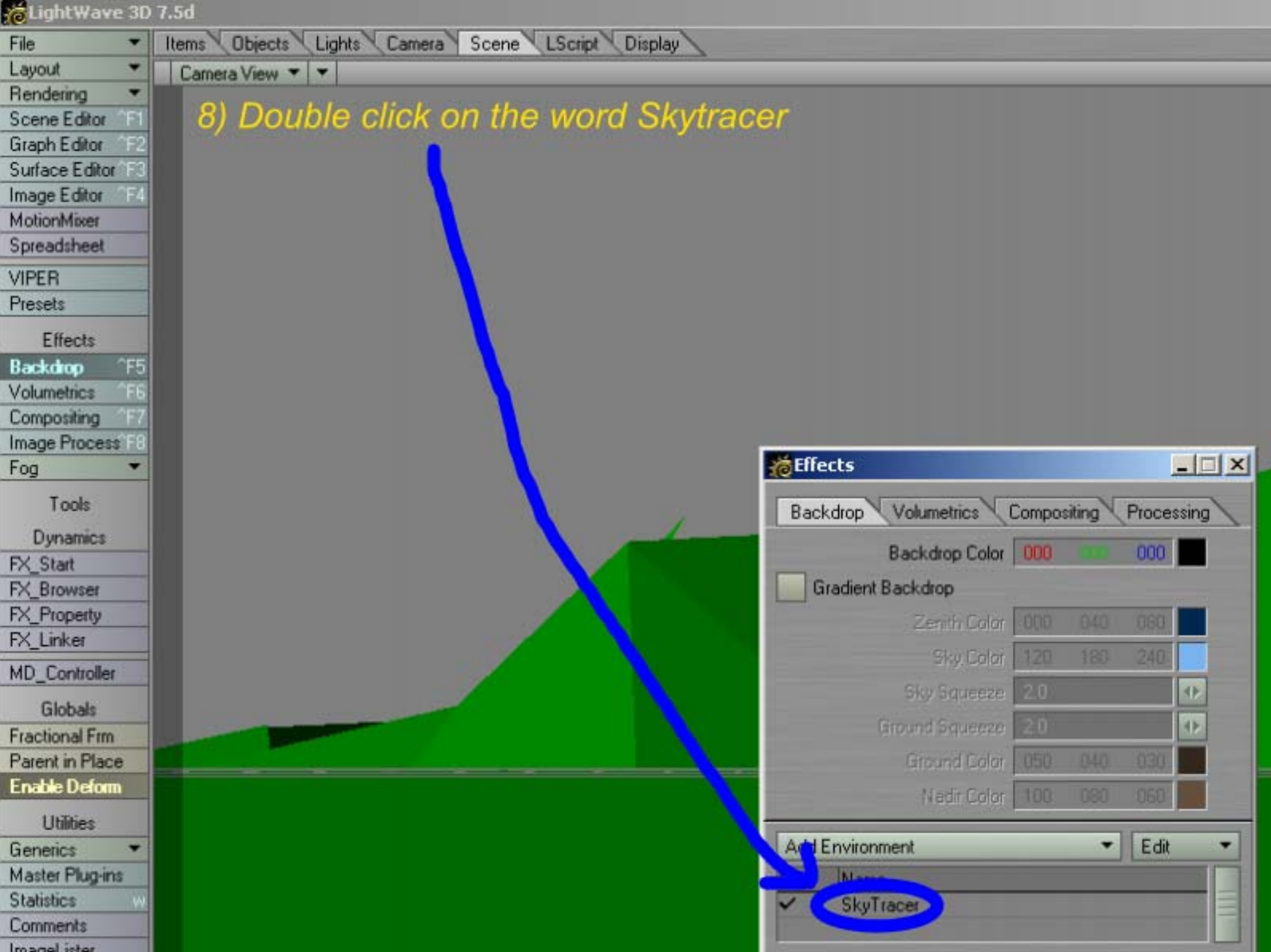
Comments
Items
Objects
Lights
Camera
Scene
LScript
Display
Camera View
6) Click on the "Add Environment" drop down menu
7) Select Skytracer from the drop down menu
Effects
Backdrop
Volumetrics
Compositing
Processing
Backdrop Color
Gradient Backdrop
Zenith Color
Sky Color
Sky Squeeze
Ground Squeeze
Ground Color
Nadir Color
Add Environment
Edit
SkyTracer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MD_Controller
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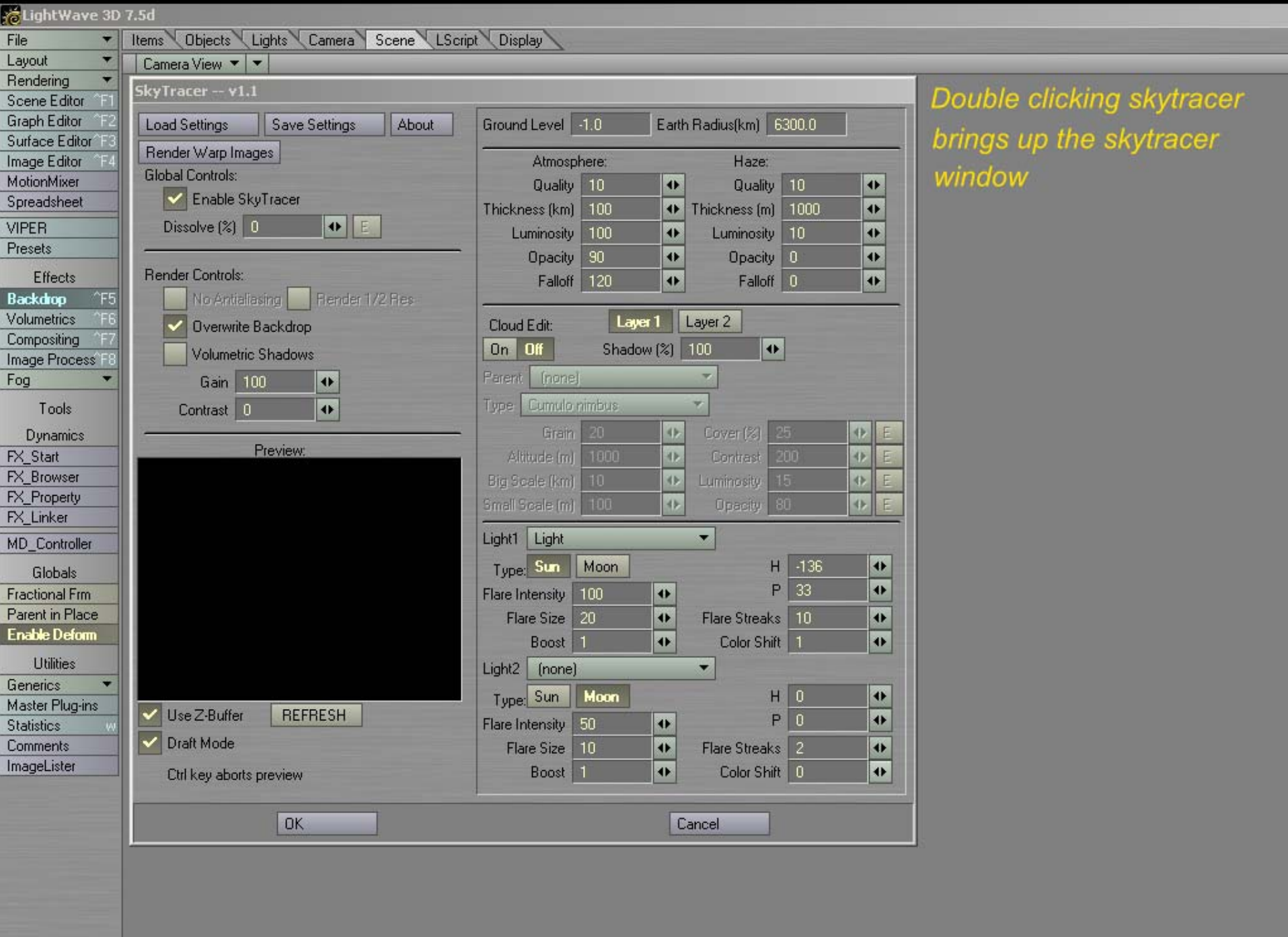
