LITERATURE

Hypershift

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by **tatasz** ⚥   ✓ **Watching**   Published: Mar 20, 2016

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This tutorial is part of **Structured IFS tutorial collection** and requires some previous hypertile knowledge:

Structured IFS tutorial collection
well, as usual, i need your help with this bunch of tutorials. What should i

Hypertile Basics
First of all, special thanks to Zueuk who had the patience to explain me all the hypertile stuff 😄 There is also an

This also requires an unreleased plugin by **zy0rg**, called hypershift. As aposhackers have been spreading it from artist to artist, i just sneak out a link ^^ If **zy0rg** has anything against it, please lemme know, i'll take it down.

dl.dropboxusercontent.com/u/12...

THE PROBLEM

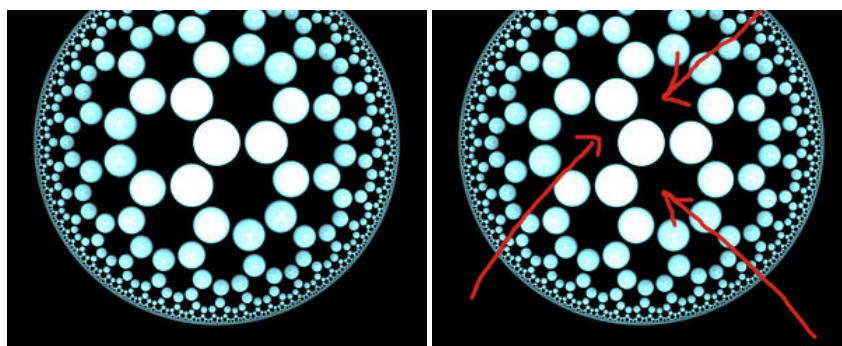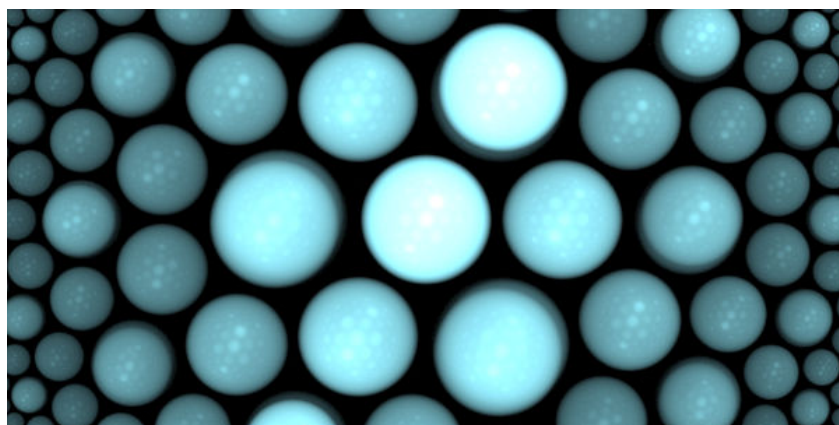Lets start with a basic hypertile, p = 3 and q = 7, and fill it in with some blurry hemisphere:

We have those huge holes. They seem quite not easy to fill in. If you, for example, add a second hemisphere and move it around using a post transform, you still get some artifacts (notice that there is a shadow around the hemispheres that fill those holes).

Those holes can be filled using poincare or hypershift. As hypershift works better with Chaotica, it is what i recommend.

HYPERSHIFT MAGIC

So, move the second hemi back to the origin, and lets do a magic trick:
1. Add to it a linked transform with hypershift 1
2. Set shift variable to 0.301
3. Rotate the post transform 60 degrees CCW

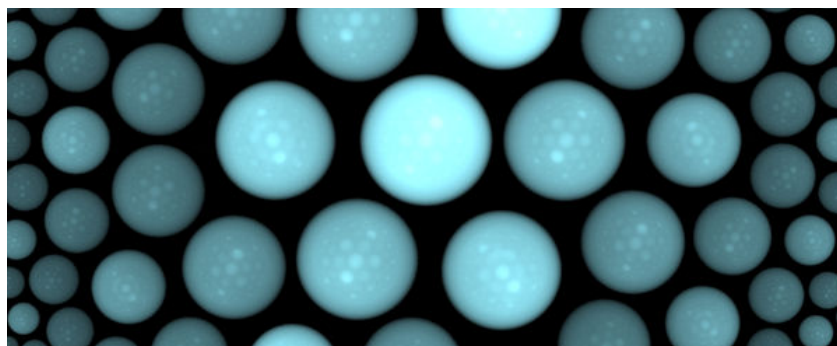And here we have the result: no nasty artifacts and shadows.

