

Julian Rings Tutorial

This is a basic tutorial on the very popular Julian Rings.

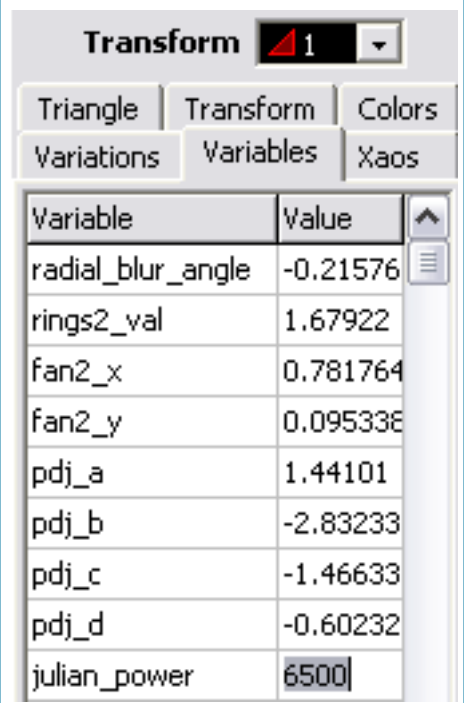
Step 1
Open up **Editor (F4)** and click on New blank flame.



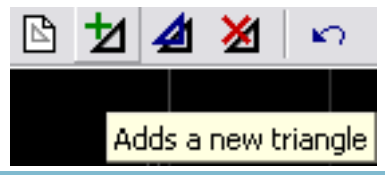
Step 2
Now you will have only a red triangle, this is **transform 1**.
The variations for transform 1 are:
Linear: 0
Julian: 1

radial_blur	0
rings2	0
fan2	0
pdj	0
julian	1

Step 3
Go to the **variables** tab and change:
julian_power: 6500



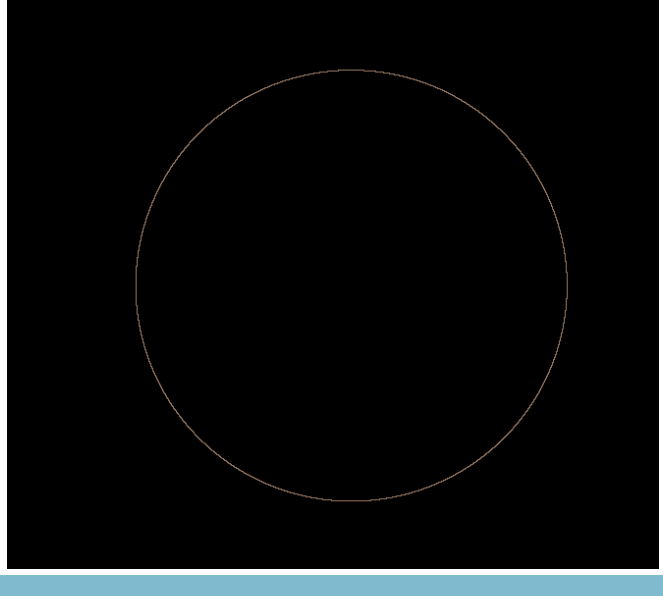
Step 4
Add a new triangle. To do this, click on the **green plus** sign as shown below.



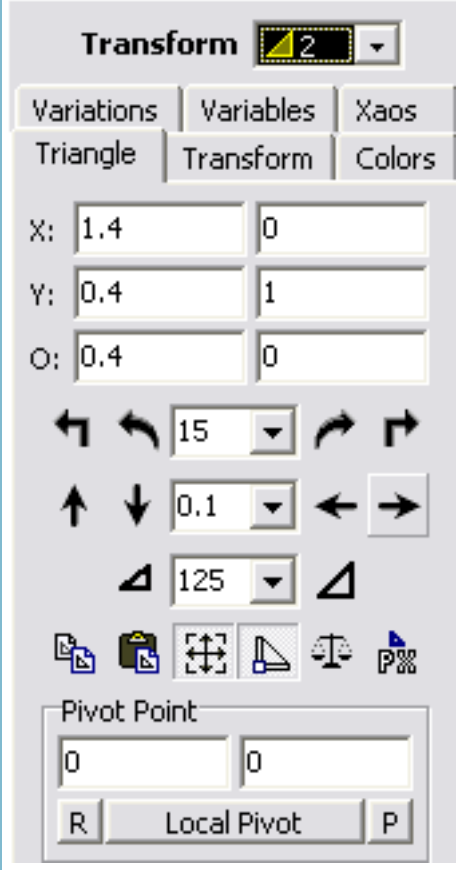
Step 5
On the **Variation** tab for **triangle 2**, do the following:
Linear: 0
Rings2: 1

