

XENOPHILIA

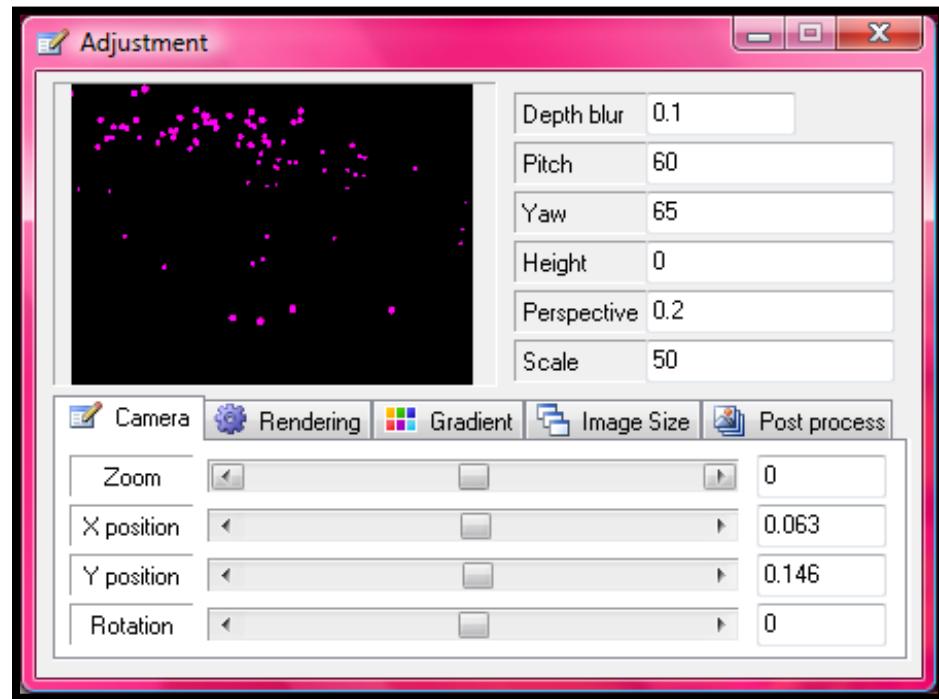
Welcome to my first tutorial, it's going to cover one of my favorite fractals; Xenophilia. Xenophilia is a 3D spherical based fractal. Besides the main fractal I'm also going to cover 45 different alternative fractals

So let's begin!

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THE ADJUST WINDOW



Input the following settings in the camera tab:

Depth Blur: **0.1**

Pitch: **60**

Yaw: **65**

Height: **0**

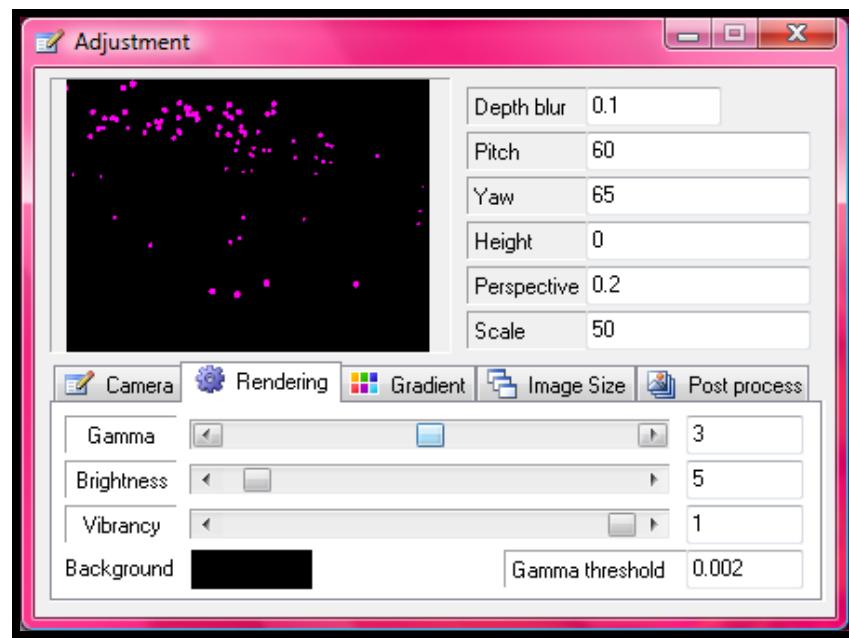
Perspective: **0.2**

Scale: **50**

X Position: **0.063**

Y Position: **0.146**

This area of the adjust window is the most important part. Not only does it help make the fractal 3D it also controls the rotation and the depth blur. All of these aspects are very important to this fractal.



Input the following settings in the rendering tab:

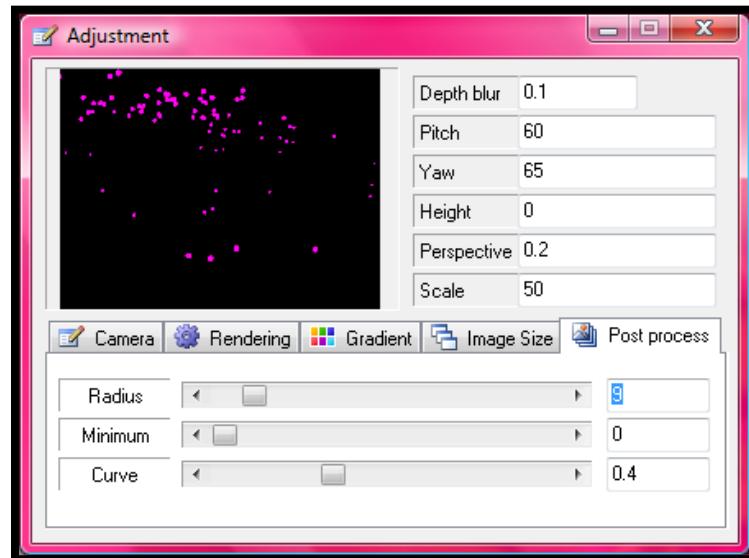
Gamma: **3**

Brightness: **5**

Vibrancy: **1**

Gamma Threshold: **0.002**

Input the following setting in the post process tab:

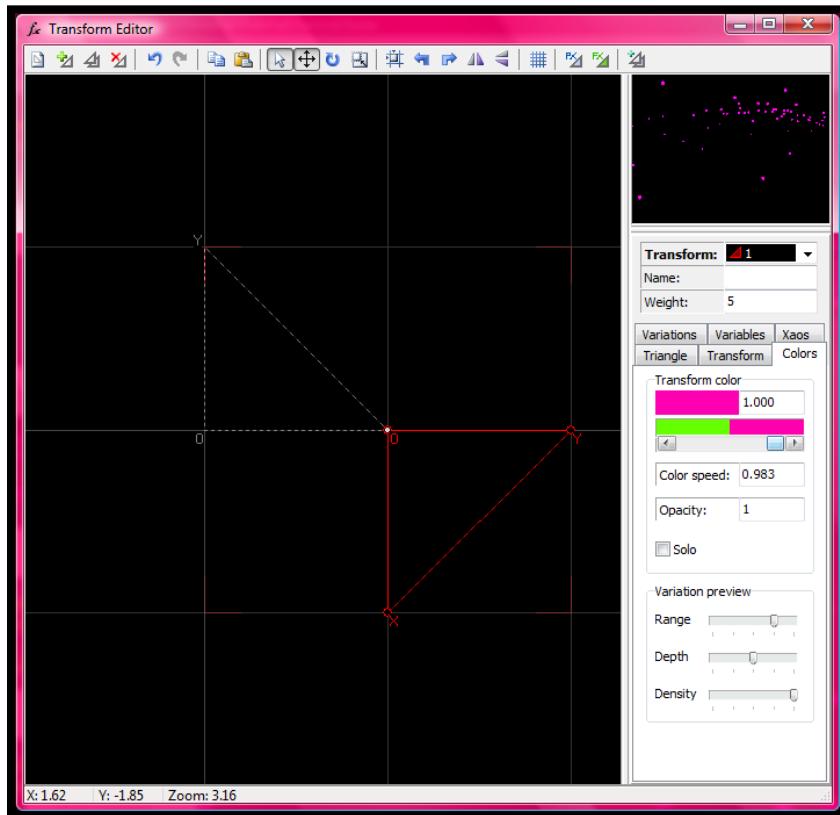


Radius: **9**

Minimum: **0**

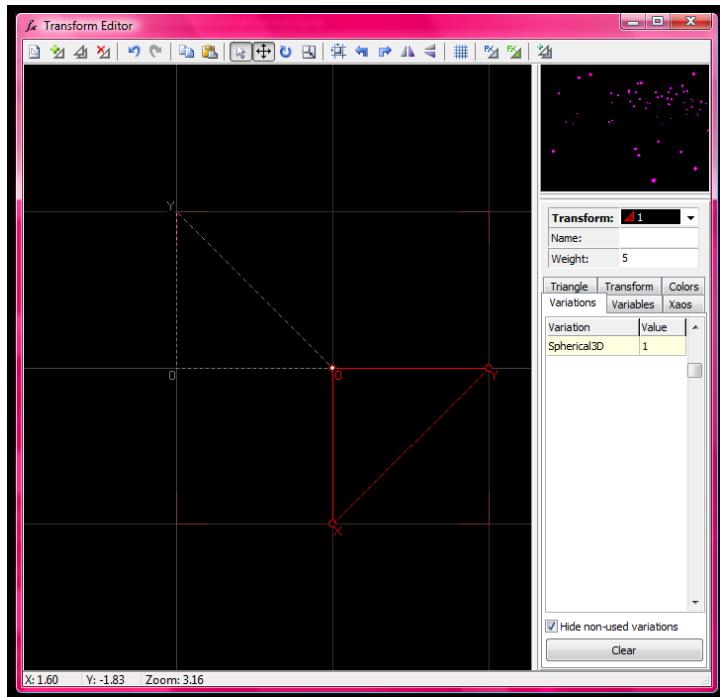
Curve: **0.4**

THE FIRST TRANSFORM



The first step is to set the weight to **5**.

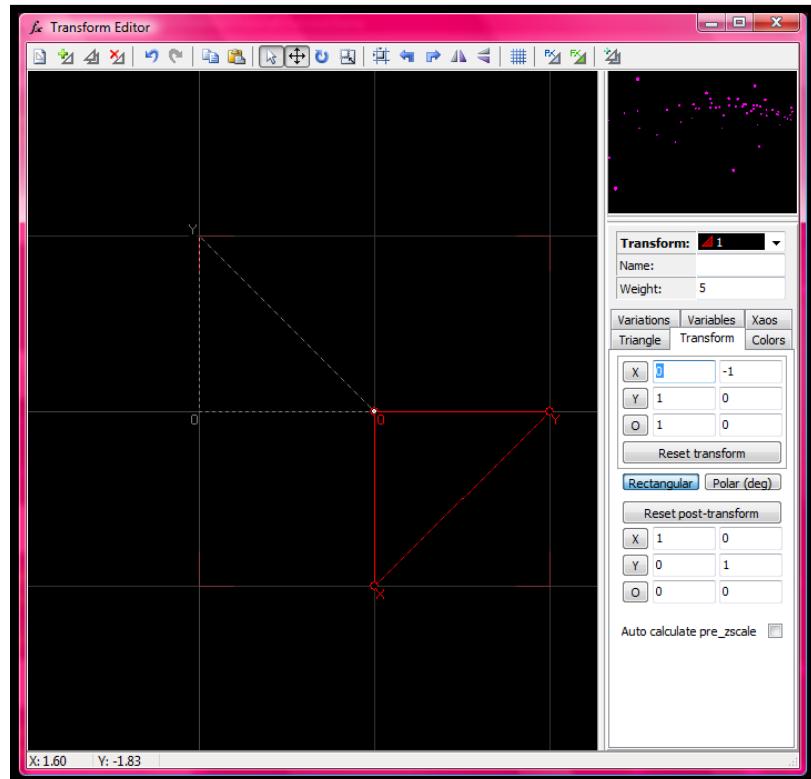
Go to the color tab, set the transform color to **1**, and then set the color speed to **0.983**.



Now go to the variation tab and input the following settings:

Linear3D: **0**

Spherical3D: **1**



Now go to the transform tab and input the following settings:

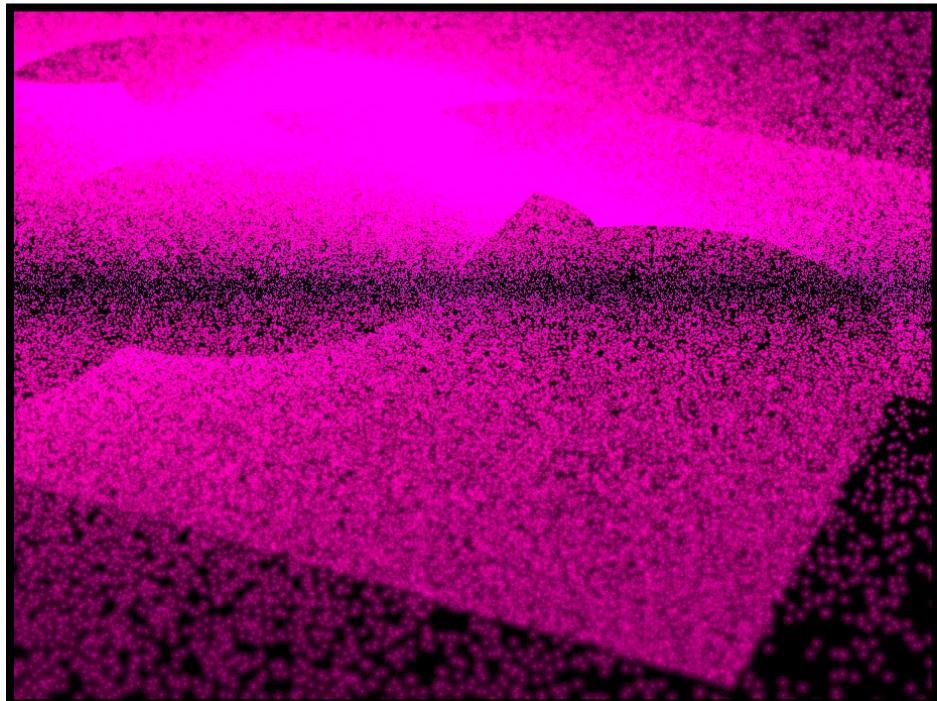
X: **0, -1**

Y: **1, 0**

Origin: **1, 0**

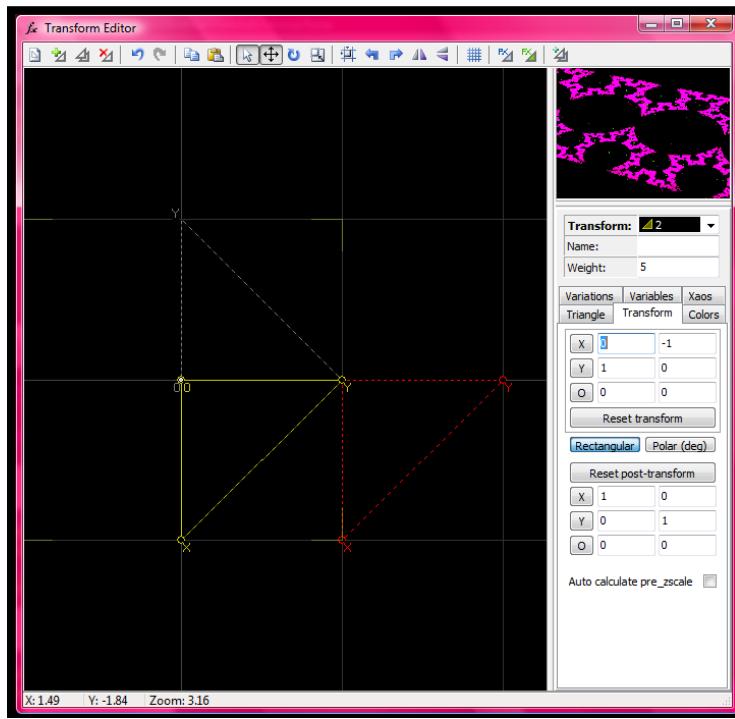
NOTE: *The original fractal had transforms one and two in a different location. BUT, I had an issue recreating the original fractal via the first way in this version (Apophysis7X) of the program. So use these settings instead. If you have issues with these settings you can access the original settings via the flame file included with the fractal.*

Here is what the fractal should look like so far:



THE SECOND TRANSFORM

Duplicate transform one.

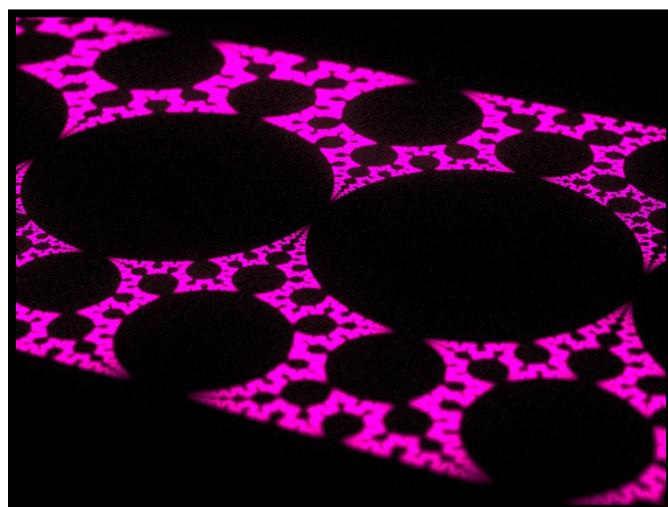


The only change to this transform is on the transform tab.

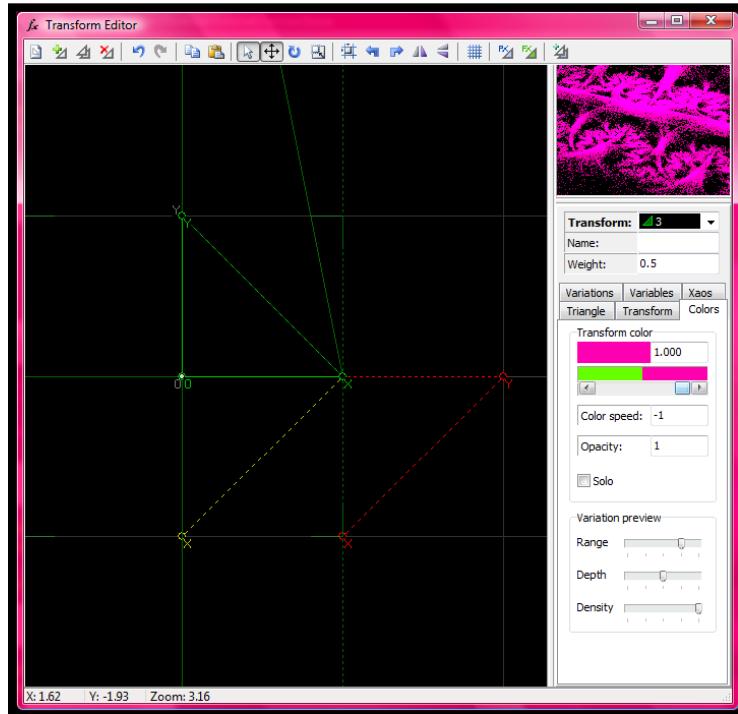
Input the following location setting:

Origin: **0, 0**

Everything else is the same as transform one.

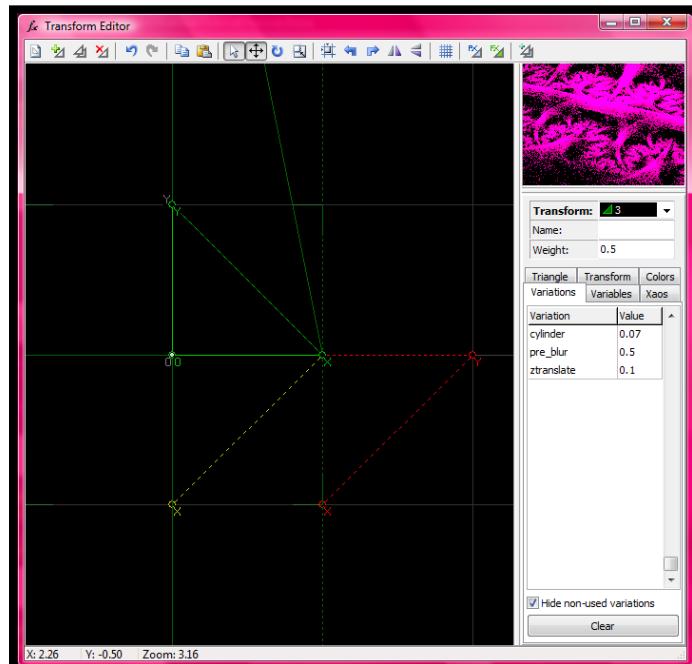


THE THIRD TRANSFORM



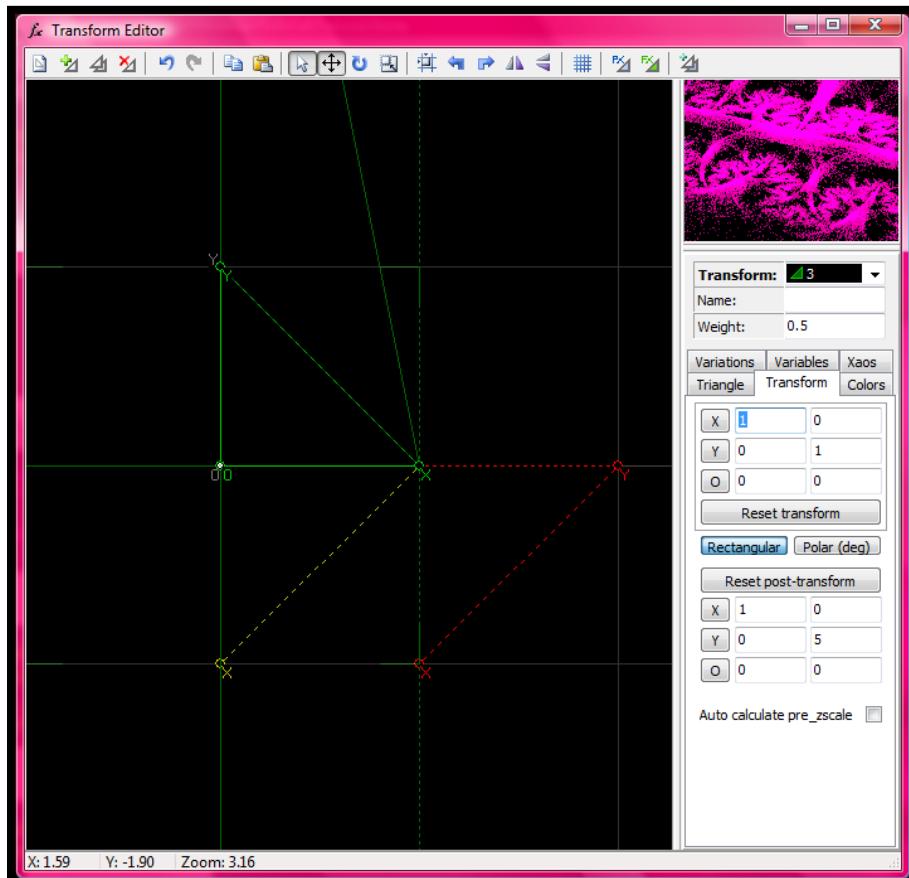
Set the weight to **0.5**.

Now go to the color tab and set the transform color to **1**, and then set the color speed to **-1**.



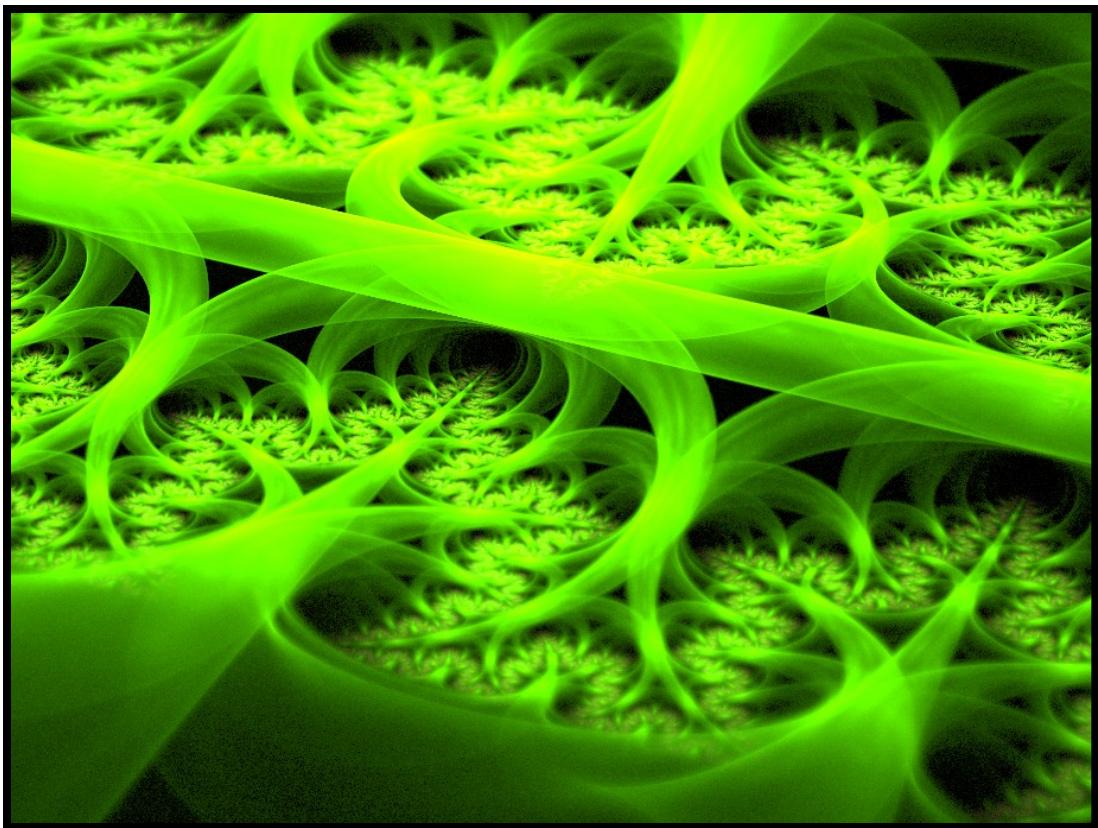
Now go to the variations tab and input the following settings:

Linear3D: **0**
Cylinder: **0.07**
Pre_blur: **0.5**
Ztranslate: **0.1**



The last step is to go to the transform tab and set the post transform coordinates to:

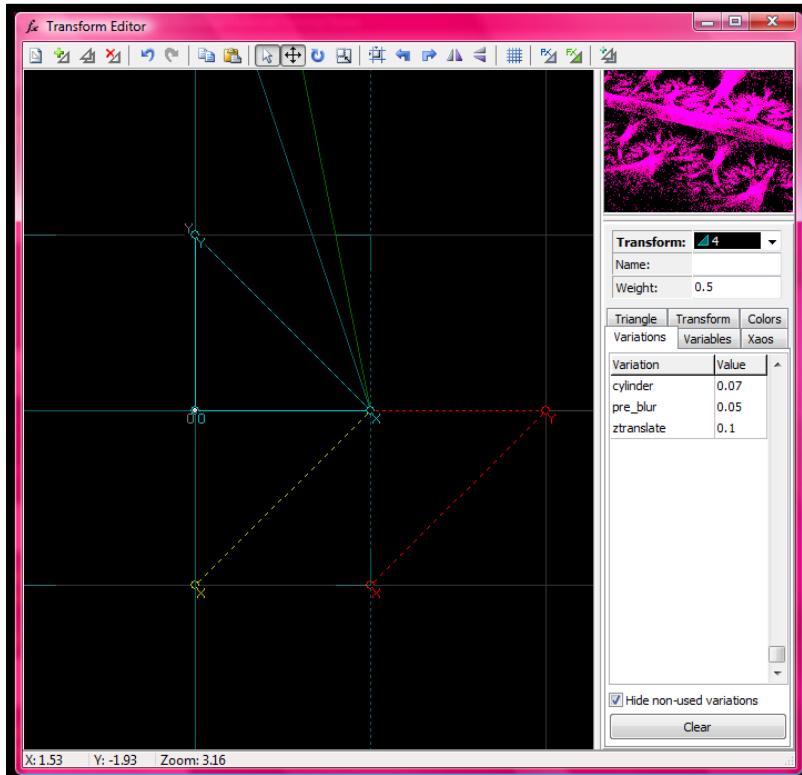
X: **1, 0**
Y: **0, 5**
Origin: **0, 0**



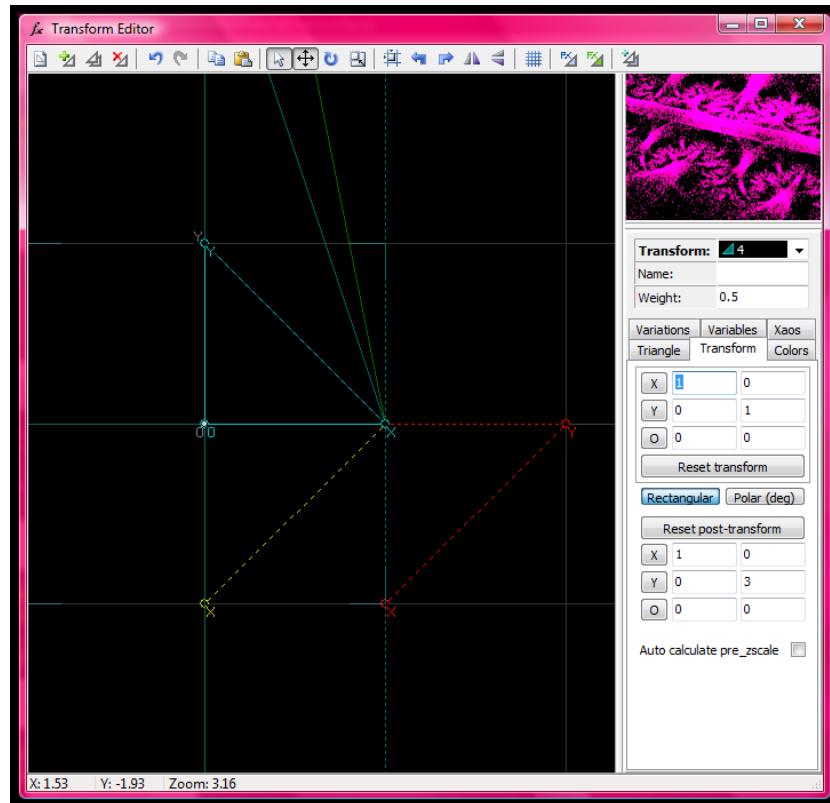
THE FOURTH TRANSFORM

Duplicate the third transform.

There are only two differences between transform three and transform four.



The first is the pre.blur setting, set transform four's pre.blur setting to **0.05**.



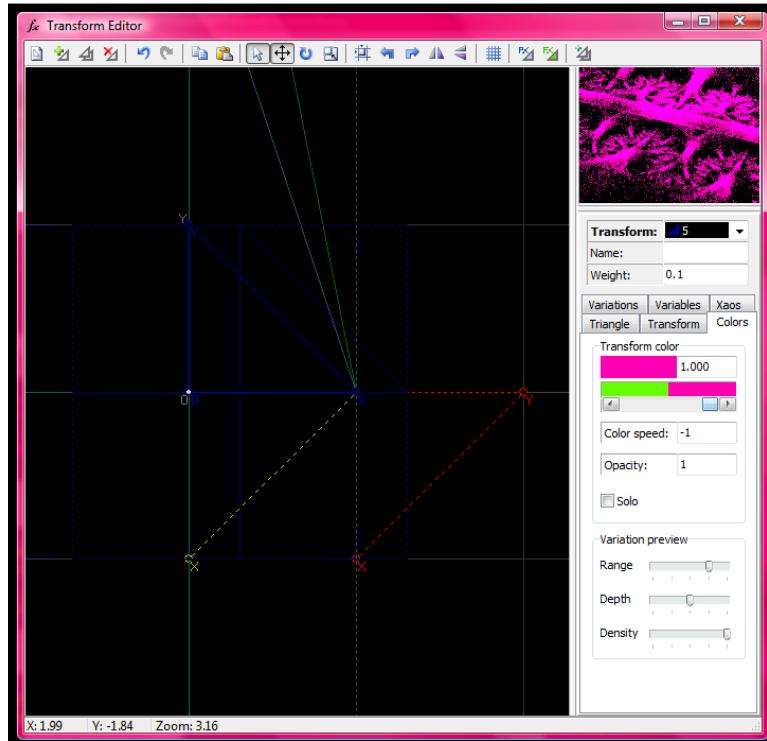
The second difference is the Y setting on the post transform coordinates.

Input the following setting:

Y: **0, 3**

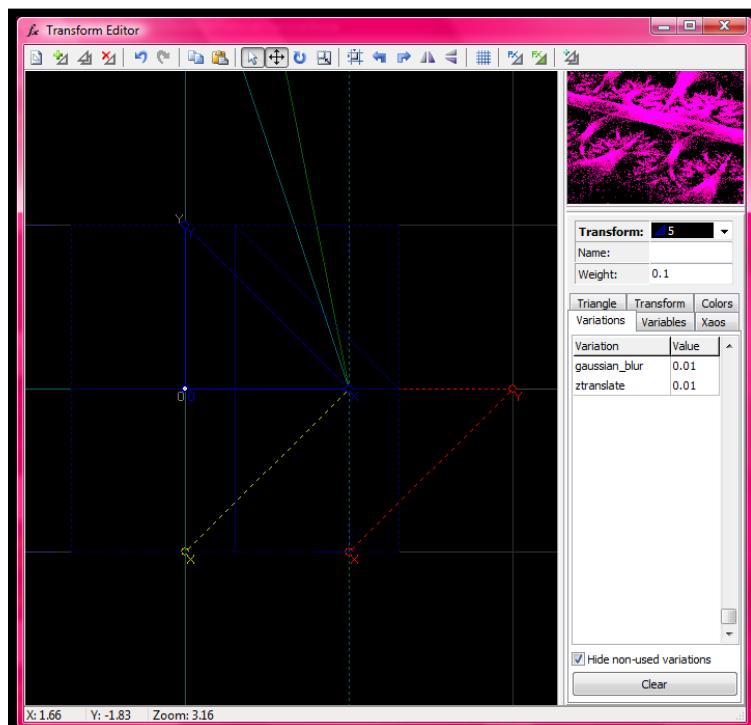


THE FIFTH TRANSFORM



Set the weight to **0.1**.

Now go to the color tab and set the transform color to **1**, and then set the color speed to **-1**.

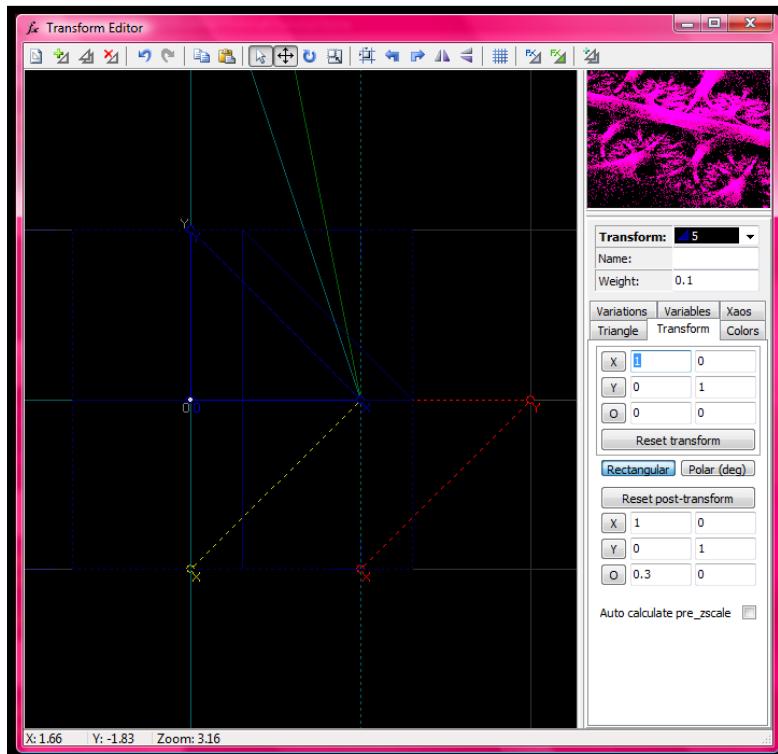


Now input the following variations:

Linear3D: **0**

Gaussian_blur: **0.01**

Ztranslate: **0.01**



The last step is to fiddle with the post transform coordinates. Input the following settings:

X: **1, 0**

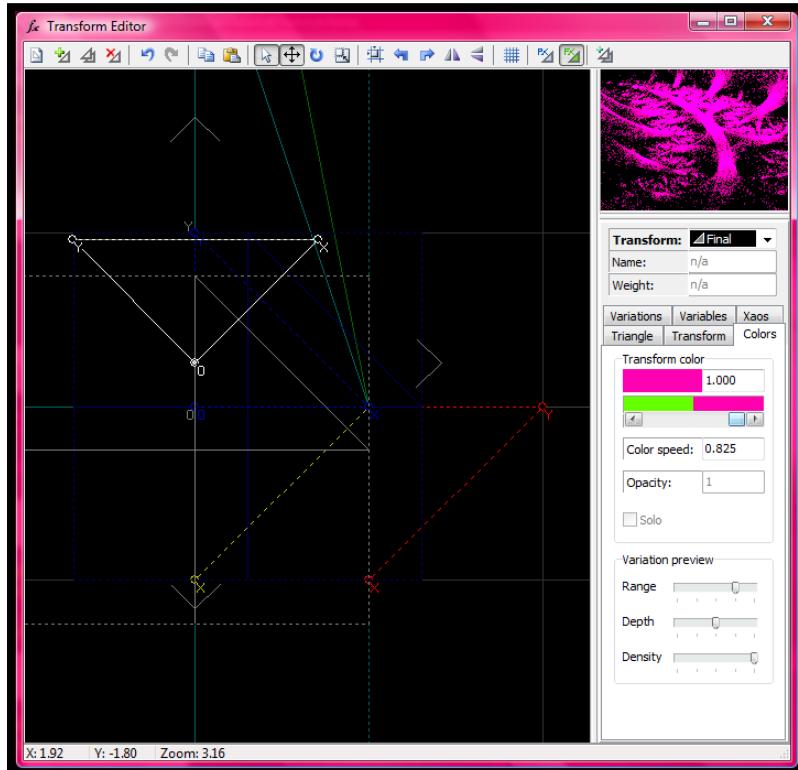
Y: **0, 1**

Origin: **0.3, 0**

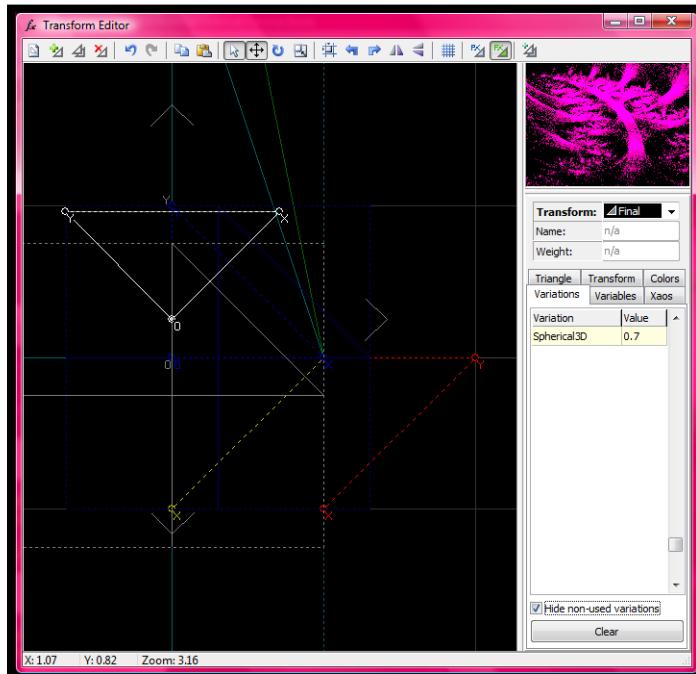


THE FINAL TRANSFORM

Here we are at the final steps to the fractal!



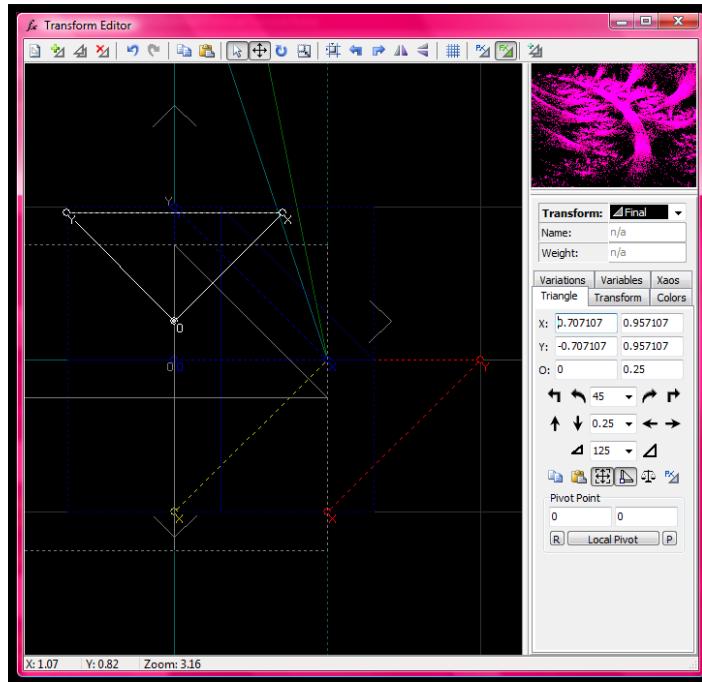
The first step is to go to the color tab and set the transform color to **1**, and then set the color speed to **0.825**.



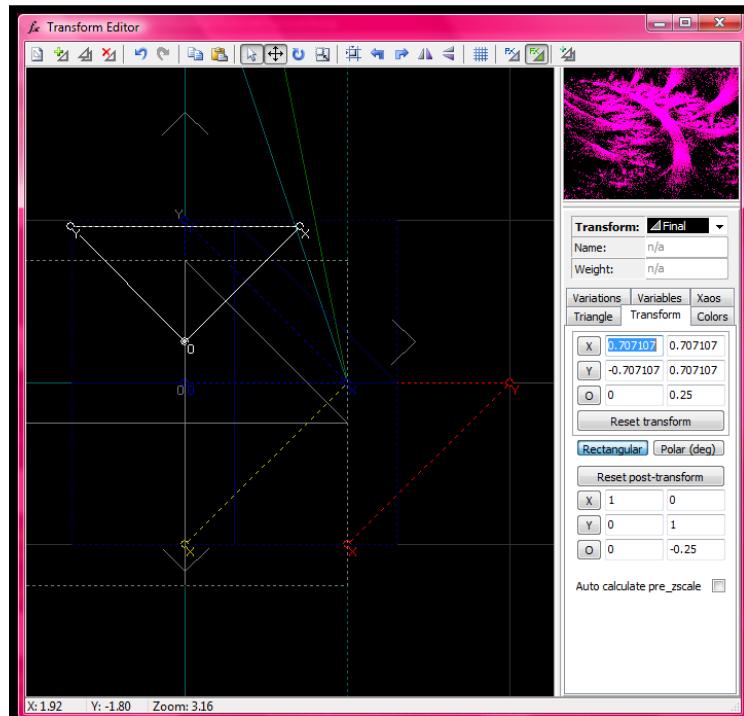
Now go the variation tab and input the following settings:

Linear3D: **0**

Spherical3D: **0.7**



Now go to the triangle tab, there are two things you have to do here. The first is to rotate the triangle by **45** degrees counterclockwise. Then move the triangle upwards by **0.25** units.



The very last step is to mess with your post transform coordinates. Input the following settings:

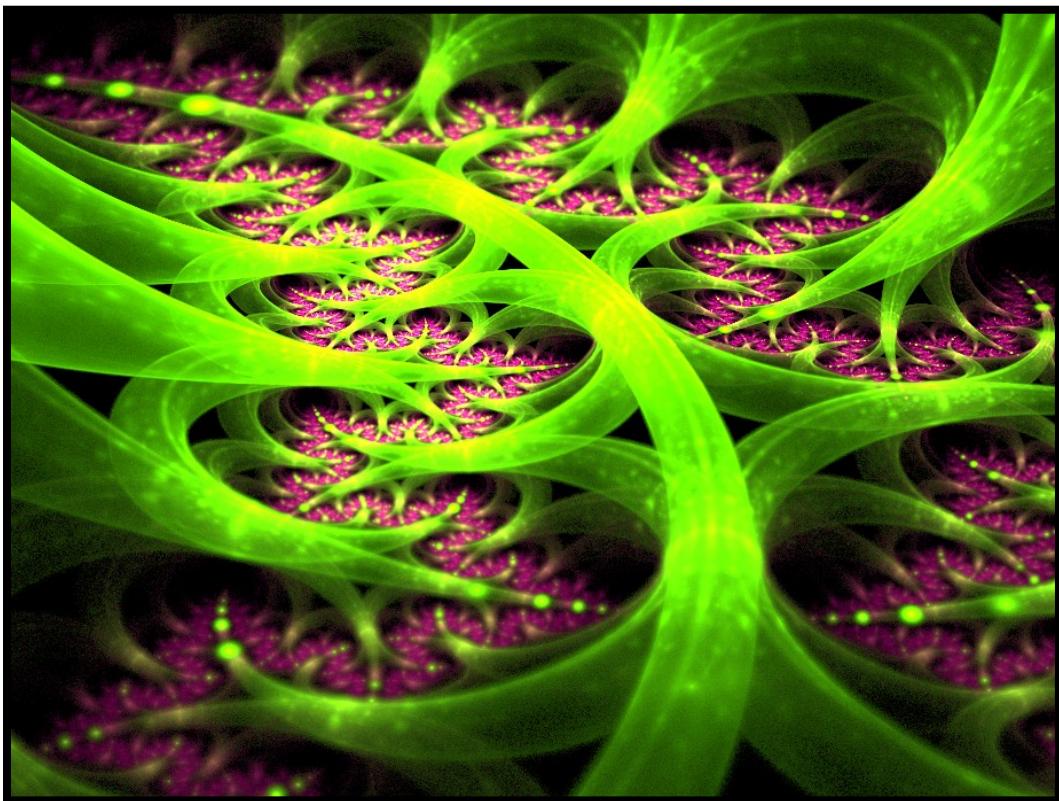
X: **1, 0**

Y: **0, 1**

O: **0, -0.25**

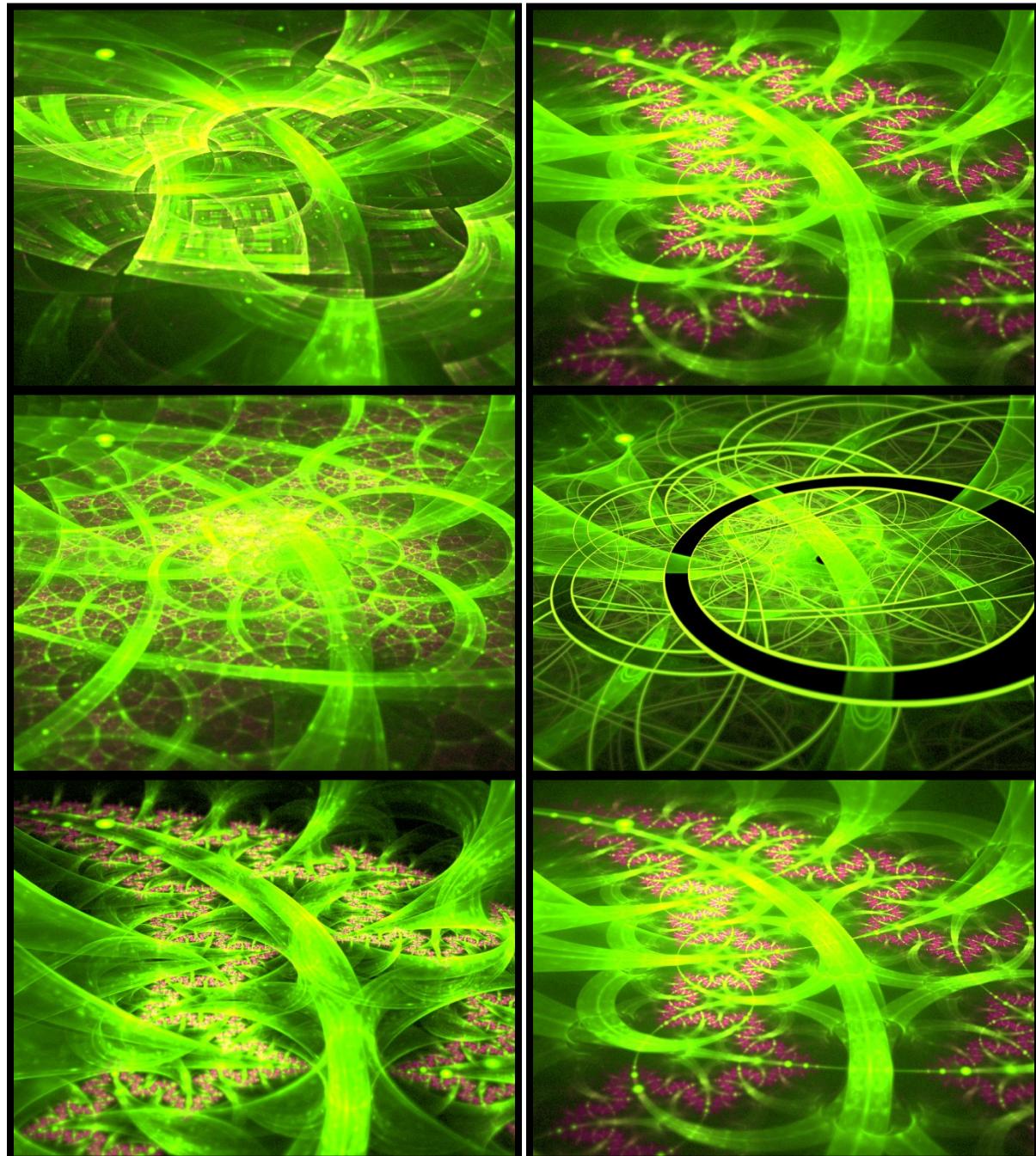
Now, I suggest you go to flame and hit calculate color values. This will manipulate what you've inputted in a way that should lead to your fractal colors looking like the original fractal's. I also suggest you manipulate the gradient slider in the adjust window.

That's it, you're finished!



Now let's explore some alternative fractals!

TRANSFORM ONE ALTERNATIVES



Alternative 1: Sinusoidal **1**

Alternative 2: Spherical **1**

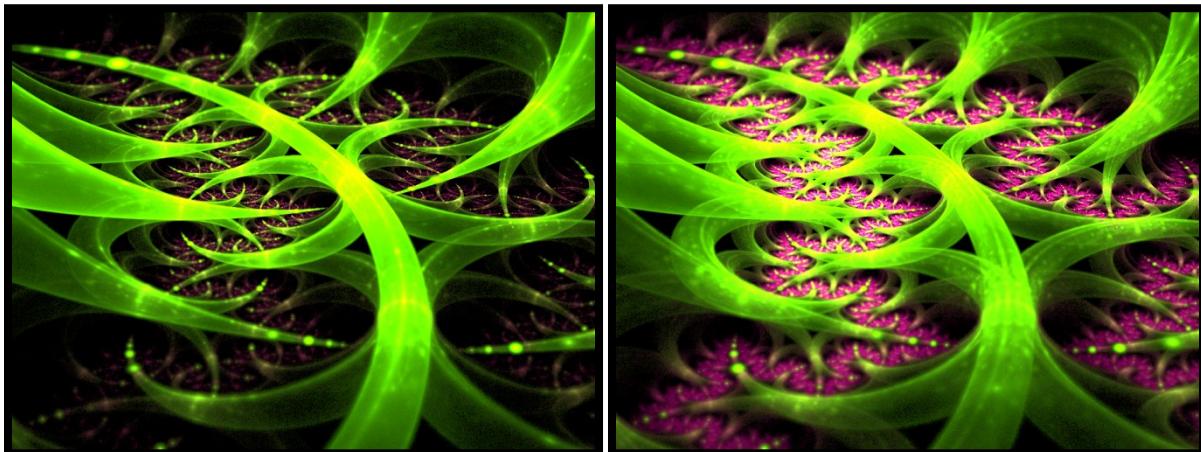
Alternative 3: Rectangles **1**, Rectangles_x **1**, and Rectangles_y **1**

Alternative 4: Glynnsim3 **1**, Glynnsim3_radius **1**, Glynnsim3_thickness **0.1**, Glynnsim3_thickness2 **0.1**, Glynnsim3_contrast **0.5**, and Glynnsim3_pow **1.5**

Alternative 5: Spherical3D **-1**

Alternative 6: SphericanLN **1**, SphericalN_power **1**, and SphericalN_dist **1**

Transform one is VERY difficult to mess with, you will get few results that are even halfway decent as you can see. To me the closest alternative fractal is alternative five. It has some interesting smallish 3D effects. I recommend sticking with the original setting.

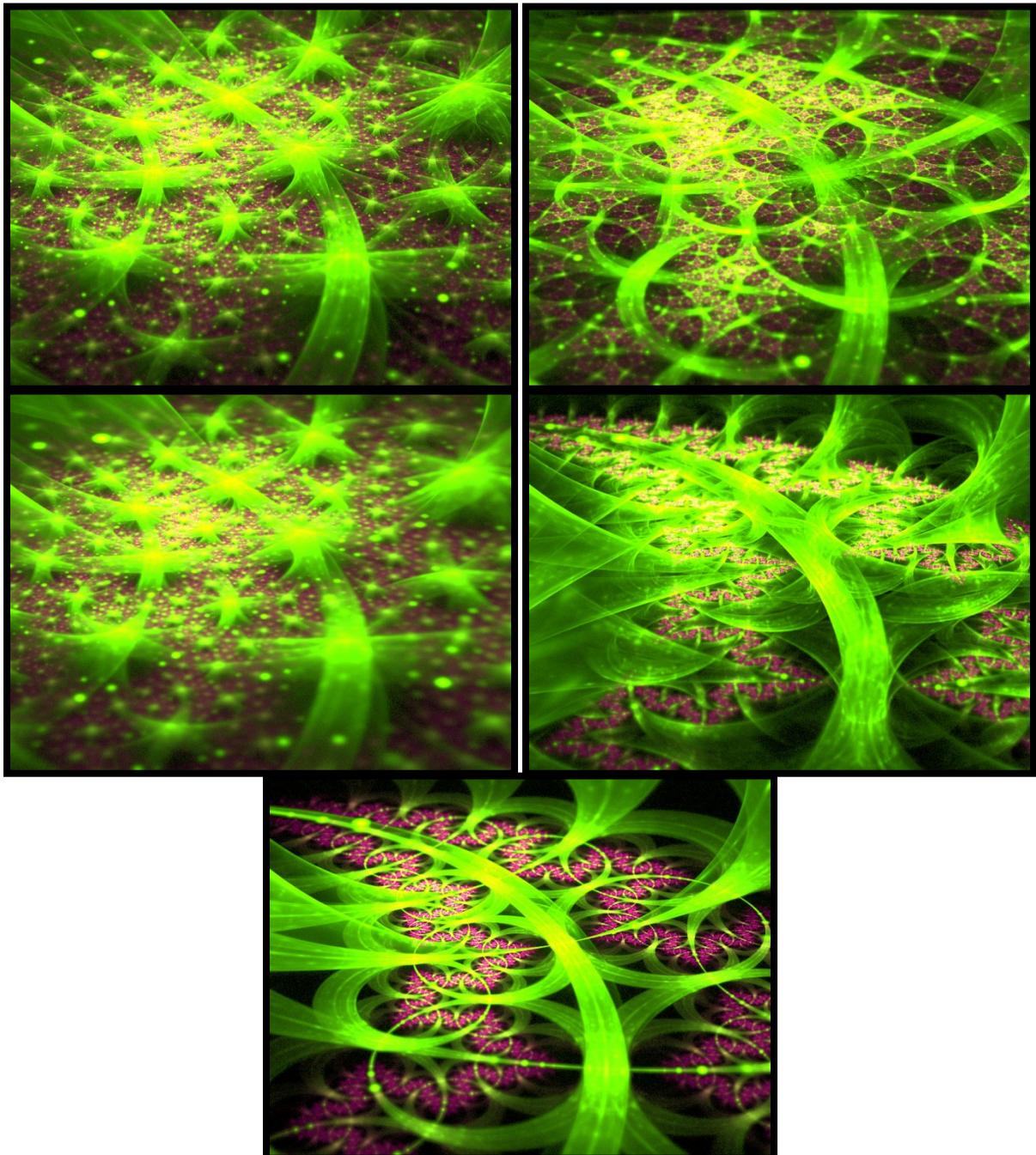


Alternative 7: Weight 1

Alternative 8: Weight 7.5

These two alternatives are just messing with the weights of the main fractal. As you can see a low weight reduces the amount of purple that shows up producing an interesting almost cobbled look. The higher the weight the more emphasis on the purple there is.

TRANSFORM TWO ALTERNATIVES



Alternative 1: Linear3D **1**

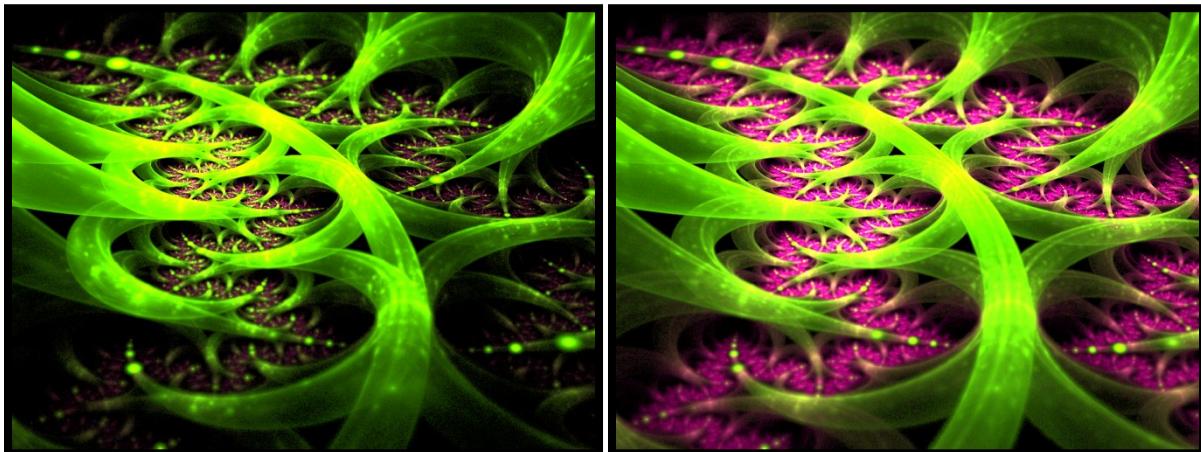
Alternative 2: Rectangles **1**, Rectangles_x **1**, and Rectangles_y **1**

Alternative 3: Falloff2 **1**, Falloff2_scatter **1**, Falloff2_mindist **0.5**, Falloff2_mul_x **1**, Falloff2_mul_y **1**, and the rest of variables set to **zero**.

Alternative 4: Spherical3D **-1**

Alternative 5: SphericalN **1**, SphericalN_power **1**, and SphericalN_dist **1**

Transform two is very much like transform one; it's another hard one to fiddle with. Though the alternatives have more 3D aspects than the first one did, the first, third, and fourth alternatives are your best bets.

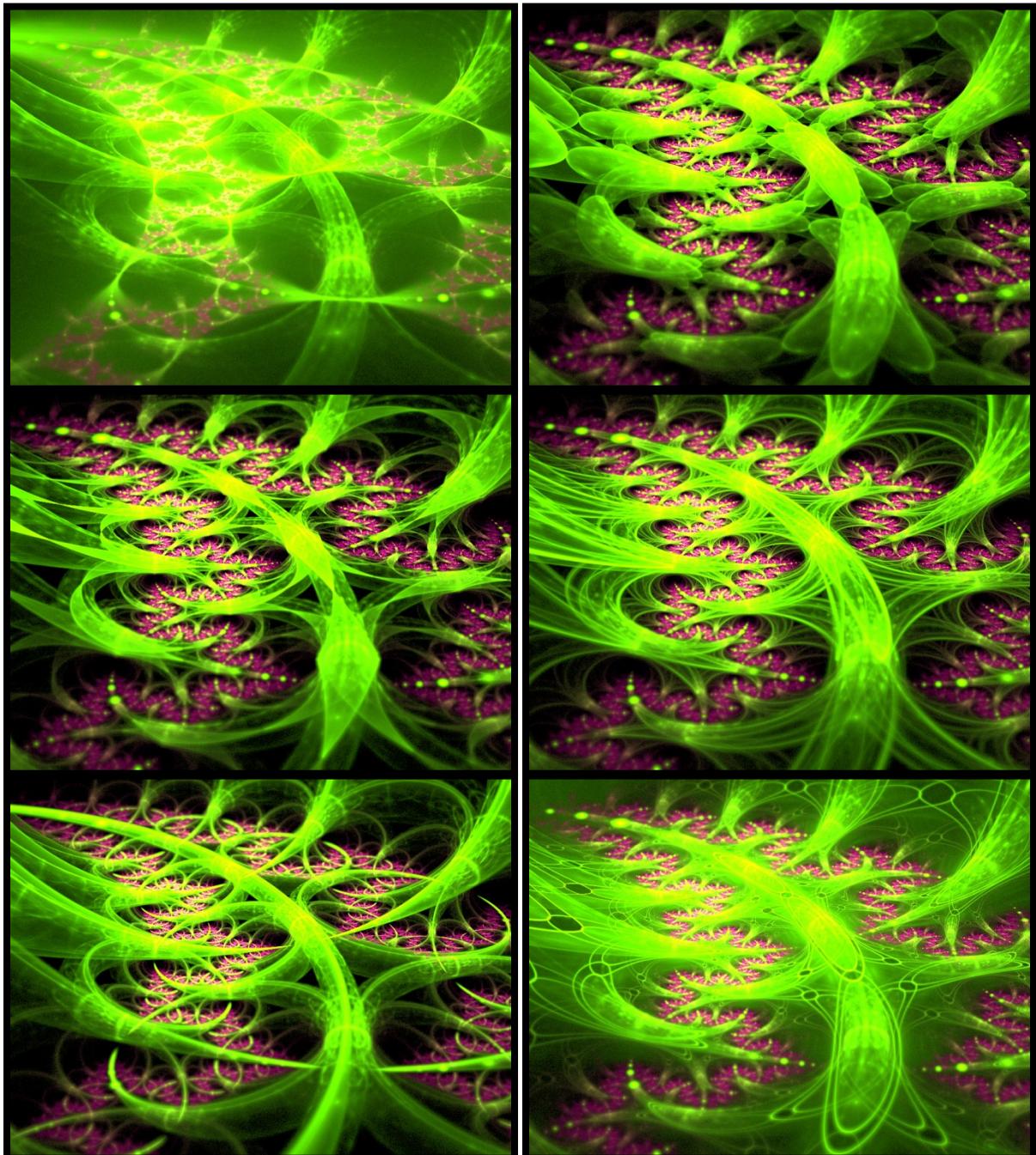


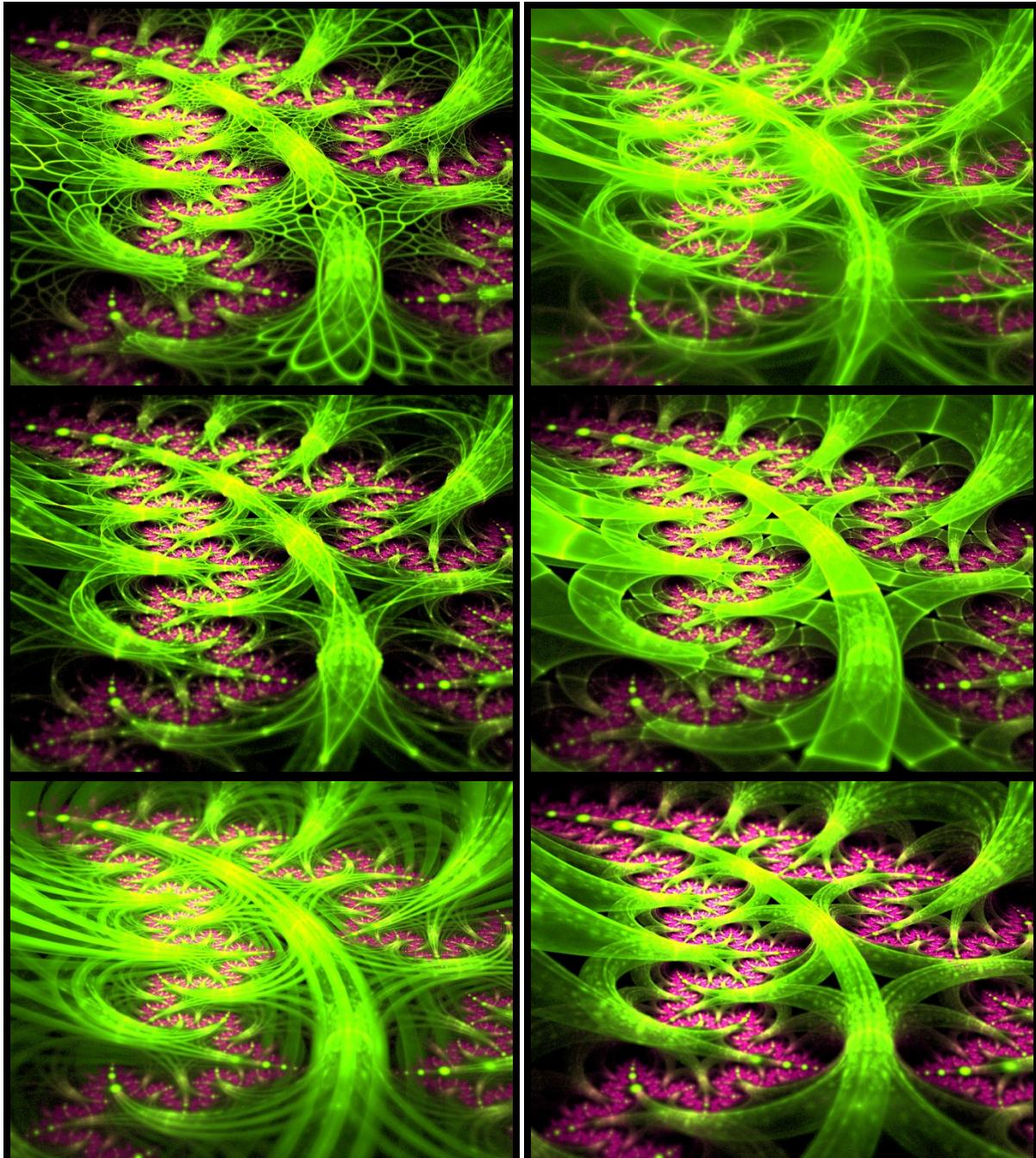
Alternative 6: Weight **1**

Alternative 7: Weight **10**

Weights act the same way as they did for transform one.

TRANSFORM THREE ALTERNATIVES





Alternative 1: Linear3D **1**

Alternative 2: Bubble **0.1**

Alternative 3: Diamond **0.1**

Alternative 4: Pdj **0.1**, Pdj_a **0.0683865**, Pdj_b **1.89981**, Pdj_c **-2.89484**, and Pdj_d **0.481863**

Alternative 5: Dc_cylinder **0.1**, Dc_cyl_scale **0.5**, Cyl_x **0.125**, Cyl_y **0.125**, Cyl_blur **1** and the rest are set to zero

Alternative 6: Glynnsim3 **0.1**, Glynnsim3_radius **1**, Glynnsim3_thickness **0.1**, Glynnsim3_thickness2 **0.1**, Glynnsim3_contrast **0.5**, and Glynnsim3_pow **1.5**

Alternative 7: Lissajous **0.1**, Lissajous_tmin **-3.14159**, Lissajous_tmax **3.14159**, Lissajous_a **3**, Lissajous_b **2**, and the rest are set to zero

Alternative 8: Oval8 **0.1**

Alternative 9: Pyramid **0.1**

Alternative 10: Sigmoid **0.1**, Sigmoid_shiftx **1**, and Sigmoid_shifty **1**

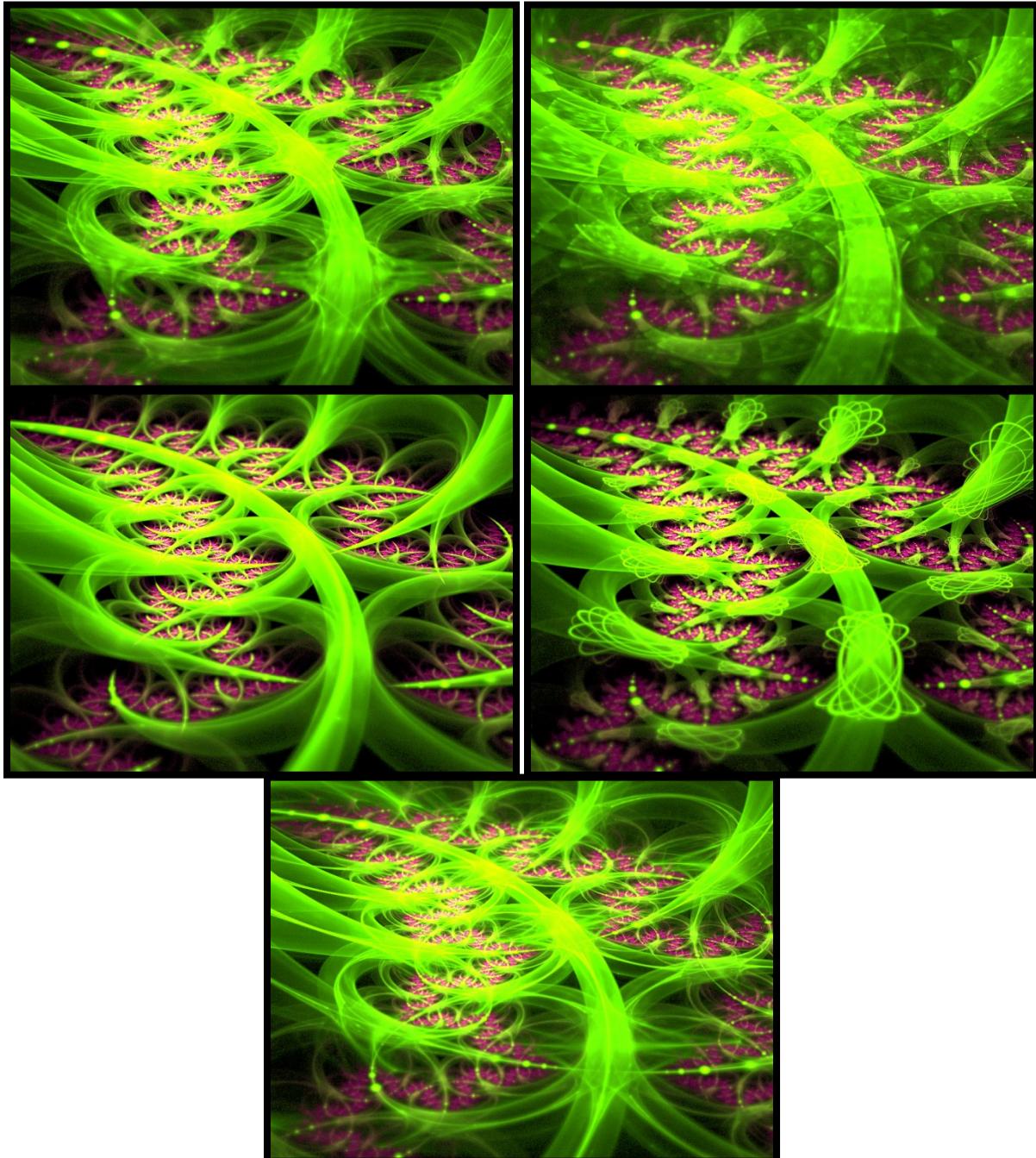
Alternative 11: Stripes **0.1**, Stripes_space **0.5**, and Stripes_warp **0**

Alternative 12: Weight **0.1**

Pre.blur remains set at **0.5**, and ztranslate remains set at **0.1**.

This transform seems to control the pattern of the pipes. To me the most interesting patterns are the fourth, fifth, sixth, and seventh alternatives. As you can see it can create flowing lines or it can create intricate lace-like patterns. Overall this is a great way to change the appearance of the fractal.

