

Name of Variation	Good as 2nd Var.	Notes
arch		
asteria	Yes	
auger	Yes	
barycentroid	Yes	
bCollide	Yes	
bent	Yes	
bent2	Yes	
bi_linear	Yes	
bipolar	Yes	
blade	Yes	
blade3D	Yes	
blob	Yes	
blob3D	Yes	
blocky	Yes	
blur		
blur_circle		
blur_pixelize		
blur_zoom		
blur3D		
bMod	Yes	
boarders	Yes	
boarders2	Yes	
bsplit	Yes	
bSwirl	Yes	
bTransform	Yes	
bubble	Yes	+ Regular
bubble_wf	Yes	+ Regular
bubble2	Yes	
bubbleT3D	Yes	
butterfly	Yes	
butterfly_fay		
butterfly3D	Yes	
bwrands	Yes	
bwraps7	Yes	
cannabiscurve_wf		
cell	Yes	
checks	Yes	
circleblur		
circlecrop	Yes	
circlelinear	Yes	
circlerand		
circletrans1	Yes	
circlize	Yes	
circlize2	Yes	
circus	Yes	
cloverleaf_wf	Yes	

<b>collidisc</b>	<b>Yes</b>	
<b>colormap_wf</b>	<b>Yes</b>	
<b>colorscale_wf</b>	<b>Yes</b>	
<b>conic</b>		
<b>cos</b>	<b>Yes</b>	
<b>cosh</b>	<b>Yes</b>	
<b>cosine</b>	<b>Yes</b>	
<b>cot</b>	<b>Yes</b>	
<b>coth</b>	<b>Yes</b>	
<b>cpow</b>	<b>Yes</b>	
<b>cpow3</b>	<b>Yes</b>	
<b>crackle</b>		
<b>crop</b>	<b>Yes</b>	
<b>cross</b>	<b>Yes</b>	
<b>csc</b>	<b>Yes</b>	
<b>csch</b>	<b>Yes</b>	
<b>cubic3D</b>	<b>Yes</b>	<b>Add extrude</b>
<b>cubicLattice_3D</b>	<b>Yes</b>	<b>Add extrude</b>
<b>curl</b>	<b>Yes</b>	
<b>curl_sp</b>	<b>Yes</b>	
<b>curl3D</b>	<b>Yes</b>	
<b>curve</b>	<b>Yes</b>	
<b>custom_wf</b>		
<b>cylinder</b>	<b>Yes</b>	
<b>cylinder_apo</b>	<b>Yes</b>	
<b>dc_bubble</b>	<b>Yes</b>	
<b>dc_carpet</b>		
<b>dc_crackle_wf</b>		
<b>dc_cube</b>		
<b>dc_hexes_wf</b>	<b>Yes</b>	
<b>dc_linear</b>	<b>Yes</b>	
<b>dc_perlin</b>		
<b>dc_triangle</b>	<b>Yes</b>	<b>+ Regular</b>
<b>dc_ztransl</b>	<b>Yes</b>	
<b>deltaA</b>	<b>Yes</b>	
<b>devil_warp</b>	<b>Yes</b>	
<b>diamond</b>	<b>Yes</b>	
<b>dinis_surface_wf</b>	<b>Yes</b>	
<b>disc</b>	<b>Yes</b>	
<b>disc2</b>	<b>Yes</b>	
<b>disc3D</b>	<b>Yes</b>	
<b>displacemap_wf</b>	<b>Yes</b>	
<b>dla_wf(diffusion-ltd aggregation)</b>		
<b>eclipse</b>	<b>Yes</b>	
<b>ecollide</b>	<b>Yes</b>	
<b>edisc</b>	<b>Yes</b>	<b>+ Regular</b>
<b>ejulia</b>	<b>Yes</b>	<b>+ Regular</b>

