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LITERATURE

Double Bubble Advanced Tweaking

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by **tatasz**

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This is based on **Double Bubble Tut** by **pietheiin21**

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 😊

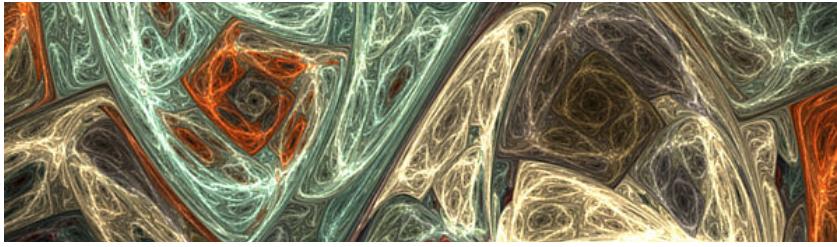
Hemisphere:



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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.



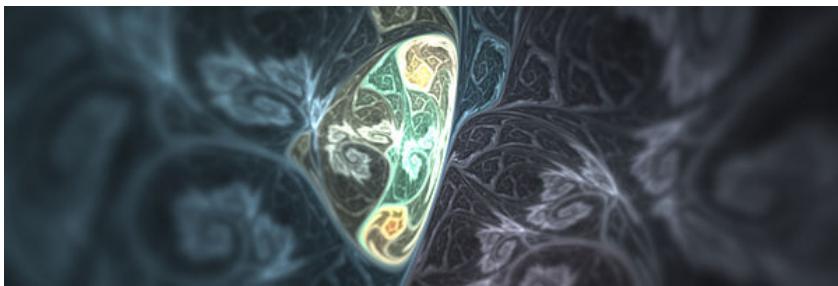
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You can also try adding a small amount of pre.blur (like 0.01) to the spherical transform:



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 xoax). 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



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:

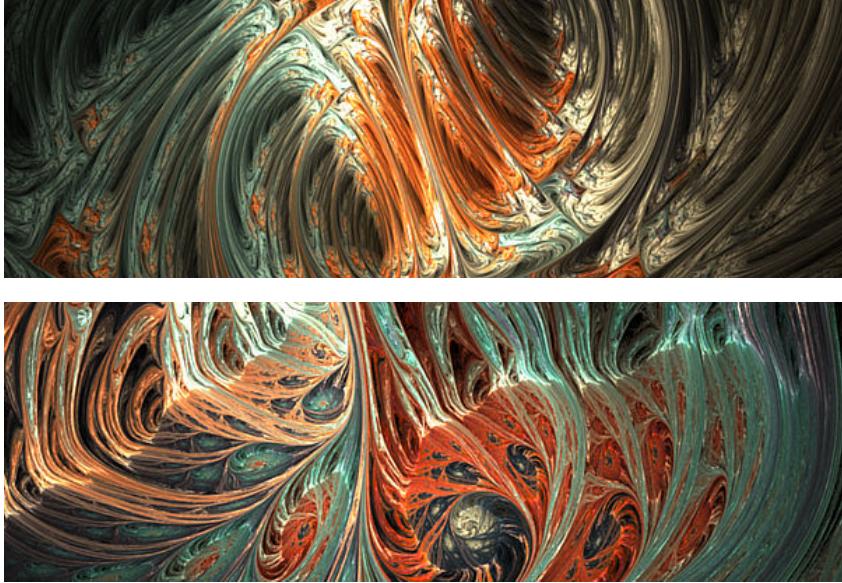


We can also do a different edit. On both curls, reset the transform position to 0. Then, on first, replace $c1=0.5$ with $c1=1$ and move the post transform 0.5 left. On second, replace $c1=-0.5$ with $c1=-1$ and move the post transform 0.5 right. After this, you may

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REPLACE SPHERICAL

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

Julian instead of spherical:



apophysis bubble double fractal tutorial tweaking chaotica

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 **PaMonk** CORE+ Jun 3, 2015

Awesome Advance Tweaking this is very good information thanks for sharing it.

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 **tatasz** Jun 3, 2015

You're welcome. 😊

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 **PaMonk** CORE+ Jun 3, 2015

You're welcome. 😊

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 **fractal2cry** Jun 3, 2015

nice

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 **tatasz** Jun 3, 2015

😊

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 **teundenouden** Jun 3, 2015

Very informative! Can't wait to try it myself 😊

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 **tatasz** Jun 3, 2015

😊 just giving some tweaking ideas 😊

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 **CopperColour** Jun 3, 2015

Thanks a lot, Tatiana.
I like this style a lot but need more help with the tutorial as I can only make messy things so far.
This should be useful. 😊

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 **tatasz** Jun 3, 2015

poke me if you have any issue ^^

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 **deadened-glow** Jun 3, 2015

This is an amazing tutorial! I will try this out, as I am slowly getting back into creating fractals.

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just giving some tweaking ideas really 😊

Reply

GreyScaleAndi Jun 3, 2015

Thanks tatasz! I actually just tried out [pietheim21](#) tutorial earlier today, so I'll try yours tomorrow. 😊

Reply

tatasz Jun 5, 2015

just giving ideas of where to go, not really a tutorial

Reply

GreyScaleAndi Jun 5, 2015

Ah hehe, thank you. 😊

Reply

GreyScaleAndi Edited Jun 4, 2015

"Below, i duplicated one of the bubble transforms" Er.... the first 2 xforms or the two linked xforms? 😊

"You can also try adding a small amount of pre.blur (like 0.01) to the spherical transform" The original tut doesn't say which has the spherical transform. Safe to assume it's xform 5 then or a new linked one? 😊

Reply

tatasz Jun 5, 2015

The bubble/hemi/scry whatever transforms
Spherical transform - one that contains spherical

I try not to put ordinals, as the transforms can be added in any order. In fact, if I was to make it, I'd do it like this:
blank flame
transform 1 - spherical
add a linked transform with bubble and then duplicate, so
transforms 2 and 3 with bubble
to transforms 2 and 3, add a linked transform to each

because this way doesn't involve setting Xaos by hand - and the ordinals would be totally messed up

Reply

EvilBricks Jun 5, 2015

I started trying the tut last night but it was later than I thought so I was like bleh. but yeah, gonna go back tonight and see what I can do.

Reply

tatasz Jun 5, 2015

just some ideas here on how to tweak and where to go because people tend to complain about tutorials - that the result looks too much like tutorial stuff ^^

Reply

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 **tatasz** Jun 13, 2015
just some dummy stuff really 😊
i mean, people complain so much that tutorials are boring and
the results look all the same 😕

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 **Steelsoldat** Jun 15, 2015
But you still do it, which I appreciated 😊

 [Reply](#)  

 **Kelpalots** Edited Jun 13, 2015
I'm kind of lost, not sure where to start. Can you give me a structured example? I can go from there. Just like gimme an example of like:

Transform 1: variations
[Linked or not] Transform 2: Variations
[Linked or not] Transform 3: Variations
ETC...

Then I can work my magic and do other things too, so it doesn't look the same as your example.

XD I'm an Aspie, so I kind of need structured examples. But I also wanna have my own style and have fun too.

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 **tatasz** Jun 13, 2015
Hmmm you can start by reading the first line, which will lead you to the all info you requested.

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 **Raedor** Jun 30, 2015
Wow ... looks really good info here. I have an unlicensed Chaotica to play with but have to, (stupidily) ask if you think its worth investing in a fully licensed copy? Or just play on with this>

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