Someone in Discord asked me how I was getting the details on my gnarls lately, and I figured I'd just write a little thing about it :dummy:  
  
**First off, you need Apophysis 7x and Chaotica.  
  
In Apophysis:**    You're first going to want to create a new blank flame.  
    In your Apophysis editor, you're going to clear all variations and set **waves2 = 0.995**. Then, set the **transform weight** to **50**.  
  
      
  
    Next, we're going to tweak waves2's variables just like so:  
  
      
  
    **You're going to want to experiment! This is not the only way to make a gnarl!** At this point, you're not going to see much going on. We'll fix this. Create transform 2, and leave it just as it is.  
    **Rotate tx2 90 Degrees CCW (left).  
  
  
  
     Go back to tx1 and rotate it 90 Degrees CCW (left).  
     Then, move tx1 off of the origin (I do not recommend rotating or scaling it much if at all)** You should now see something like this in your editor window:  
      
  
    **If not, I recommend trying again. However, if you've tried and tried, and still can't get it, I've saved the parameters for this gnarl base here :** [**Gnarl Base - Apophysis Parameters**](https://sta.sh/085jkgv6q6d) **Now, export to Chaotica by copying (ctrl-c) the parameters in Apophysis, and pasting them (ctrl-v) in Chaotica.**    Chaotica should start rendering automatically.   
      
  
    However, we're not done yet. I recommend scaling the image down (500 or 600 pixels wide, and lock the aspect ratio) to allow Chaotica's render to update while you work on it. You can scale it back up later. I also recommend setting the Antialiasing mode to Smooth. Do what you like though.  
  
Hit ctrl-e to open the **World editor**.  
If you're new to Chaotica's world editor, there are a few things you need to know:  
    1. Chaotica's transforms are housed in iterators. In order to add new transforms that are separate from your other transforms, you need to make a new iterator first. There are three buttons along the top of the world editor:   
  
  
"New iterator" creates a new iterator. "New transform" creates a new transform (for a single variation) in your selected iterator. "Toggle camera transform" will let you add what is the equivalent of a final transform later.  
    2. Chaotica starts counting from 0. Your tx1 in Apophysis is Iterator 0 in Chaotica.   
  
**For now, click on the "New iterator" button to create a new iterator. Then, select that iterator and navigate to "Transforms." Create a new transform here.  
  
  
In this transform, you are going to select "crackle" and change the variables as follows:  
  
  
Next, create a second transform on the same iterator, and select "coth\_spiral." You can tweak it, or leave it as it is. Here I choose to leave it as it is.**Lastly, you need to **fix the weight** of your new iterator. This is only a base weight fix; there is no xaos involved here (unless you're creative and decide to play with it anyways). When Chaotica creates a new iterator, its weight is by default 1.0, instead of Apophysis's default 0.5. Here, we are going to change the **base weight to 0.5**.  
  
  
The end result should be as follows:  
  
  
  
**Final tips**1. I recommend cranking the gamma and brightness in Chaotica higher than you normally would. I find this type of detail looks very nice like this.  
2. Play with the curves!  
3. You can add a camera transform (equivalent of a final transform in Apophysis) as you see fit.  
4. Change the colours of the fractal- I recommend picking a gradient in ChaosHelper and spamming the "Shaders" and "Selectors" for something cool.