

Putting a Gnarl into bTransform by Esherymack on DeviantArt



With thanks to [tatasz](#) for the initial lesson on bTransform in Fractal Discord, and thanks to [bez097](#) for testing 🍷

For this tutorial, you'll need Apophysis, Chaotica, and the plugins bTransform, tanh, and tile_log. You can acquire all of these plugins in the [Essential Plugin Pack](#)
(alternate Essential Plugin Pack link here: [Essential Plugin Pack](#))

It is advisable to turn the brightness up in Apophysis before you start (to roughly 50). This fractal is very hard to see in apo!

First, we need to make a gnarl. My usual method is as follows:

Tx1: waves2 = 0.98-0.998

weight = 100

freq_x = 7

freq_y = 5

scale_x = 0.05

scale_y = -0.013

Rotate the triangle 90 degrees CCW and move off of the origin.

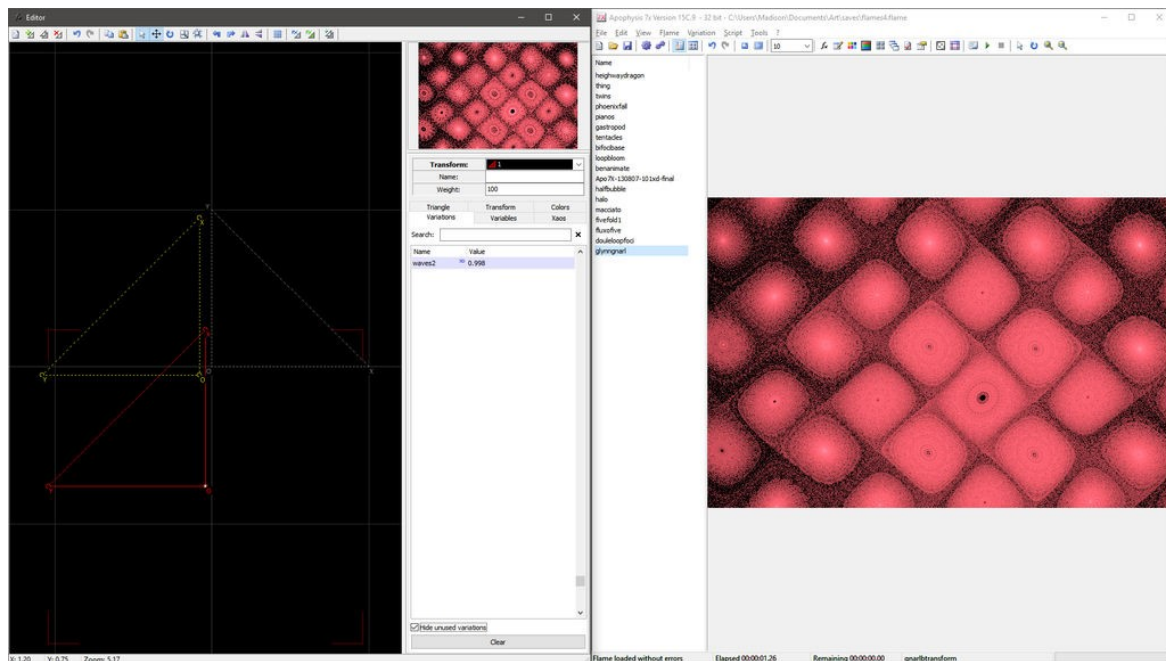
Color Speed = 0.9, transform color = whatever

Tx2: Leave Linear = 1 and rotate 90 degrees CCW

Adjust transform color

This is not the only way to make a gnarl! Do it your usual way, or play with the variables, or even use other variations!

If you've tried again and again, and still can't make a decent gnarl, here are some base parameters: [Gnarl Base - Apophysis Parameters](#)