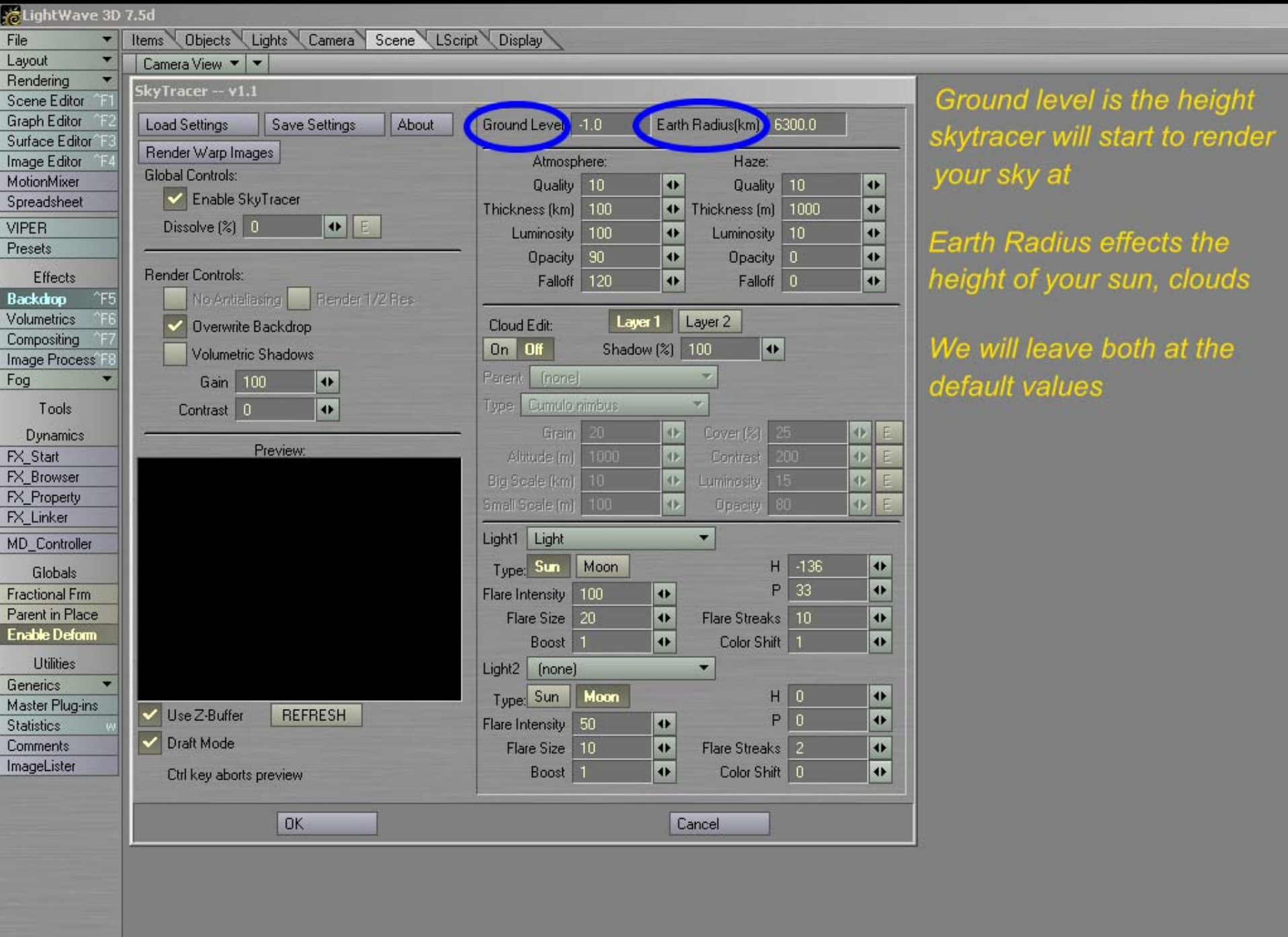
Comments
Items
Objects
Lights
Camera
Scene
LScript
Display
Camera View
8) Double click on the word Skytracer
Effects
Backdrop
Volumetrics
Compositing
Processing
Backdrop Color
Gradient Backdrop
