Bless all those plugin makers you know who you are ....

Do you like rich textured gnarls and tweaking them, then this one just for you.
If you follow this Tutorial you will gain some insight in /- radial blur - waves2 - flux / Combo flame.

Just 3 transforms and a Final FX.

And end up with a most tweak able base Gnarl base fractal.
Plugins needed (waves2 and flux) which is included in the Zip download.

Ok let's begin.
Unzip plugins and put in Apo plugin folder.
Don't know where that folder is?
Easy just do this

Unzip folder,
Click right on your apo7x desktop icon.
Click left on Open file location.
Your apo7x folder will open.

In your apo7x folder copy and paste the (unzipped) plugins in the plugin folder.

Open notepad note called **smosuper grad**.
included in zip download.

Copy all content in this document. (Click anywhere on page then, Press Ctrl. A /followed by Ctrl. C)

And that's that.
Now we ready to go.

Start up Apo

Create new Flame
Click   Editor.
Click new flame

Now let's set the main settings

Click gradient to open the adjustment window.

Scale =6.6   //Later come back here to tweak//

Gradient
Click gradient then click right on the default or existing gradient.
Little window pops up, click paste and the gradient you copied from my gradient text file will now be there for you to use.(Try to get this right for this tutorial, you can change it later)

Click on Image size
Let's make it 800 wide x 600 high a nice proportion for this flame.
You can make yours bigger or change it if you like or when you finally render it.

Rendering
Gamma =3   //Later come back here to tweak//

Brightness =20   //Later come back here to tweak//

Vibrancy =1

Camera
Zoom =0
X-Position = 2.9
Y -Position =0

Rotation = 90
You can change them all later when you do final adjustments (tweak).

Ok let's go for it.

On TX 1

weight 0.05   //Take note zero.zero five//
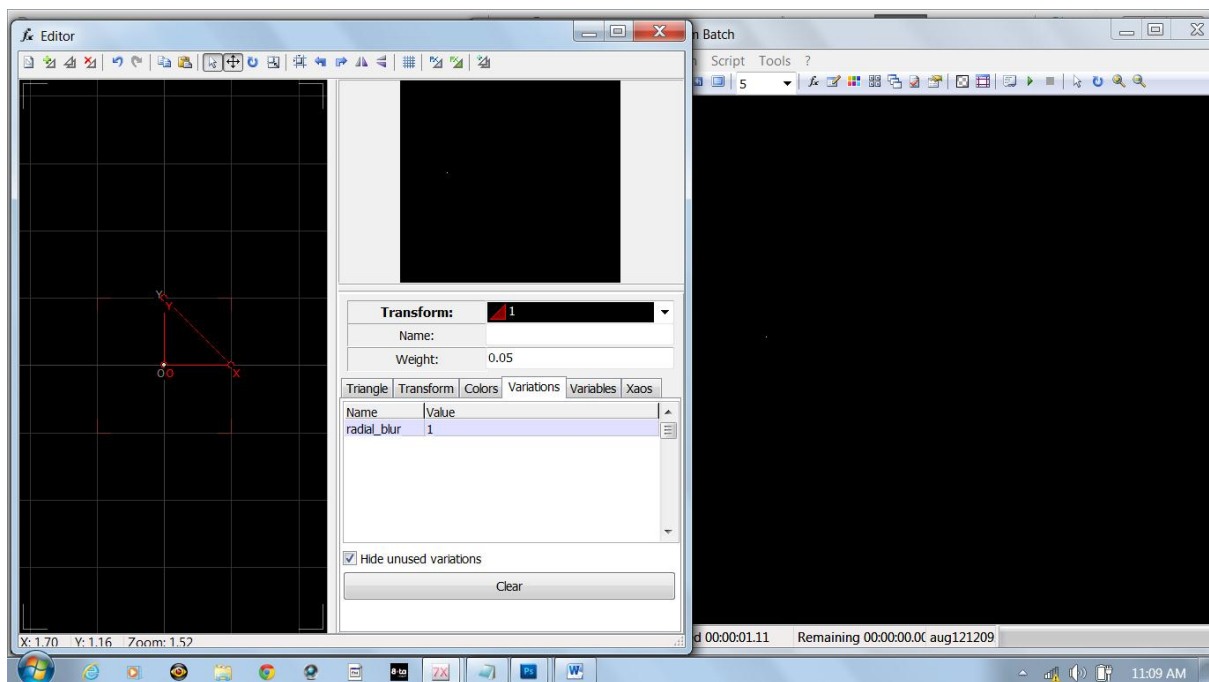
color = 0.722
color speed = 0.44
Opacity := 1

Variations

Linear := 0
radial blur := 1

Variables

 radial blur angle := 1

See nothing great yet don't panic its ok just go on.