<b>elliptic</b>	<b>Yes</b>	
<b>eMod</b>	<b>Yes</b>	
<b>eMotion</b>	<b>Yes</b>	
<b>ennepers</b>	<b>Yes</b>	
<b>ennepers2</b>	<b>Yes</b>	<b>+Regular</b>
<b>epispiral</b>	<b>Yes</b>	
<b>epispiral_wf</b>	<b>Yes</b>	
<b>epitrochoid</b>		
<b>ePush</b>	<b>Yes</b>	
<b>eRotate</b>	<b>Yes</b>	
<b>eScale</b>	<b>Yes</b>	
<b>escher=droste</b>	<b>Yes</b>	
<b>eSwirl</b>	<b>Yes</b>	
<b>ex</b>	<b>Yes</b>	
<b>exblur</b>		
<b>exp</b>	<b>Yes</b>	
<b>exponential</b>	<b>Yes</b>	
<b>extrude</b>	<b>Yes</b>	<b>+Regular</b>
<b>eyefish</b>	<b>Yes</b>	
<b>falloff2</b>	<b>Yes</b>	
<b>falloff3</b>	<b>Yes</b>	
<b>fan</b>	<b>Yes</b>	
<b>fan2</b>	<b>Yes</b>	
<b>farblur</b>		
<b>fdisc</b>	<b>Yes</b>	
<b>fibonacci2</b>		
<b>fisheye</b>	<b>Yes</b>	
<b>flatten</b>	<b>Yes</b>	<b>+Regular</b>
<b>flipcircle</b>	<b>Yes</b>	
<b>flipy</b>	<b>Yes</b>	
<b>flower</b>		
<b>flower_db</b>	<b>Yes</b>	
<b>flux</b>	<b>Yes</b>	
<b>foci</b>	<b>Yes</b>	
<b>foci3D</b>	<b>Yes</b>	
<b>fourth</b>	<b>Yes</b>	
<b>fract_dragon_wf</b>		
<b>fract_formula_julia_wf</b>		
<b>fract_formula_mand_wf</b>		
<b>fract_julia_wf</b>		
<b>fract_mandelbrot_wf</b>		
<b>fract_meteors_wf</b>		
<b>fract_pearls_wf</b>		
<b>fract_salemander_wf</b>		
<b>funnel</b>	<b>Yes</b>	<b>Effect=0</b>
<b>gaussian_blur</b>		
<b>gdoffs</b>	<b>Yes</b>	

<b>glynnia</b>	<b>Yes</b>	
<b>glynnia3</b>	<b>Yes</b>	
<b>glynnSim1</b>	<b>Yes</b>	
<b>glynnSim2</b>	<b>Yes</b>	
<b>glynnSim3</b>		
<b>grid3D_wf</b>	<b>Yes</b>	
<b>handkerchief</b>	<b>Yes</b>	
<b>heart</b>	<b>Yes</b>	
<b>heart_wf</b>	<b>Yes</b>	
<b>hemisphere</b>	<b>Yes</b>	<b>+Regular</b>
<b>hexaplay3D</b>	<b>Yes</b>	<b>+Regular</b>
<b>hexes</b>	<b>Yes</b>	
<b>hexnix3d</b>	<b>Yes</b>	
<b>ho (hyperbolic octahedra)</b>	<b>Yes</b>	
<b>horseshoe</b>	<b>Yes</b>	
<b>hyperbolic</b>	<b>Yes</b>	
<b>hypertile</b>	<b>Yes</b>	
<b>hypertile1</b>	<b>Yes</b>	
<b>hypertile2</b>	<b>Yes</b>	
<b>hypertile3D</b>	<b>Yes</b>	
<b>hypertile3D1</b>	<b>Yes</b>	
<b>hypertile3D2</b>	<b>Yes</b>	
<b>hypotrochoid</b>		
<b>idisc</b>	<b>Yes</b>	
<b>inflateZ_1</b>	<b>Yes</b>	<b>+Regular</b>
<b>inflateZ_2</b>	<b>Yes</b>	<b>+Regular</b>
<b>inflateZ_3</b>	<b>Yes</b>	<b>+Regular</b>
<b>inflateZ_4</b>	<b>Yes</b>	<b>+Regular</b>
<b>inflateZ_5</b>	<b>Yes</b>	<b>+Regular</b>
<b>inflateZ_6</b>	<b>Yes</b>	<b>+Regular</b>
<b>jac_cn</b>	<b>Yes</b>	
<b>jac_dn</b>	<b>Yes</b>	
<b>jac_sn</b>	<b>Yes</b>	
<b>julia</b>	<b>Yes</b>	
<b>julia3d</b>	<b>Yes</b>	
<b>julia3dz</b>	<b>Yes</b>	
<b>juliac</b>	<b>Yes</b>	
<b>julian</b>	<b>Yes</b>	
<b>julian2</b>	<b>Yes</b>	
<b>julian3Dx</b>	<b>Yes</b>	
<b>juliaq</b>	<b>Yes</b>	
<b>juliaq3Dq</b>	<b>Yes</b>	
<b>juliascope</b>	<b>Yes</b>	
<b>kaleidoscope</b>	<b>Yes</b>	
<b>layered_spiral</b>	<b>Yes</b>	
<b>lazyjess</b>	<b>Yes</b>	
<b>lazysusan</b>	<b>Yes</b>	

lazyTravis	Yes	
line	Yes	
linear	Yes	
linear3D	Yes	
linearT	Yes	
linearT3D	Yes	
lissajous	Yes	
log	Yes	
log_apo	Yes	
log_db	Yes	
loonie	Yes	
loonie_3D	Yes	
loonie2	Yes	
loonie3	Yes	
mandelbrot		
mask	Yes	
Maurer_Lines		
Maurer_Rose		
mcarpet	Yes	
mobius	Yes	
mobius_strip	Yes	
modulus	Yes	
murl	Yes	
murl2	Yes	
nBlur		
ngon	Yes	
noise		
npolar	Yes	
obj_mesh_primitives	Yes	
obj_mesh_wf	Yes	
octagon	Yes	
onion	Yes	
onion2	Yes	
ortho	Yes	
oscilloscope	Yes	
oscilloscope2	Yes	
ovoid3d	Yes	
parabola	Yes	
pdj	Yes	
perspective	Yes	
petal	Yes	
phoenix_julia	Yes	
pie		
pie3d		
poincare3D	Yes	
polar	Yes	
polar2	Yes	