Zenith Color
Sky Color
Sky Squeeze
Ground Squeeze
Ground Color
Nadir Color
Edit
SkyTracer



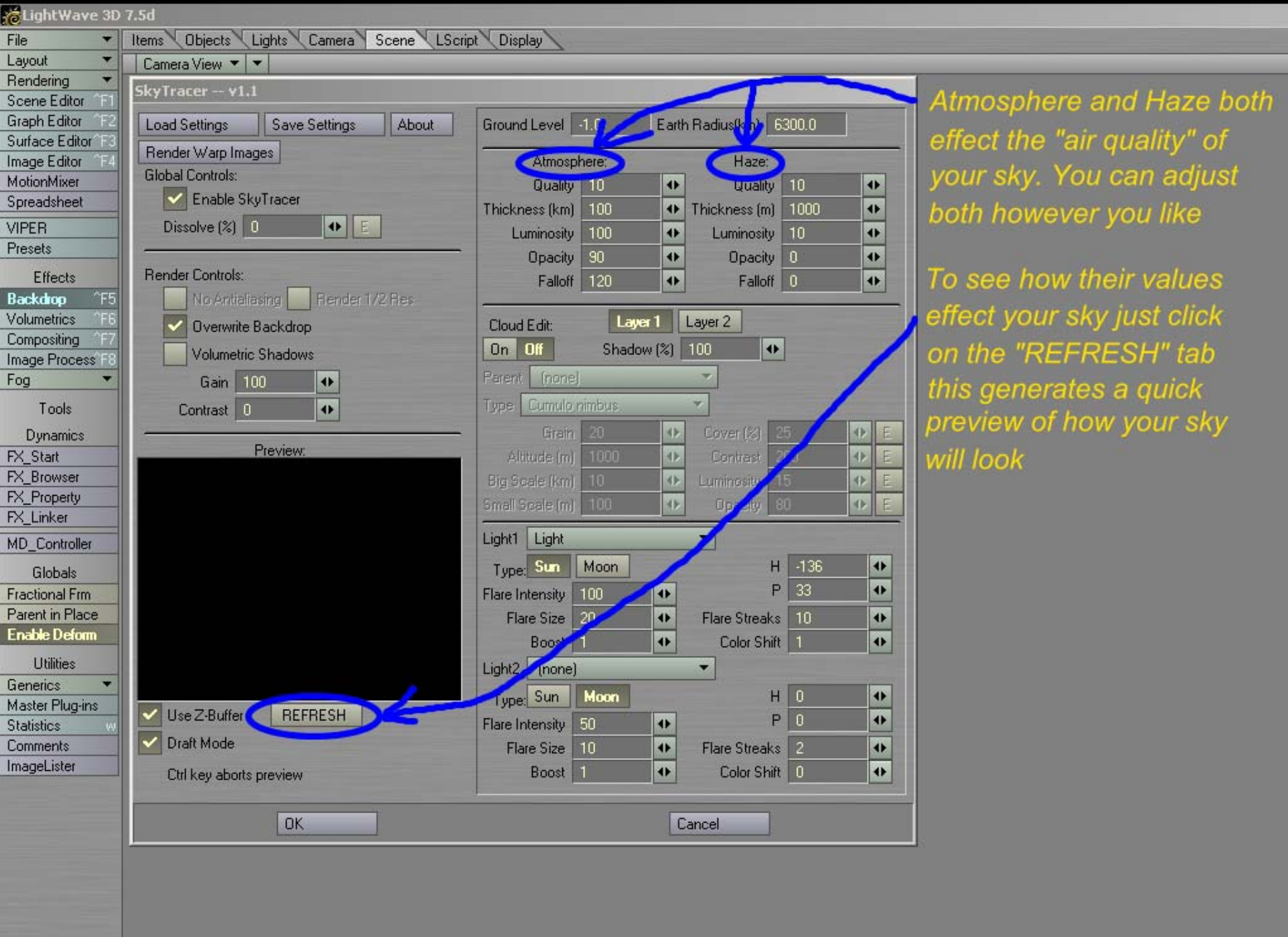
Double clicking skytracer brings up the skytracer window



Ground level is the height skytracer will start to render your sky at

