

# Readme: dwcontent : Bryce 5 .MATs

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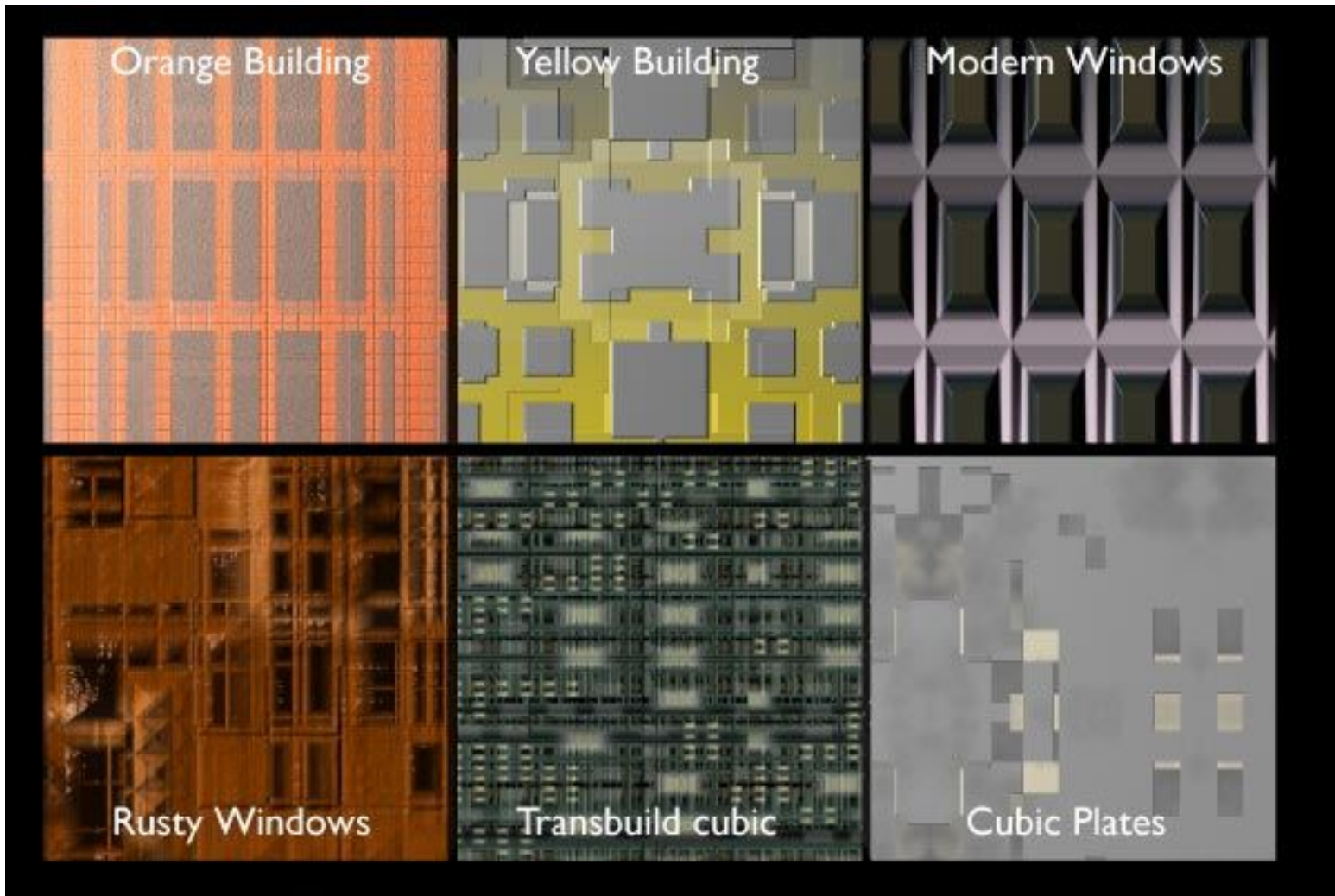