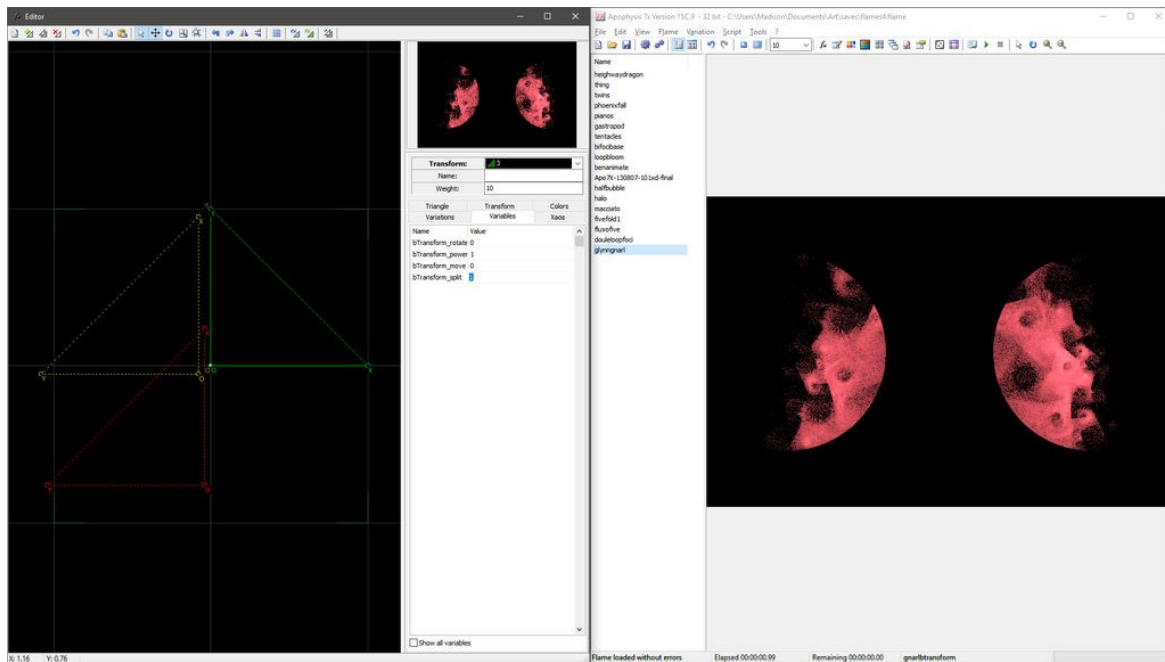
Then, set the opacities of Tx1 and Tx2 to 0.

Next, we set bTransform:

Tx3: bTransform = 1

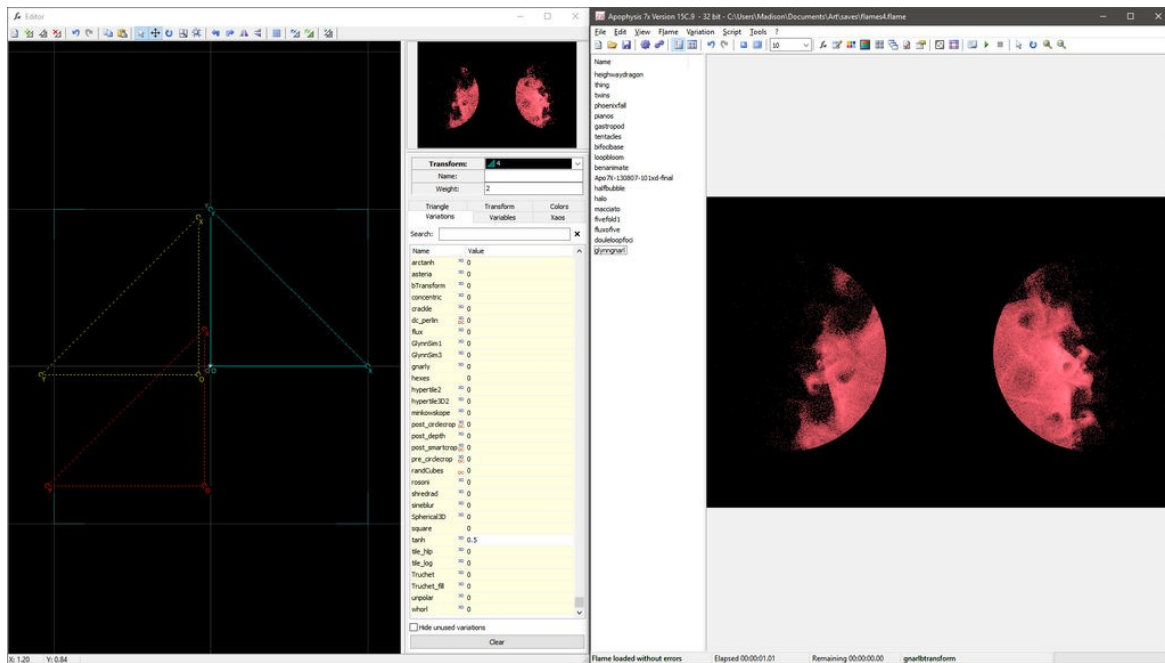
weight = 10

bTransform_split = 1



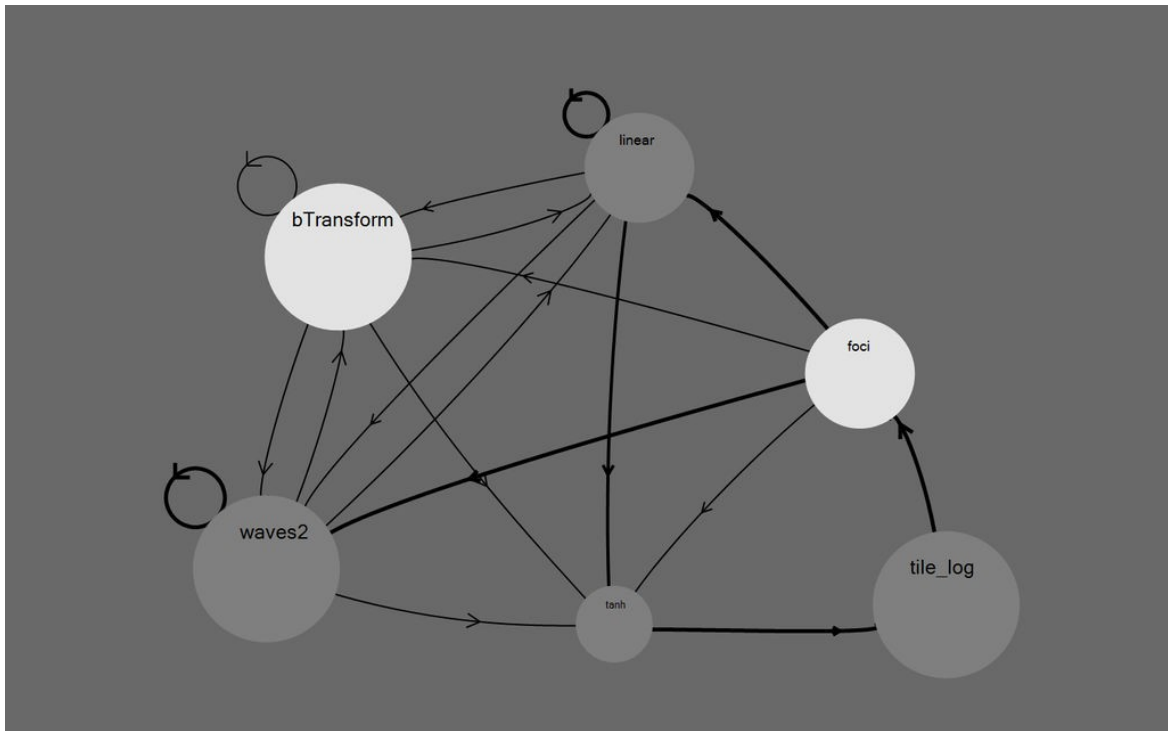
I found that tanh helps tile the gnarl. I don't know the specifics of why, but it helps "fill" the bTransform pipes:

Tx4: tanh = 0.5
weight = 2
opacity = 0

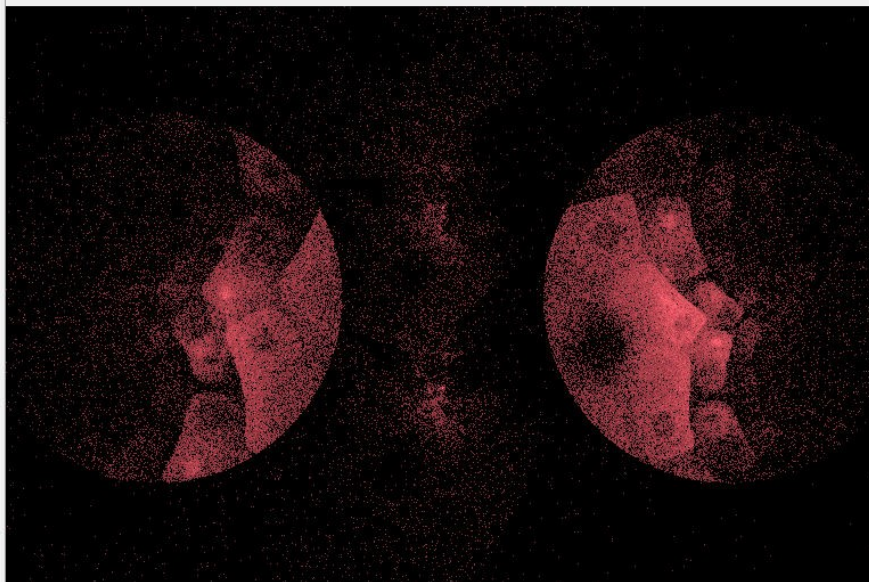


Next, we need to set tile_log:

Tx5: tile_log = 1
weight = 10
opacity = 0

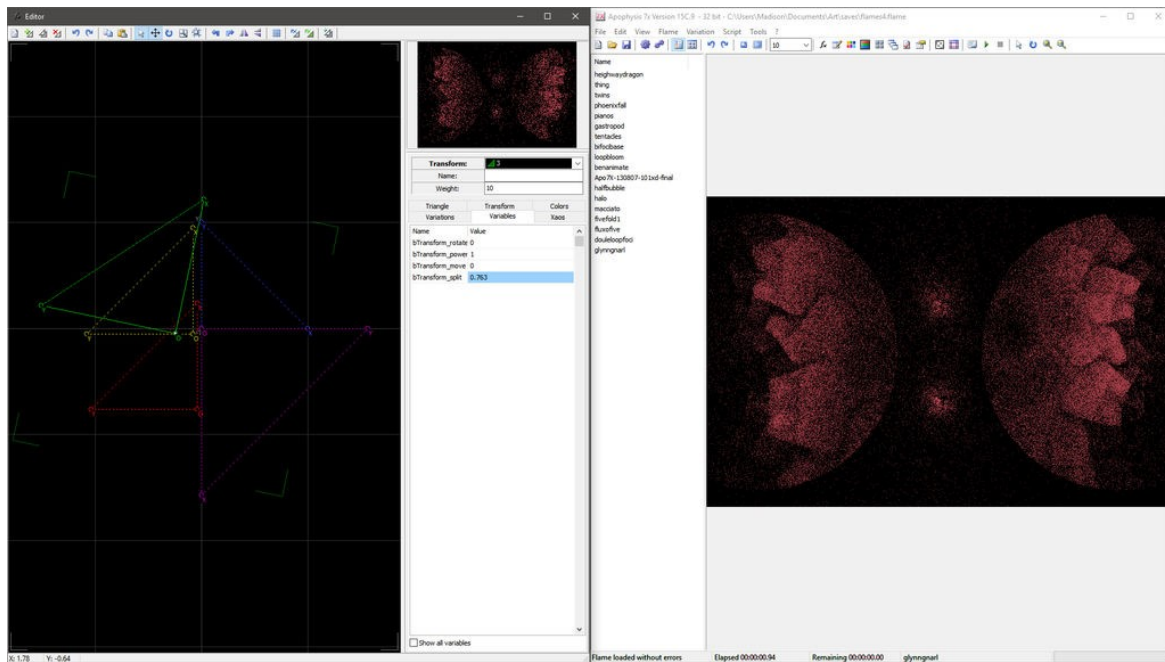


(Graph made in XaosNodes, by [bezo97](#))

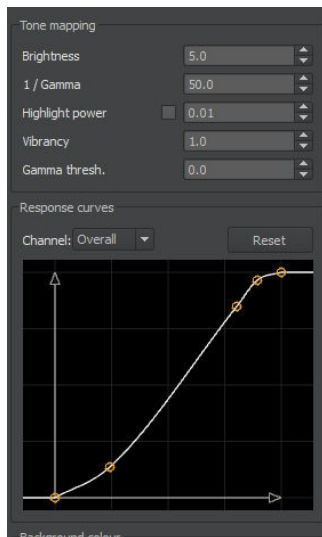


These weird Xaos weights make sure that you'll be able to see the gnarl pattern!

Then, go back to Tx3. Scale down bTransform_split until the pattern "fits" properly, then move, rotate and scale tx3.