Add transform.TX2
On TX 2

Weight 10
Color =0.97
color speed=0.9
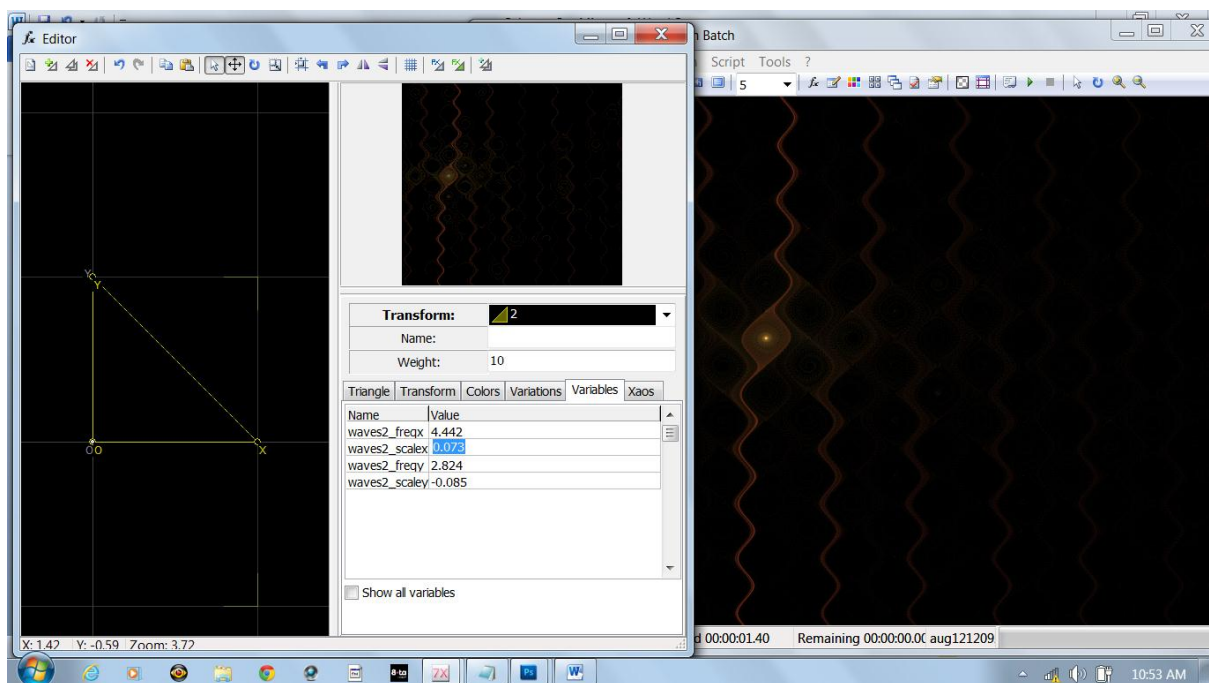Opacity := 1

Variations

Linear := 0
waves2 := 1.00337

Variables

waves2_freqx := 4.5079
waves2_scalex := -0.041699
waves2_freqy := 2.83897
waves2_scaley := -0.0199852

Add transform.TX3
On TX 3

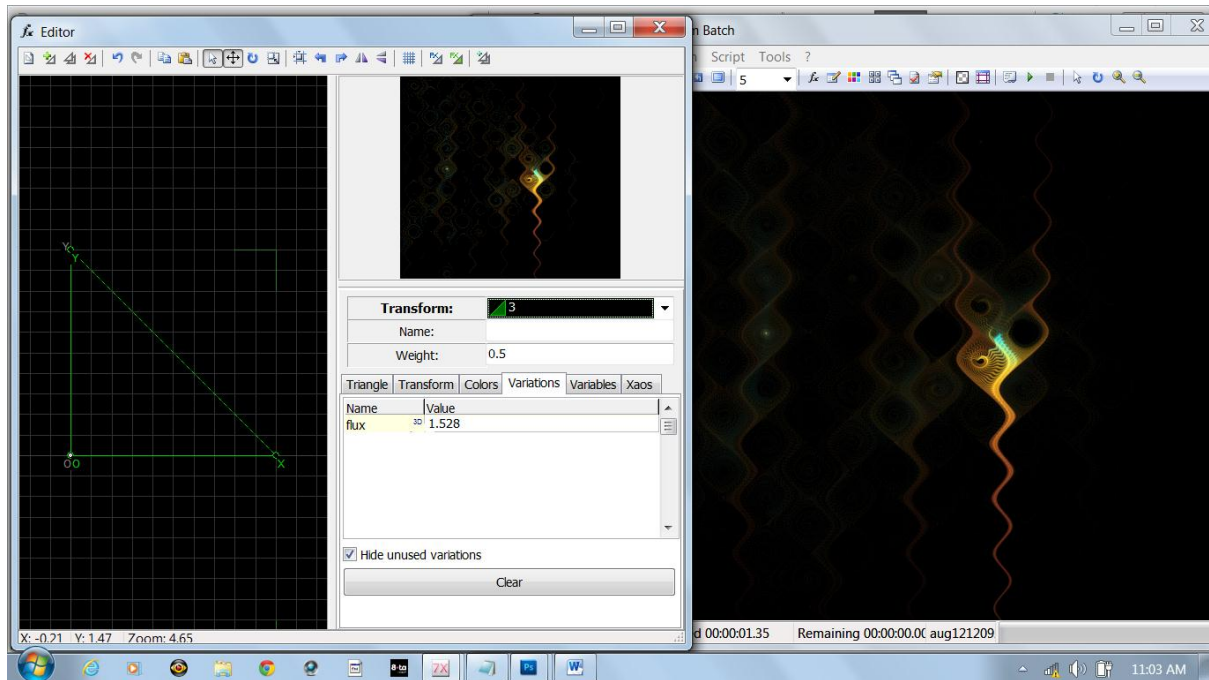weight 0. 5
Color =0
color speed=0.2

Variations

Linear := 0
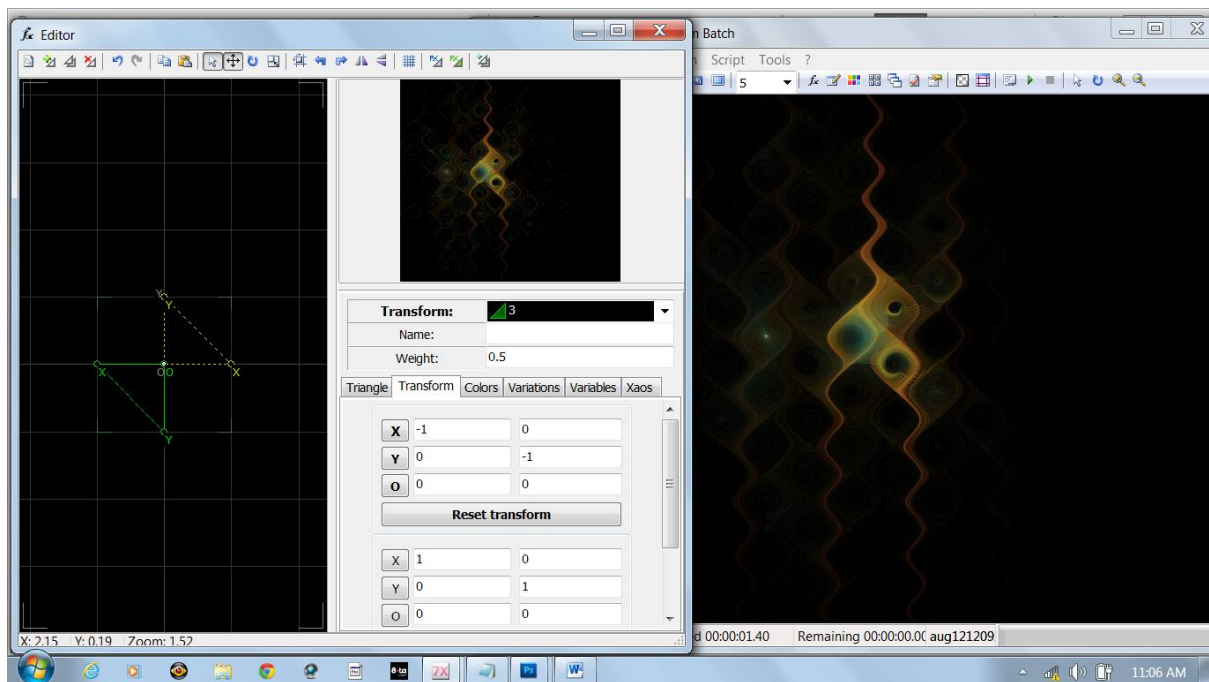flux := 1.5

Variables

flux spread := 1

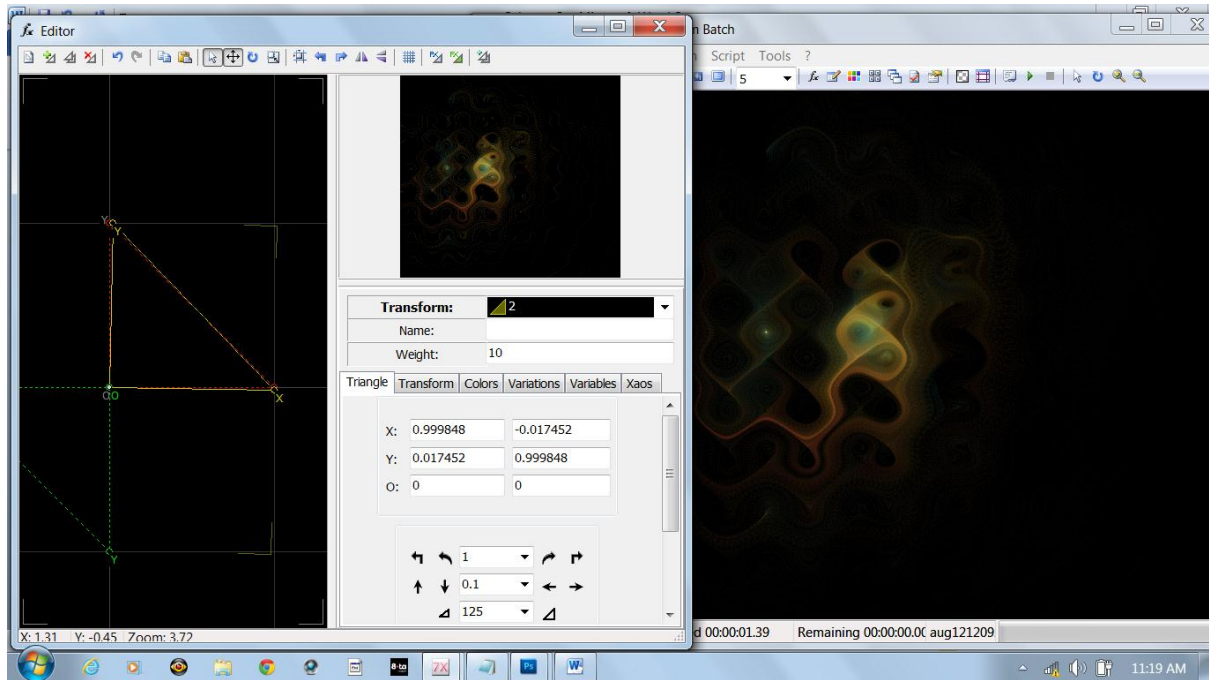And there you have it your base gnarl flame quick and easy .

