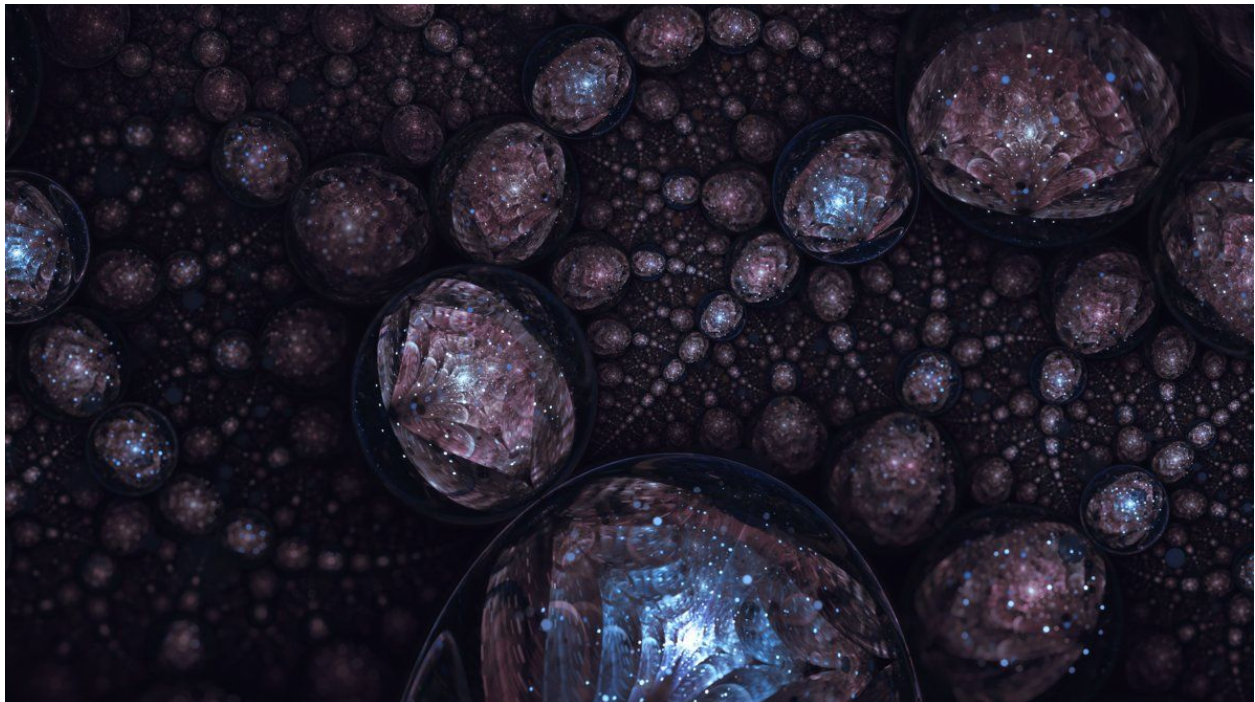


Hi everyone 🤗

Recently, [Mythril](#) asked me how exactly I put stuff in spherical bubbles. It's not terribly hard, especially if you understand container transforms such as those that Tatasz talks about. If you have no idea what I'm talking about, I mean things such as these:





Obviously a bit more than standard blurs in bubbles, hm?

To begin, you need Apophysis (I use 7xC, but I assume any version works) and Chaotica if you so desire to render there (I certainly do).

Additionally, you need to know what you want to put *in* the bubbles. It doesn't really work if you're uncertain of what you want the final product to look like.

In this short tutorial thing, I'll be showing how I put elliptic splits in spherical bubbles. I have linked some tutorials in the description that go into the basics of both of these. This specific one is also how I did my piece "Saint From Winter."

Also, a disclaimer: I am by no means an expert in this kind of thing. I know what works, but I don't know *why* it works. I am always open to tips from other people 🤖

As usual, I will be detailing how to set **xaos last**. It won't look right until then, of course.

