JWildfire tutorial on: "sub flames" using the **(pre_)subflame_wf** variation

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The following tutorial describes how to create mindblowing fractals by using flames you created before as variations.

All you will need is JWildfire V0.36 and 2 minutes of time - but probably It will take longer because you can't stop to try it out one more example... ;-)

1 Introduction

JWildfire allows to use other flames as "variation", in JWildfire they are called "sub flames".

For many cases the same result may be achieved by just using "xaos" (as the JWildfire Tutorial 2 describes this). But if you have many transforms the use of "xaos" isn't the easiest thing. And it would be very difficult if the sub flames itself rely heavily on "xaos". And it would be difficult to move/scale/rotate a sub flame as a whole. And you could not use final transforms freely. And it would be very hard to nest this technique. And so on... :-)

In JWildfire there are two variations pre_subflame_wf and subflame_wf which simply allow to use a flame as variation. The only thing you have to do is to paste the content of the corresponding *.flame-file into the ressource-window of the variation!

The only thing that does not work is opacity. All parts of the sub flames have an opacity of 1.0.
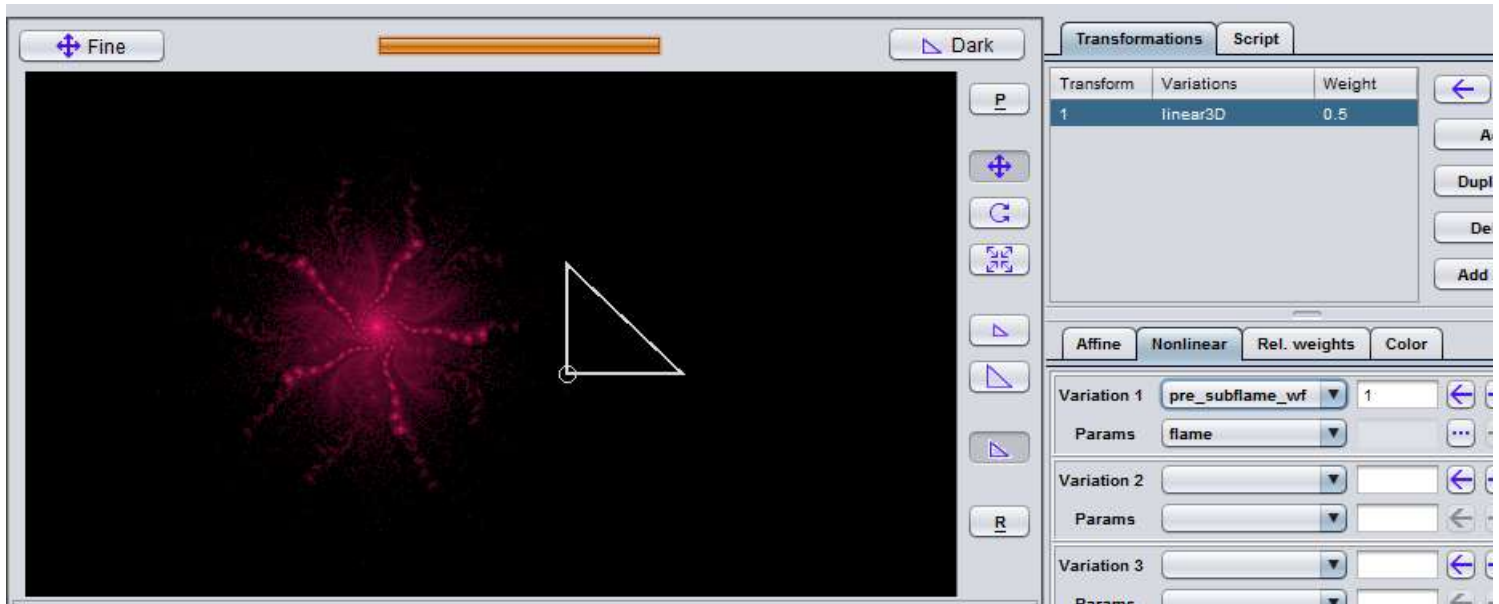
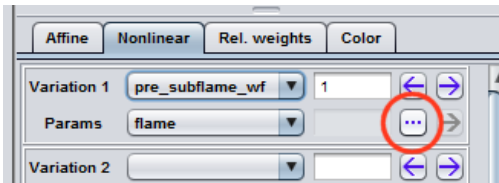# 2 Simple example

1.1 Getting a flame to play with

At first we look for a nice flame to play with. For this tutorial I have choosen a very nice looking gnarl made by Prelkia (http://prelkia.deviantart.com/). You can find this great work and the flame parameters at http://prelkia.deviantart.com/art/SilverGnarl-159301256.

2.1 Creating the sub flame

- Just start JWildfire and start a new blank flame by hitting the "New from scratch button".
- Add a new transformation by hitting the "Add" button on the transformations tab
- Enter the "Transformations/Nonlinear" tab and change "Variation 1" to "pre_subflame_wf"
- A small gnarl should appear, this is the built-in standard flame

- Just copy the parameters you want to use to your clipboard
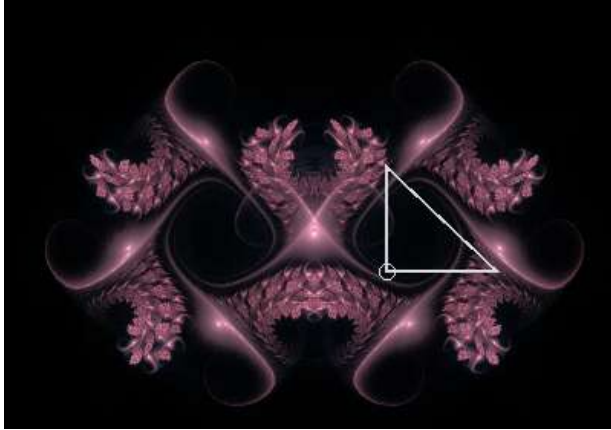- Open the ressources window of the "flame" parameter of the variation 1

- Select all text inside the ressource window and delete it, paste your flame into
- Close the window, the previously displayed gnarl should have been replaced by your flame
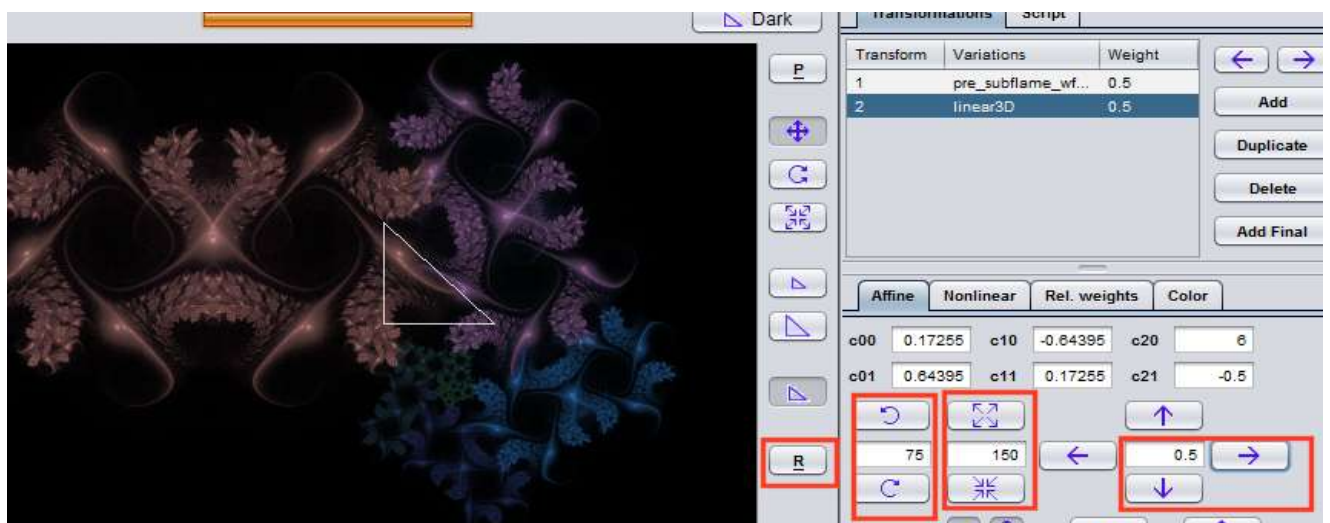
2.2 Transforming the sub flame