Save your flame so you don't have to do it all again.

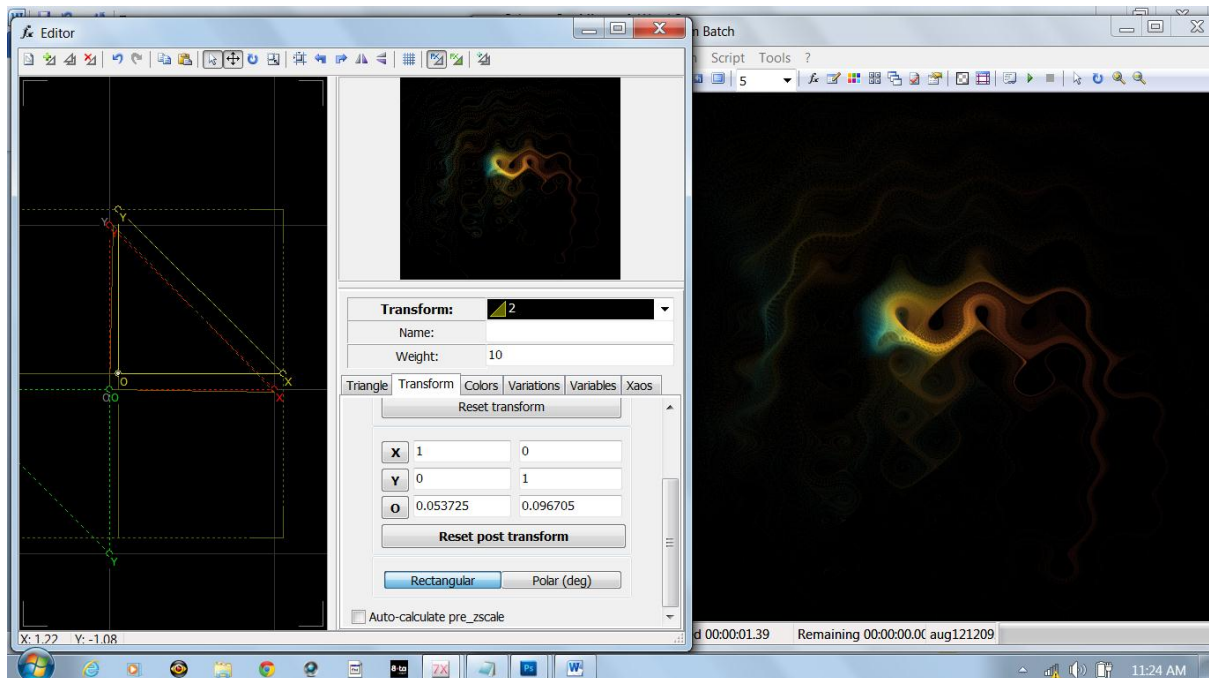Have fun with this one of my fav styles.

Rotate TX3 180
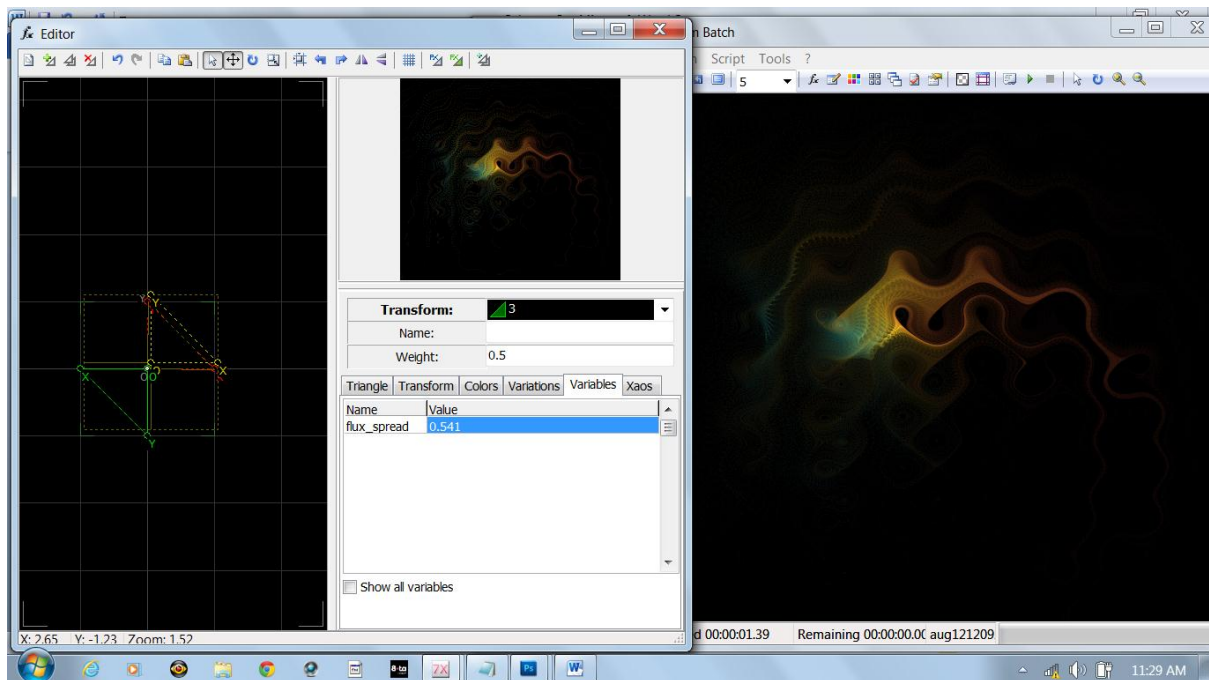
TX2 slight rotation =1 degree