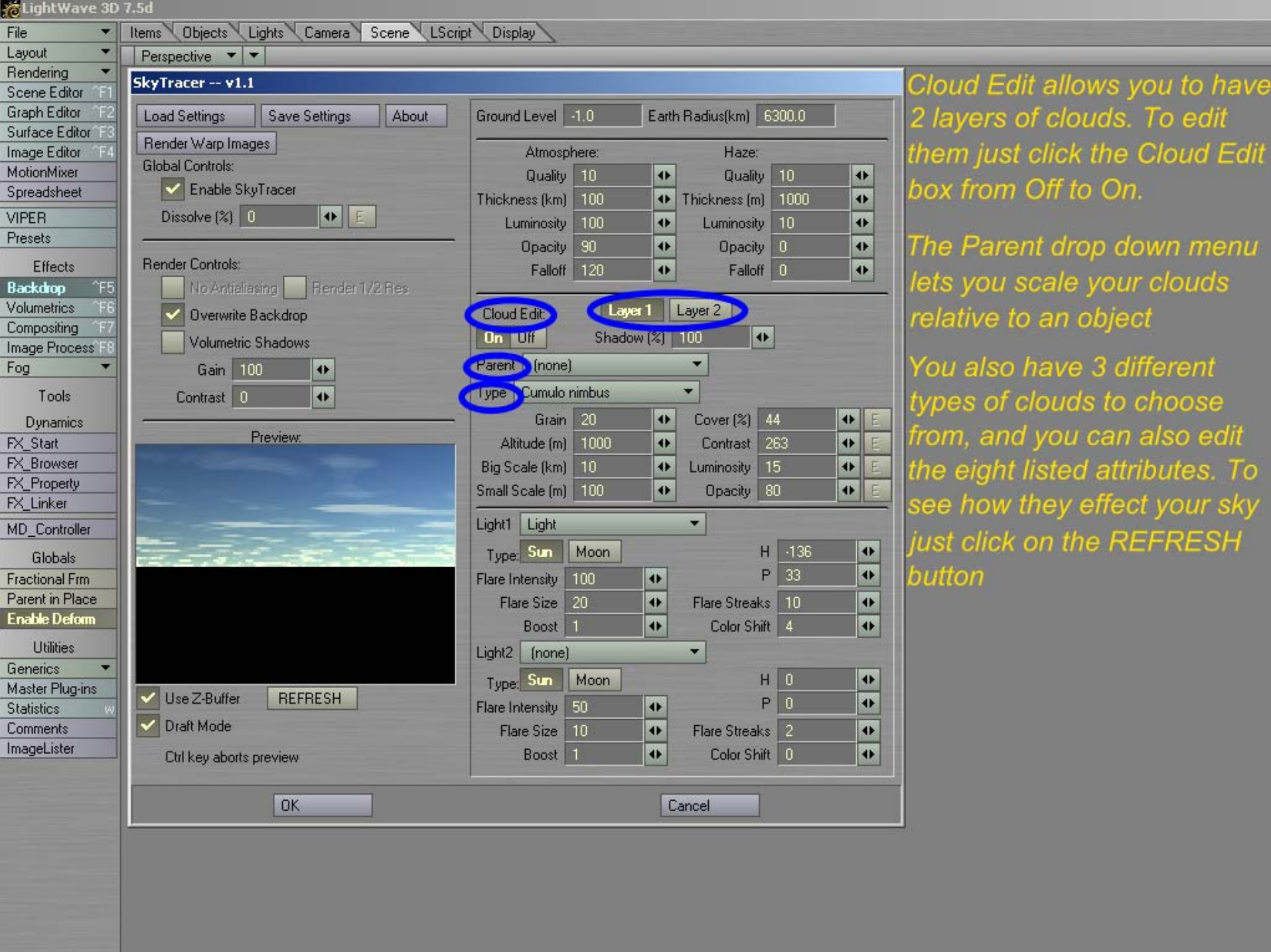
Earth Radius effects the height of your sun, clouds

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

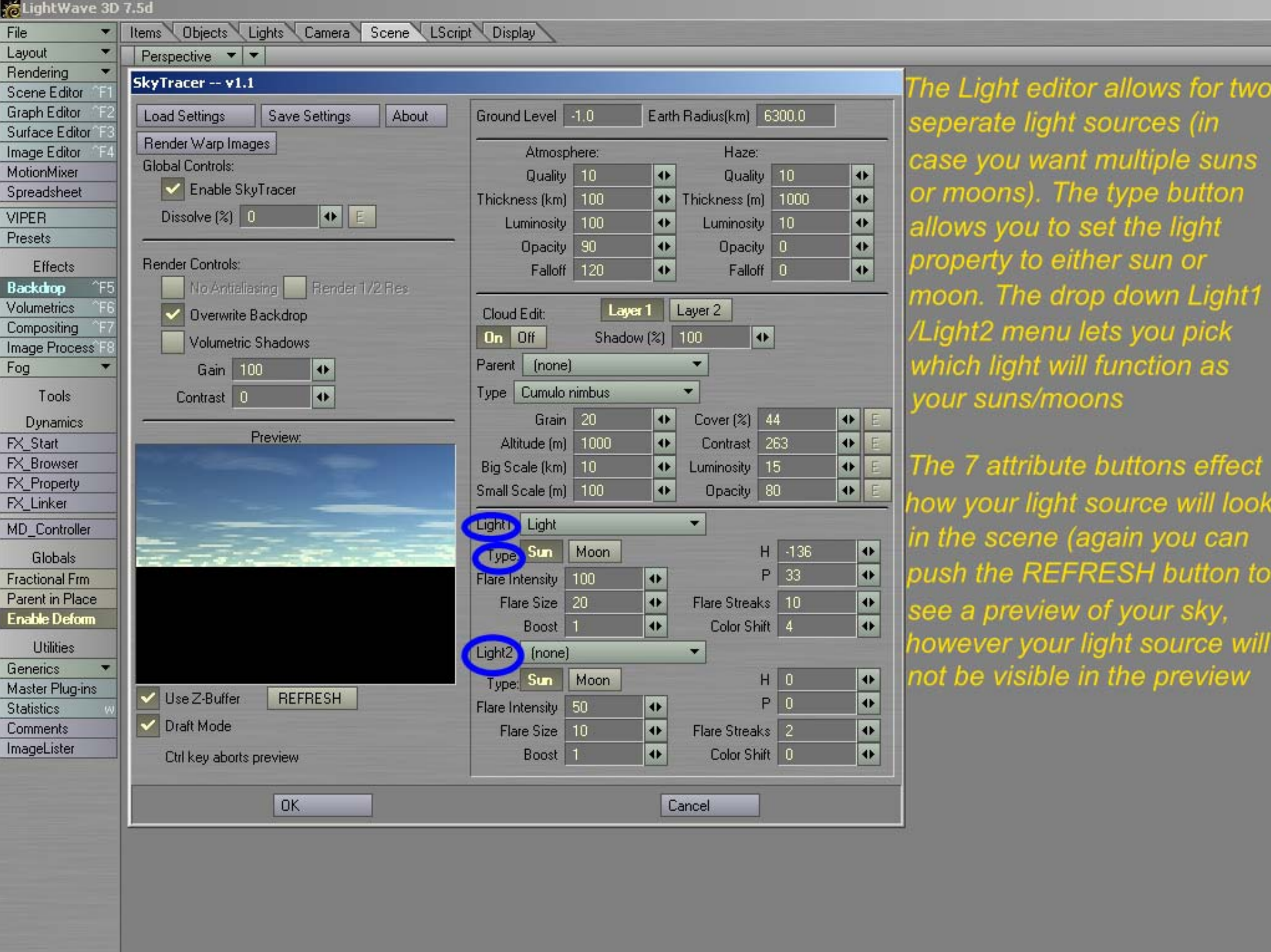
To see how their values effect your sky just click on the "REFRESH" tab