

# JWildfire tutorial: Ornamented gold plate

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Version 0.2

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Welcome to the first JWildfire tutorial. In this tutorial we create some solid jewelry plate made of pure gold :-)

All we need is a recent copy of JWildfire and 10 minutes of time. The current version is V0.49 and can be downloaded at [http://www.andreas-maschke.com/?page\\_id=351](http://www.andreas-maschke.com/?page_id=351)

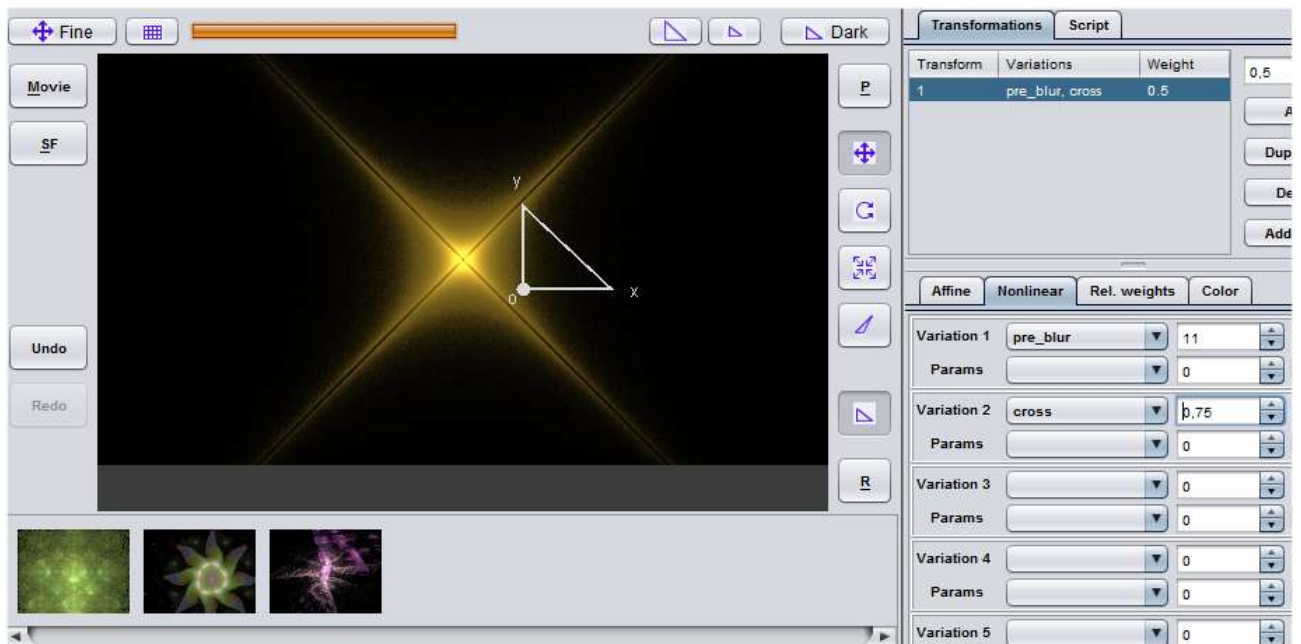
## *Create the main shape*

Create a new fractal clicking the "New from scratch" button. Add the first transformation clicking the "Add" button in the "Transformations tab"

At first we want to create some surface to work with. Choose "pre\_blur" as Variation 1 on the "Transformations/Nonlinear" tab, set the amount in the field to right of the listbox to 11.

Now let's create the main shape. Choose "cross" as Variation 2 on the "Transformations/Nonlinear" tab, set the amount to 0.75.

A cross-like shape should appear as in screenshot 1.



Deform the cross by adding a 3rd variation. Choose "bent2" as Variation 3 on the "Transformations/Nonlinear" tab, set the amount to 0.3.