polylogarithm	Yes	
popcorn	Yes	
popcorn2	Yes	
popcorn2_3D	Yes	
post_axis_symmetry_wf	Yes	
post_bumpmap_wf	Yes	
post_bwraps2	Yes	
post_circlecrop	Yes	
post_colormap_wf	Yes	
post_colorscale_wf	Yes	
post_crop	Yes	
post_curl	Yes	
post_curl3D	Yes	
post_custom_wf		
post_dcztransl	Yes	
post_depth		
post_displacemap_wf	Yes	
post_falloff2	Yes	
post_falloff3	Yes	
post_heat	Yes	
post_julia3Dq	Yes	
post_juliaq	Yes	
post_mirror_wf	Yes	
post_point_symmetry_wf	Yes	
post_rblur	Yes	
post_rotate_x	Yes	
post_rotate_y	Yes	
post_smartcrop	Yes	
post_spin_z	Yes	
post_zscale_wf	Yes	
post_ztranslate	Yes	
pow_block	Yes	
power	Yes	
pre_blur	Yes	As Pre not post
pre_boarder2	Yes	As Pre not post
pre_bwraps2	Yes	As Pre not post
pre_circlecrop	Yes	As Pre not post
pre_crop	Yes	As Pre not post
pre_curl	Yes	As Pre not post
pre_custom_wf		
pre_dcztransl	Yes	As Pre not post
pre_disc3D	Yes	As Pre not post
pre_falloff3	Yes	As Pre not post
pre_rect_wf	Yes	As Pre not post
pre_rotate_x	Yes	As Pre not post
pre_rotate_y	Yes	As Pre not post
pre_sinusoidal3D	Yes	As Pre not post

pre_spin_z	Yes	As Pre not post
pre_subflame_wf		
pre_waves3D_wf	Yes	As Pre not post
pre_zscale	Yes	As Pre not post
pre_ztranslate	Yes	As Pre not post
primitives_wf		
pRose3D	Yes	
radial_blur		
rational3	Yes	
rays		
rays1	Yes	+Regular
rays2		
rays3		
rectangles	Yes	
rhodonea	Yes	
rings		
rings2	Yes	
ripple	Yes	
rippled	Yes	
rose_wf	Yes	
rosni	Yes	
roundspher	Yes	
roundspher3D	Yes	
scrambly	Yes	
scry	Yes	
scry_3D	Yes	
scry2	Yes	
sec	Yes	
secant2	Yes	
sech	Yes	
separation	Yes	
shredlin	Yes	
sin	Yes	
sineblur		
sinh	Yes	
sinrange	Yes	
sinusoidal	Yes	
sinusoidal3D	Yes	
sph3D	Yes	
sphere_nja	Yes	
spherical	Yes	
spherical3D	Yes	
spherical3D_wf	Yes	
sphericalN	Yes	
spiral	Yes	
spiralwing	Yes	
spirograph		

split	Yes	
splitbrdr	Yes	
splits	Yes	
splits3D	Yes	
square	Yes	
square3D	Yes	
squarize	Yes	
squirrel	Yes	
squish	Yes	
starblur		
stripes	Yes	
stwin	Yes	
subflame_wf		
super_shape	Yes	
superShape3D	Yes	
svf (single value func.)	Yes	
svg_wf		
swirl	Yes	
synth	Yes	Non-blur modes
tan	Yes	
tancos	Yes	
tangent	Yes	
tangent3D	Yes	
tanh	Yes	
target	Yes	
target_sp	Yes	
taurus	Yes	
text_wf		
trade	Yes	
truchet	Yes	
twintrian	Yes	
twoface	Yes	
unpolar	Yes	
vogel	Yes	
voron	Yes	
w	Yes	
waffle		
waveblur_wf		
waves	Yes	
waves2	Yes	
waves2_3D	Yes	
waves2_wf	Yes	
waves2b	Yes	
waves3_wf	Yes	
waves4_wf	Yes	
wdisc	Yes	

wedge	Yes	
wedge_julia	Yes	
wedge_sph	Yes	
whitney_umbrela	Yes	
whorl	Yes	
x	Yes	
xheart	Yes	
xheart_blur_wf		
xtrb=triboarder2	Yes	
y	Yes	
yin_yang	Yes	
z	Yes	
zblur		
zcone	Yes	+Regular
zscale	Yes	+Regular
ztranslate	Yes	+Regular
Totals:	387	