this generates a quick preview of how your sky will look



Cloud Edit allows you to have 2 layers of clouds. To edit them just click the Cloud Edit box from Off to On.

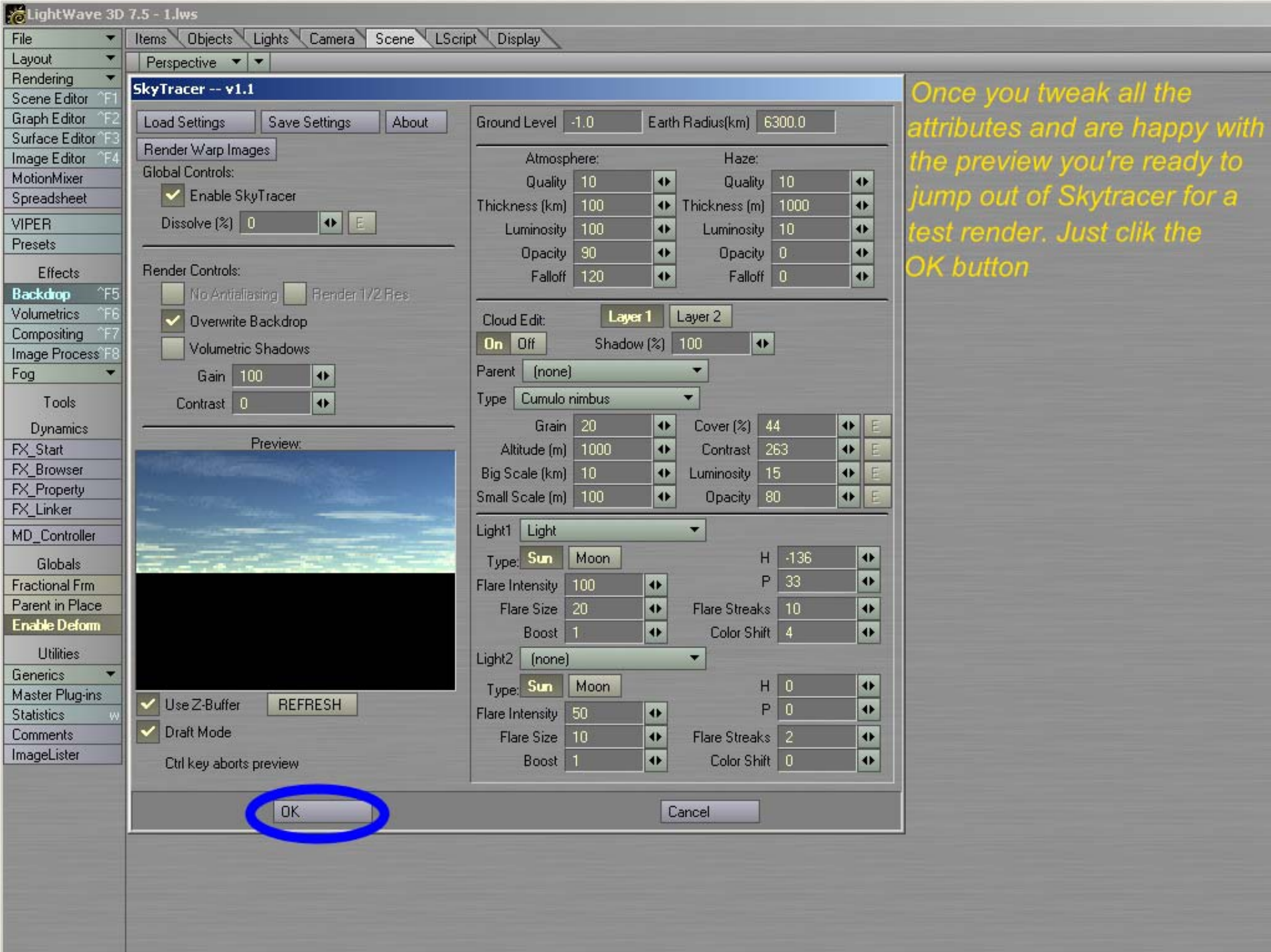
The Parent drop down menu lets you scale your clouds relative to an object

