

Double Bubble Advanced Tweaking by tatasz on DeviantArt

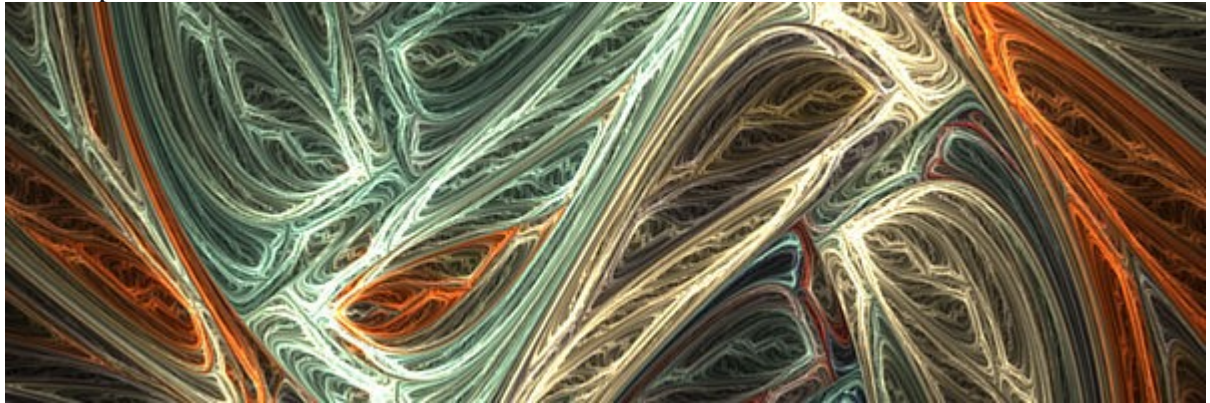
This is based on [Double Bubble Tut](#) by [piethein21](#)
Just a few tweaking ideas and inspiration, and a few ideas of how to approach tutorials in general 🤖

And, of course, the first tip is - move the stuff around 🤖

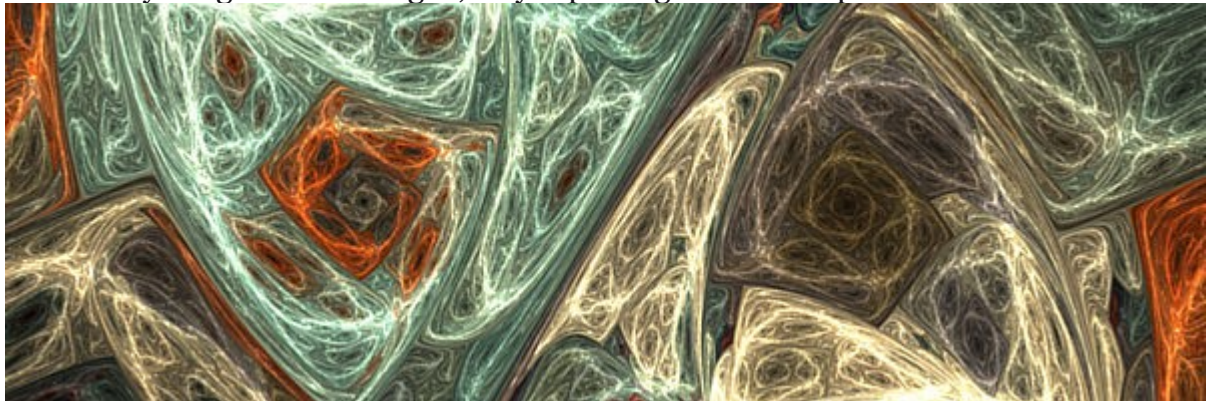
Replace hemisphere

Variations like bubble, hemisphere and scry have a similar shape, so you can use any of those, or mix them up in the same fractal 🤖

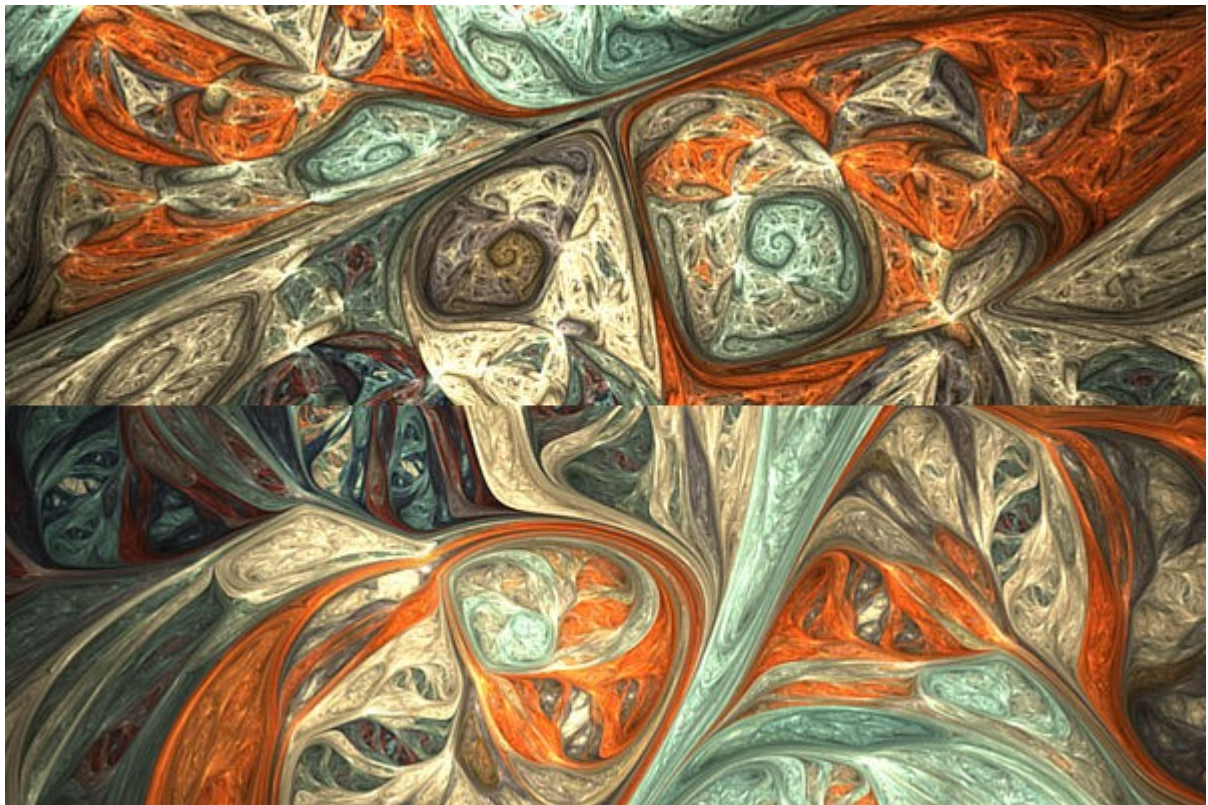
Hemisphere:



With everything else unchanged, scry replacing both hemispheres:



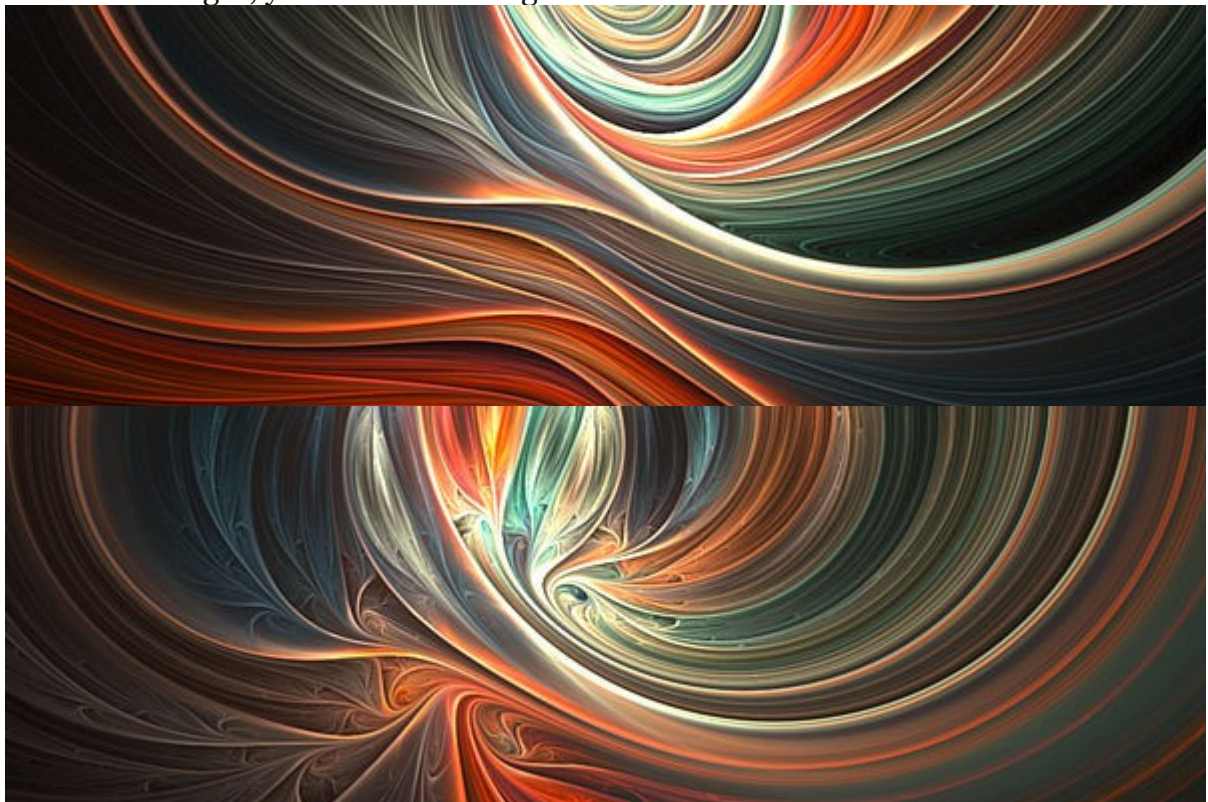
Tweaked versions with scry, as example of some cool shapes that can be obtained:



Add effects and blurs

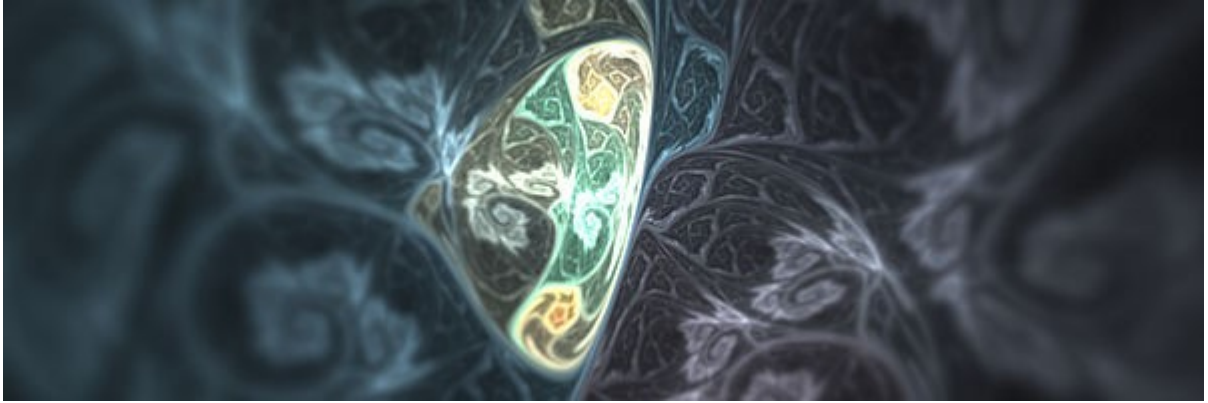
This is an infinite source of variety, so i'm not even trying to cover all the possibilities.

Below, i duplicated one of the bubble transforms. Then, added pre_blur to the copy, and scaled it up. This creates a glow around the bubble borders. By increasing the transform size, you will reduce the glow spread. By increasing the transform weight, you will make the glow more visible.



You can also try adding a small amount of pre_blur (like 0.01) to the spherical

transform:



Or just add some crazy pre_blurs or pre linked transforms with different blurs (using Chaotica helps big time as you can use any variation and pre and/or post, without having to use xaos). Here, I added a pre linked transform with blur_zoom to one of the hemis:



How to add a pre linked transform? Lets add a pre linked transform to transform 1.

