

**JWILDFIRE™**  
**WHAT DOES THIS BUTTON DO?**  
**TUTORIAL©**  
**THE CAMERA BLOCK**

A Quick Look At Where The Main Buttons Take You,  
And What They Do Once You Get There

An Original Tutorial Written For  
JWILDFIRE™ v1.20 (18.1.2014)

By

Naomi R Richmond

FRACTALHOLICS ANONYMOUS AKA FANTASTICALLY FABULOUS FRACTALS

# CAMERA BLOCK

## Camera Tab

Parameter	Value	Slider
Roll	0	
Pitch	0	
Yaw	0	
Perspective	0	
Centre X	0	
Centre Y	0	
Zoom	1	
Pixels per unit	15.15	

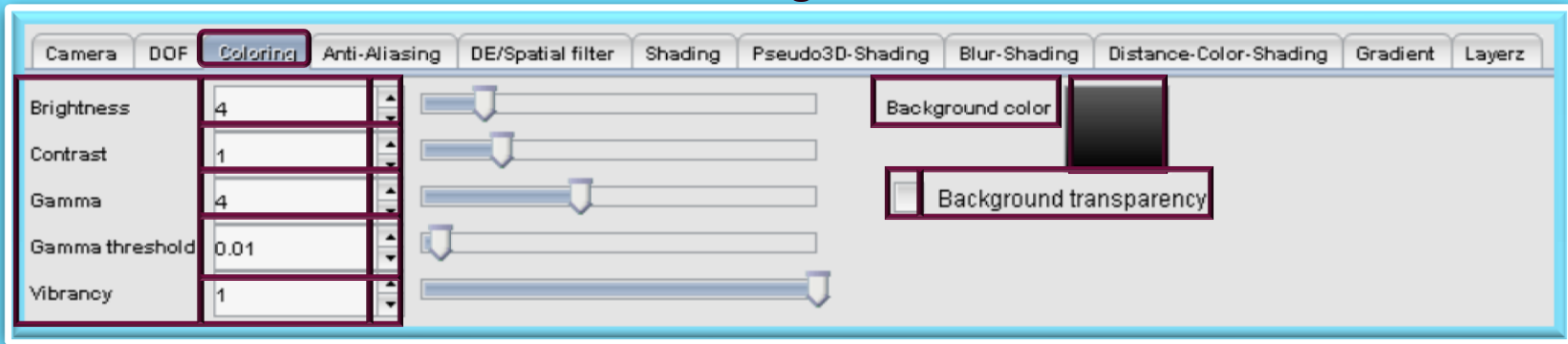
This tab is where to set the location values for the flame . The Camera Tab, Depth of Field Tab, Coloring Tab, Anti-Aliasing, & the DE/Spatial Filter Tab act on the flame as a whole (Every Transformation and Layer combined.)

## Depth Of Field Tab

Parameter	Value	Slider
Amount	0	
Area	0.5	
Exponent	2	
Camera distance	0	
Diminish Z	0	
Focus X	0	
Focus Y	0	
Focus Z	0	

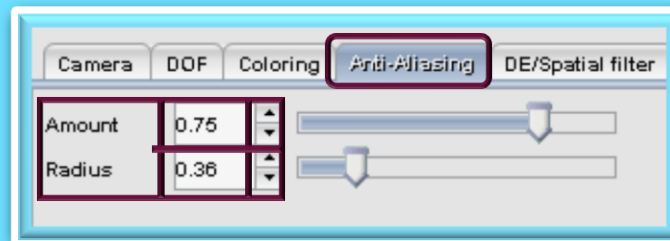
This tab is used to set the values determining the depth of field.

## Coloring Tab

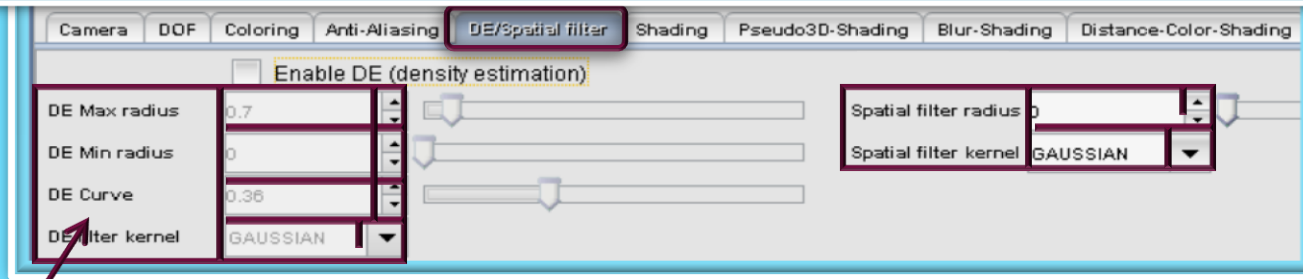


1. The Coloring Tab controls the Brightness, Contrast, Gamma, Gamma Threshold & Vibrancy for the flame as a whole (all transformations & layers together)

