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SHARED LINKED TRANSFORMS - EXAMPLES

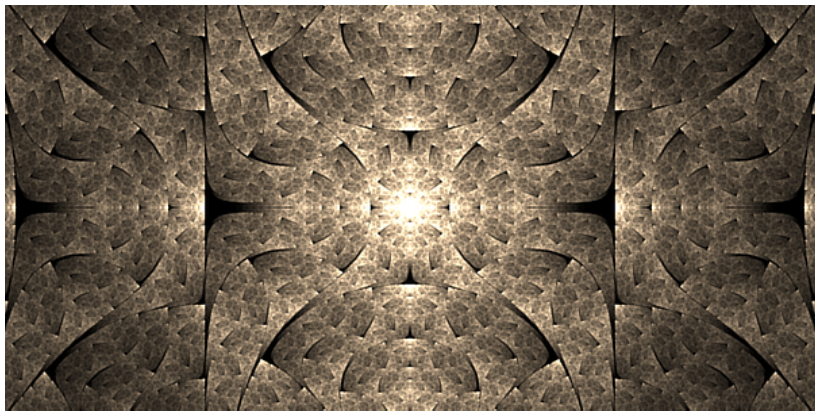
TUE NOV 10, 2015, 1:39 PM

Here we go, a collection of examples of shared linked transforms usage.
Those are not all, just some exercises and examples of what can be done using weights.

ELLIPTIC SPLITS

Lets start with a basic Elliptic Splits pattern:

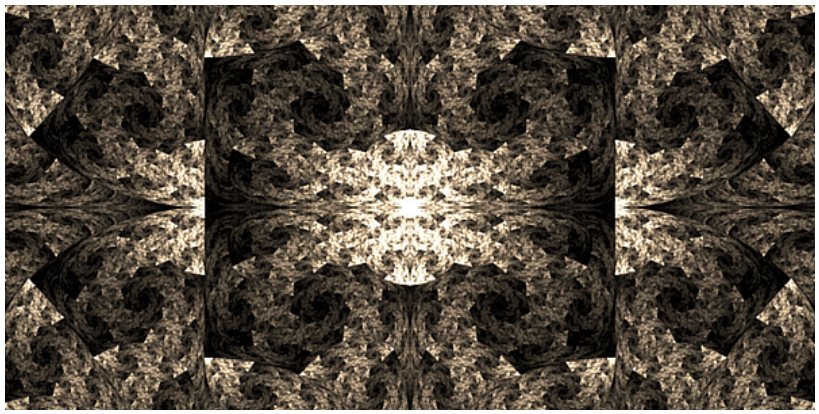
- **Tutorial - Splits elliptic**
- **Basic Elliptic Splits - starting parameters**



Now, lets add a shared pre linked sphrical transform.

1. Add a new transform (xform 3)
2. Set its opacity to 0
3. Set its color speed to 1 (optional, you need this so it does not affect the coloring)
4. On xaos tab, set the weight of xform 3 to itself to 0
5. On xaos tab, leave the weight from xform 1 to xform 3 as 1, and set everything else (to itself and to xform 2) to 0
6. Repeat step 6 for xform 2
7. At this point, your fractal should look the same as it was before you added xform 3. If yes, replace linear with spherical. Else, check previous steps and make sure you set everything correctly.

Now, your e-splits should look like this:



Check the parameters if you had any trouble: **Elliptic Splits - With Shared Linked**

Details

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(left), julian (middle) and waves2 (right)

SPHERICAL BUBBLE 1

This example is inspired by this work here (and big thanks to **piethein21** for having the patience to teach me how to):

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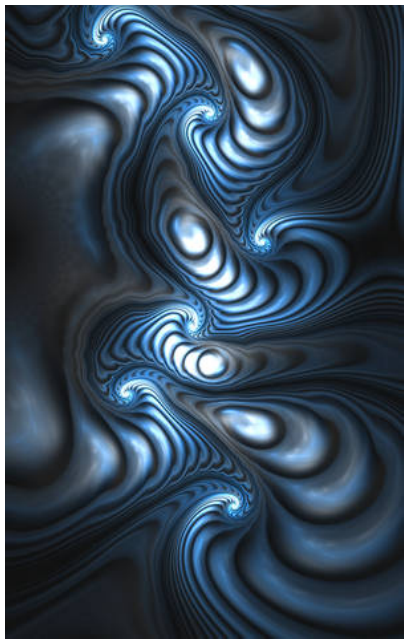