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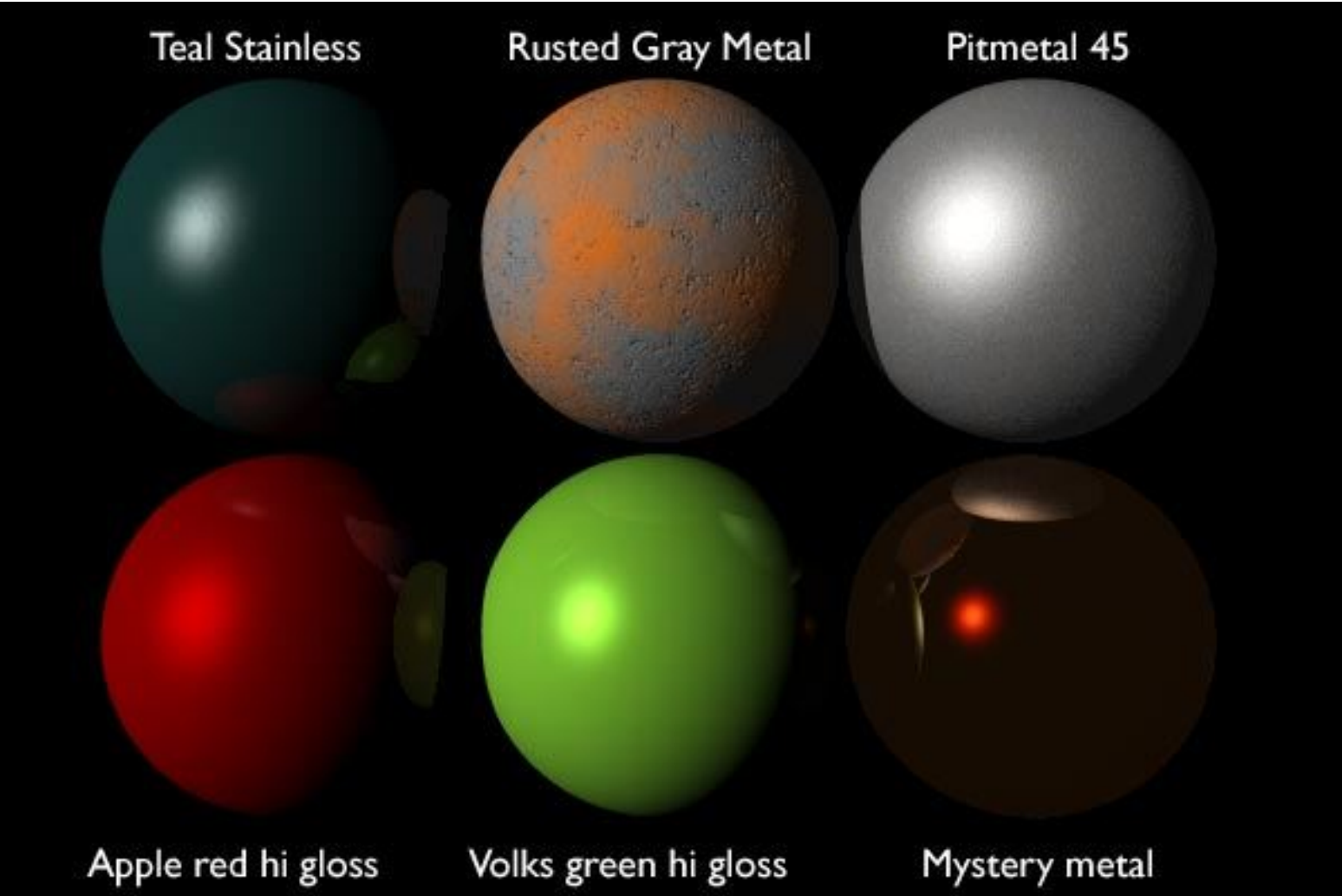
File name: dw\_cubitech.mat 160K Zip file