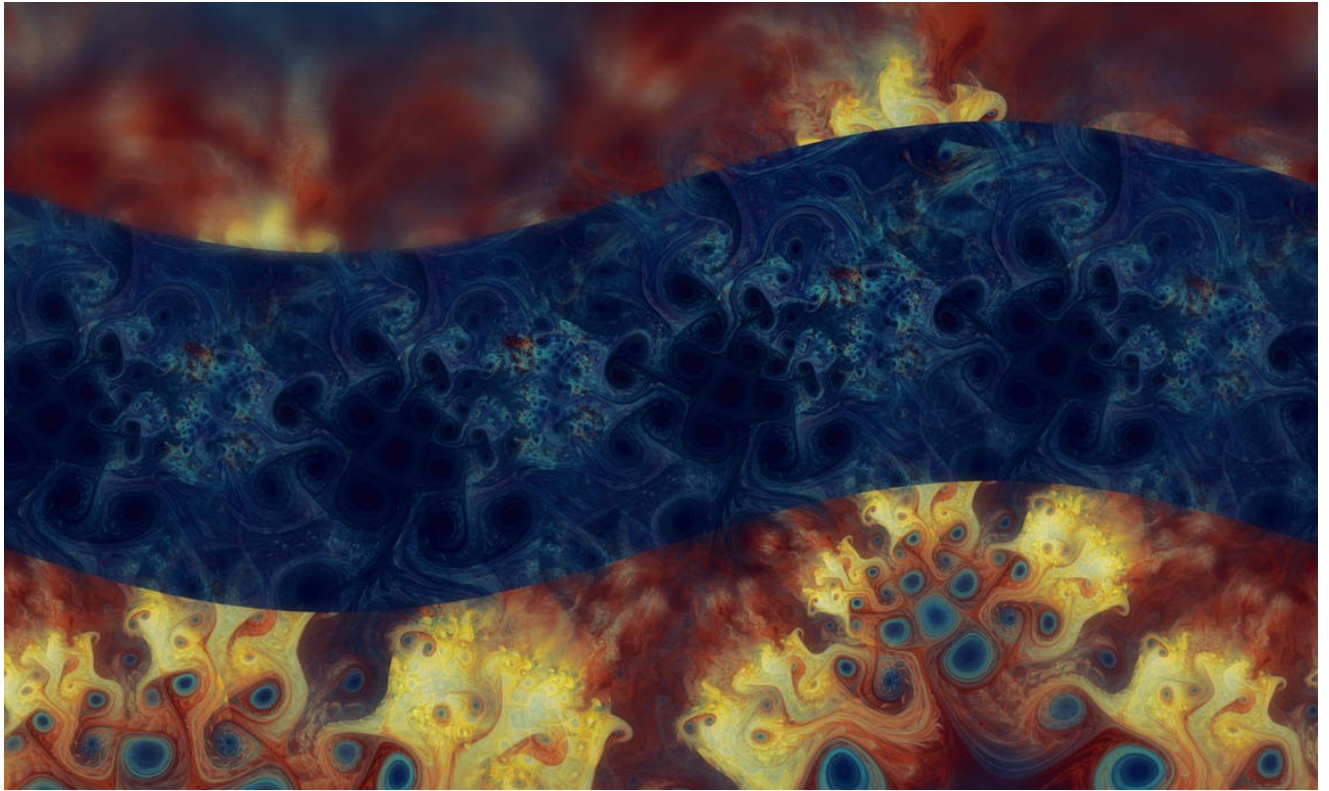
Right now you're probably not seeing much on your screen. Now's when we export this to Chaotica. Make sure that your plugins (bTransform and tanh) are in your Chaotica plugins folder, otherwise you won't see them show up!
(If they don't load in Chaotica x64, try them in Chaotica x32. It depends on the version of your plugins.)



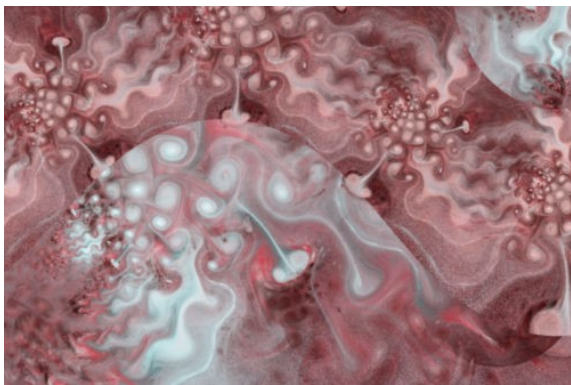
When Chaotica starts rendering, you can set the gamma high (~50) and adjust the brightness and curves as you see fit.

Side Tips:

1. You can change foci to another variation!



("Umbral Rupture" by Esherymack)



("Chantilly" by Esherymack)