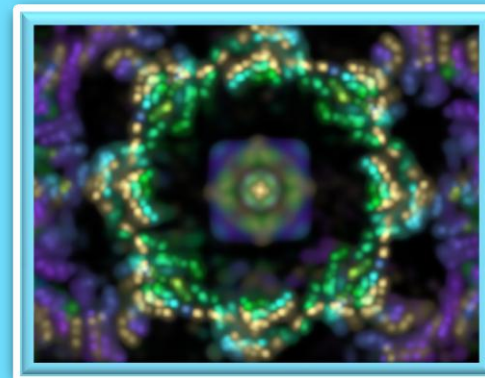
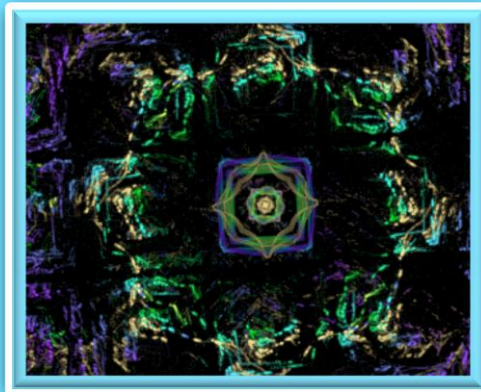
## Anti-Aliasing Tab



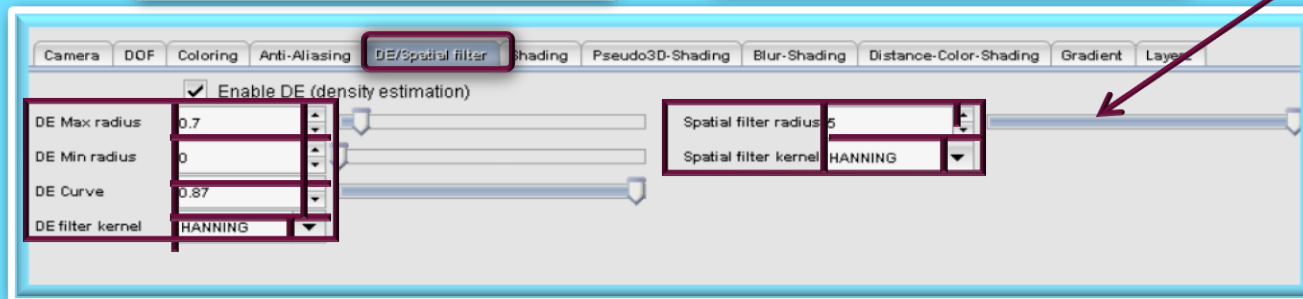
1. The Anti-Aliasing Tab smooths out the appearance of the “stair-step” jagged edges of digital diagonal lines



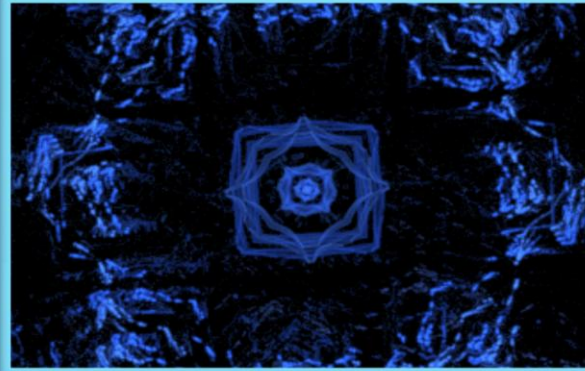
**Gaussian Filter**  
Max Radius 0.7  
Curve 0.36



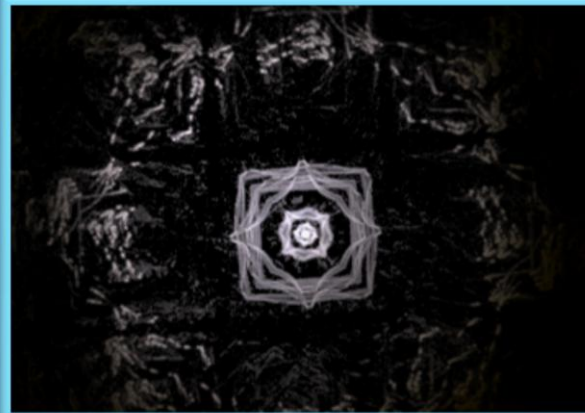
**Hanning Filter**  
Max Radius 10  
Curve 0.84



The Density Estimation Tab contains the settings for setting the values of the Maximum & Minimum radius, Curve . This tab also enables you to change which filter you use. By altering the setting values you are able to “smooth” out your images, or soften the blur.

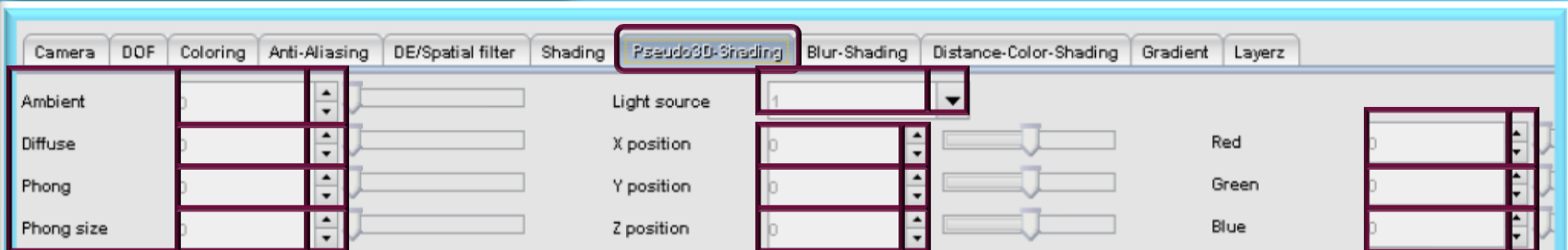


## FLAT SHADING

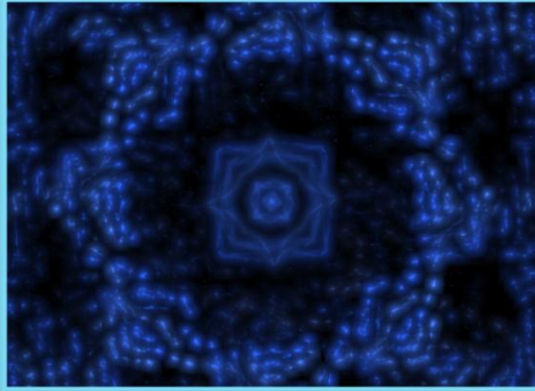


SHADING EXAMPLES ARE OF THE SAME FLAME  
WITH NO ADJUSTMENTS MADE TO THE VARIABLES  
FOR EACH METHOD OF SHADING

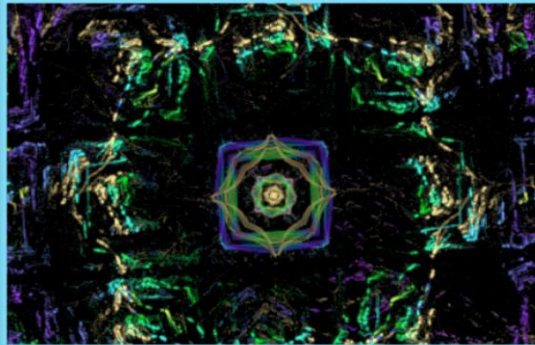
## PSEUDO 3D SHADING



## BLUR SHADING



Camera	DOF	Coloring	Anti-Aliasing	DE/Spatial filter	Shading	Pseudo3D-Shading	<b>Blur-Shading</b>
Blur radius	0						
Blur fade	0						
Blur falloff	0						



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FOR EACH METHOD OF SHADING

## DISTANCE COLORING SHADING

Camera	DOF	Coloring	Anti-Aliasing	DE/Spatial filter	Shading	Pseudo3D-Shading	<b>Blur-Shading</b>	<b>Distance-Color-Shading</b>	Gradient	Layerz
Radius								OffsetX	0	
Scale								OffsetY	0	
Exponent								OffsetZ	0	
								Style	0	
								Coordinate	0	
								Shift	0	





**We have come to the end of another tutorial. I hope you enjoyed it. Remember, parameters are not set in stone, play with their values, change variations, add a final transform. Have fun with them. If you aren't having fun, then you are working too hard. Please practice Good Fractal Sportsmanship, if you use someone's flame, script or tutorial remember to mention them and give credit where credit is due.**

**HAPPY FRACTALING**

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