

JWILDFIRE™

WHAT DOES THIS BUTTON DO?

TUTORIAL© PART

TRANSFORMATIONS & AFFINE BLOCKS

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

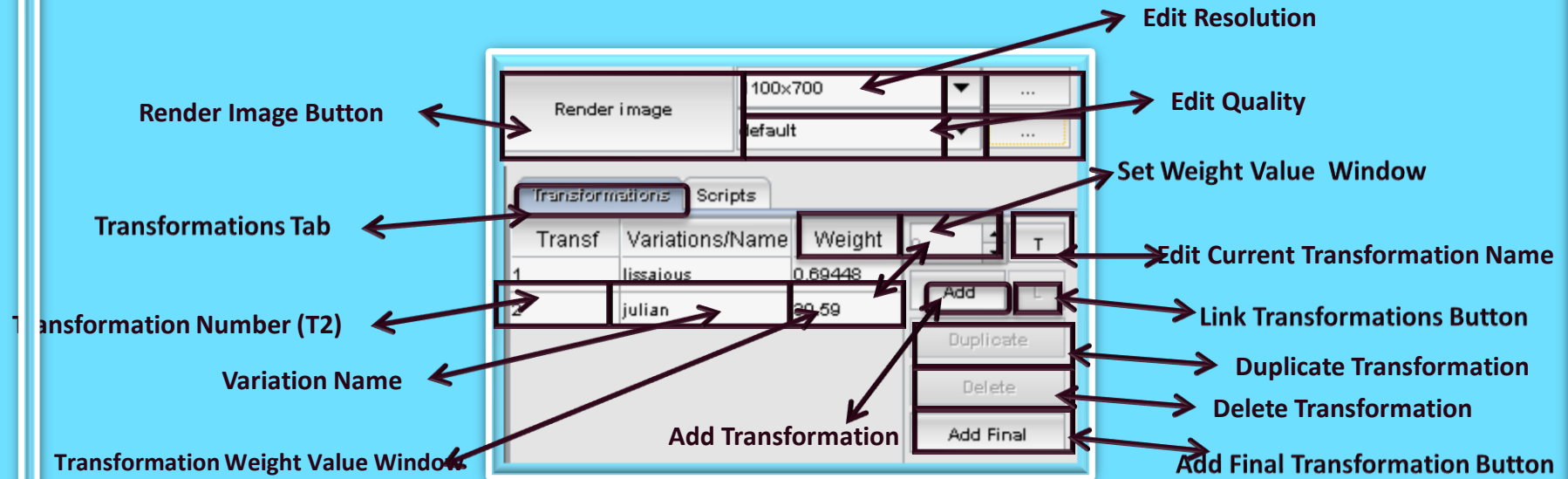
An Original Tutorial Written For
JWILDFIRE™ v1.20 (18.1.2014)

By

Naomi R Richmond

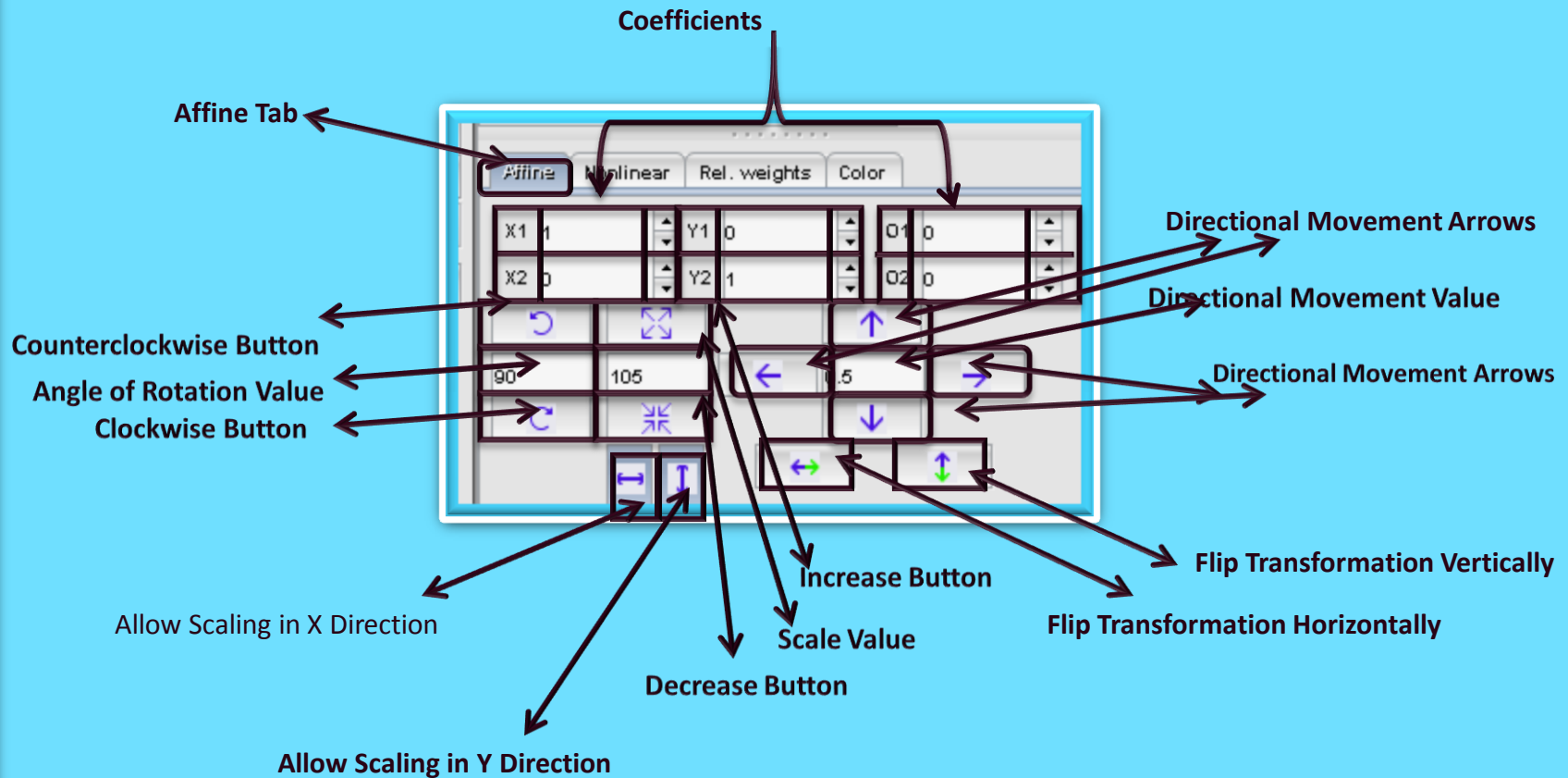
FRACTALHOLICS ANONYMOUS AKA FANTASTICALLY FABULOUS FRACTALS

TRANSFORMATIONS BLOCK



1. The top portion of the Transformation Block contains the Render Image Button. It is used to render the images that you wish to export to the Operations Window (will be discussed in an advanced tutorial.)
2. The Edit Resolution window is also in the top portion of the Transformation Block. It is used to determine the dimensions of your finished flame/fractal.
3. You Will also find the Edit Quality window in the top portion. (I have my default set at 3000)
4. In the lower portion, you will find the buttons that you will use the most often: Add; Duplicate; Delete & Add Final Transformations.
5. It is important to check that both weight windows for a transformation have the same value.
6. The Scripts Tab along with the Edit Transformation Name & the Link Transformations Button will be discussed in an advanced tutorial.

AFFINE BLOCK



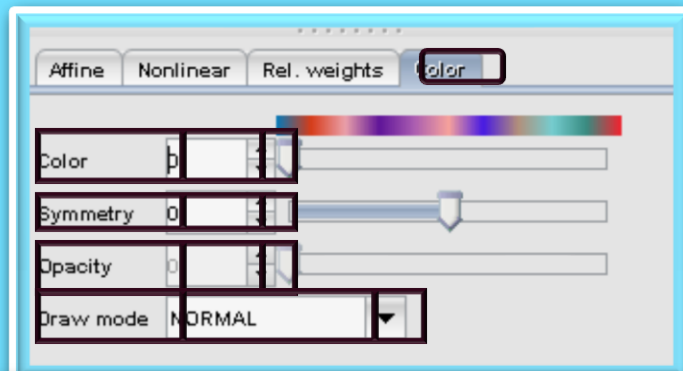
The Affine Tab contains all the positioning tools for each individual transformation

Nonlinear Tab



In this tab, you choose which variation/s to use for each transformation and their value/s. You also are able to edit the value of any Params the variation might have.

Color Tab



This tab is used to set the color value, symmetry and draw mode for each individual transformation

Relative Weights Tab



This tab is used to determine which transformations act together and in what order they act. You also are able to give each transformation a value to determine the dominant transformation.



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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