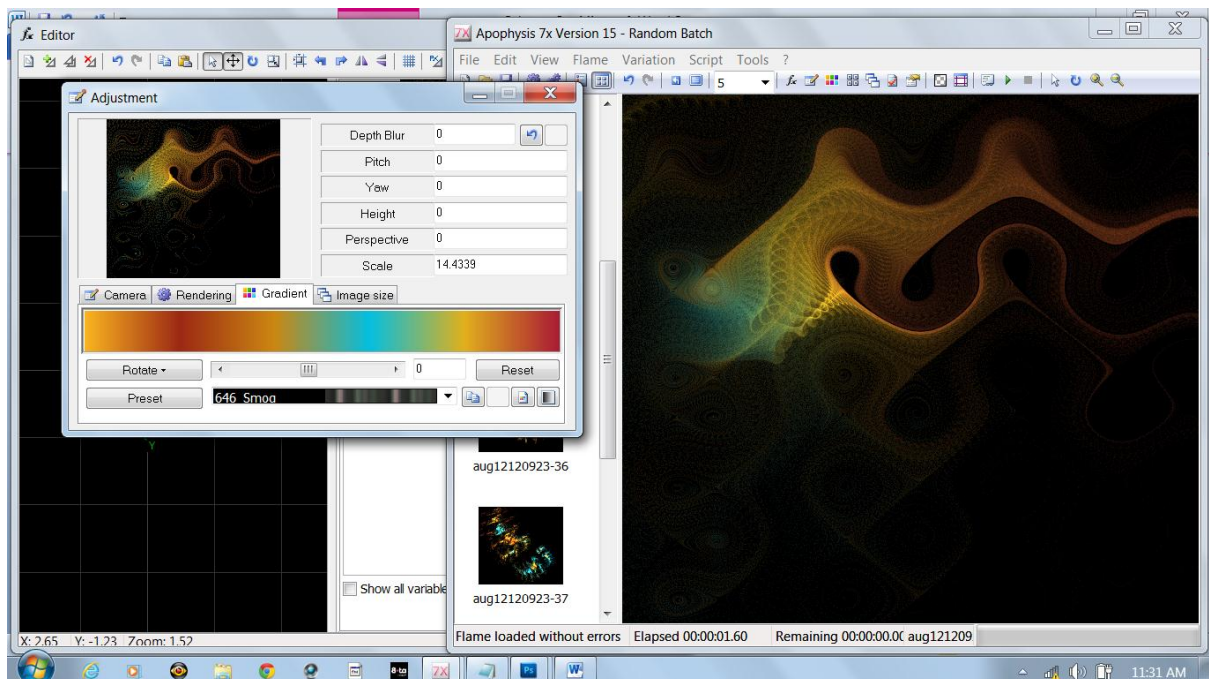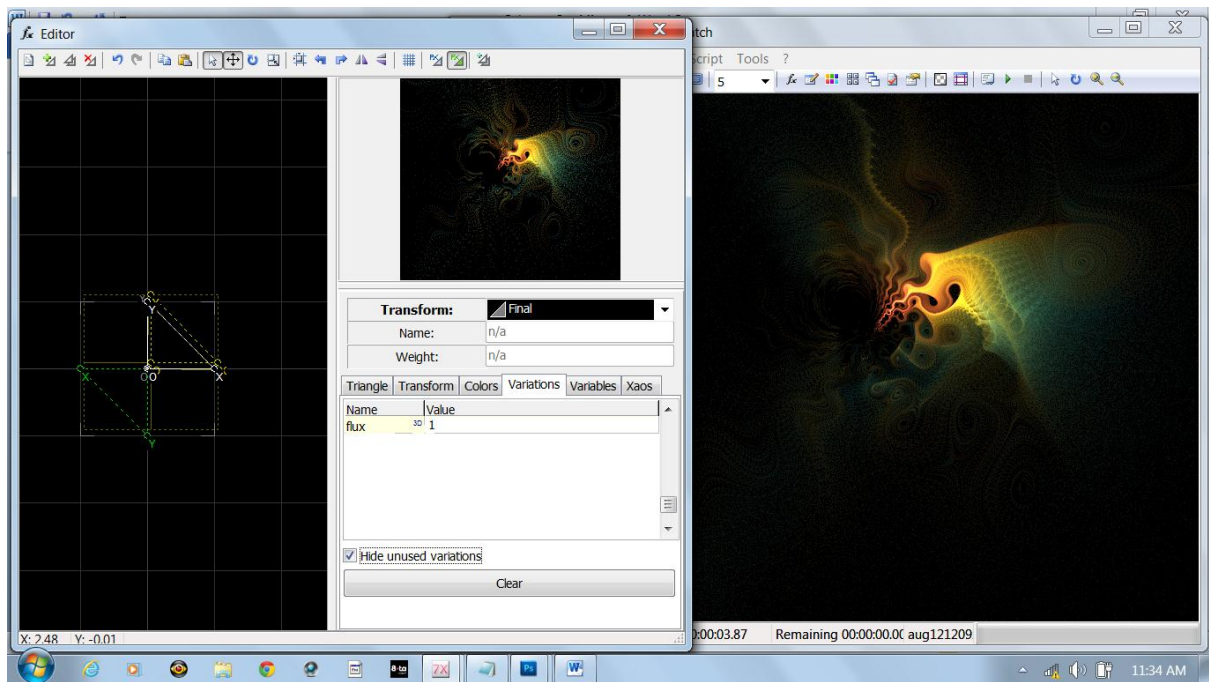## Tx2 post transform movement, same scale no rotation
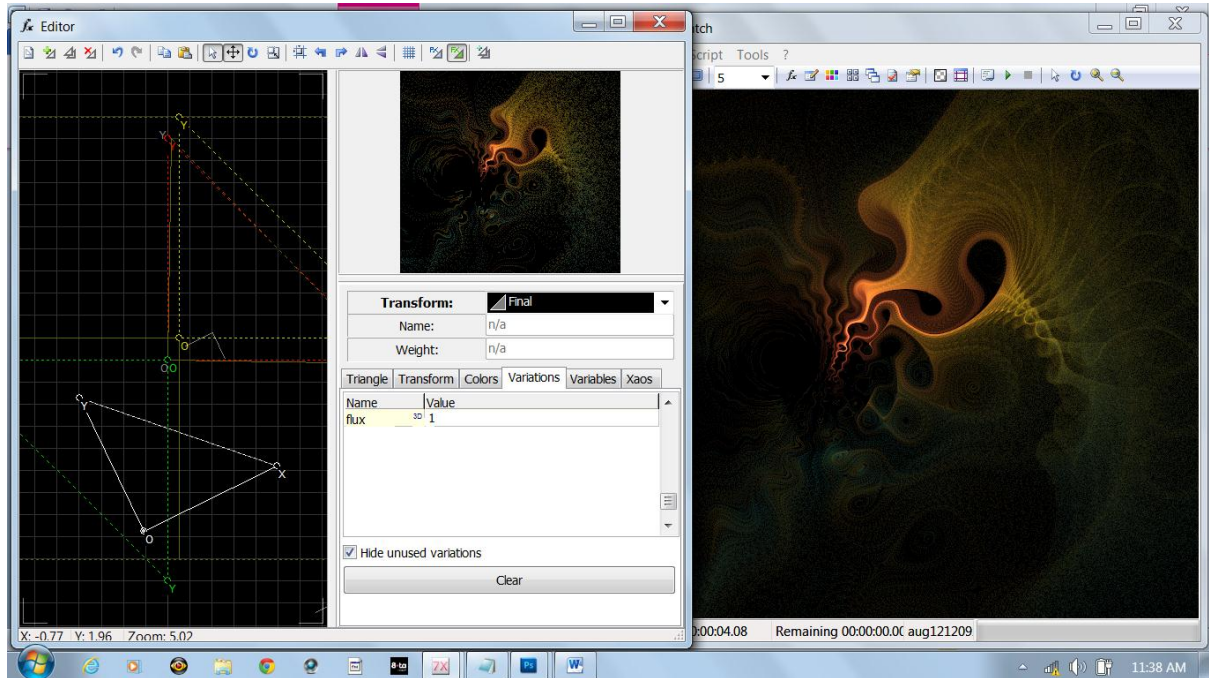
Some flux adjustment on TX3