Lets start with some basic spherical bubble params: **Spherical Bubble**
You may also check this tutorial: **Apophysis Plastic Tutorial**

Lets add a shared post linked transform with waves2 to get the gnarly shapes:

1. Add a new transform
2. Set its color speed to 1
3. Set the opacity of xforms 1 and 2 to 0
4. On xaos tab, set the weight of xform 3 to itself to 0
5. On xaos tab, leave the weight from xform 1 to xform 3 as 1, and set everything else (to itself and to xform 2) to 0
6. Repeat step 6 for xform 2
7. At this point, your fractal should look the same as it was before you added xform 3 (maybe a different brightness). If yes, replace linear with waves2. Else, check previous steps and make sure you set everything correctly.

Now, we do a bit of tweaking - change waves2 variables, move and rotate transforms - to find the gnarls.

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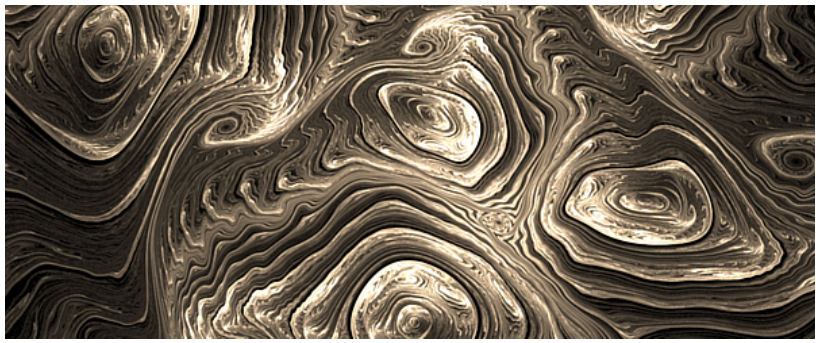
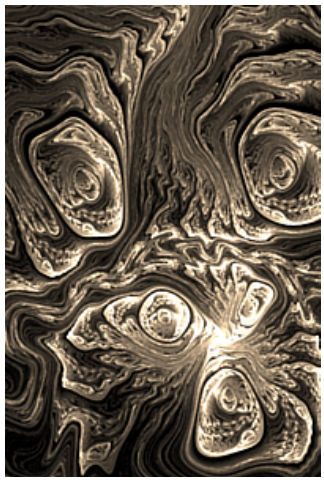
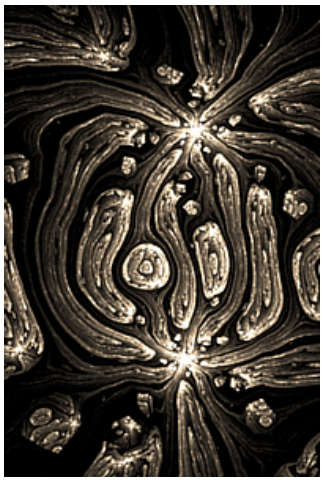
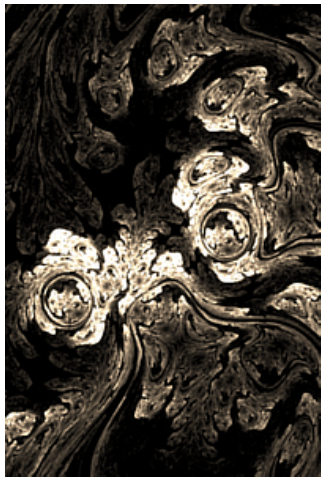


Feel free to check out my final parameters: **Spherical Bubble with Waves2**

And a couple more examples: a tweak of the above (left), triboarders instead of waves2 (middle) and bTransform instead of waves2 (right)

SPHERICAL BUBBLE 2

Now, lets do a different thing. Lets take a spherical bubble and then turn its spherical transform into a post linked shared transform, by adding 2 pre linked transforms to it.