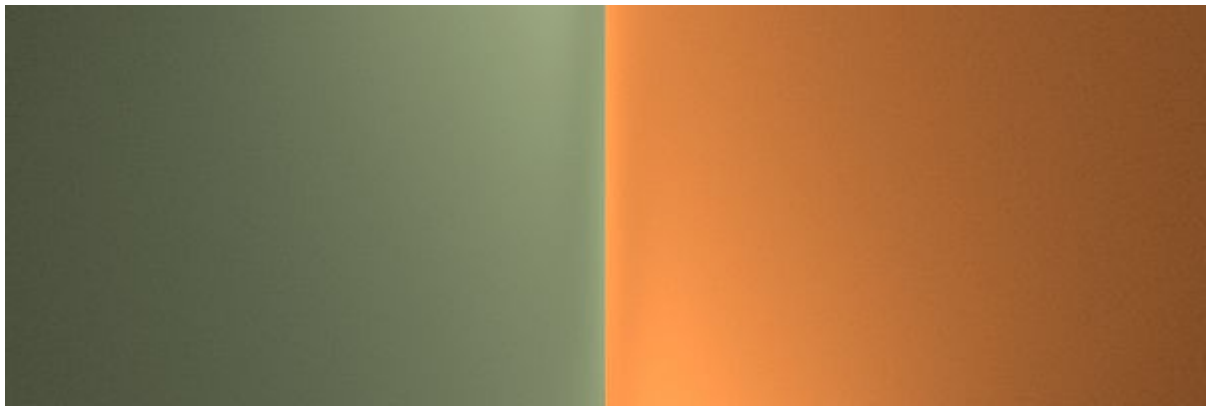
- Add a new transform, set color speed to 1 and opacity to 0.
- On transform 1, write down all "to" weight modifiers and then set them all to 0, and 1 only to the new transform
- Back to the new transform, set "from" weight modifiers to what transform 1 had before we set it all to 0. Make sure the new transform has a 0 from itself.
- On new transform, set "to" weight modifiers to 0, and 1 only to transform 1

If you have done everything correctly, your fractal now should look identical to what you had before adding a new transform.

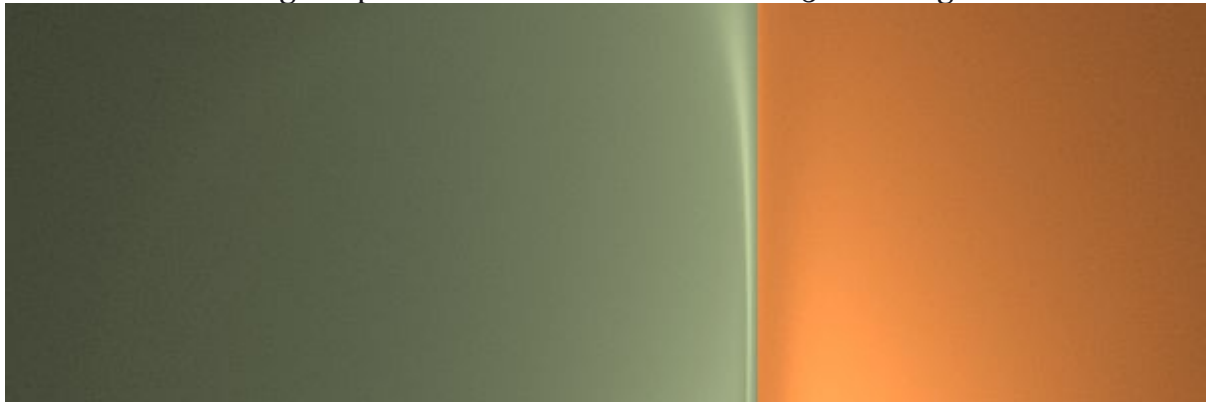
Tweaking the curls

If you just look at the curls (i added pre_blur to both hemis here to make it more visible), each of them fills one half of the plane.

Default position:

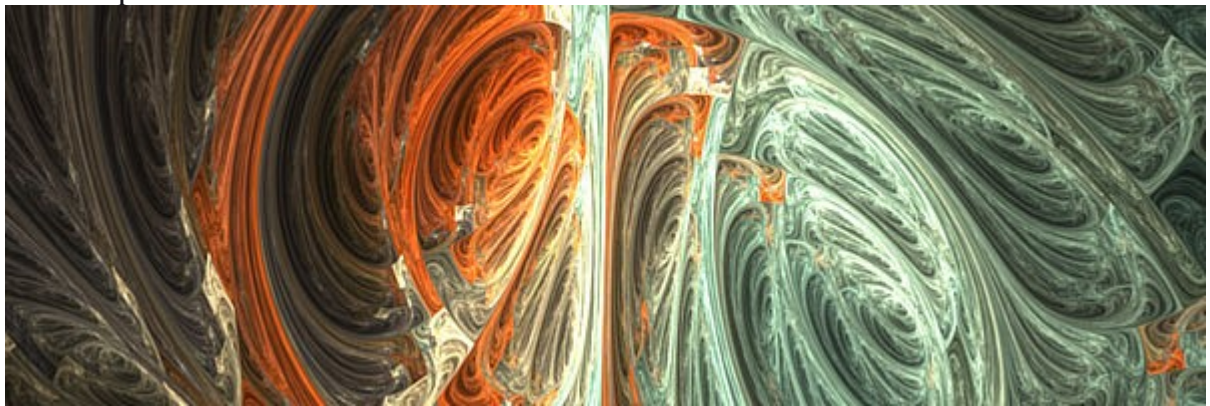


Position afte moving the post transforms of both curls 0.5 to the right:



As they don't leave gaps and don't overlap, this shall not break the pattern. Lets take a look.

Default position:

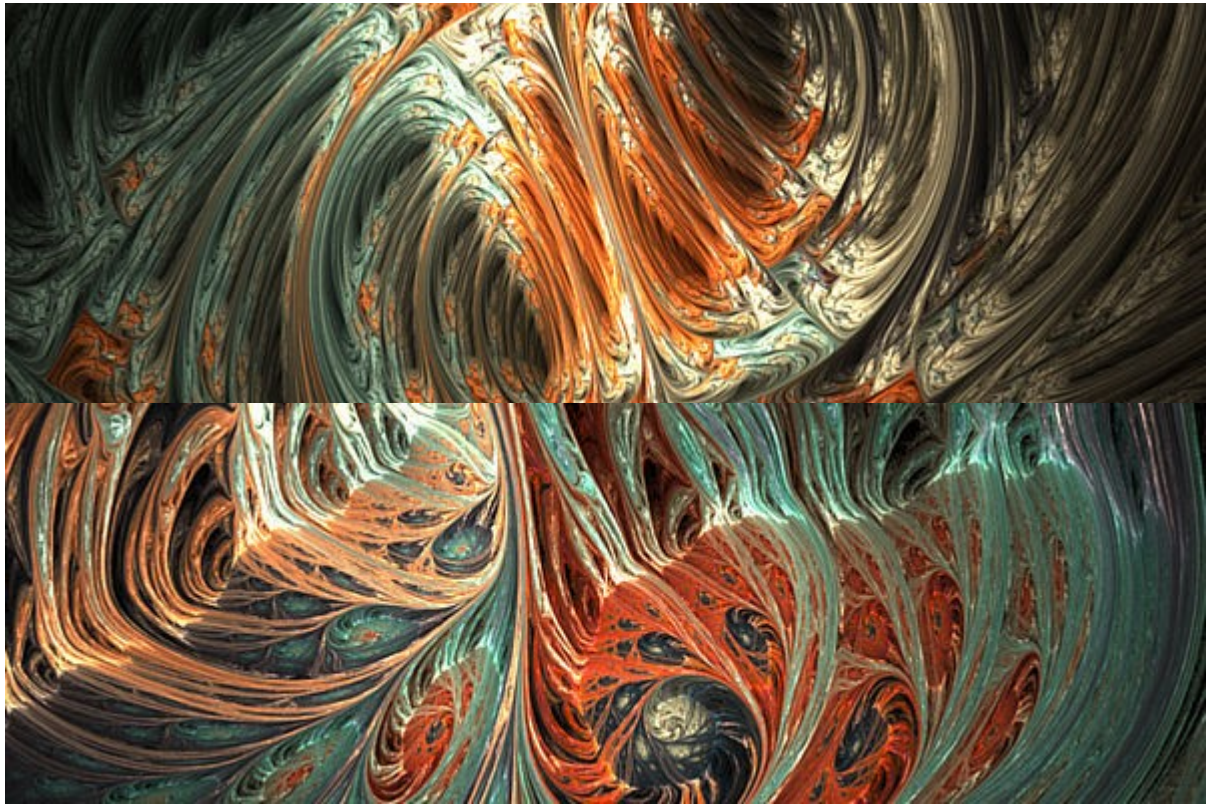


Shifted curls:



We can also do a different edit. On both curls, reset the transform position to 0. Then, on first, replace $c1=0.5$ with $c1=1$ and move the post transform 0.5 left. On second, replace $c1=-0.5$ with $c1=-1$ and move the post transform 0.5 right. After

this, you may need to scale up the spherical to get cool results.



Replace spherical

Last but not least, replace spherical - or add some crazy pre/post transforms to it
👤

Julian instead of spherical:

