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3D Apophysis Flowers: Workflow

by C-91

6-7 minutes

Fractal Art Week

Hello everyone! I'm [C-91](#) and today I'm going to show you my typical workflow when it comes to 3D Apophysis fractal flowers, which happen to be my strong suit. 🌸 There's already a [tutorial](#) about these kind of flames, so I'm going to make the base as explained there and then deviate from the guide *a bit*.

I'm going to use Apophysis 7x Version **15B** because it's way more simple with this version rather than the newest ones (there have been changes in the code). I'm also going to give a little order to what I'll be doing, but know that in general these steps are not followed in order. I change my mind quite often during the process.

➊ Let's get right into it!



DISCLAIMER: This is **NOT** meant to be a guide/tutorial on how to make 3D flowers (as there's already one), but only my approach when it comes to tweaking. I'm not going to give exact values of the variations I'm going to use but just a general idea of what I'm doing. Consider this a "written livestream". 😊

Step 1: Slightly tweaking the base

As you can read from the tutorial, a typical Apo-flower consists of 3 transforms: the **blur** transform, the **shape** transform and the **final** transform which then gives the usual flower shape. This is my result after following the tutorial step by step, with no input of mine.



Now, without messing too much around, I'm going to modify the shape and the camera settings a little bit. This translates into:

1. Moving around and rotating the shape transform so that the shape of the petals comes out different;
2. Changing the pitch and the zoom of the whole fractal, so that the line above the center of the flower becomes less visible.

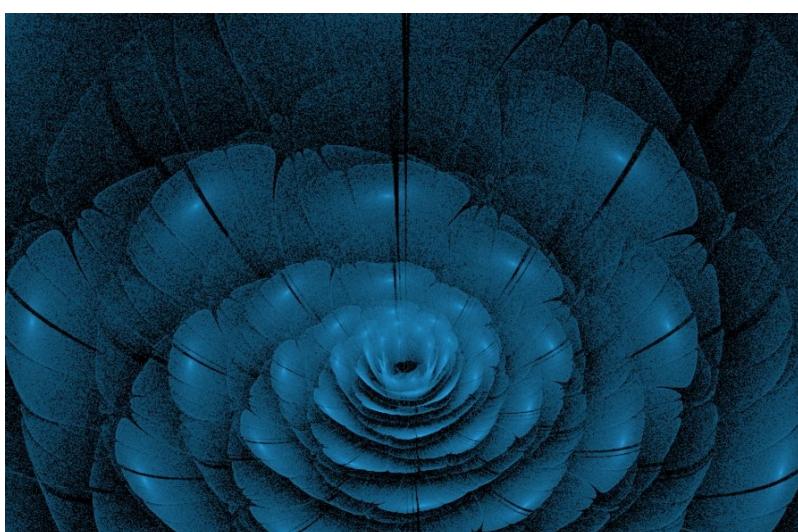


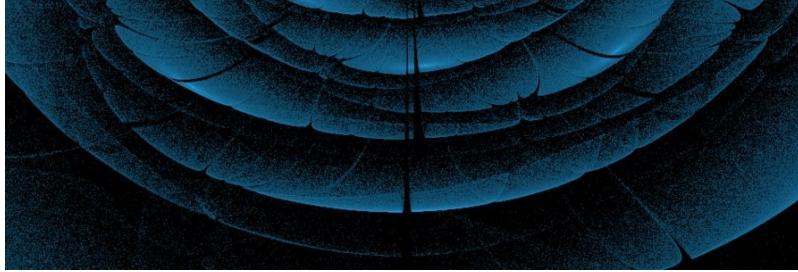


I think it's an improvement from the original outcome, but more work is needed! Let's move on to the variations now!

Step 2: Variations in the shape transform

It's time to move on to the shape transform and to its variations. As of now, it contains only 3 of them: **linear3D**, **Spherical3D** and **cross**. Since **cross** is responsible for those lines which go from the edge of the petals to the central cone, I'm going to reduce its value because I don't find it as appealing and create the cracks between the petals with another variation.





In this case I added a bit of **log** and **droste**, which add the cracks, and reduced the amount of **cross** to a very low value, so that the lines are still there but not as visible as before. The petals still look very plain, so I'm going to spice them up with some cool variations.



Here I used **wedge** for the texture lines, **butterfly** for the pointy shape, **waves2** for the wavy look and **bubble** to make the center fall a bit, so that it looks more like the bulge of a real flower. After a minor movement in the shape transform, I can switch to changing the colors (which won't look like the final ones because I'm the kind of person who changes gradients very often).

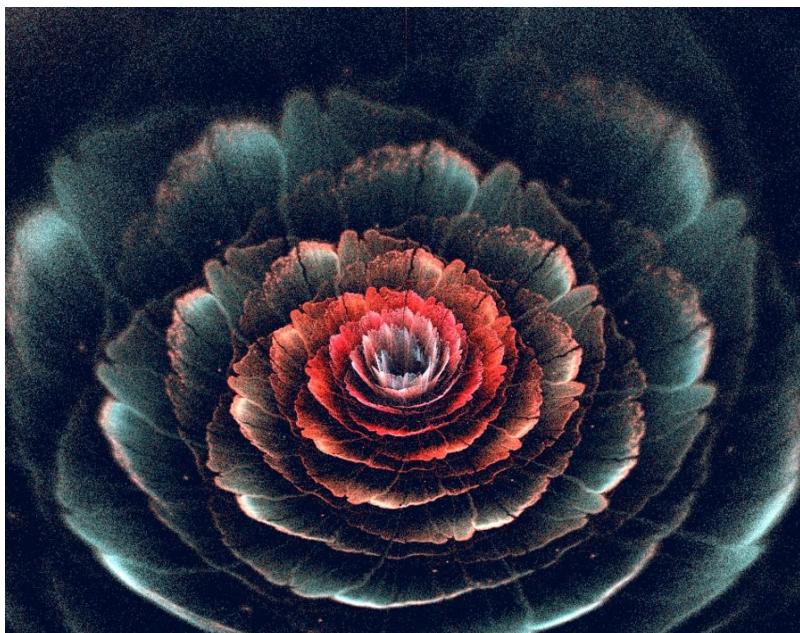




Way better! I lowered the amount of **gaussian.blur** in the blur transform and added a tiiiiiny bit of **log** to spread the color in a fancy way. I also reduced the **gamma** in the adjustment window and changed the color settings of the shape transform (transform color and color speed to a very high value in the range).

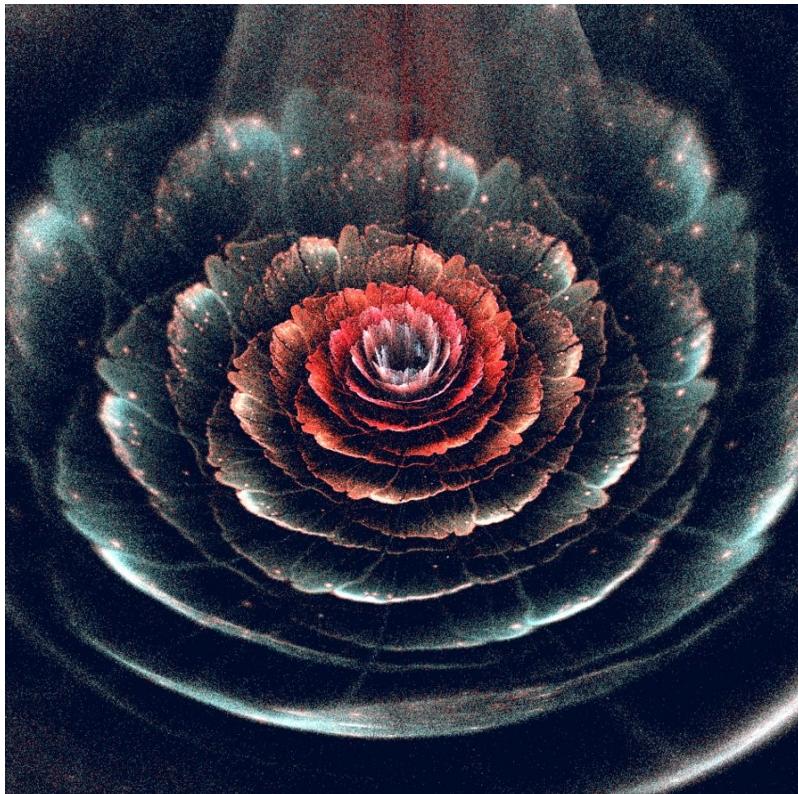
Step 3: On the way to fanciness - Light effects and blur

Now that the shape of the flower is more or less ready, the flower still looks incomplete, so I'm going to add some light effects and depth of field.