Small scale adjustment
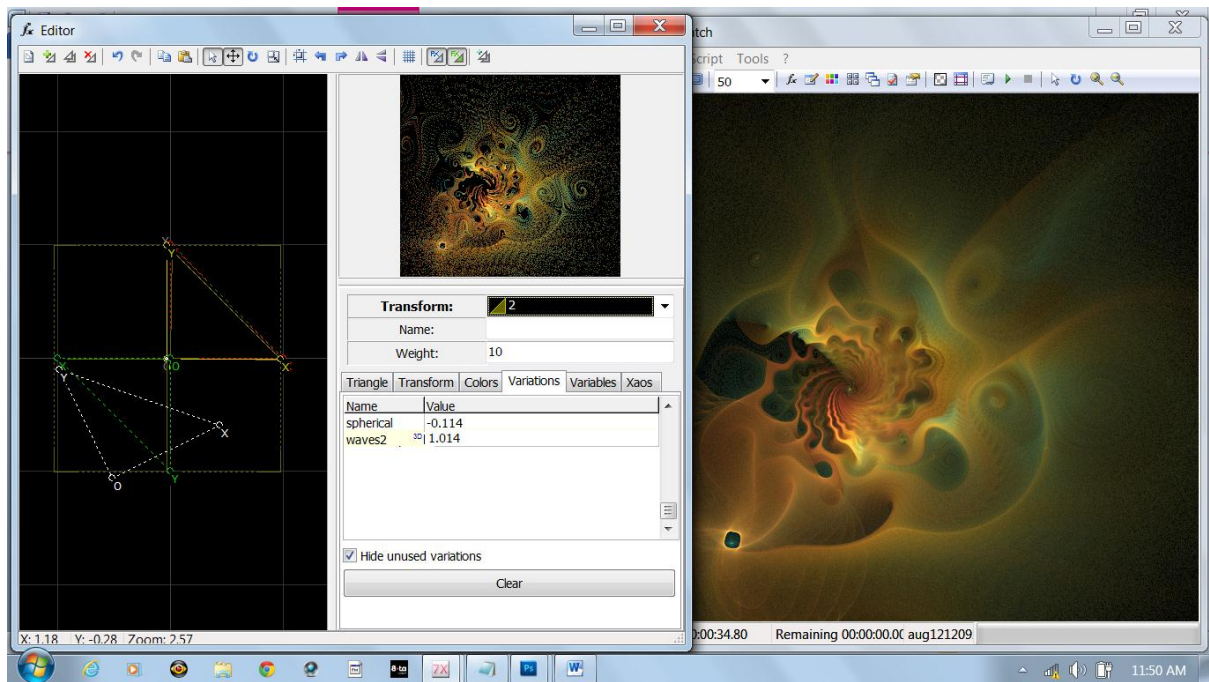
Add flux for a final FX
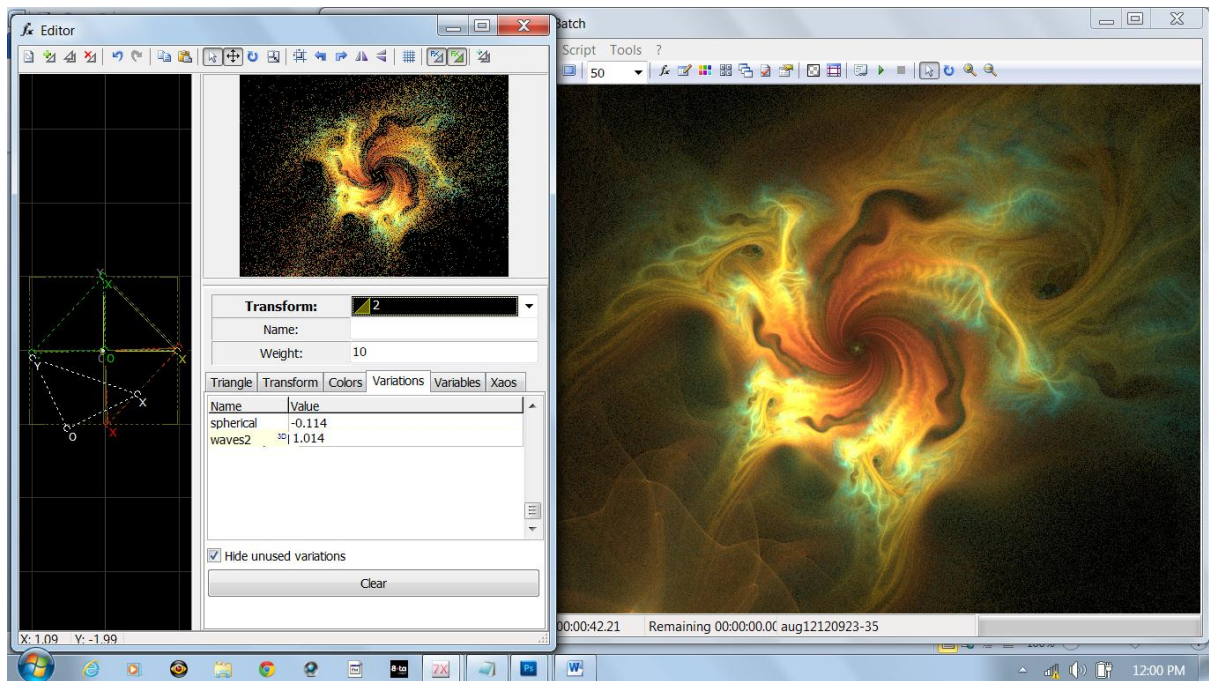