### *Adjust the camera*

Let's adjust the camera. Only a little bit for this time. Just set the "Roll" value on the "Camera" tab to -35. And set the "Pitch" to -9.

### *Create the palette*

Now let's create a warm looking color palette.

Enter the "Palette/Create" tab and set "Random points" to 5.

Hit the "Random palette" button to initialize the palette.

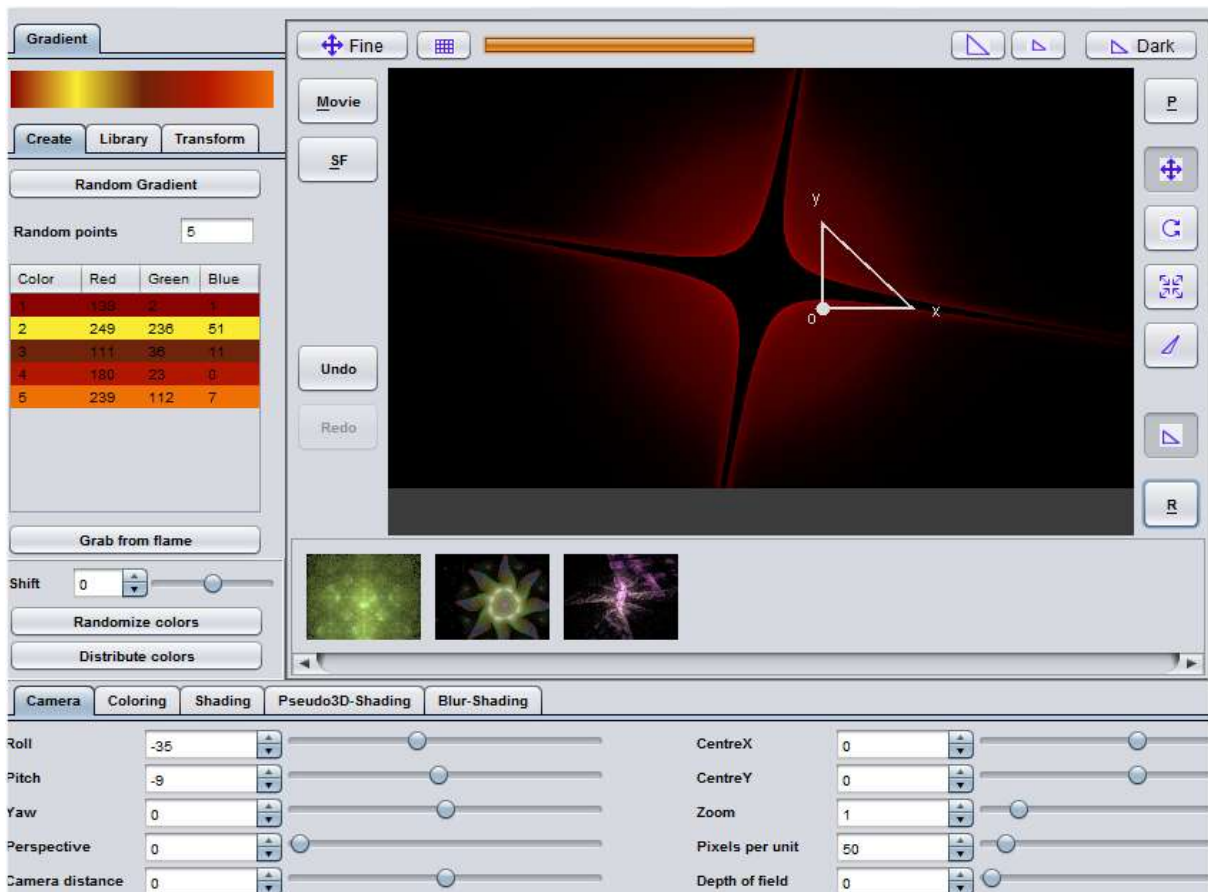
Edit the key points in the color table to get a golden-orange looking gradient, e. g. use the values

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139 2 1
249 236 51
111 36 11
180 23 0
239 112 7

```

Your window should now look similar to screenshot 2



### *Duplicate the main shape*

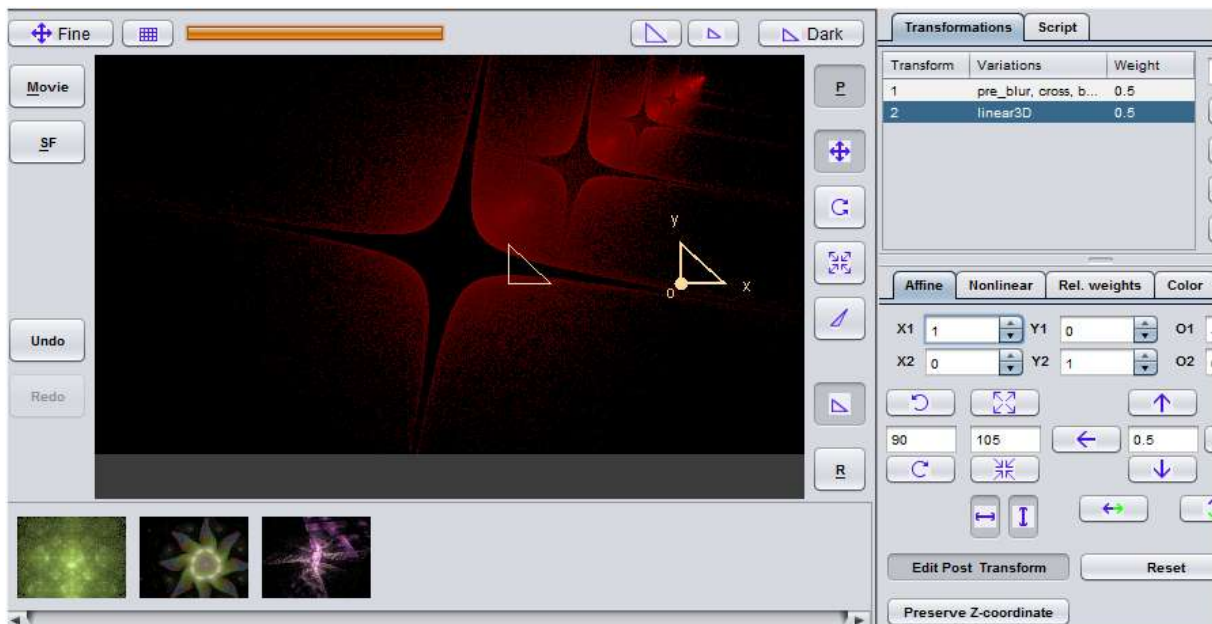
Now let's duplicate the main shape. Create a new transform by clicking the "Add" button in the "Transformations" tab. Enter the "Nonlinear" tab and decrease the amount of the default "linear3D" variation from 1.0 to 0.5.

We have to edit the linear part of the transform. Be sure that the triangle button in the center is activated and you see a white triangles in your view.

This time we edit we have to edit post transformation. Press the "Edit Post Transform" button on the "Transformations/Affine" tab. The triangle should be turn into golden color.

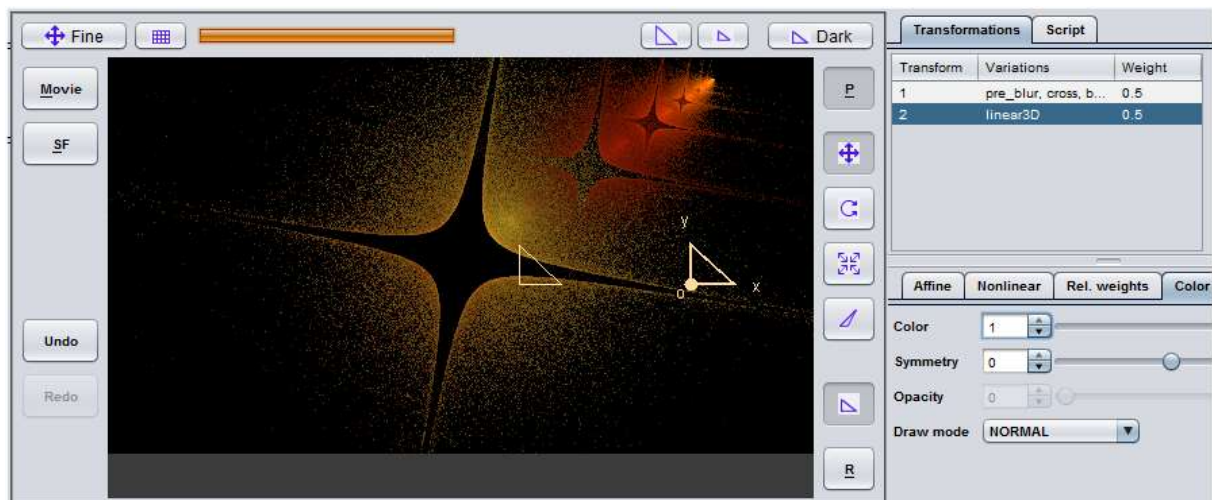
Be sure that the transformation 2 is selected in to transformations table and drag the triangle with the mouse to the right until the parameter "O1" on the "Transformations" tab reaches the value of 4. You can zoom in and out using the small buttons above the triangle button in the center.

Your fractal should now look similar to screenshot 3.



Change the "color" value of the modified transformation on the "Transformations/Color" tab to 1.

Your fractal should now look similar to screenshot 4.



Now duplicate transformation 2 three times hitting the "Duplicate" button on the "Transformations" tab three times.

Select transformation 3 and move it to the opposite site until the parameter "O1" has the value -4. You can also enter the values into the field directly.

Select transformation 4 and move it to the top until the parameter "O2" has the value -4 and "O1" has the value of "0". Set the "Color" value on the "Transformations/Color" tab to 0.16.

Hit the "R"-Button ("R"="Render") button in the center to refresh the view in good quality. Your fractal should look like in screenshot 5.

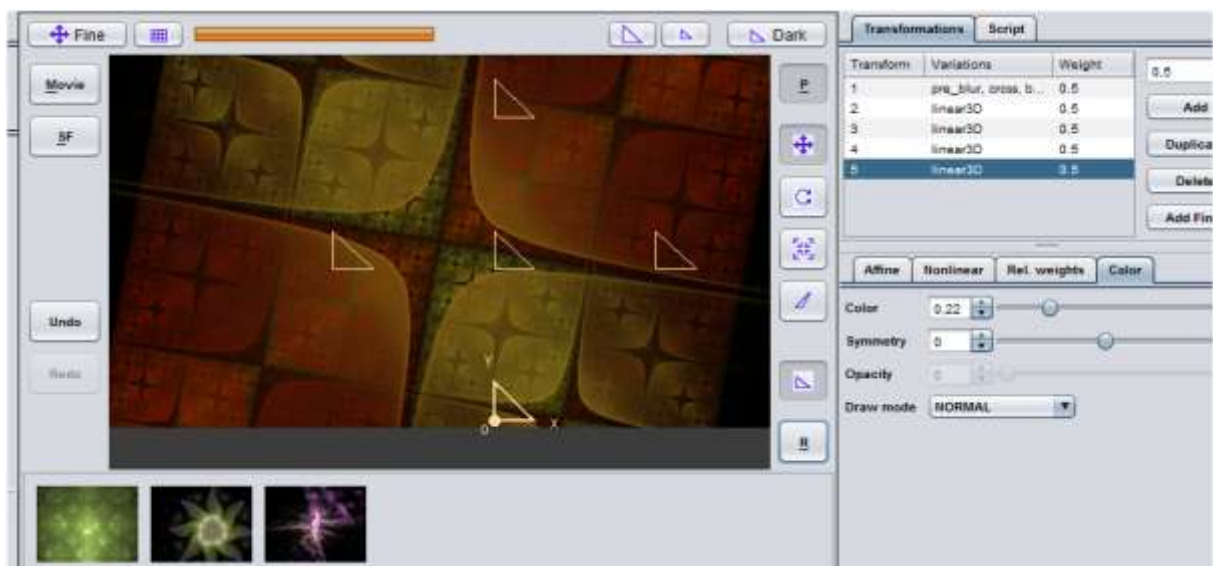


Active the triangle view again by activating the "Triangle" button in the center.

Select the remaining transformation 5 and move it to the bottom until the parameter "O2" has the value 4 and "O1" has the value of "0". Set the "Color" value on the "Transformations/Color" tab to 0.22.

### *Zoom in*

Let's zoom in a little bit. Set the "Zoom" value on the "Camera" tab to 1.5. Hit the "R" button, your fractal should look like screenshot 6.



Now let's some final ornaments.

Add a new transformation hitting the "Add" button at the transformations tab. Set the "Variation 1" on the "Transformations/"Nonlinear" tab to "hyperbolic" with a value of 0.25.

Change the "Color" value on the "Transformations/Color" tab to 0.38.

### *Add more solidity*



Add some more solidity increasing the weight of transform 1. Select transformation 1 and double-click on the weight column. Increase the value from 0.5 to 1.0. You can also use the edit-field to the right of the table.

Hit the "R" button, your fractal should look like screenshot 7.

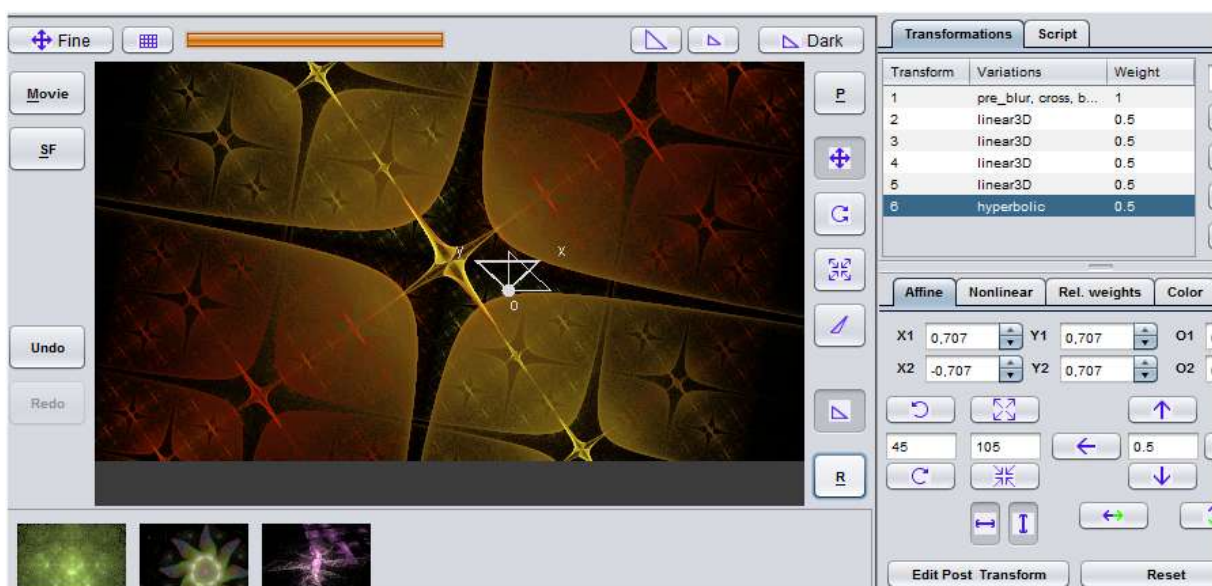


### Improve the ornaments

Now let's polish our ornaments. Hit the "Edit Post Transformations" button again so that it is not active. First we edit the normal linear part of the transformation now.

Be sure that transform 6 is still selected. Now enter the "Transformation/Affine" tab and set the rotation angle (in the field between the two rotating arrows) from 90 to 45. Now hit the "Rotate left" button of the field once.

Your triangle should as in screenshot 8.

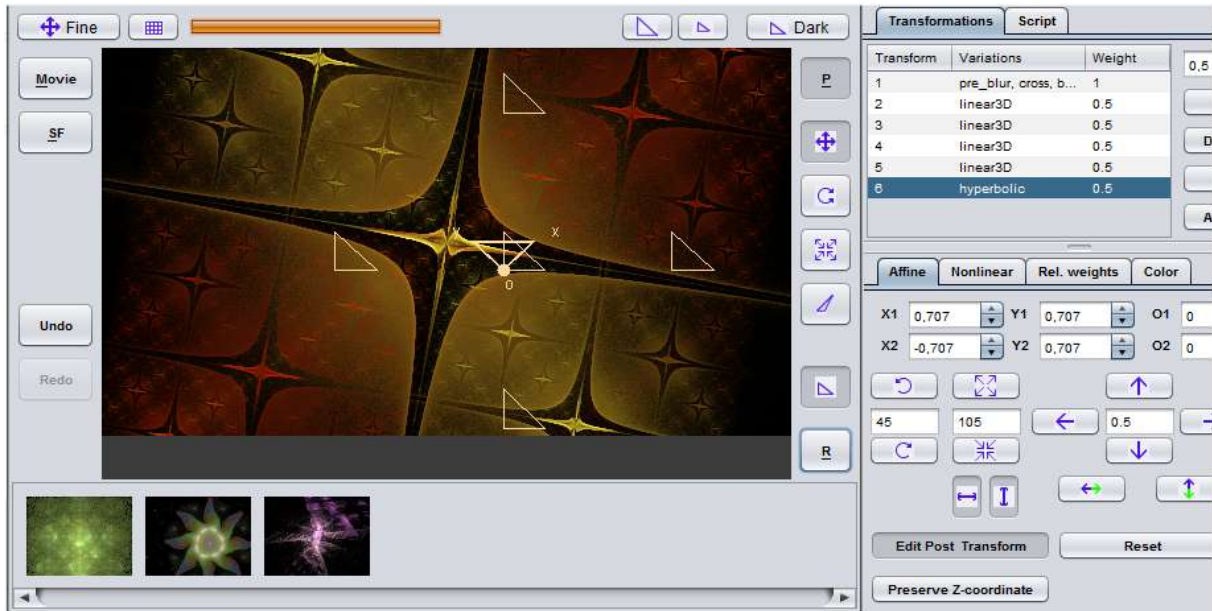


Repeat this step for the post transformation:

Active the triangle view activating the "Triangle" button in the center.

Hit the "Edit post transform" button on the "Transformations/Affine tab" and click on the "Rotate left" button again.

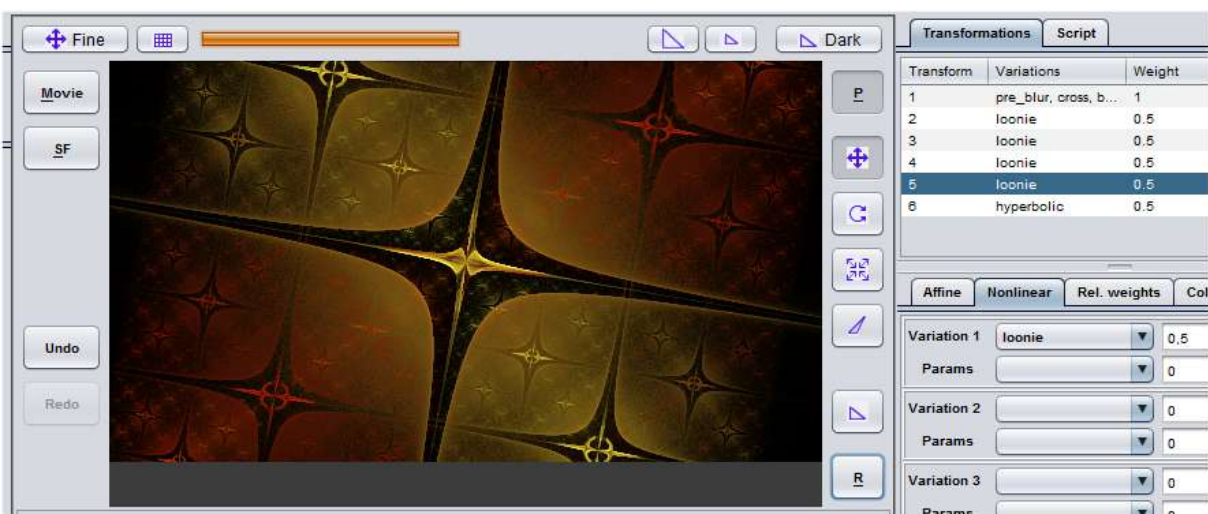
Your fractal should as in screenshot 9.



### *Adding something special*

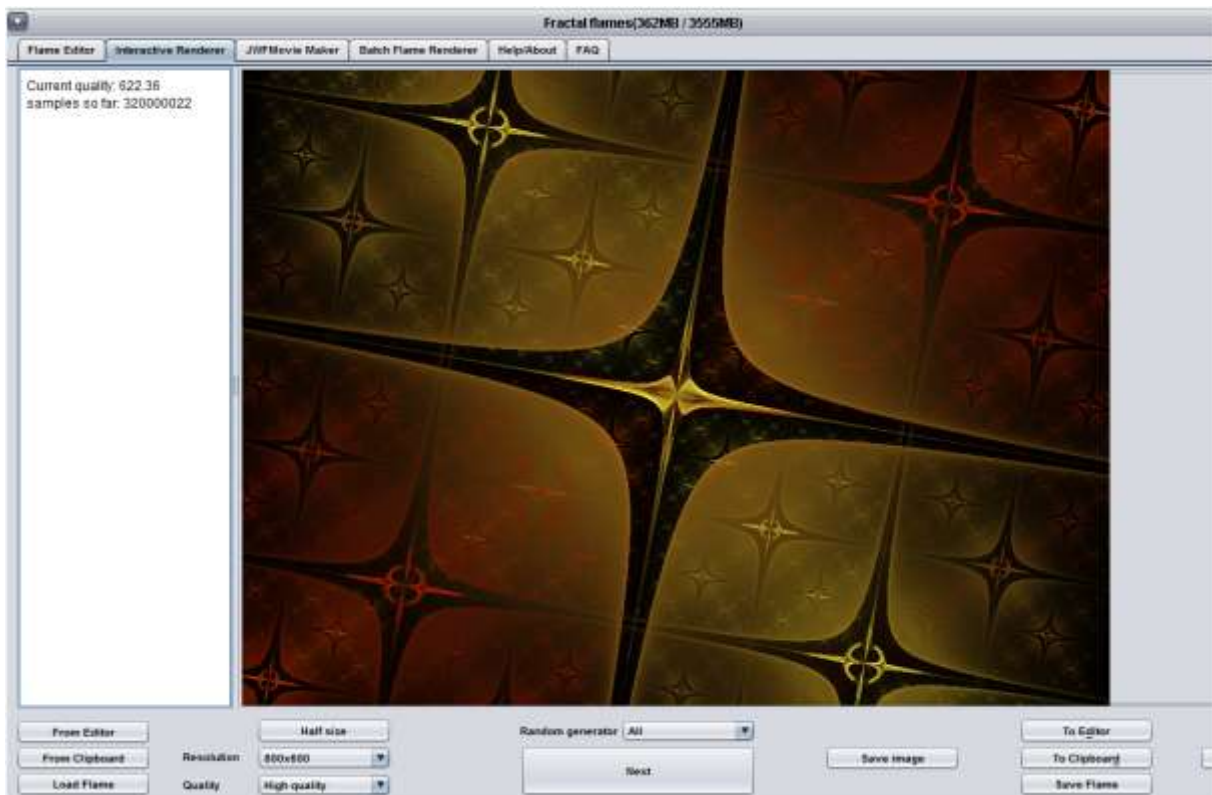
Now let's add something special. Change the variations in transformation 2-5 from "linear3D" to "loonie" to bend the ornaments (feel free to experiment with other variations).

Using "loonie" your result should look like screenshot 10.



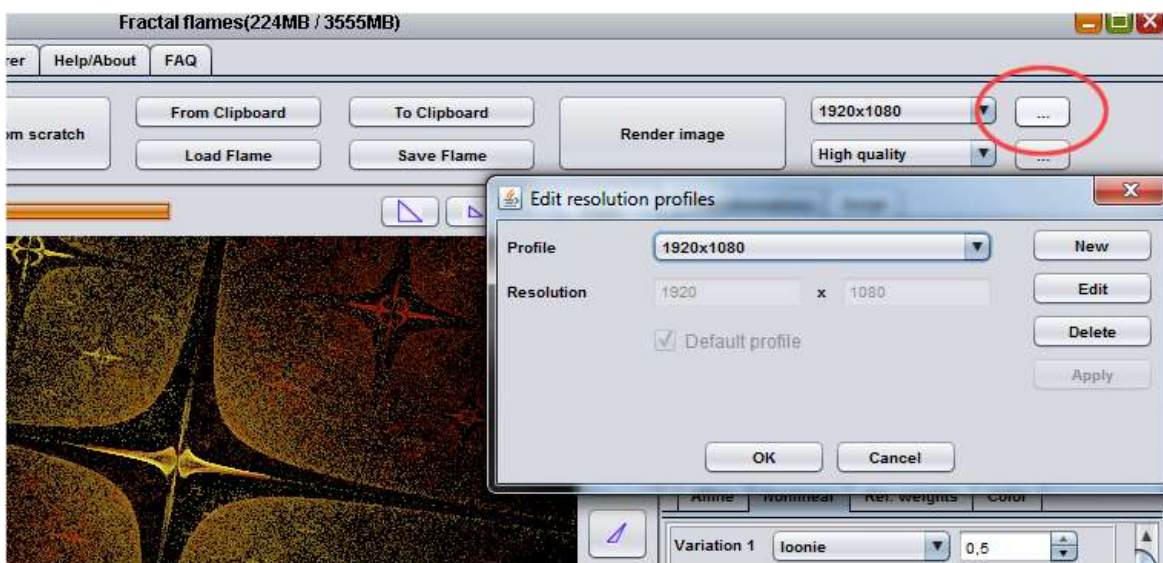
### *Render the final image*

Now it's time to render it :-). Set the "Filter radius" at the "Coloring" tab from 0.0 to 0.5. Then enter the "Interactive Renderer" tab and choose a resolution of your choice. Then press the "From Editor" button which loads the flame from the Editor into the renderer and starts to render.



Let it render until you are satisfied, a quality value of 500 is always a good value to start with. Note that you can save your image using the "Save image" at any time WHILE rendering and that you can NOT pause and resume a render.

If you need another resolution you can define your own resolution profile at the "Editor" tab clicking the small button at the upper right.



Now have fun :-)