It starts to have more atmosphere, doesn't it? In this case I **pre_blurred** the final transform and added a new transform with low weight and a little amount of **crackle** (which is your go-to plugin for light dots). I still think something is missing, so I'm going to add some other effect.

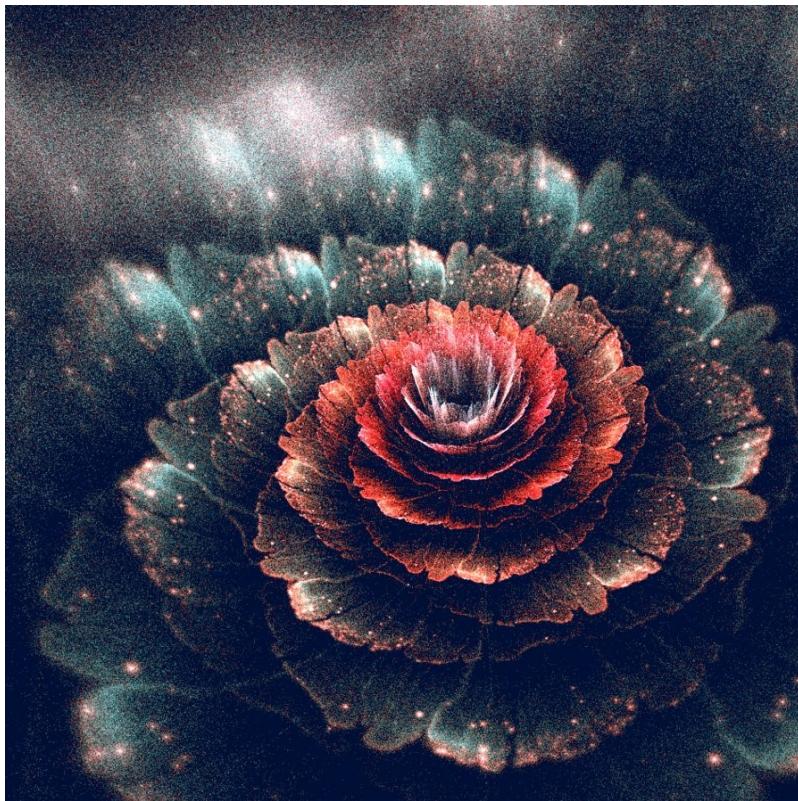


I added two other transforms with crackle: one is simply crackle with an amount of **post_falloff2** to make bigger light dots, the other is crackle plus some other tricks (**post_falloff2** and **post_smartcrop**) to make that halo over the flower. We're getting to the right outcome!

Step 4: Perspective tricks and positioning

At this point I'm happy with shape and light effects but not with other things, so I'm going to correct the perspective and the position on the plane by using the adjustment window, plus some other little

tweaks on the transforms.



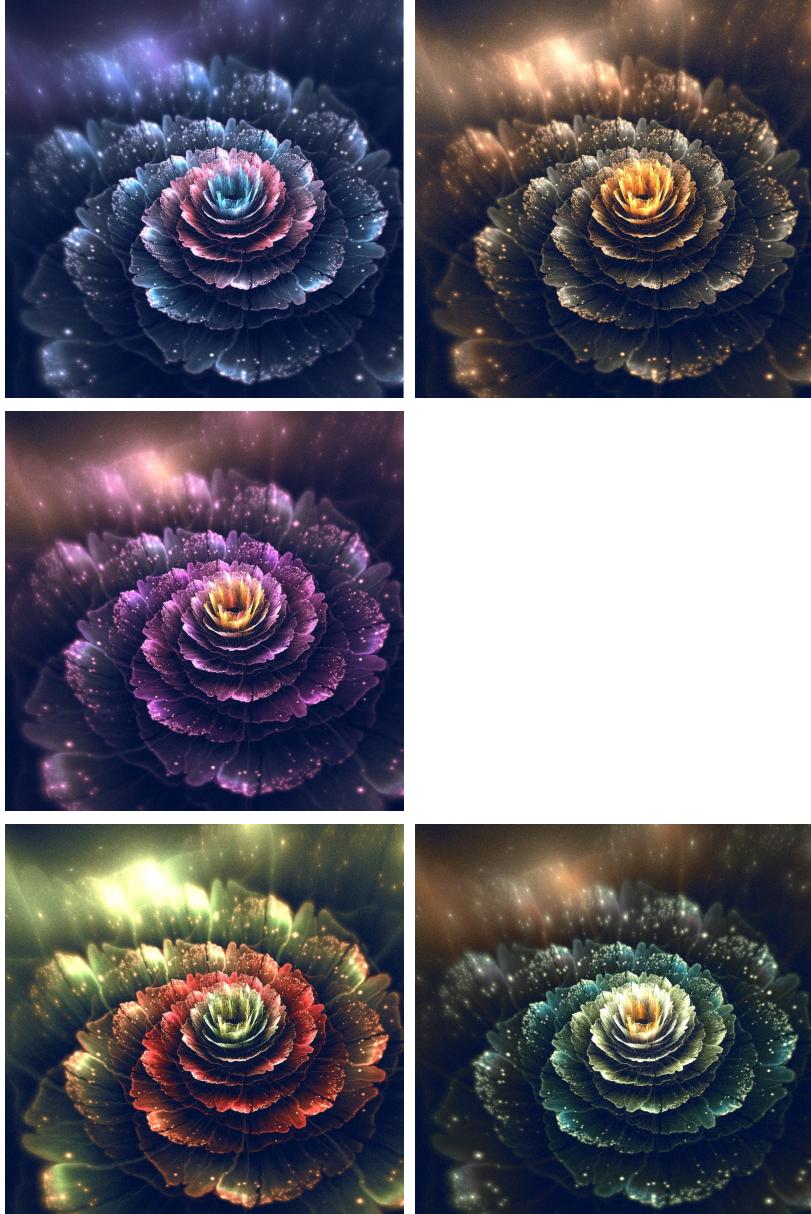
I'm not a huge fan of very centered fractals, so I moved the flower towards the lower right angle. Also, I changed the **perspective**, the **yaw** (which rotates the fractal on the y-axis) and lowered the pitch. I also changed the zoom accordingly.

In the editor, I just added a bit of **post_curl** to the final transform to gather the halo on one side, so that it makes light on a side of the flower. Almost there!

Step 5: Last color tweaks before rendering

Since I'm never happy with the coloring, I'm making more versions of the same fractal and then decide which one to pick (usually with the help of a second opinion).





After some other tweaks, which include the addition of **Depth Blur** and the adjustment of the **height** parameter (both are in the adjustment window), I'm going to render the fractal with the latest coloring I tried.