Description: Materials using the World Cubic mapping mode. These work well (usually) with an angular object, not just cubes. These will often have to be scaled depending upon the object being textured.



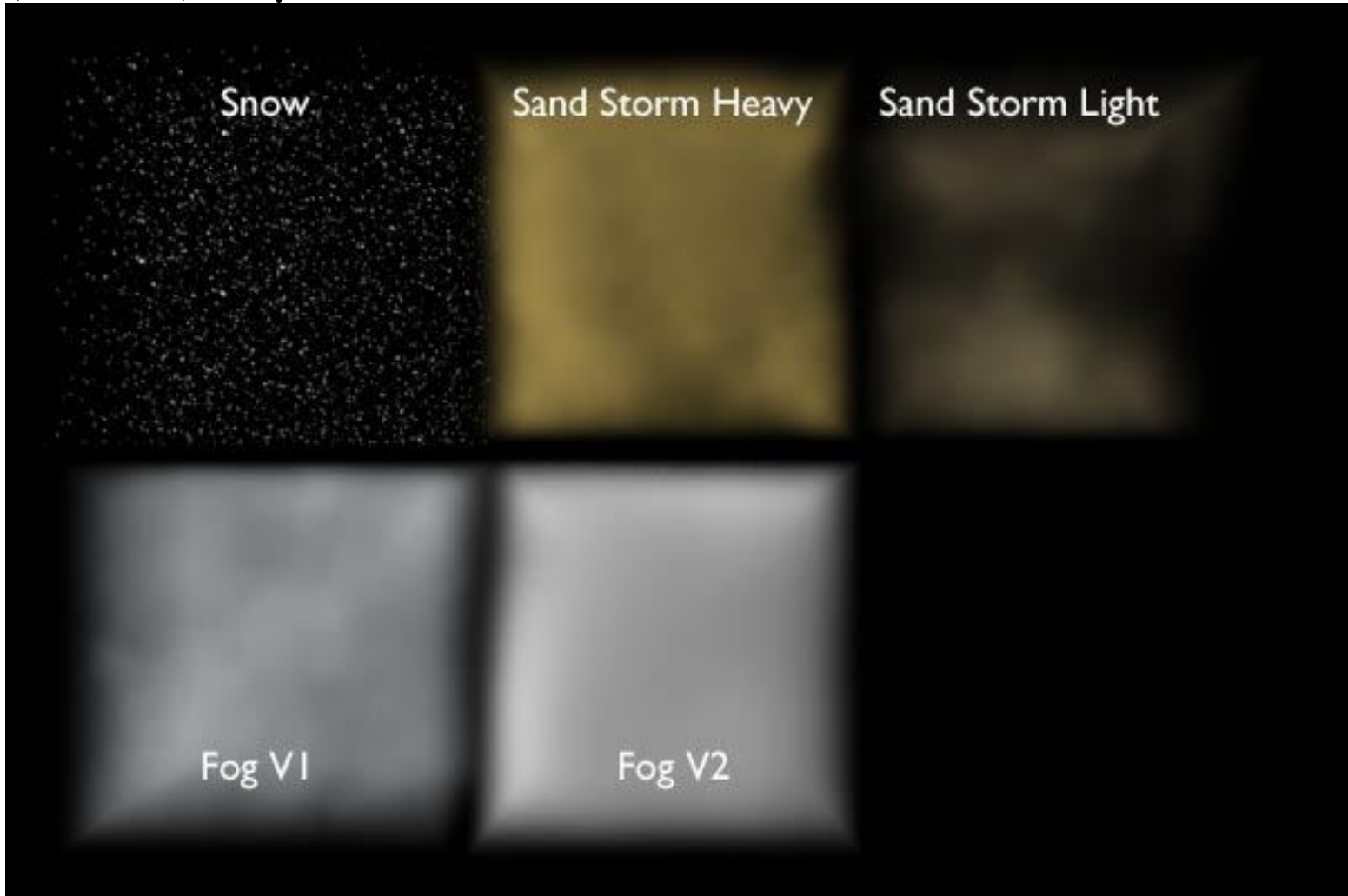
File name: dw\_metal.mat 112K Zip file

Description: Metal Materials



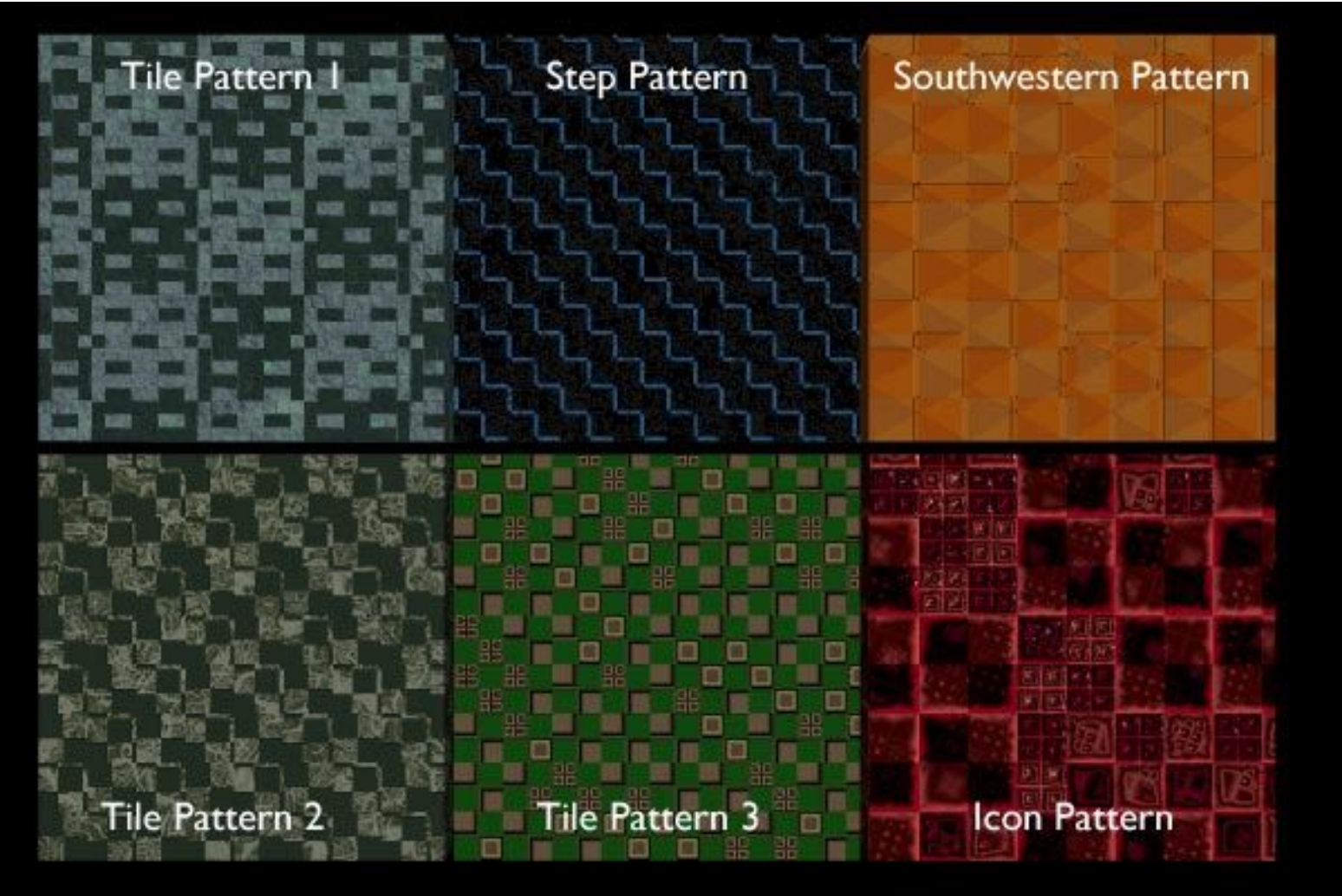
File name: volume\_environs.mat 108K Zip file

Description: This are Volumetric materials that are designed to be applied to a large cube that "surrounds" the scene and the camera. While these are rather slow they aren't nearly as slow (or as useful) as Bryce's Volumetric World.



File name: dw\_patterns.mat 156K Zip file

Description: Some symmetrical patterns that work well as floor materials.