- Maybe you want change the color and symmetry slider as we have started with a random gradient now. Or you want to import another gradient by using the "Grab from flame" button on the "Gradient/create" tab
- Enter the "Transformations/Nonlinear" tab and choose "post_mirror_wf" as the value of "Variation 2". Depending on your flame you could try out other things here later.
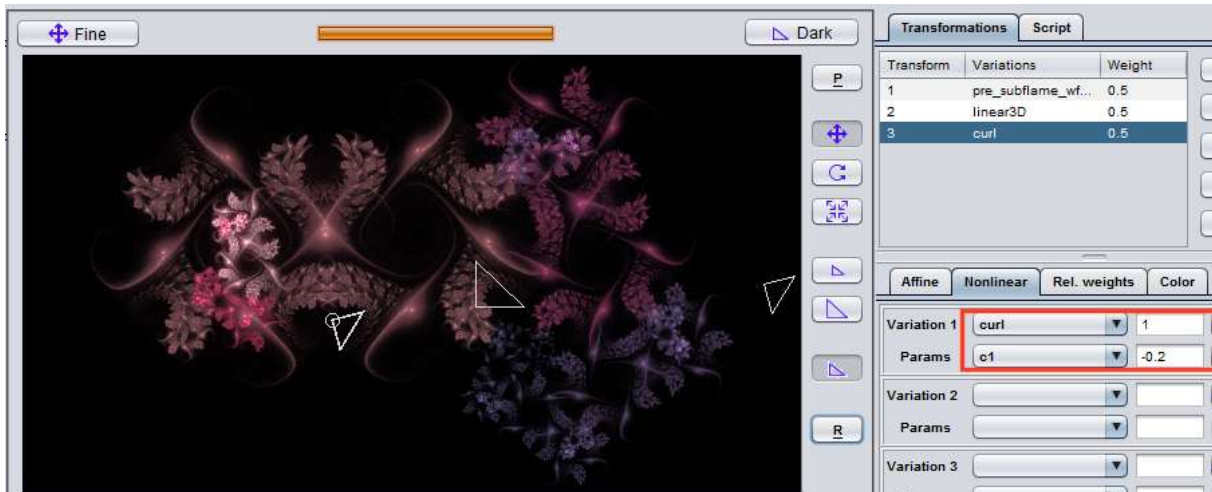

- Note that you also can move/rotate/scale the sub flame. But you must use the **Post transform** to do this. But in this tutorial we will not modify it further.

2.3 Combining the sub flame with other transforms

- create a second transform by hitting the "Add" button on the "Transformations" tab
- rotate the triangle of this transform by 75 degrees clockwise
- scale it down by 150%
- move it 6 units to the right and 0.5 units up (note that in the screenshot below the "down" button was highlighted, this is just an error)
- on the "Camera tab" change "CentreX" to 2.0 and "CentreY" to 1.0
- At least here press the "R" button to view the result in better quality :-)

- Duplicate the transform 2 by hitting the "Duplicate" button on the "Transformation" tab
- Change the "Variation 1" on the "Transformations/Nonlinear" tab to "curl"
- change the parameter "c1" of the variation to -0.2
- move the triangle 9 units to the left and 0.8 units down (so that it reaches -6 as X-position and -0.3 as Y-position)
- change the colors of the transforms 2 and 3 to get a nice looking result

That's it so far. On the last page there are some more examples to demonstrate what is possible. Have fun to try your own things! :-)

2.4 Some more examples