[17:46:58] <Platinus> Create a blank flame  
[17:48:49] <Platinus> Alright, now that we have our blank flame, move this red triangle up 1 and to the right 1 using the move buttons in the triangle tab  
[17:49:40] <Platinus> (Not .1 or .01, but 1)  
[17:50:12] <Platinus> next, add another triangle  
[17:50:38] <Platinus> And move this triangle DOWN 1 and to the RIGHT 1  
[17:51:18] <Platinus> next, create a third triangle and move it DOWN 1 and to the LEFT 1  
[17:52:46] <Platinus> And by process of elimination, you can tell where the fourth transform is gunna go,right?  
[17:53:03] <Platinus> create a fourth transform and move it UP 1 and to the LEFT 1  
[17:53:35] <Platinus> Now, this part is where we start adding the details to the tiles  
[17:54:03] <Platinus> these four linear triangles that you just created are what's gunna REPEAT your details and what makes the pattern tile  
[17:54:21] <Platinus> DO NOT TOUCH THESE LINEAR TRIANGLES  
[17:55:09] <Platinus> now, add a fifth transform and TAKE LINEAR OFF  
[17:55:22] <Platinus> you will now notice a bunch of dots arranged in a pattern  
[17:56:19] <Platinus> At this point, I suggest setting your MASTER SCALE to 15 so that you can see how your pattern will start to look in its entirety once we start adding variations  
[17:56:48] <Platinus> oh yes, pick a nice gradient too XD  
[17:57:30] <Platinus> ok,now, go back to your editor window and go back to the fifth xform  
[17:57:51] <Platinus> let's add 1 to BUBBLE  
[18:01:41] <Platinus> brb, I'm switching computers, mine is making me cranky  
[18:11:06] <Platinus> I got it  
[18:12:24] <Platinus> alrighty, so, now, we have donuts XD  
[18:13:16] <Platinus> alright, activate the POST TRANSFORM for the dark blue triangle (Xform 5)  
[18:13:39] <Platinus> you can do this by pressing the PX button by the FX button after selecting the fifth triangle  
[18:14:39] <Platinus> and go to the triangle tab and SHRINK it by 200 TWICE  
[18:15:08] <Platinus> so now we have little circles made out of other little circles  
[18:16:53] <Platinus> select 200 from the drop down menu between the two little triangles in the TRIANGLE tab and hit the smaller triangle on the left  
[18:17:05] <Platinus> now  
[18:17:33] <Platinus> DEACTIVATE the post transform for triangle 5 so that we're back on the normal transform and shrink this by 200 TWICE  
[18:18:52] <Platinus> monochromatic-stains: twice fopr each  
[18:19:20] <Platinus> petdragon: there's a link in thetopic that leads to the post transform chat log :D  
[18:19:36] <Platinus> now  
[18:19:54] <Platinus> add another transform   
[18:20:51] <Platinus> take off the linear and add a 1 to CYLINDAR  
[18:22:10] <Platinus> activate the post transform and shrink it by 200 3 TIMES  
[18:22:34] <Platinus> jars7: this is what tiling is all about :D  
[18:23:13] <Platinus> then, ROTATE the POST TRANSFORM by 45\* COUNTER CLOCKWISE  
[18:23:57] <Platinus> MOVE the POST TRANSFORM UP .5 and to the LEFT .5  
[18:24:37] <Platinus> then DEACTIVATE the post transform so that we're back on the regulat transform  
[18:24:52] <Platinus> SHRINK the normal transform by 200 ONCE  
[18:25:33] <Platinus> DUPLICATE XFORM 6  
[18:26:35] <Platinus> activate the post transform for triangle 7, rotate it 90\* CLOCKWISE  
[18:26:42] <Platinus> And move it to the RIGHT 1  
[18:28:09] <Platinus> alright, you should have something that looks pretty much like this (it'll look different depending on your gradient)  
[18:28:12] <Platinus> IWOT  
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[18:28:47] <Platinus> Does everyone have that?  
[18:29:39] <Platinus> Meckie: what did you miss?  
