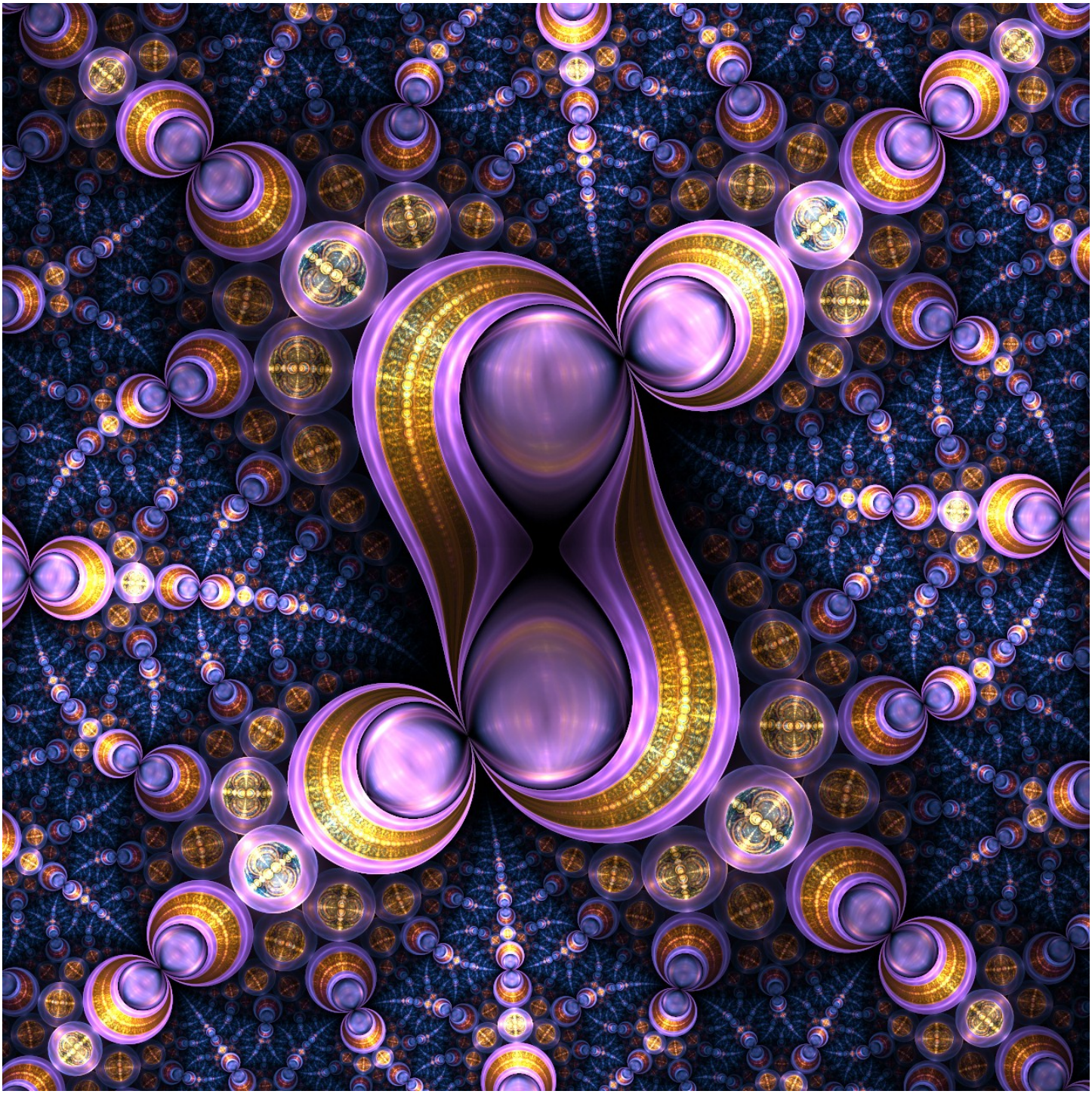

The Beginnings from the Beginning:

An Apophysis 2.08 beta 2 tutorial

By Nicole Penirelli (Anystasia)

Introduction:

I'll start by saying that this is not “my” technique. I did not invent it nor do I claim to. It took over a year of studying other artists' inspirational works, learning from every tutorial I could get my hands on and a lot of experimentation. I'm sure other people know better ways to do it but this is what I do because I got to it by experimenting until something worked for me.

For this tutorial you will need a basic understanding of the Apophysis interface. That being said, I hope this tutorial is clear, easy enough to understand and most of all helpful!

