Filling Glynnsim3 by tatasz on DeviantArt

Today, we will look at Glynnsim3 transform by *Nobody*: [GlynnSim plugin](#)
It can be used to create works like the ones below:

Lets see what is it all about 😄

The basic shape

Lets first figure out what glynnsim3 does. We will apply it as final transform to a checkboard pattern.

Default checkboard (left), Glynnsim3 with thickness = 0.1 as final transform (middle) and Glynnsim with thickness = 0.5 (right):

The width of the ring is controlled by the thickness variable.

Feel free to grab the starting params for the Glynnsim3 pattern below: [Glynnsim3 Starter Kit](#)

You can see above that Glynnsim3 needs some sort of a ring battern to fill its empty areas.

Classic way

The [Circular Flame Tutorial or Unpolar+GlynnSim](#) fills Glynnsim3 by tiling a rectangle into a stripe, and then making this stripe into a ring that fills the gaps in the pattern.

Make sure you take a look at this tutorial, as it is pretty awesome.

I also wrote a walkthrough to it on request, featuring step by step parameters, which you can check here: [Circular Flame Walk Through](#)

No unpolar, No tiles

But what can we do if we want to fill our Glynnsim3 with something that is not tiled?

We can use crops (left) or use spherical + eyefish (right):

On the left example, I used 2 smartcrops to remove first the outer and then the inner parts of the plane, leaving just a ring.

On the right example, I used the technique described in the tutorials below to make a hole in the plane, and then added a post linked hemisphere.

We will take a closer look at the second method in the example below.

Example

Lets start with those base params: [Glynnsim3 Starter Kit](#).

Do the following:

1. Add a new transform (transform 2), and replace linear with spherical.
2. Add a post linked transform to xform 2 (call it xform 3), and also replace linear with spherical.
3. Add a post linked transform to xfomr 3 (xform 4), and replace linear with hemisphere.
4. Set hemisphere amount to 1 + Glynnsim3 thickness (1.3 for the params above)

Steps 1 and 2 don't make much sense now, but will click later on.

You should have something like this:

Notice that we got a hemisphere of correct size, and now we just need to make a hole in it to avoid overlaps. Go to xform 3 (the second spherical), and add eyefish until the pattern fits exactly the Glynnsim3:

For some extra fun, replace the first spherical with julian. Julian power sets the number of times the pattern will be repeated. For example, if power is 3:

Notice the pattern is a bit squished. We can fix it by increasing the distance parameter. For example, below, I set it to 3 also:

Feel free to check my final parameters: [Glynnsim3 final params](#)

This technique is also great to fill glynnsim3 with patterns, such as abstracts or gnarls: