JWILDFIRE™ CYLINDER & SPLITS TUTORIAL

Adapted & Rewritten For JWildfire v1.01 (20.09.13)

By
Naomi R Richmond

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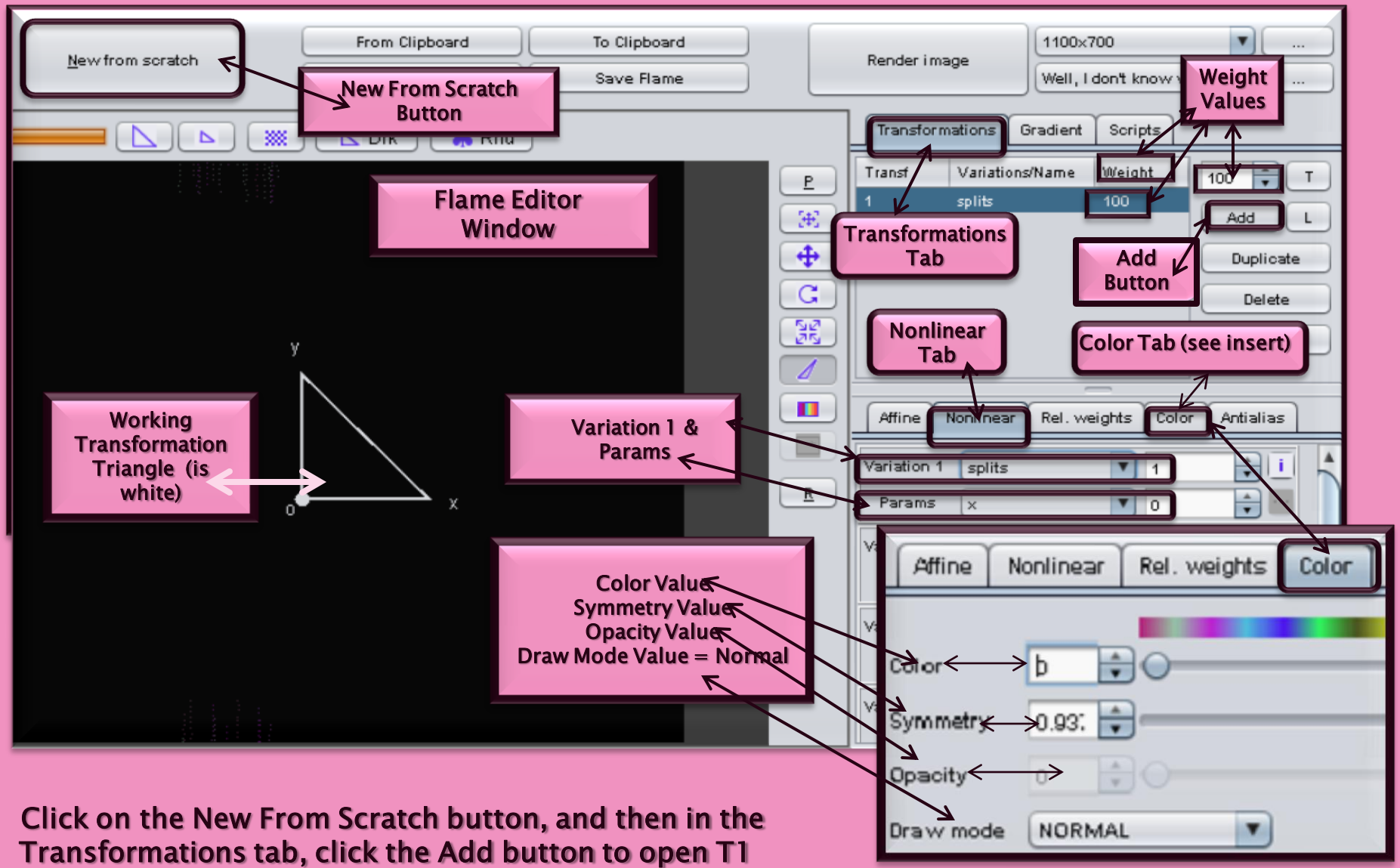

1. Click on the New From Scratch button, and then in the Transformations tab, click the Add button to open T1
2. In the Nonlinear tab, change Transformation 1 (T1) Variation 1 from Linear3D = 1 to Splits = 1; set Splits Params X = 0; set Splits Params Y = 0.1; & set the Weight Value = 100 ;
3. Set Symmetry Value = 0.937
4. Repeat steps 1 & 2 for Transformation 2 (T2) (NOT Duplicate). Then set Symmetry Value = 0.95

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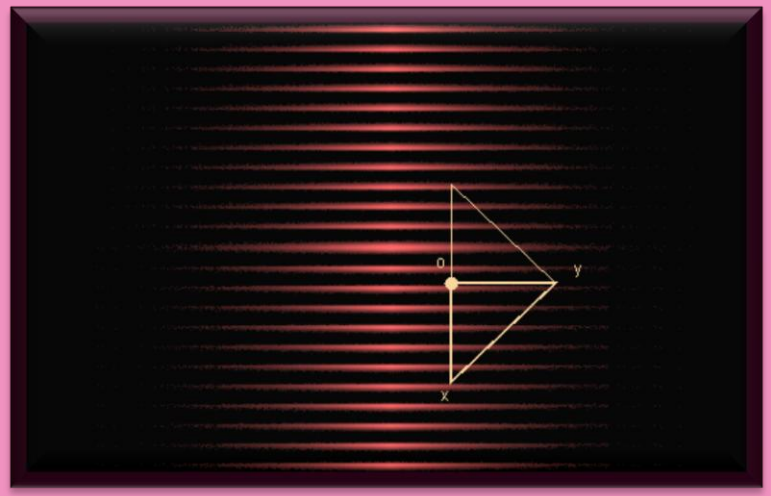

1. Don't worry if you can't see anything yet, you will be able to soon.
2. In the Transformations tab, click the Add button to open Transformation 3 (T3)
3. Set Weight Value = 5
4. In the Nonlinear tab, change Variation 1 from Linear3D = 1 to Cylinder = 0.03
5. Set Variation 2 to Gaussian_blur = 0.005; set Variation 3 to Pre_blur = 0.5
6. In the Color tab, set Symmetry Value = 0
7. Click the Post Transform button to activate PT3
8. In the Affine tab, set the Angle of Rotation Value = 90°, click the Clockwise button one time

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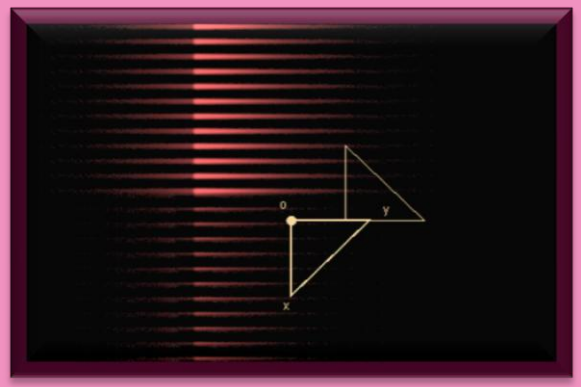

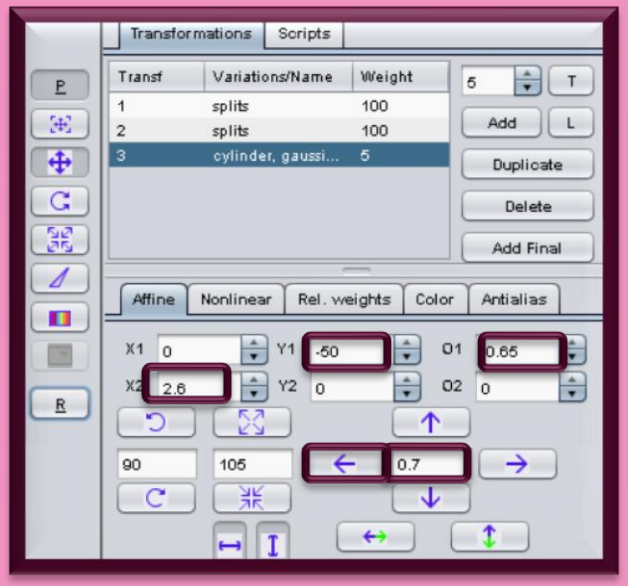

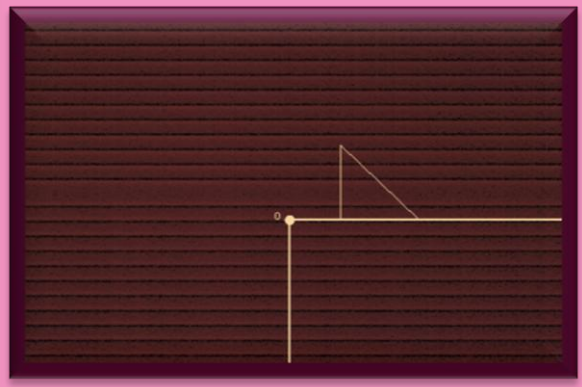

1. Set the Directional Movement Value = 0.7, click the Left arrow one time.
2. Set the PT3 Coefficient Values X1 = 0; Y1 = -50; O1 = -0.65; X2 = 2.6; Y2 = 0; O2 = 0
3. Click the Post Transform button to deactivate
4. Set the T3 Coefficient Values X1 = 1; Y1 = 0; O1 = 0; X2 = 0; Y2 = 1; O2 = 0
5. In the Camera tab set : Zoom = 1; Pixels Per Unit = 143.54

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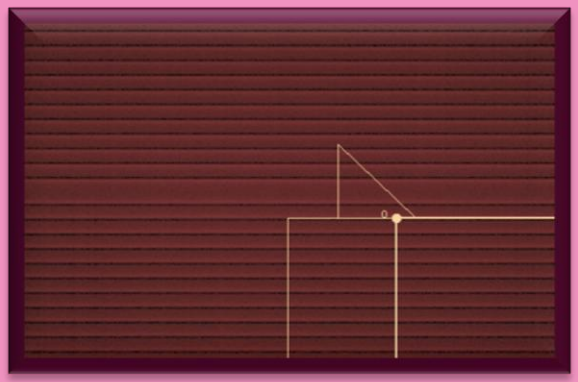

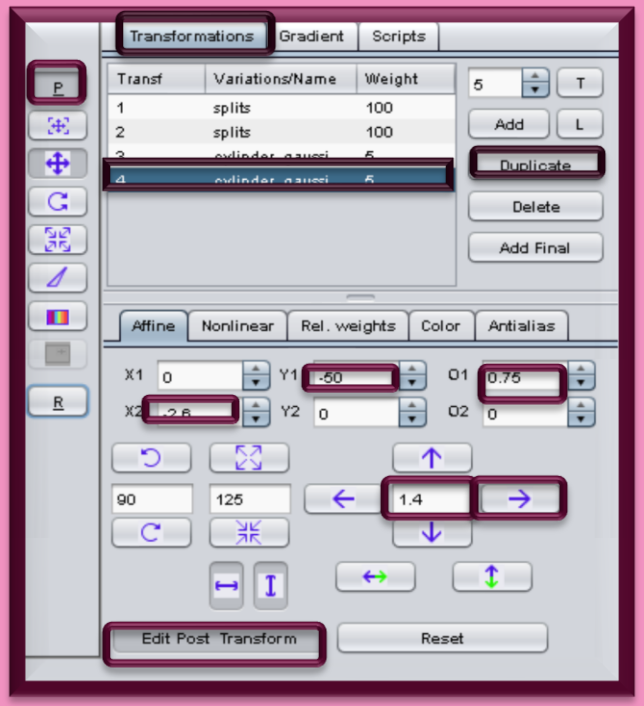

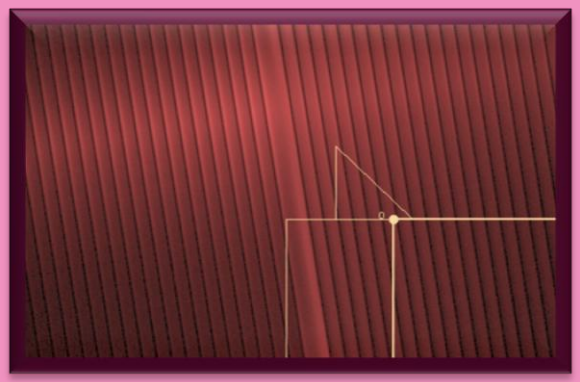

1. In the Transformations tab, with T3 highlighted, click the Duplicate button one time to create an exact copy of T3 (this will give a cleaner, more defined shape). We now have Transformation 4 (T4)
2. Click on the Post Transform button (or the Edit Post Transform button) to activate it.
3. Set the Directional Movement Value = 1.4 and click the Right arrow one time. PT3 & PT4 are now equidistant (0.7) from the starting vertex of 0,0.
4. PT4 Coefficients X1 = 0; Y1 = -50; O1 =0.75; X2 = 2.6; Y2 = 0; O2 = 0
5. Click the Post Transform button to deactivate.
6. In the Rel Weights tab, set the values of T1 = 1,0,1,1; T2 = 0,1,1,1; T3 = 1,1,0,1; T4 = 0,0,1,0
7. In the Camera tab, set the Value of Roll = 81

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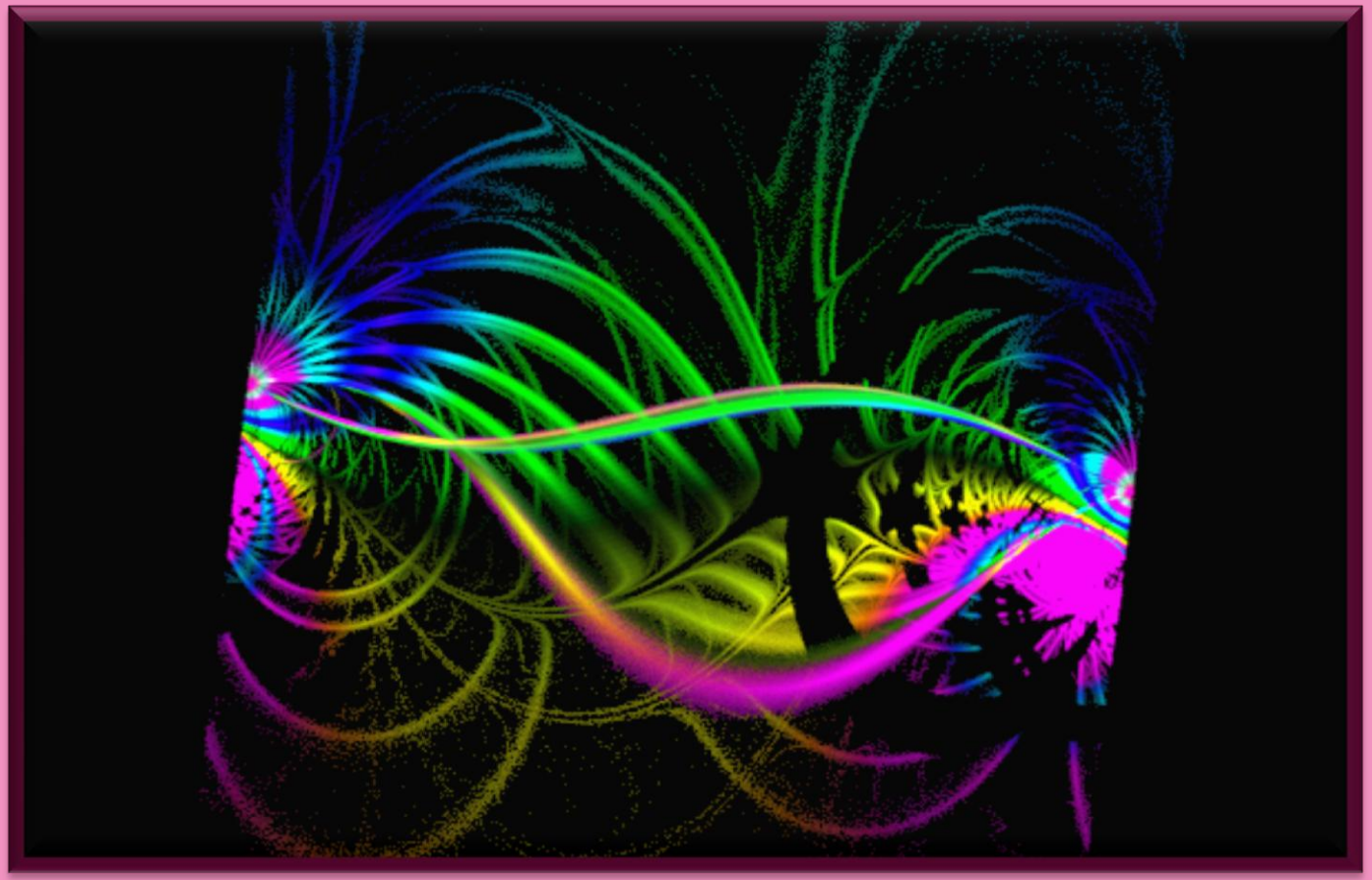
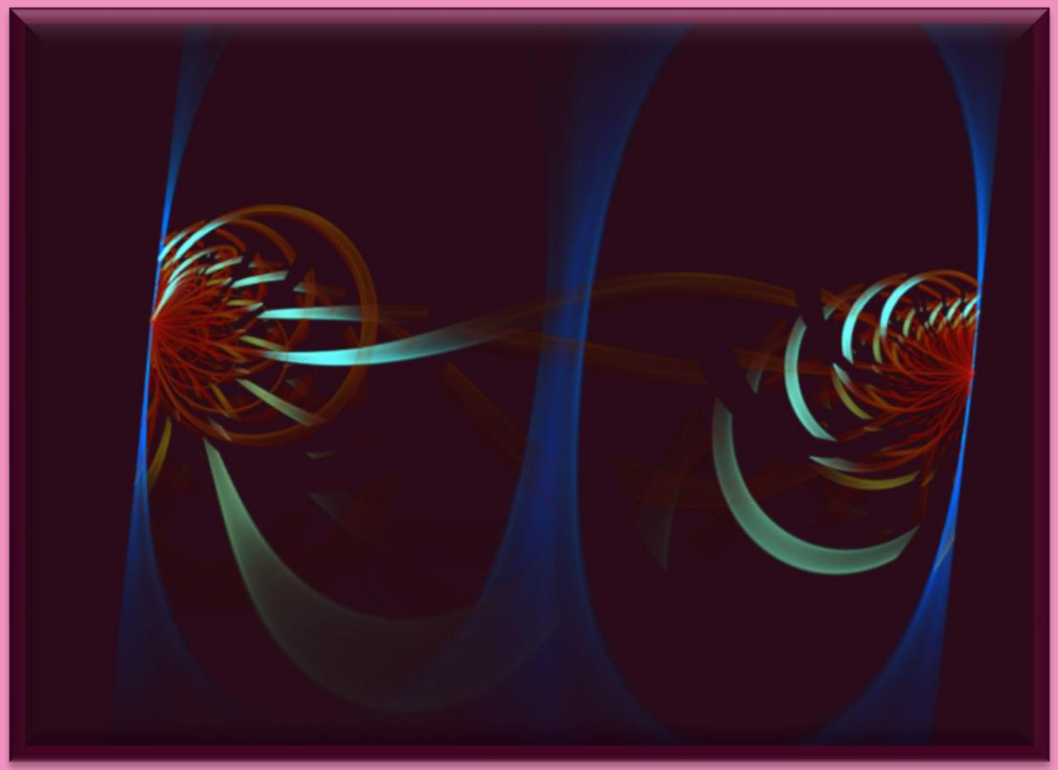
Cylinders & Splits Tutorial Base Flame
To Use the pre-made Base Flame, Click on it, then use Control & A to select all of it. Next use Control & C to copy it. Finally, either use the “From Clipboard Button” on the Flame Editor page, or use Control & V to paste the params into a separate word document.

1. Now that we have all our transforms we can start having fun with this versatile flame.
2. So, save this as Cylinders & Splits Base Flame, then you will have a fresh start for each new flame we will be doing.
3. I'll wait while you save.
4. Are you back from saving? Ready for some fun? Okay, let's go then.



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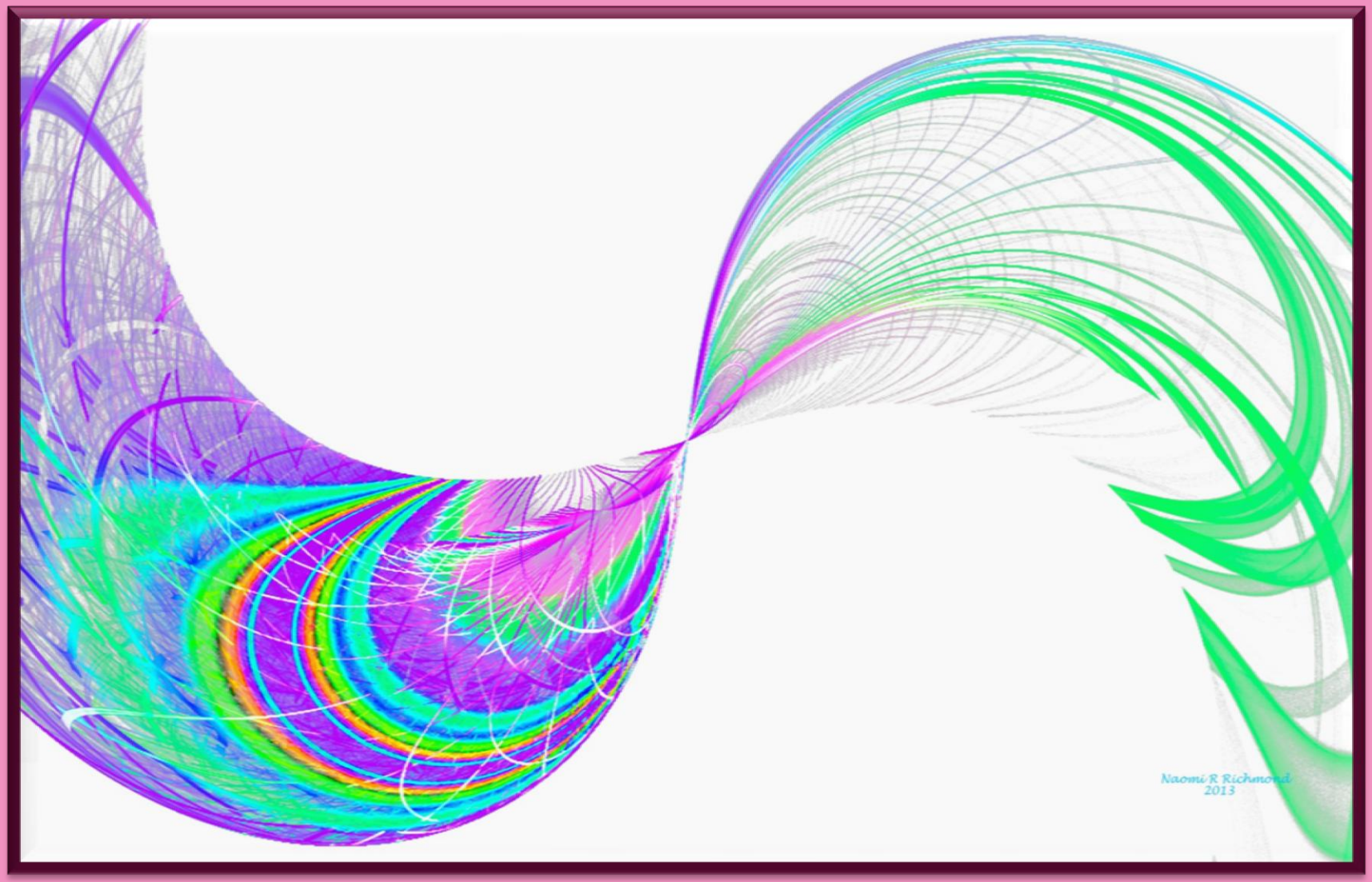
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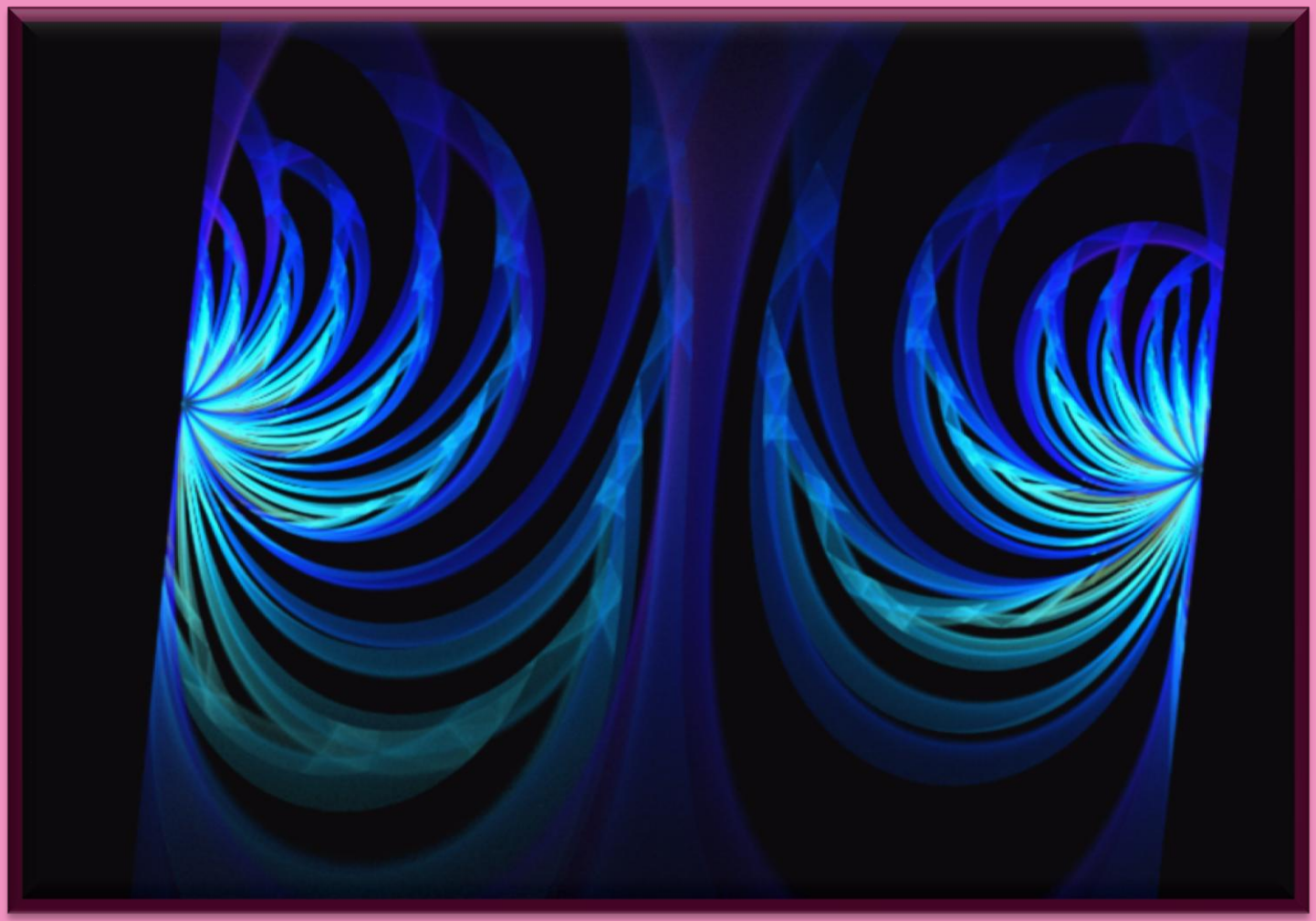

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Adapted Splits-Cylinder Tutorial For Apophysis Created by Deviantartist- Meckie & twisted by Fiery-Fire This tutorial uses only the transformations of the tutorial created for apophysis. The parameters, format, words and fractals are my own