TRANSFORM FOUR ALTERNATIVES



Alternative 1: Hyperbolic **0.1**

Alternative 2: Rectangles **0.1**, Rectangles_x **1**, and Rectangles_y **1**

Alternative 3: Dc_cylinder **0.1**, Dc_cyl_scale **0.5**, Cyl_x **0.125**, Cyl_y **0.125**, Cyl_blur **1** and the rest are set to **zero**

Alternative 4: Lissajous **0.1**, Lissajous_tmin **-3.14159**, Lissajous_tmax **3.14159**, Lissajous_a **3**, Lissajous_b **2**, and the rest are set to **zero**

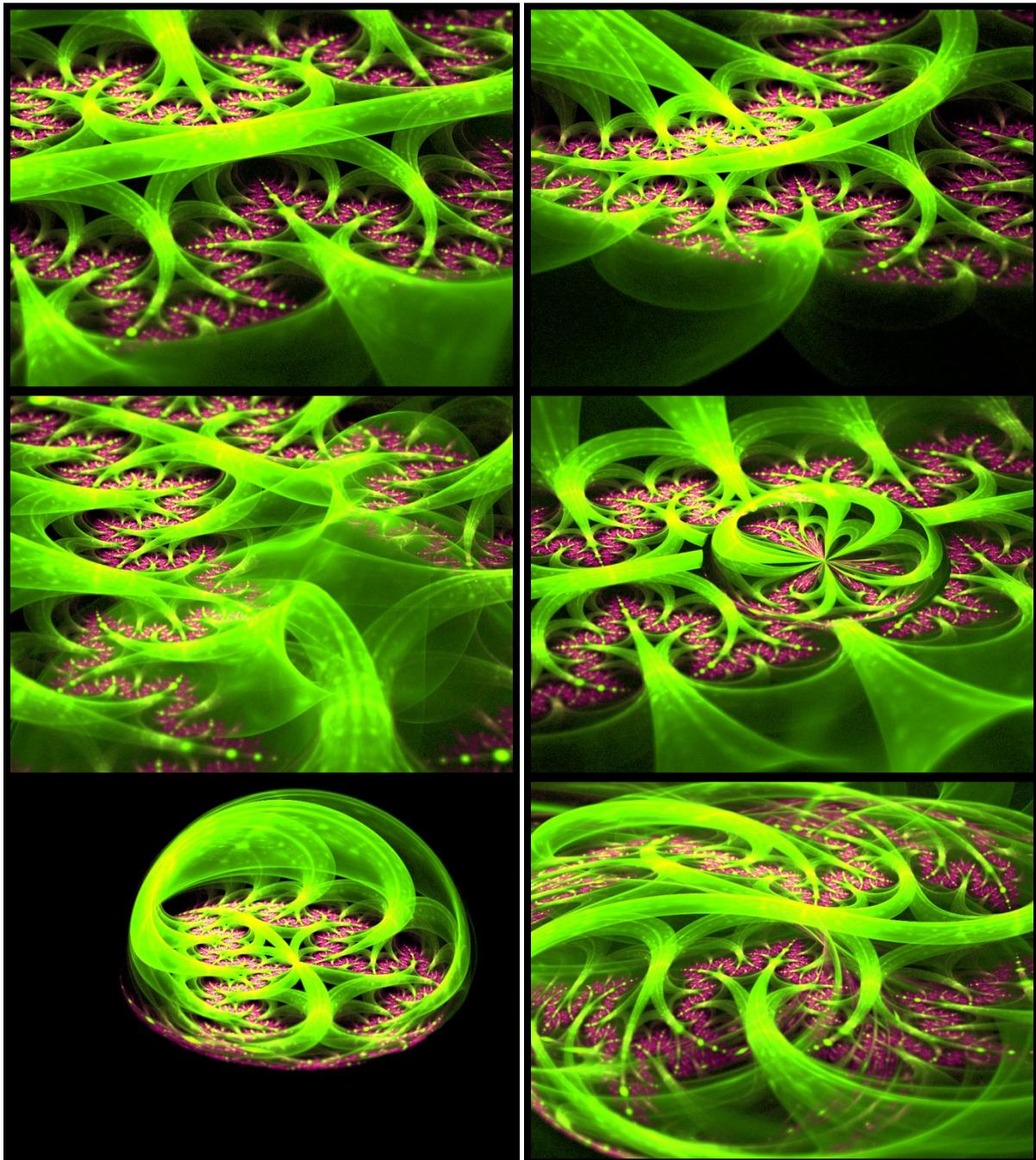
Alternative 5: Oval8 **0.1**

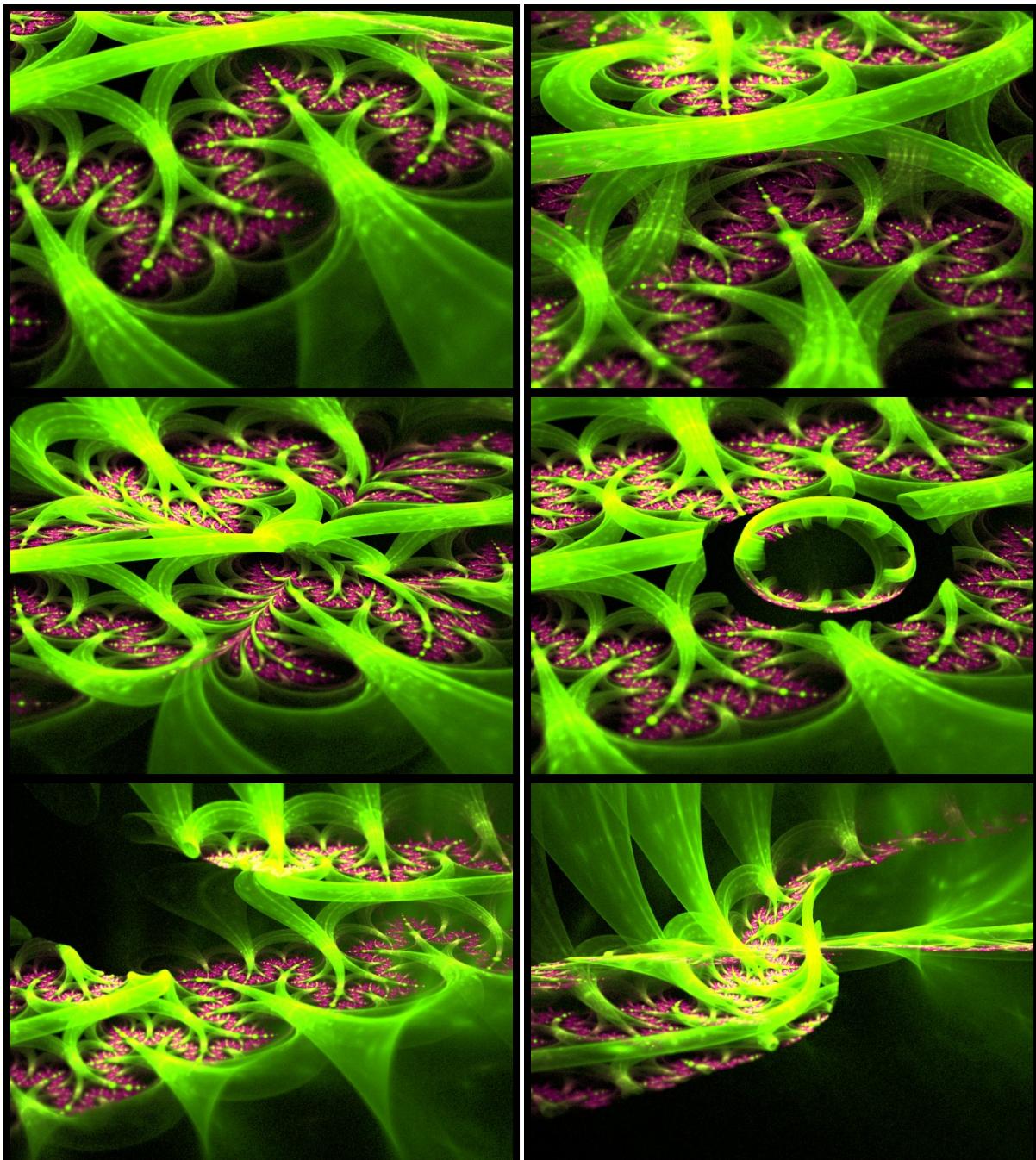
Alternative four also controls some of the texture of the pipes. My favorites are alternatives three and five; it provides a very elegant look.

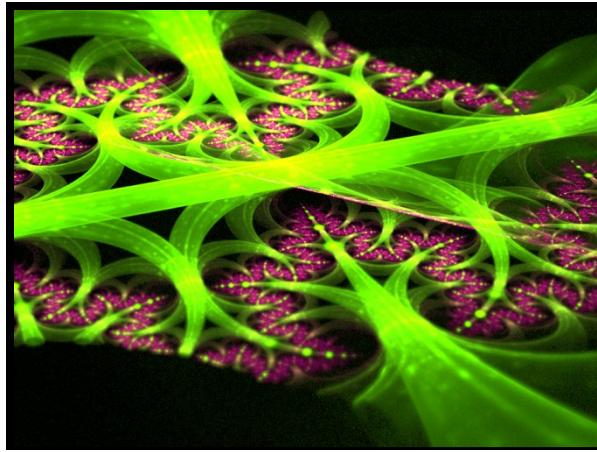
TRANSFORM FIVE ALTERNATIVES

I suggest you have no alternatives for transform five in its present state. Its best left alone.

FINAL TRANSFORM ALTERNATIVES







Alternative 1: Linear3D **1**

Alternative 2: Curl3D **0.7**, Curl3D_cy **0.363402** and the rest are set to **zero**

Alternative 3: Foci_3D **0.5**

Alternative 4: Loonie_3D **0.7**

Alternative 5: Scry_3D **0.7**

Alternative 6: Linear3D **0.5**, and Swirl **0.5**

Alternative 7: Linear3D **0.5**, and Cylinder **0.5**

Alternative 8: Linear3D **0.5**, Curl **0.5**, Curl3D **0.5**, Curl_c1 **0.530065**, Curl_c2 **0.591344**, Curl3D_cx **0**,
Curl3d_cy **0.363402**, and Curl3d_cz **0**

Alternative 9: Linear3D **0.5**, and Butterfly **0.5**

Alternative 10: Linear3D **0.5**, and Loonie_3D **0.5**

Alternative 11: Linear3D **0.5**, and Polar2 **0.5**

Alternative 12: Linear3D **0.5**, Xheart **-0.5**, Xheart_angle **0**, and Xheart_ratio **0**

Alternative 13: Linear3D **0.5**, Trade **0.5**, Trade_r1 **1**, Trade_d1 **1**, Trade_r2 **1**, and Trade_d2 **1**

The final transform controls the final composition of the fractal. My favorites are the second, fourth, fifth, eighth, eleventh, and twelfth alternatives. My absolute favorite is the twelfth one, if you change the viewing angle it would probably look like a flowing 3D fractal path.

I hope you've enjoyed this tutorial, best of luck!