[18:30:33] <Platinus> jars7: highlight it and hit ctrl+c  
[18:31:14] <Platinus> CVaznis: that's ok, I suppose  
[18:31:50] <Platinus> CVaznis: did you rotate the POST transforms for xforms 6 and 7?  
[18:32:14] <Platinus> Lostmemorys: use a filter radius of .6 and an oversample of 2 plus a quallity of 400+  
[18:32:22] <Platinus> Lostmemorys: \*4000+  
[18:32:39] <Platinus> jars7: rotate the post transforms XD  
[18:33:18] <Platinus> ok, if yours didn't looks like mine, copy my params and use them, ok? XD  
[18:34:00] <Platinus> ok, now, this is where it gets fun  
[18:34:10] <Platinus> add yet another transform  
[18:34:15] <Platinus> LEAVE THE LINEAR ON  
[18:36:00] <Platinus> on this pink linear transform, shrink the normal transform by 200 TWICE and the POST TRANSFORM by 200 TWICE  
[18:37:20] <Platinus> ok, now, move the POST TRANSFORM UP 1  
[18:37:51] <Platinus> so that the pattern now lies in between the cylinders and the bubbles  
[18:37:58] <Platinus> and fills up that empty space  
[18:38:16] <Platinus> now, let's color this bad boy  
[18:38:42] <Platinus> go back to xform 1 and go to the colors tab  
[18:39:02] <Platinus> type a 1 into the SYMMETRY  
[18:39:46] <Platinus> repeat this step THREE more times so that xforms 1-4 have a color symmetry of 1  
[18:40:53] <Platinus> jars7: you don't need to on xforms with a symmetry of 1  
[18:41:09] <Platinus> if you have an xform with a color symmetry of 1, using the slider doesn't affect it  
[18:42:32] <Platinus> now  
[18:43:04] <Platinus> on Xform 5, set the color symmetry to -1 (using the minus button up by the backspace button) and slide the color slider  
[18:43:44] <Platinus> I moved my slider to about .286  
[18:44:09] <Platinus> now, let's go to xform 6, set the symmetry to -1 and move the slider  
[18:45:08] <Platinus> now, do the same thing to xform 7 and move the slider to the exact same place as you did on xform 6 so they look the same  
[18:45:43] <Platinus> now, you can go one of two ways with xform 8  
[18:46:05] <Platinus> change the symmetry to 1 and leave it alone and the inside pattern will looks like the whole thing  
[18:46:07] <Platinus> or  
[18:46:19] <Platinus> you can put the symmetry at -1 and move the slider  
[18:47:32] <Platinus> now, time for some finishing touches  
[18:47:38] <Platinus> go back to xform one  
[18:47:49] <Platinus> go to the TRANSFORM tab  
[18:48:00] <Platinus> and change the WEIGHT to 2  
[18:48:14] <Platinus> to this three more times so that xforms 1-4 have a weight of 2  
[18:48:46] <Platinus> after that, go to the adjustment window and head to the RENDERING tab  
[18:48:56] <Platinus> make the gamma 2  
[18:49:32] <Platinus> and this is how you make a generic square tile!  
[18:49:55] <Platinus> you can easily use different variations and move them around using the post transforms  
[18:50:11] <Platinus> now, who wants to learn how to make a hex tile?  
[18:50:31] <Platinus> [platinus.deviantart.com/art/Em…](http://platinus.deviantart.com/art/Emerald-Hexes-73872825)  
[18:50:48] <Platinus> [](http://platinus.deviantart.com/art/Emerald-Hexes-73872825)  
[18:50:58] <Platinus> CVaznis: you get to learn how to hex now!  