The 0.301 value can be found by either doing some maths or just experimenting.

To find out the angle, do the following:

1. Remember that p = 3
2. Take 360 / 3 = 120. This is the angle between the holes we are filling.
3. As the horizontal axis goes in the middle of two holes, you only need to rotate half of it, 120 / 2 = 60 degrees.

For a more uniform result (above, you can see the filling hemispheres are uneven), try positioning one filler for each hole, so 3 transforms in this case, wit corresponding rotations (120 + 60 CCW and 2 * 120 + 60 CCW, for example).

Some example params: **Hypershift Example Params**, that look kinda like:

Watch Shop

2K
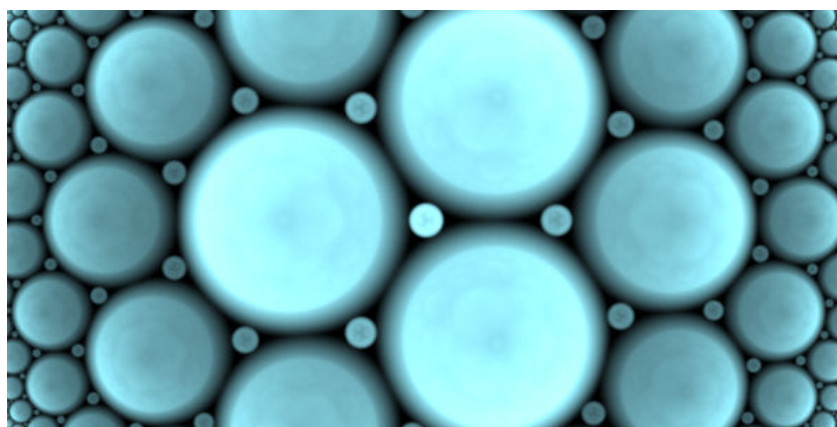
COMMENTS 12

OLDEST ⌄

More by tatasz ♂   ✓ **Watching**

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shanblue Mar 21, 2016

Thank you for this. I'll practice it later. 😀 😊

Reply ♡ ↪

bast4cats Mar 21, 2016

thanks for this

Reply ♡ ↪

lyc Mar 21, 2016

hmmm, is there a problem with poincare in chaotica?

Reply ♡ ↪

tatasz ♂ Mar 21, 2016

Well, sort of.
There are 2 poincares. The one chaotica has native is not so cool, and the cool one doesnt work because it is also called poincare and there is a native one.

Reply ♡ ↪

aRTWORKbYgnbARNES Jan 2, 2017

Excellent

Reply ♡ ↪

Nis86 Jun 18, 2017

Could you please on how to get a plugin Hypershift to add on Apophysis and Chaotica? My Chaotica is 64 version.

Reply ♡ ↪

fractalling Dec 2, 2017

I don't think there's a way to get 64-bit hypershift, but I have both installed and use the 32-bit version when I need hypershift and other 32 bit plugins. You could do that if you have the space.
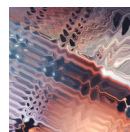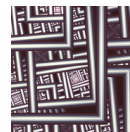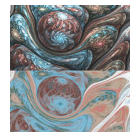
Reply ♡ ↪

Nis86 Dec 3, 2017

I'll try!

Reply ♡ ↪

Watch   Shop   2K   Submit
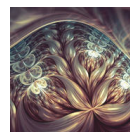
Don't know why I can not browse overseas websites,is there any other way to download the hypershift plugin?

Reply

fractalling   Dec 2, 2017

zy0rg's flamepack contains hypershift: [[link]]

Reply

brookville   Jan 9, 2018

thanks as usual for you – great stuff – here's my take on it –> Hypershifted Hypertile Bubble Clifford Js

Reply

brookville   Apr 9, 2020

what is the math formula or formulas to get the shift variable?

Reply

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