You will also need the Synth plugin that does not come with Apophysis. You can find it in the Aposhack Plugin Pack

For those that don't need my extra explanation of the steps, the things you actually have to do are in **bold**.

OK time to start!

Start with a blank flame.
Pick a Gradient you like. You can always change it later.

In the Variations tab of the Transform Editor, set the Linear variation to 0 and Spherical to 1.
In the Triangle tab of the editor, Rotate T1 (transform 1) 90° Clockwise.
In the same tab, move T1 one unit to the right.

Now create Transform 2
Remove Linear again and set Spherical to 1.
Rotate T2 90° Counterclockwise.

By now your editor should look like *Illustration 1:*

This is the spherical base form that makes the endlessly repeating patterns like in The Beginnings. Note: this is not the ONLY base form that does this, but it is one of them.

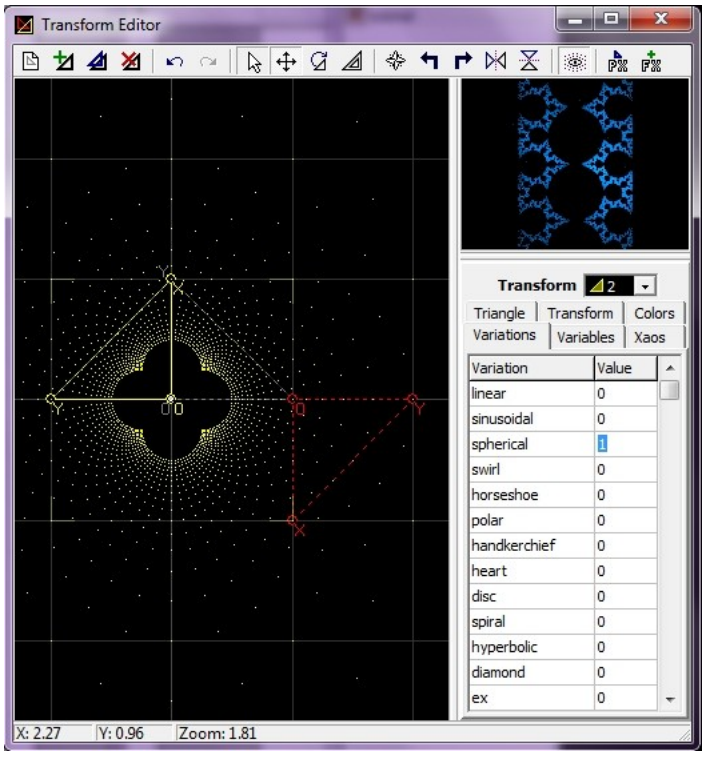

Illustration 1: T1 and T2

Create Transform 3
Remove Linear
Set Cylinder to 0.6 and Pre Blur to 0.3
I like pre blur because it gives a soft look without spreading much. You can mess around with pre blur here. Try it at different settings and see what texture and opacity you prefer.
Enable Post Tranform.
You can find it in the top right of your editor window (the PX)
Go to your Transform Tab.
We're doing this in the Transform Tab because my sizes became a little too specific for the scale options in the Triangle Tab. Those input boxes next to X, Y, and O are the coordinates for each point of your triangle. We are editing your Post Transform, so we'll be changing the second set of coordinates under the button that says “reset post transform.”

For X, change the 1 in the first box to a 0.6
For Y, change the 1 in the second box to a 3
The first input box changes your point's x-axis coordinate (or horizontal position) and the second input box changes your point's y-axis coordinate (vertical position.)
Note: From now on I will refer to the first input box next to your Post Transform triangle points as the x-axis and the second box as the y-axis.

From the Triangle Tab, move T3 to the right by 4.61 units.
Notice how the figure 8 is formed as you move your cylinder to the right.

Your editor should look like *Illustration 2*:

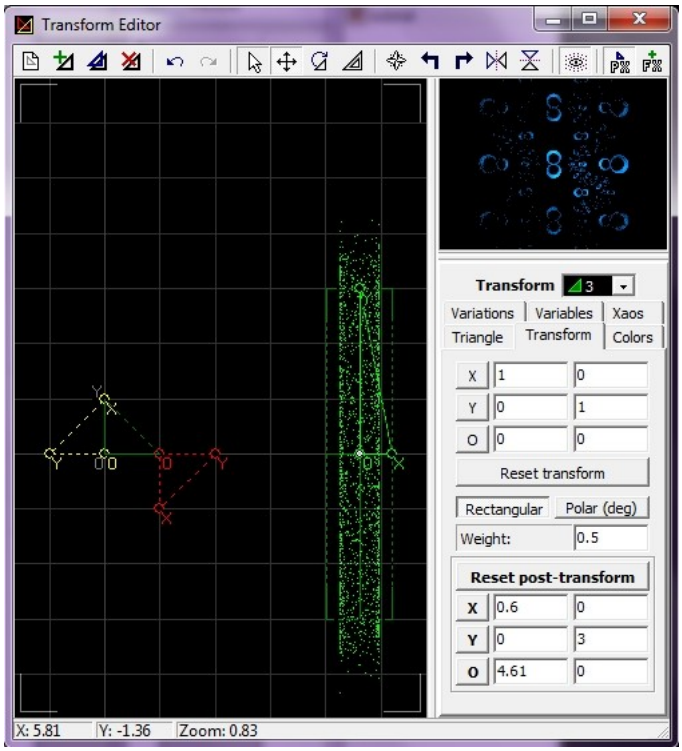

Illustration 2: T3

Create Transform 4
Remove Linear and set Cylinder to 0.59
Enable Post Transform
Move T4 to the right by 3.64 units.

Create Transform 5
Remove Linear. Set Cylinder to 0.6 and Pre Blur to 0.3
Enable Post Transform
From the Transform Tab, find the Post Transform coordinates again.
For X, change the x-axis to 0.3
For Y, change the y-axis to 3
Move T5 to the right by 2.86 units.

Your editor should now look like *Illustration 3*:

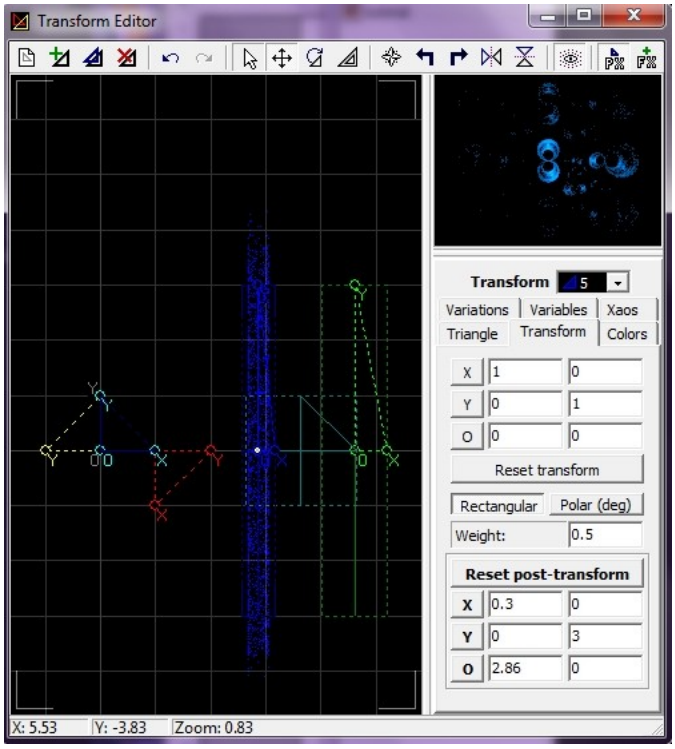

Illustration 3: T4 and T5

Notice how the left side of the preview is getting less and less visible as we add transforms. That can be changed by adjusting the weights of the transforms. The weight can be found in the Transform Tab.

Go back to Transform 1. From the Transform Tab, set the weight to 3
For Transform 2, set the weight to 10
For Transform 3, set the weight to 0.3
For Transform 4, set the weight to 0.3
For Transform 5, set the weight to 0.3

That changed what the fractal looked like quite considerably. It basically told Apophysis what transforms to focus the most on.

The Preview in your Preview Window should now look like *Illustration 4*:

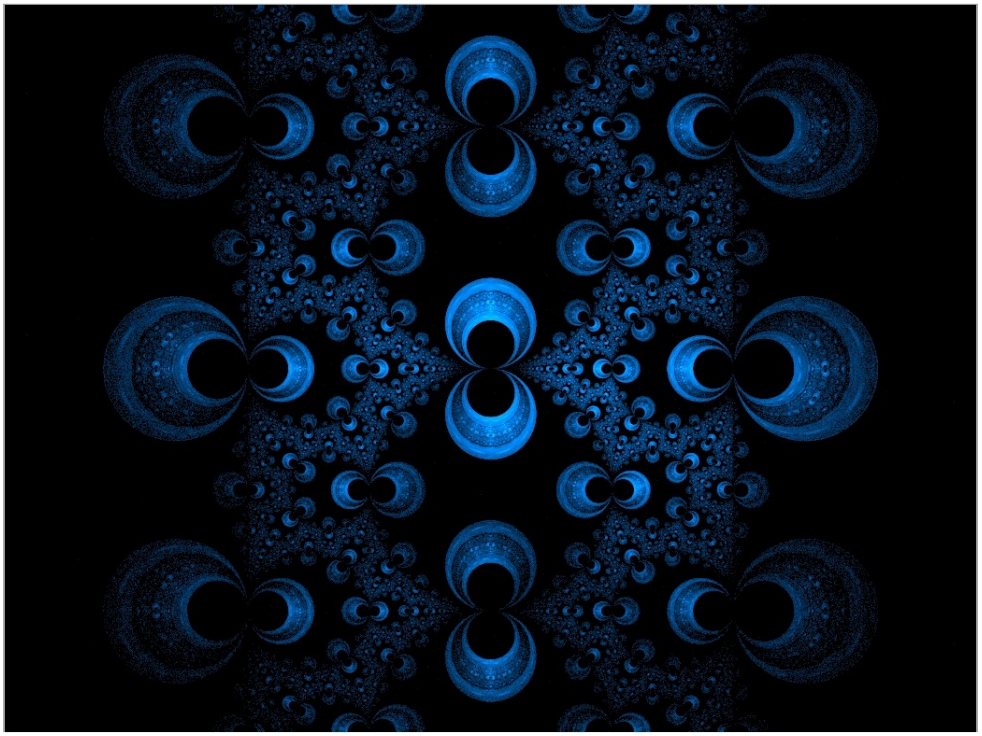

Illustration 4: Preview T1-T5

Now it's time to fill in the gaps.

Create Transform 6
Remove Linear.
Set Bubble to 1
Set Pre Blur to 0.5
Set Synth to 0.12
Enable Post Transforms.
In the Transform Tab, find your Post Transform coordinates.
For X, change the x-axis to 0.119
For Y, change the y-axis to 0.119
The triangle got tiny!
In the same tab, change the weight to 0.2
From the Triangle Tab, move T6 <u>UP</u> by 0.5 units.

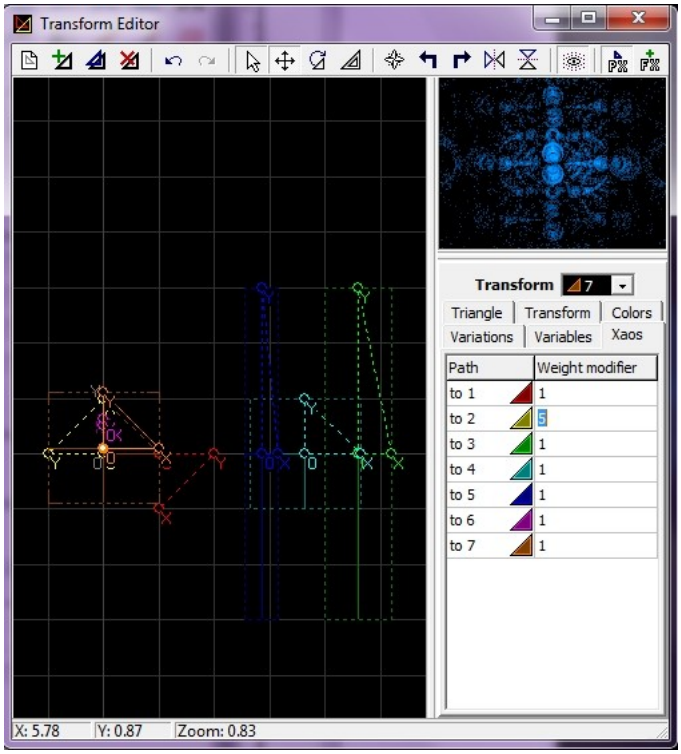

Illustration 5: T6 and T7

Create Transform 7
Remove Linear.
Set Fisheye to 0.05 and Pre Blur to 1
Enable Post Tranform
Move T7 up by 0.1 units
In the Transform Tab, change the weight to 0.3
Now, in T7's Xaos Tab, change T2's xaos to 5
This is affecting how T7 affects T2. Notice after the change, T7's effect becomes more visible in the rest of the fractal.