[18:51:46] <Platinus> ok, let's start with a blankflame again  
[18:52:25] <Platinus> on the first transform, take off the linear and add .25 to BLUR  
[18:52:37] <Platinus> this will make it easy for us to see how the pattern is being made  
[18:53:53] <Platinus> I won't :D  
[18:54:08] <Platinus> now, add a another transform ( so now we have 2)  
[18:54:32] <Platinus> move this transform over to the RIGHT 2  
[18:55:02] <Platinus> next  
[18:55:15] <Platinus> ROTATE xform 2 60\* COUNTER CLOCKWISE  
[18:55:23] <Platinus> jars7: just blur :P  
[18:56:11] <Platinus> now, if you zoom out and move the flame around a bit in the main window  
[18:56:32] <Platinus> you will notive we have six dots places into a hex pattern  
[18:57:59] <Platinus> don't do that yet XD  
[18:58:23] <Platinus> create another transform ( so now we have 3)  
[18:58:29] <Platinus> and move it to the left 2  
[18:58:45] <Platinus> you don't needto rotate this one, so, now that we dealt with it, leave it alone :D  
[18:59:34] <Platinus> now, go back to xform 1,take off the blur and replace it with a 1 on BUBBLE  
[19:00:12] <Platinus> shrink both the normal and post transforms by 200 TWICE  
[19:00:40] <Platinus> so now we have little bubbles made of bubbles in a triangular pattern  
[19:01:56] <Platinus> jars7: the first one  
[19:02:06] <Platinus> now, before we move on  
[19:02:17] <Platinus> go back to xforms 2 and 3 and increase their weights to 5  
[19:02:54] <Platinus> after you do that, add a fourth transform, take off linear, add 1 to cylinder  
[19:03:50] <Platinus> shrink the normal transform by 200 twice and the post transform by 200 three times  
[19:04:21] <Platinus> then move the post transform UP by 1 and RIGHT by one  
[19:05:01] <Platinus> now, this next part is really tricky, so, I want you to follow my directions EXACTLY  
[19:05:19] <Platinus> :D  
[19:05:27] <Platinus> create another transform  
[19:05:39] <Platinus> take off linear and put a 1 onto Sinusoidal  
[19:06:16] <Platinus> and scale the triangle up by 200 twice so that now the triangle is four times its original size  
[19:06:40] <Platinus> activate the post transform  
[19:06:54] <Platinus> and rotate it by 30\* CLOCKWISE  
[19:07:20] <Platinus> if the triangle happens to stretch when you select a degree,just right click and reset the the triangle, then rotatwe  
[19:07:42] <Platinus> now, go to the transform tab  
[19:07:55] <Platinus> and find the second set of coordinates on the bottom of the tab  
[19:08:02] <Platinus> and hit the Y button  
[19:09:17] <Platinus> what this did was reset the Y point of the triangle and skewed the transform into the proper proportions for a diamond  
[19:10:02] <Platinus> now shrink the post xform by 200 ONCE  
[19:10:09] <Platinus> then shrink it by 150 ONCE  
[19:10:31] <Platinus> you should have something that looks like this  
[19:10:32] <Platinus> IWOT  
[19:10:40] <Platinus> <flame name="Janu-080120-1" version="Apophysis 2.07 beta" size="800 600" center="1.06573317775185 -1.75029171528588" scale="120" oversample="1" filter="0.57" quality="1" background="0 0 0" brightness="8" gamma="2" >  
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[19:11:55] <Platinus> ok, if it's not like mine, again, use mine  
[19:12:56] <Platinus> ok, no, if you want to put the diamond into the diamond shaped hole, you need to move it by hand so that everything matches up  
[19:13:23] <Platinus> i-has-a: just select them, hit ctrl+c and then in the main window of apo, hit ctrl+v  
[19:13:55] <Platinus> ok, now, using the same method of coloring as I showed you earlier, you can color this bad boy up  
[19:14:12] <Platinus> just make sure that the two linear transforms are at a color symmetry of 1  
[19:14:34] <Platinus> and that is how you make a hex tile!  
[19:14:47] <Platinus> are there any questions?  
[19:15:30] <Platinus> cmptrwhz: let's go alphabetically XD  
[19:15:33] <Platinus> Annushkka: ok :D  
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[19:16:22] <Platinus> Annushkka: A) you forgot to shrink the post transforms on your bubbles  
[19:16:27] <Platinus> L33tM0b1l3: thank you very much  
[19:16:55] <Platinus> Annushkka: B) just move the post transforms on the sinusoidal transform until it's in the diamond shaped hole  
[19:16:59] <Platinus> petdragon: more than welcome  
[19:17:16] <Platinus> Guys, I hope I was able to shed some light on the mysteries of tiling for you all :D  
[19:17:33] <Platinus> I hope to see some lovely experiments from you all :DL