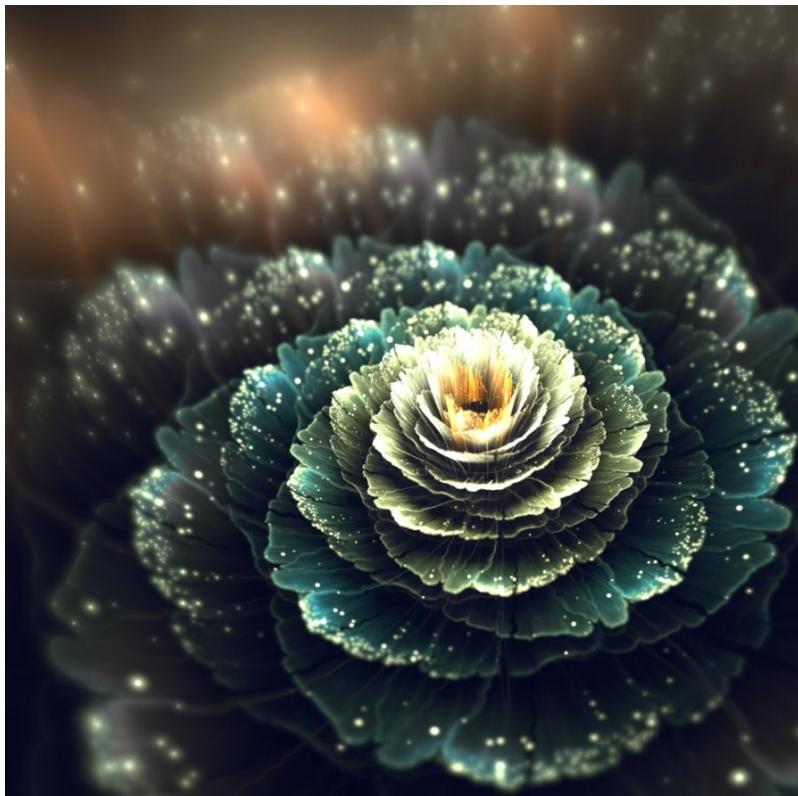
Final Step: Rendering and postworking

While normally higher density of the points in a render means more smoothness and more appealing result, I find that in 3D flowers a lower density is also acceptable. So what I usually do is to set the density at 2000 in the rendering settings and render a 2000x2000 pixels image. I think this is possible to be done on computers which

are not super powerful (like mine



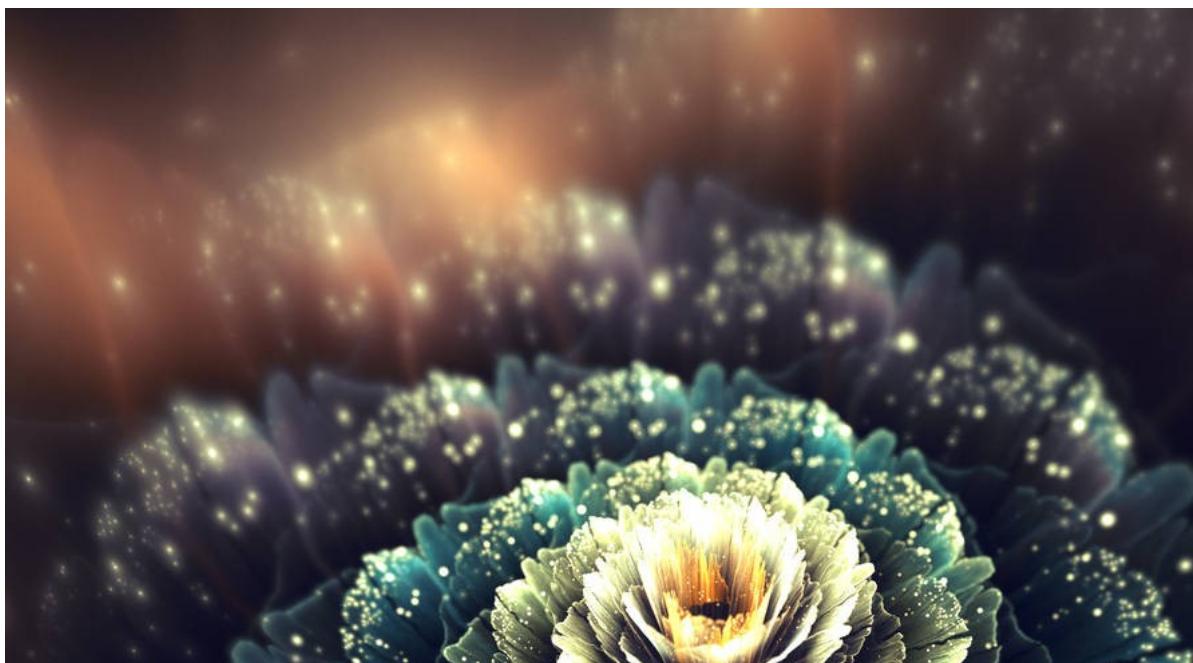
).



If the colors are not perfectly matching my taste, I usually do a bit of postwork in Photoshop. It's nothing too heavy, but most of the times only some curves adjustment.



Here you can see my final result after postworking:





I hope you enjoyed this insight on my working process and I also
hope it gave you the boost to try to make your very own 3D fractal
flowers! 😊😊😊