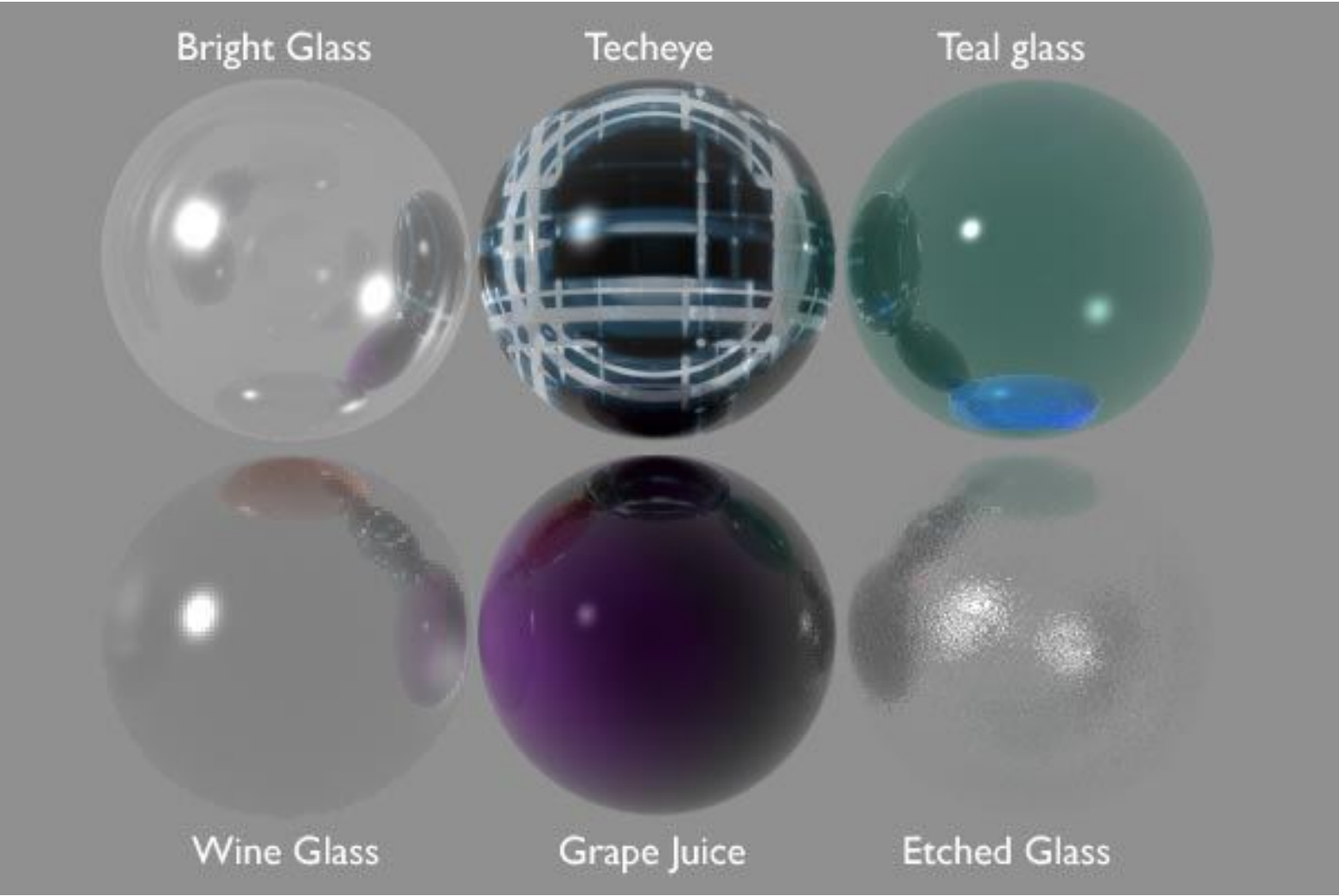
File name: dw\_voronoi.mat 172K Zip file

Description: Materials that use the Voronoi noises.



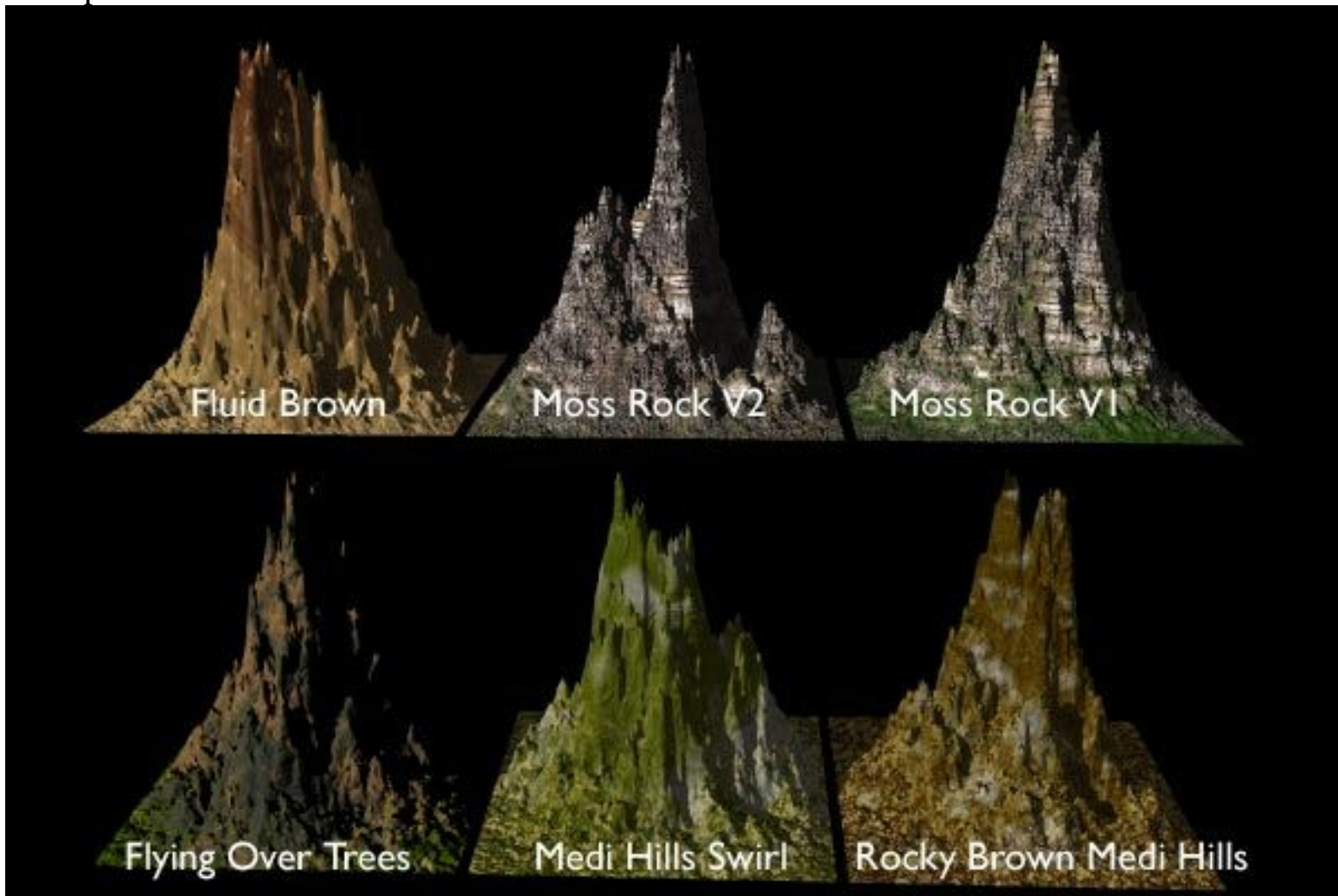
File name: dw\_glass.mat 108K Zip file

Description: Glass Materials (and one liquid which works well with the Wine Glass texture)