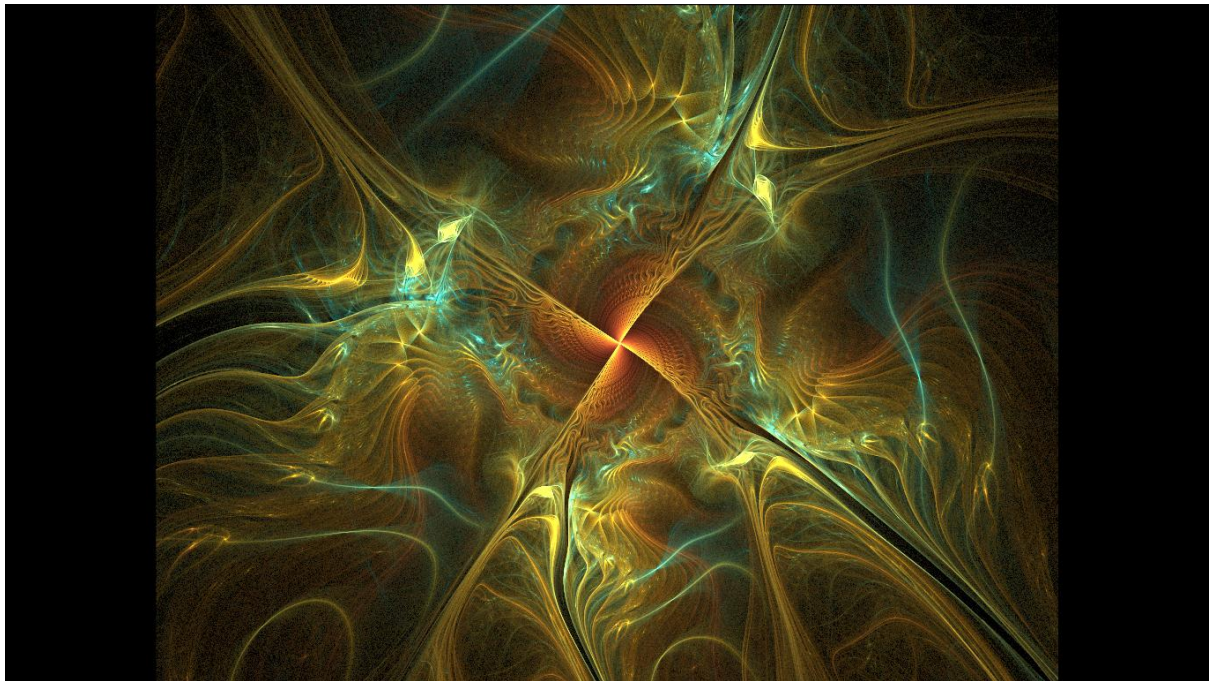## Slight rotation, position and scale tweak on final FX

More tweaks slight spherical on TX2

Finally some rotational adjustments

Tweak

Tweak parameters
For study and tweaking only

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0.651604 -0.602611" post="1 0 0 1 -0.137794 0.016765" waves2_freqx="4.442"
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flux_spread="0.541" chaos="0 1 0 " opacity="1" />

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DD881CDB861CD9831CD7801CD57D1BD37B1BD1781BD0751B

CE731ACC701ACA6D1AC86A1AC66819C56519C36219C16019

BF5D18BD5A18BB5718B95518B85218B64F17B44C17B24A17

B04717AE4416AD4216AB3F16A93C16A73915A53715A33415

A23115A02E149E2C149C29149D2B149E2D149F2F14A03014

A13214A23414A33614A43814A43A14A53B14A63D14A73F14

A84113A94313AA4513AB4613AC4813AD4A13AE4C13AF4E13

B05013B15213B25313B35513B45713B45913B55B13B65D13

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B22F31B12D31B02A32AF2732AE2433AD2133AC1E34AB1B34

</palette>

</flame>

<u>When rendering this flame set quality to</u>

Density to at least 4000 but (type it in there it works) 10 000 to20 000 is best.
 (Will show texture best but takes time,)
Filter radius to 0.2
Oversample to 2

LOVE AND LIGHT
STRAIGHT TO DA HEART
and always remember
LIVE LIFE ALIVE.

EPOGH 2012/09/23
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