Your editor should look like *Illustration 5*:

Create Transform 8
Remove Linear and set Bubble to 0.67
Enable Post Transform
From the Transform Tab, change T8's Post Transform coordinates:
For X, set the x-axis to 0.12
For Y, set the y-axis to 0.12
Change T8's weight to 0.2
From the Triangle Tab, move T8 up by 0.5 units

Still with me? Don't worry we're almost done!

Your Preview should look like *Illustration 6*:

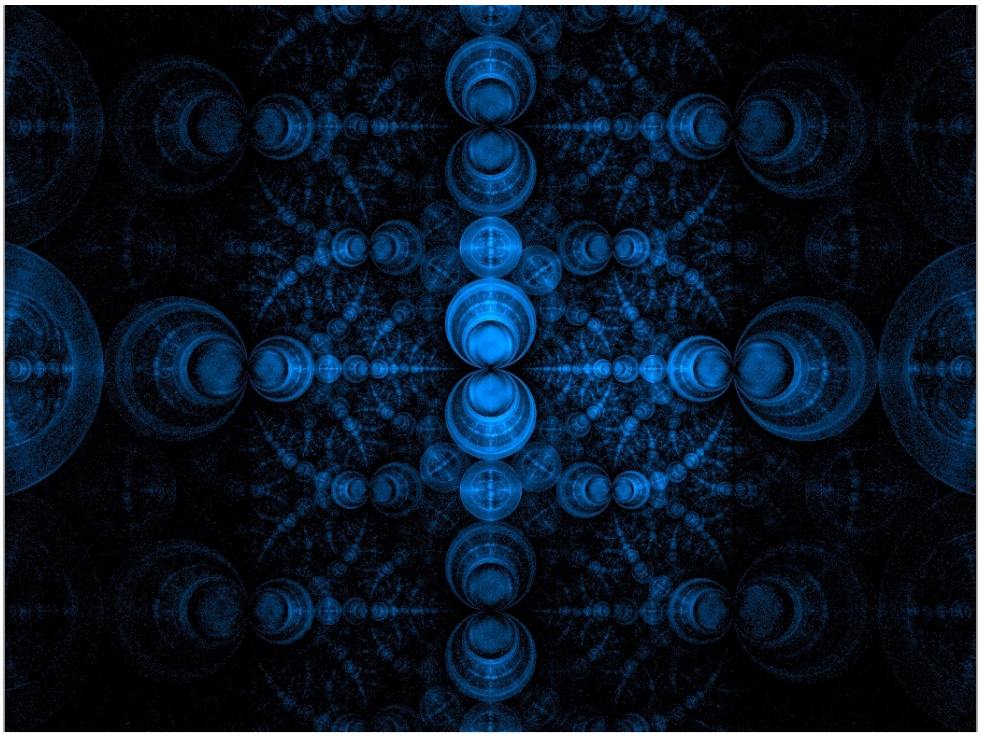

Illustration 6: Preview T1-T8

Now is a good time to play with your gradient.

In the Adjust window go to the Rendering Tab.
Set the gamma to 2 and brightness to 9
Go back to T1
In the Colors Tab, set the Symmetry to 0.5.
For T2, set the Symmetry to 1
Now in T1's Colors Tab, slowly drag the Transform Color slider all the way to the right and back again. Pay attention to how these settings affect the colors of the fractal.
The symmetry of T1 and T2 are the most important factors to coloring this fractal. Remember, we increased the weights of these transforms, and that also affects how color is distributed.
Of course you can change these and experiment, but these settings seemed to work for me.
Pick the rest of your colors and symmetries. Rotating your gradient in the Gradient Browser will also give you more results. So will changing the Transform Color of T1 when you're stuck.

Don't worry if you can't find something you're happy with right away. It took me awhile and you can mess with it some more before you render. Ready for the final transform?

Enable Final Transform (FX located to the very top right of your editor)
Remove Linear
Set Julian to 1
In the Variables Tab scroll down to Julian Power and Julian Distance.
Set Julian Power to 2 and Julian Distance to 1
From the Triangle Tab move the FX to the right by 0.1 units
Then move it down by 0.1 units
Rotate your FX 180° Clockwise

In the Adjust window in the Camera Tab, set zoom to 1
In the same tab set Rotation to 90
In the Image Size tab set your resolution to something square. I picked 1280x1280

Congratulations! You've reached the end of this tutorial. Please let me know if you have questions about it. This tutorial was meant to be a learning tool. Please do not re-submit The Beginnings in a different color. I really hope this was helpful and happy fractaling!