Here go the starting parameters in case you need those: **Spherical Bubble 2**

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Our goal here is to make a second hole in the spherical (xform 1) and fill it with a different style of bubble.

To make a hole, i will use a spherical + eyefish transform. There are other ways, but this gives the aesthetically best result, imho. It has a drawaback though - spherical will invert everything, killing the cool pattern. To balance that out, we would need to add a second linked (pre linked to xform 1 and post linked to the new spherical) spherical.

Sounds a bit scary, so lets just see how it works

First step: lets add a pre linked spherical to our spherical + eyefish transform. Later we will make a hole in it and fit another hemisphere.

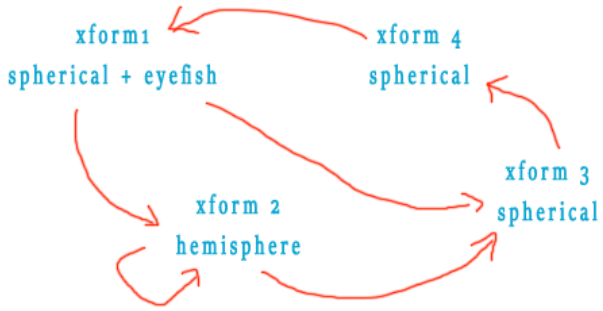
1. Add a new transform
2. Set its color speed to 1
3. Set its opacity to 0
4. On xaos tab, set all its weight to 0, except one to xform 1 (spherical + eyefish), which should remain 1
5. On xaos tab of xform 1, set all from weights to 0, except the one from xform 3 (new xform(, which should remain 1.
6. Back to xform 3, set its weight to the same weight the xform 1 has. As now xform 1 takes all points from xform 3, its weight will not work anymore - the weight of xform 3 will be doing that job.
7. At this point, your fractal should look the same as it was before you added xform 3. If yes, replace linear with spherical. Else, check previous steps and make sure you set everything correctly.

Once you replace linear with spherical on xform 3, your fractal suddenly goes very messed up. Well, because the spherical transforms everything, as i said, and we need somehow "cancel" its effect. We need to add another transform, also with spherical, post linked to xform 3:

1. Select xform 3, and click on the linked xform button.
2. On xform 4, replace linear with spherical

Or, if you prefer, use the instructions from **Linked Transforms** to add the post linked transform yourself.

At this point, your flame should look exactly like the starting image, and your xaos fluxogram should look like this:



If you are having any troubles, feel free to check the parameters: **Spherical Bubble after Step 1**

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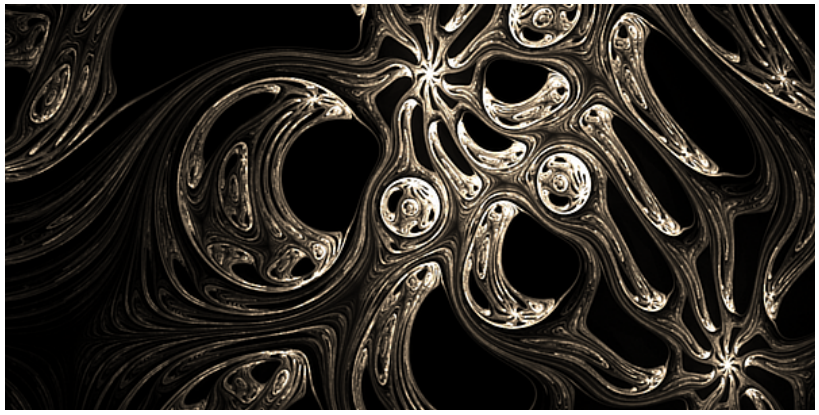
1. Go to xform 3 and add some eyefish to it. It makes a hole, but it is on the same spot as the previous one.
2. Move the post transform of xform 3 around - this will move the hole too.

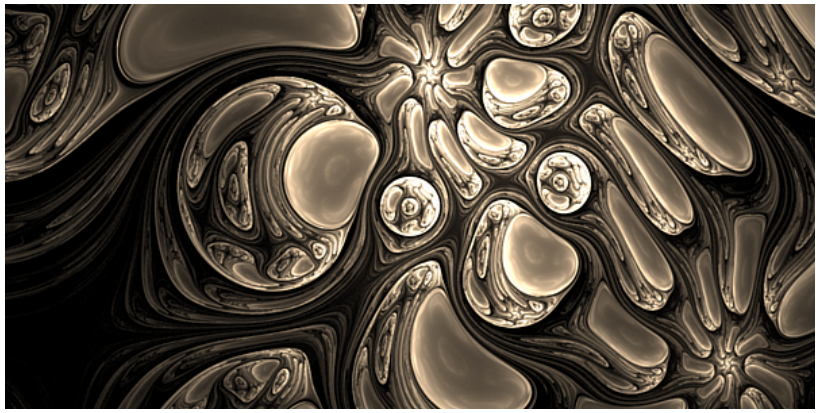
Your fractal should look something like this:



To fill in the holes:

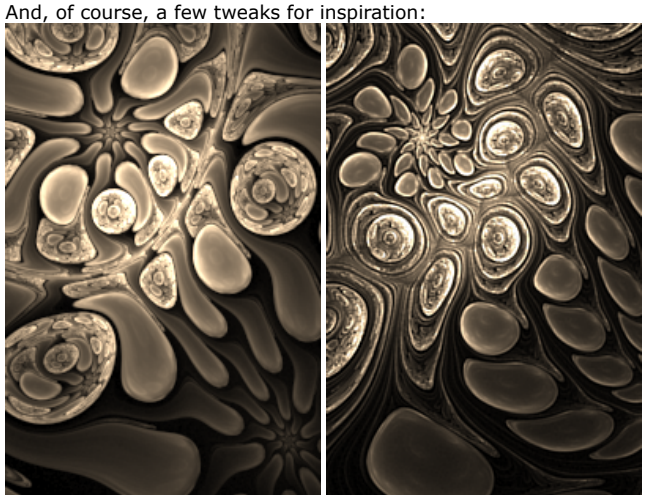
1. Duplicate xform 3 (this is important because the new transform MUST have same position as xform 3 to make sure the hemisphere fits the hole perfectly).
2. Set its weight to some lower value, usually between 0.1 and 0.5.
3. Replace spherical with pre_blur
4. Start increasing hemisphere until it fills in the hole.

And here we go:



Grab my parameters if you want to check it out: **Spherical Double Bubble Final**

And, of course, a few tweaks for inspiration:



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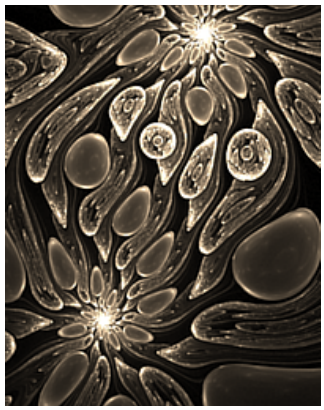
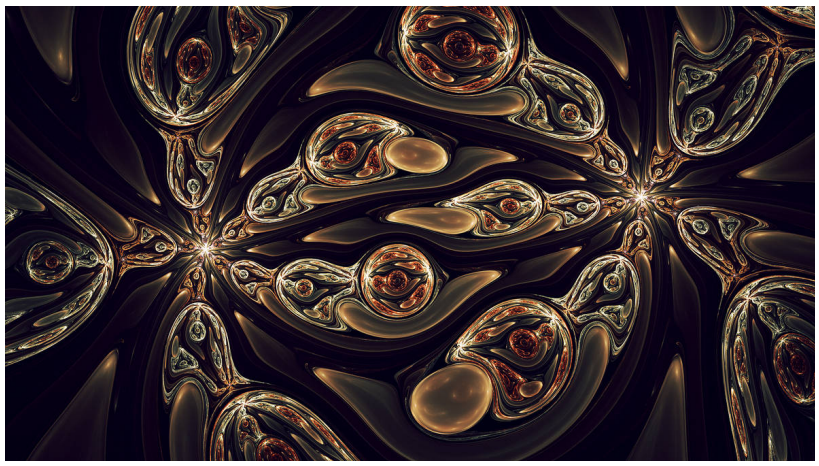
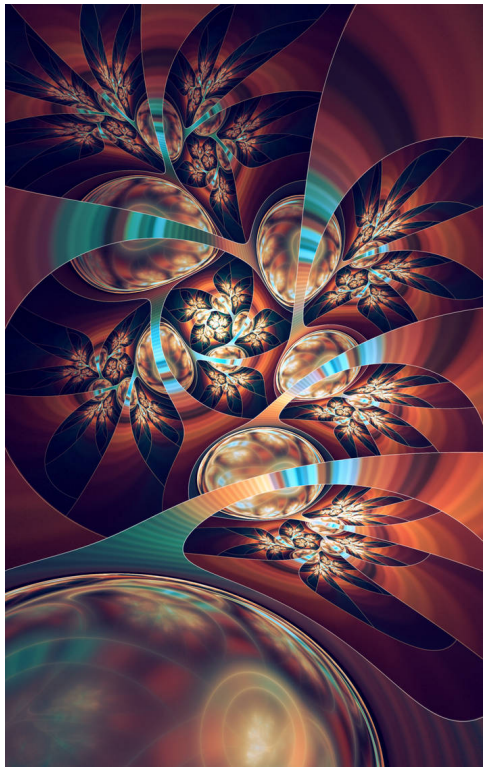


More examples:





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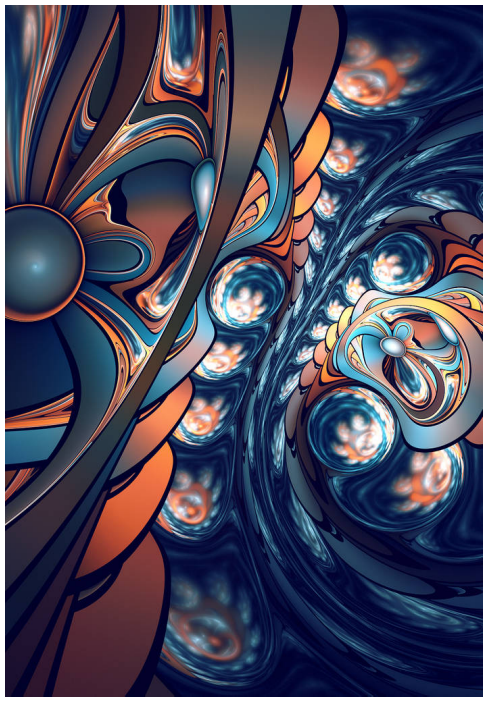

6 COMMENTS

Shared linked transforms - Examples

by tatasz

Add a Comment:

oad All Images

tsahel CORE Dec 11, 2018 | Hobbyist Digital Artist

I use the splits-elliptic thing to make this :

Reply

Annie5357 Nov 17, 2016

Thank tatasz, Very interesting apophysis stuff.

Reply

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nmm your spherical bubble 2 is different from alternating bubble thing (is what i expected).

Here is one for you can you make an alternating bubble thing with a shared linked xform?

Reply

in any case this is nice very helpful as reference as well

tatasz Feb 24, 2016 Hobbyist Digital Artist

Well, tbh i prefer this to alternating bubble, as this seems to be way more stable for tweaks
Yeah well spamming stuff etc, hopefully someone uses those...

Reply

piethein21 Feb 24, 2016 Hobbyist Digital Artist

indeed alternating bubble can be hard to move around. also it often gives you one type of bubble on one side and the other on the other side. Depending on what you want you can choose

I will definitely use those blurring ones

Reply

tatasz Feb 25, 2016 Hobbyist Digital Artist

yeah well, imho the more, the merrier hehe So more tricks, more pretty fractals.
which reminds me i should make some actual still and non manipulated fractals

Reply

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