First, you need to create the splits elliptic base. To do so, open up your editor in apophysis and create a new flame.

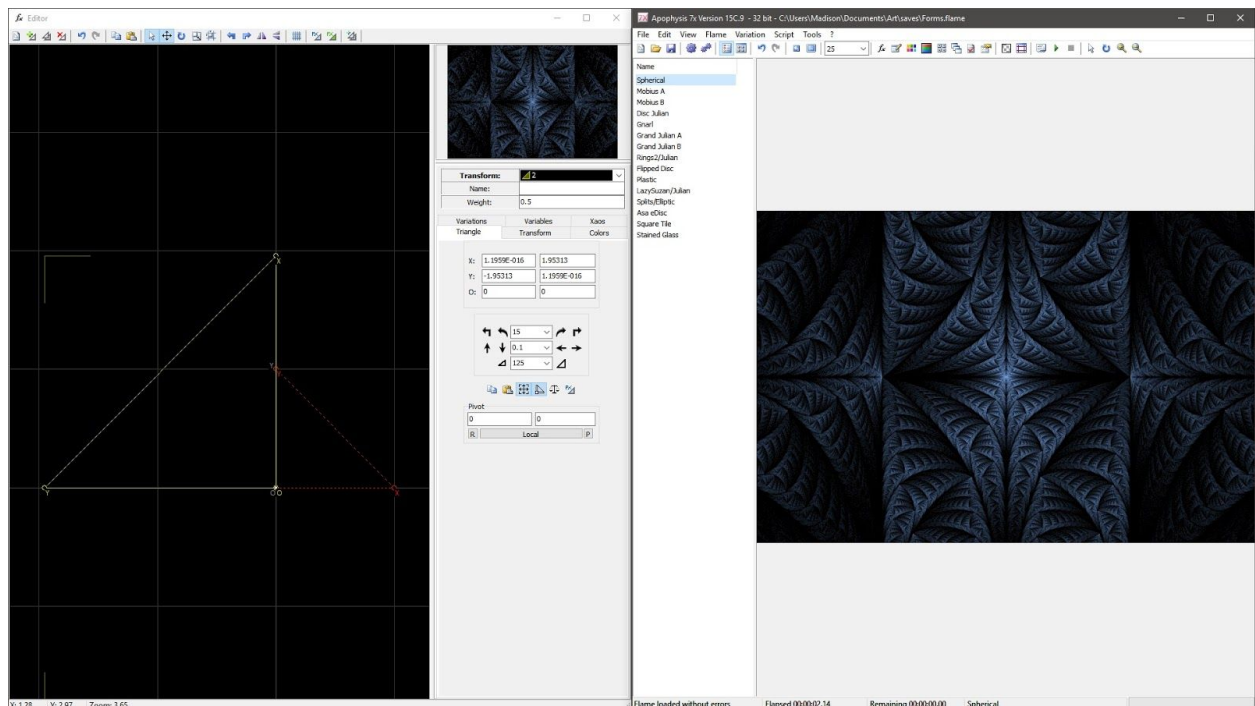
My elliptic splits setup couldn't be more standard:

transform 1: elliptic = 1

transform 2: splits = 1

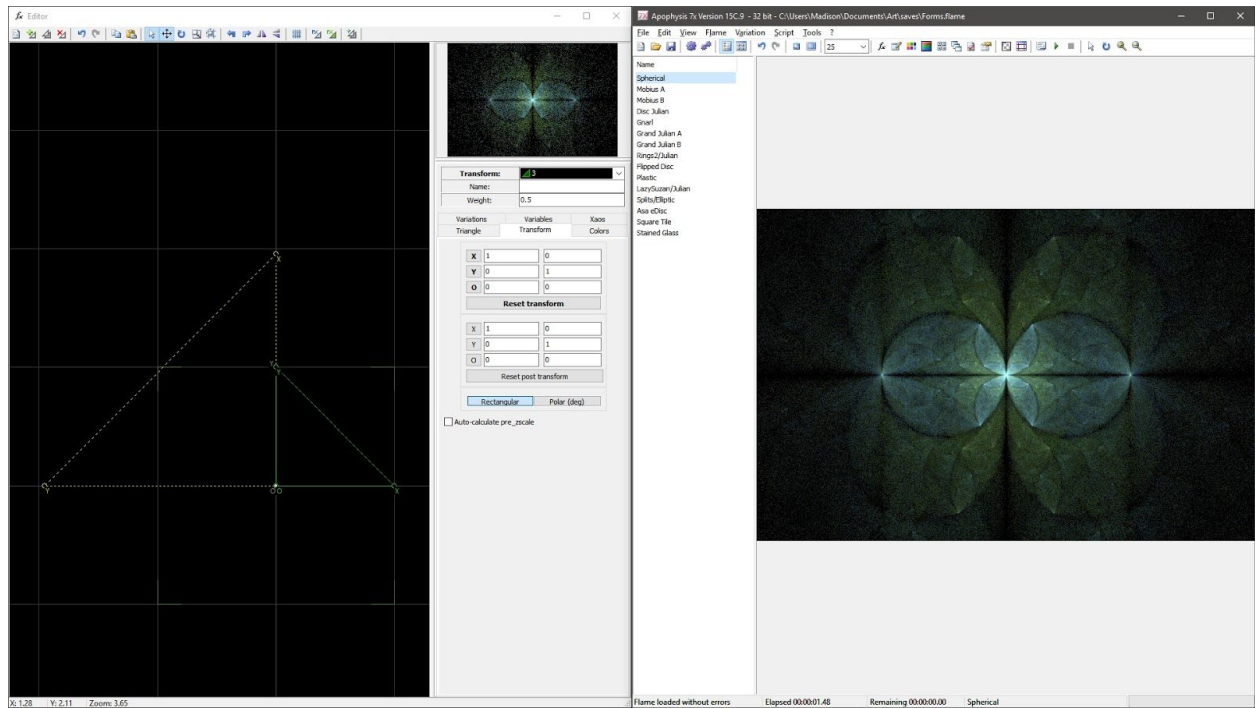
splits_x = 1

Rotate tx2 90 degrees counterclockwise and scale up 125 percent 3 times. You should arrive here:



Set the color speed of both tx1 and 2 to 0.8 and adjust colors however you feel. Then, turn the opacities of both transforms to 0. Your elliptic splits will disappear- that's expected.

Add a new transform (tx3). Clear linear and set **spherical = 1**. This will look like it messes up your fractal. It's fine, trust me 🤖



Next we're going to move transform 3 as such:

Variations	Variables	Xaos
Triangle	Transform	Colors

X	0	1
Y	-1	0
O	0	0
Reset transform		
X	1	0
Y	0	1
O	0	0
Reset post transform		
<div>Rectangular</div> <div>Polar (deg)</div>		

This will rotate your current fractal.

Add another transform (tx4). Clear linear and once again add **spherical = 1**. Then, on the transform tab, we're once again moving the transform:

Triangle	Transform	Colors
X	0	-1
Y	1	0
O	1	0
Reset transform		
X	1	0
Y	0	1
O	0	0
Reset post transform		
<input checked="" type="button" value="Rectangular"/> <input type="button" value="Polar (deg)"/>		

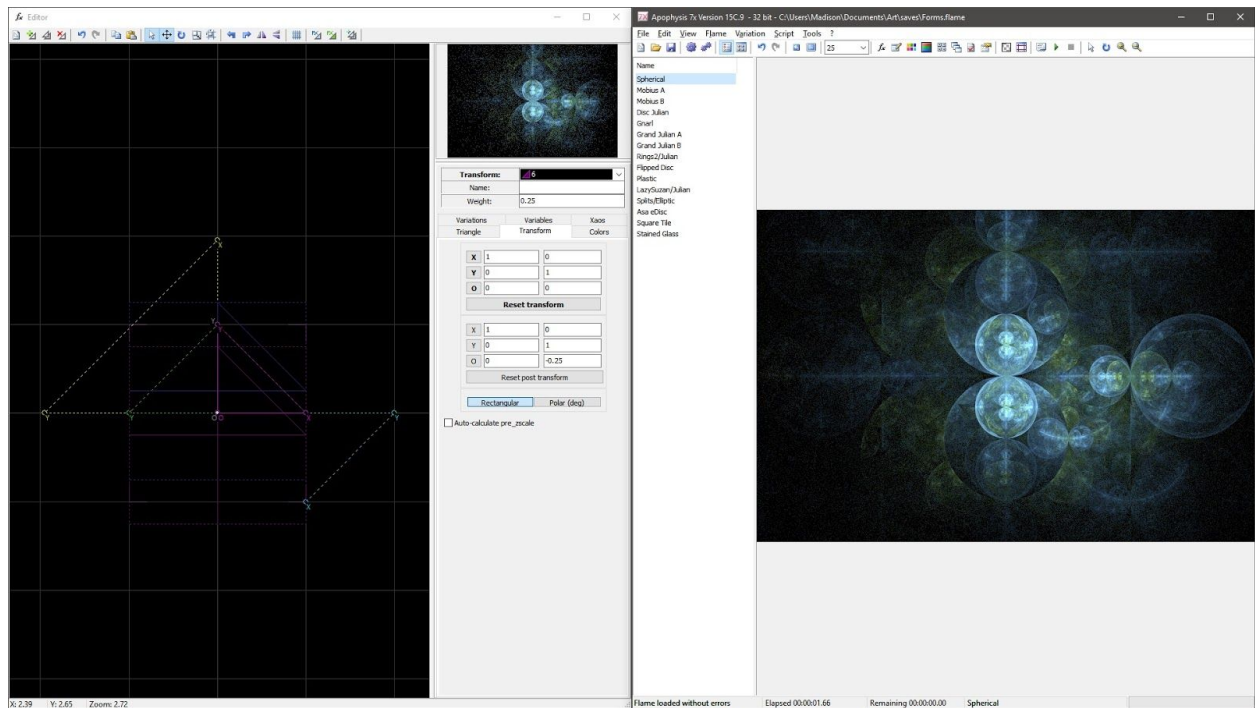
Next we have to add the hemispheres. Add another transform (tx5), clear linear, and set **hemisphere = 0.25**. Additionally, set the **transform weight = 0.25**. Then, move the transform like so:

Variations	Variables	Xaos
Triangle	Transform	Colors
X	1	0
Y	0	1
O	0	0
Reset transform		
X	1	0
Y	0	1
O	0	0.25
Reset post transform		
<input checked="" type="button" value="Rectangular"/> <input type="button" value="Polar (deg)"/>		

Duplicate tx5 to get tx6. The only thing we're doing to tx6 is changing the post transform origin:

Triangle		Transform		Colors	
X	1		0		
Y	0		1		
O	0		0		
Reset transform					
X	1		0		
Y	0		1		
O	0		-0.25		
Reset post transform					
Rectangular			Polar (deg)		

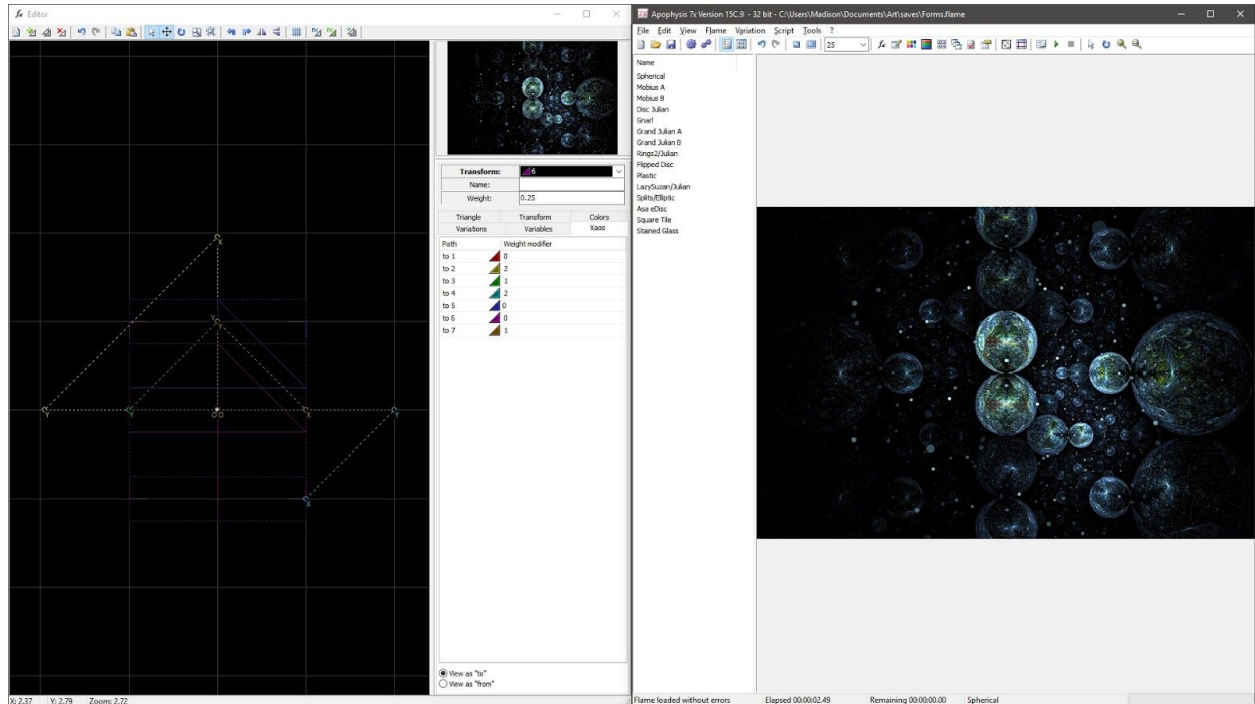
Your apo window now looks like this:



Kinda weird still, I know. We now need to set xaos to actually fit the first fractal into the second. The xaos is as follows:

transform 1 TO: 8 1 0 0 1 1
transform 1 FROM: 1 1 0 0 0 0
transform 2 TO: 8 1 0 0 1 1
transform 2 FROM: 1 1 1 1 1 1
transform 3 TO: 0 1 3 5 0 0
transform 3 FROM: 0 0 1 1 1 1

transform 4 TO: 0 3 1 3 0 0
transform 4 FROM: 0 0 1 1 1 1
transform 5 TO: 0 1 2 2 0 0
transform 5 FROM: 1 1 0 0 0 0
transform 6 TO: 0 2 1 2 0 0
transform 6 FROM: 1 1 0 0 0 0



Now you can clearly see the spherical bubbles + the splits elliptic underneath!

You can do this technique with many different kinds of base fractal. In the examples above, you can see gnarls, elliptic splits, and spherical plants. The possibilities are probably limitless 🤖

tips:

To get the "dreamy" blurry effect I get in "Morning By The Sea," you can add a bit of sineblur (very tiny amount!) to either of the spherical transforms.

To add the bokeh, I add a new transform with a very low weight, clear linear, and add **crackle = 1** with variables **cellsize = 1 power = 0 distort = 1 scale = 0 z = 0** and a tiny amount of **sineblur** with **power = 3**. Set the **color speed** to **1**. You can add as many of these as you feel like. To move the bokeh, move the transform's **post transform**.

In Chaotica, you can tweak such things as selectors and shaders, which can help polish the final product. You can also adjust brightness and gamma much easier.

After a bit of tweaking, this is the final result of this specific tutorial-thing:



Have fun!