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 seperate 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 clik the OK button


Items
Objects
Lights
Camera
Scene
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Display
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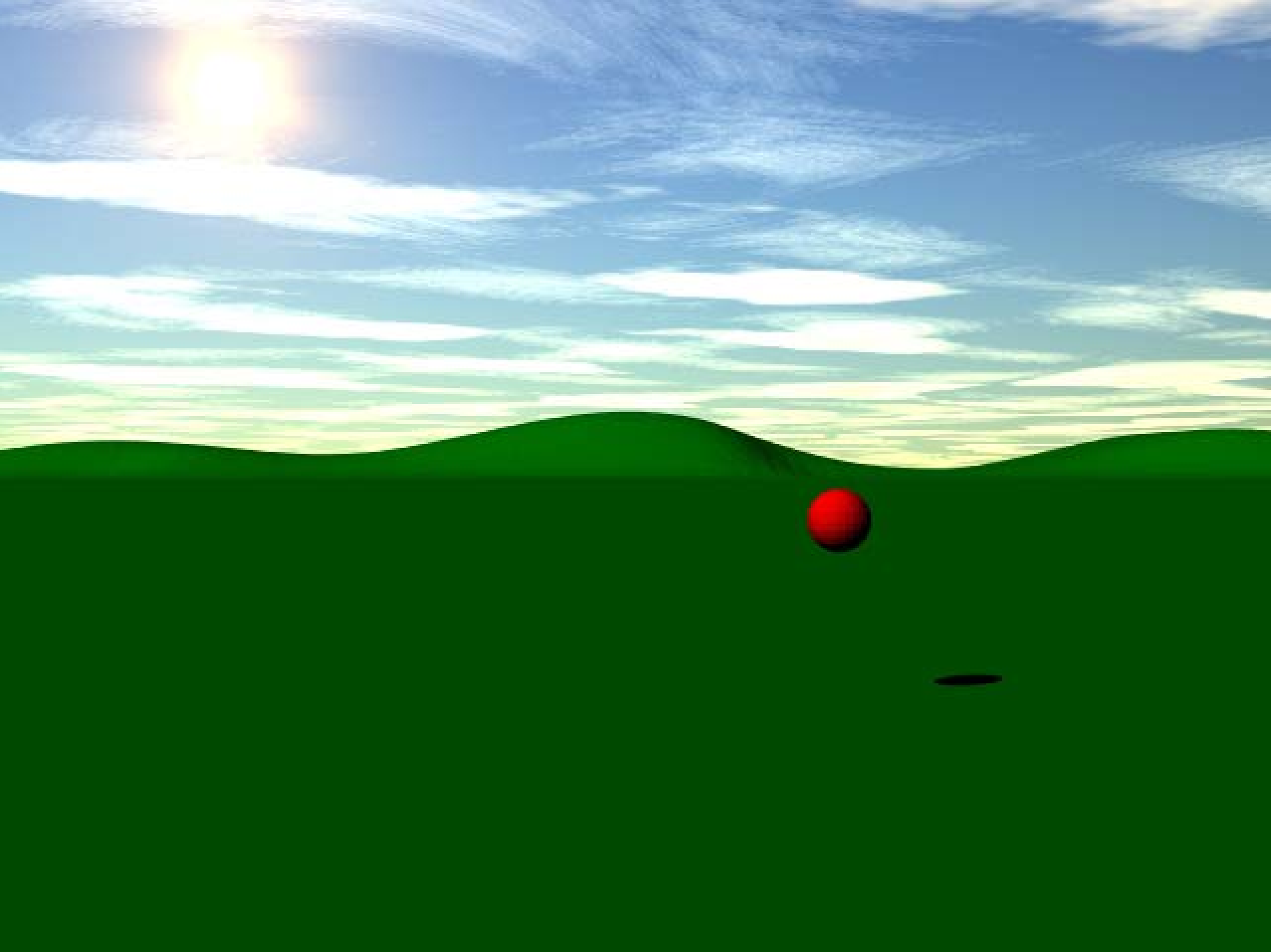
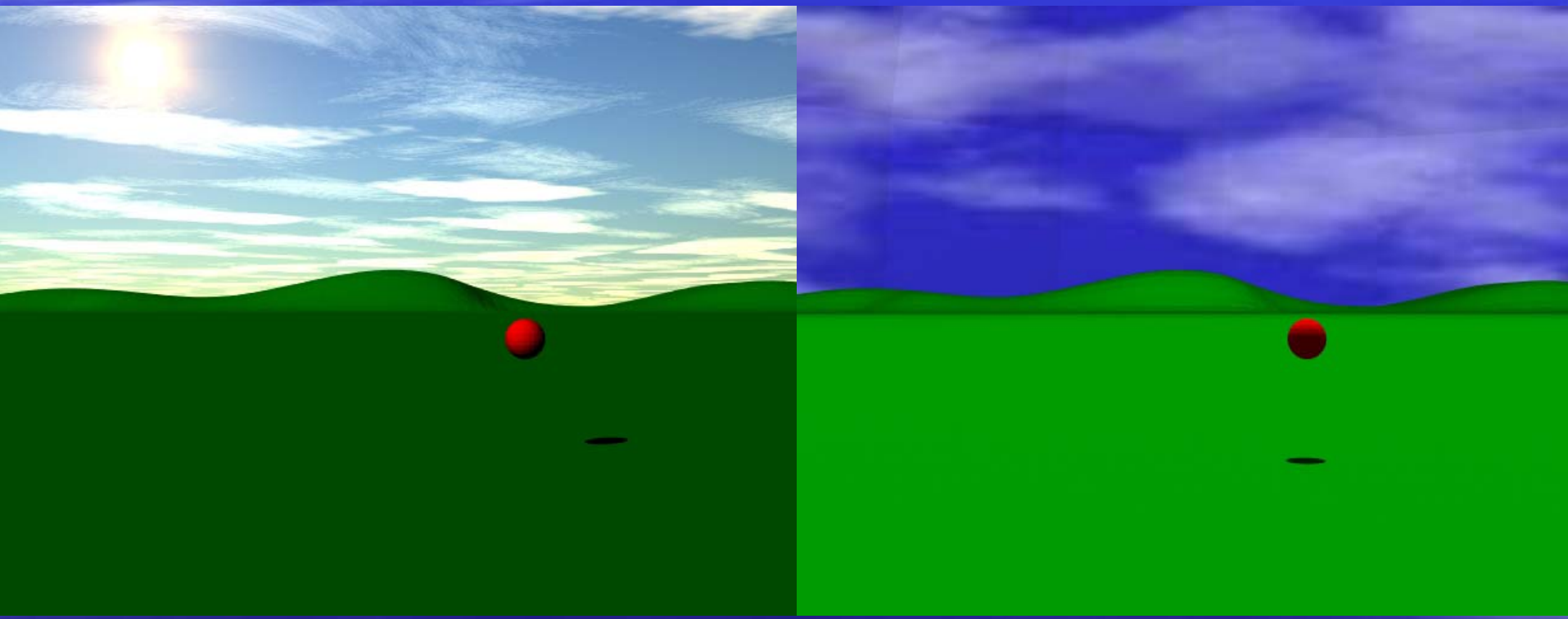
Now your ready for a render
Tools
Effects
Controller
Utilities



Lets 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!