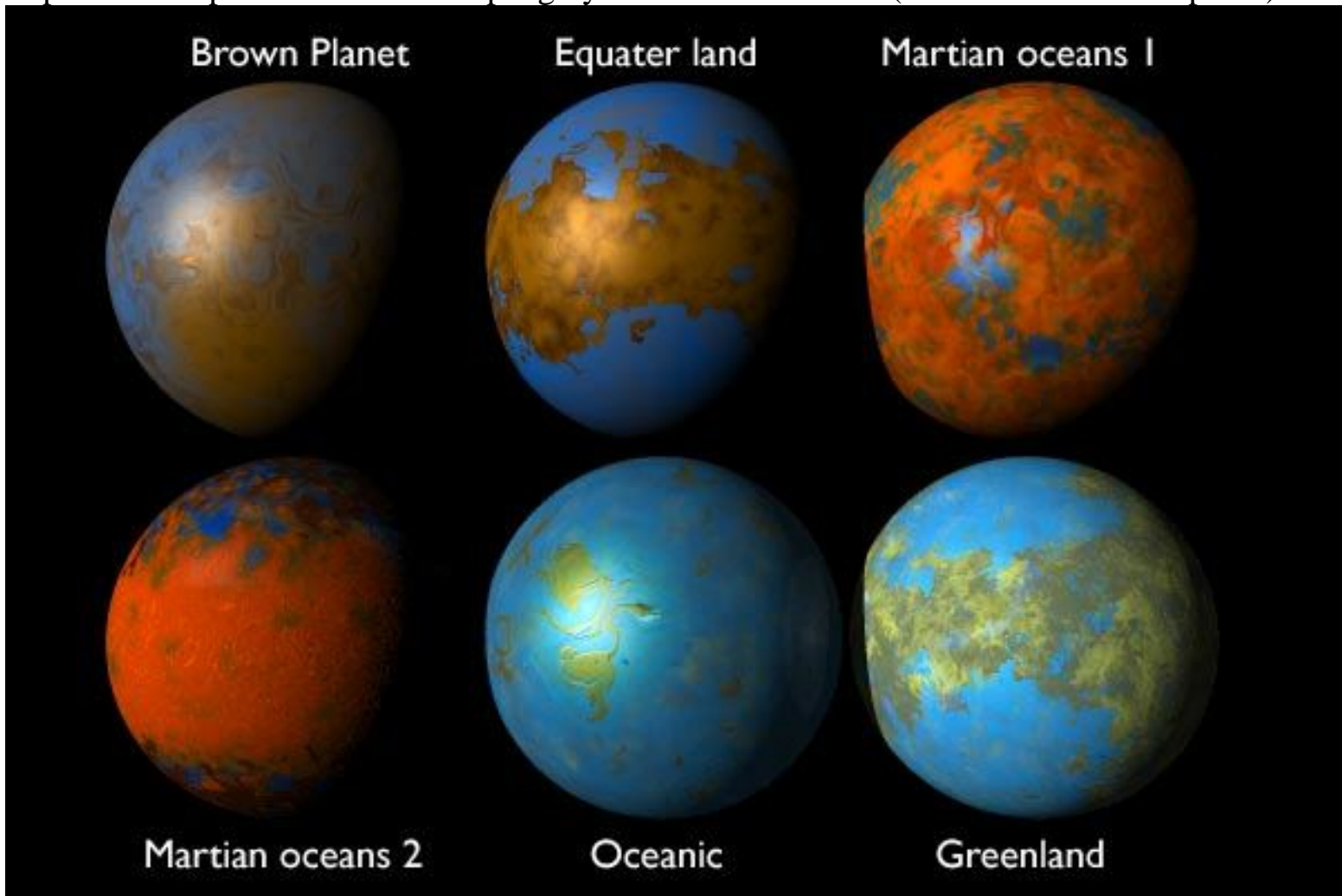
File name: dw\_terrain.mat 144K Zip file

Description: Terrain Materials, mostly based on Ken Musgraves (Doc Mojo) Mediterranean Hills preset.



File name: dw\_planetary.mat 116K Zip file

Description: Planetary Materials, to be used on distant spheres. For a more realistic planet duplicate the sphere and add a simple gray volumetric material (to simulate an atmosphere)



File name: dw\_skies.bsk 268K Zip file

Description: Sky presets - load through the Sky presets