Now go to the **Variables** tab and change **rings2_val** to: **-1**

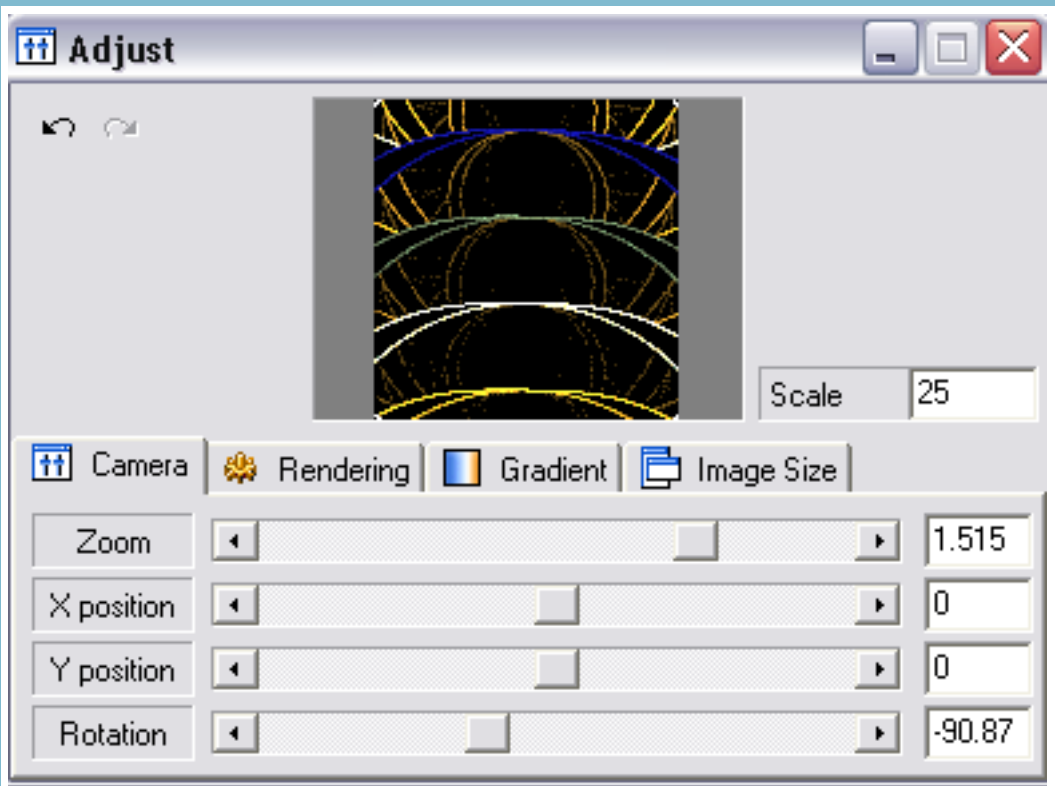
You should now have this:



Step 6
To get the rings look, still on **transform 2**, go to the **Triangle** tab.
On this tab click on **Right arrow** 4 times.



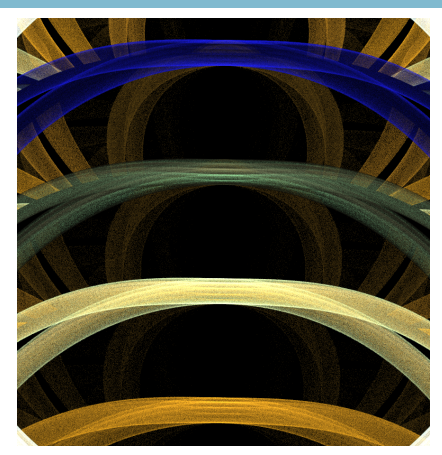
Step 7
Now change the color to what ever you wish and then **zoom in to: 1.515**



You now have Julian Rings. We will now add more to this!

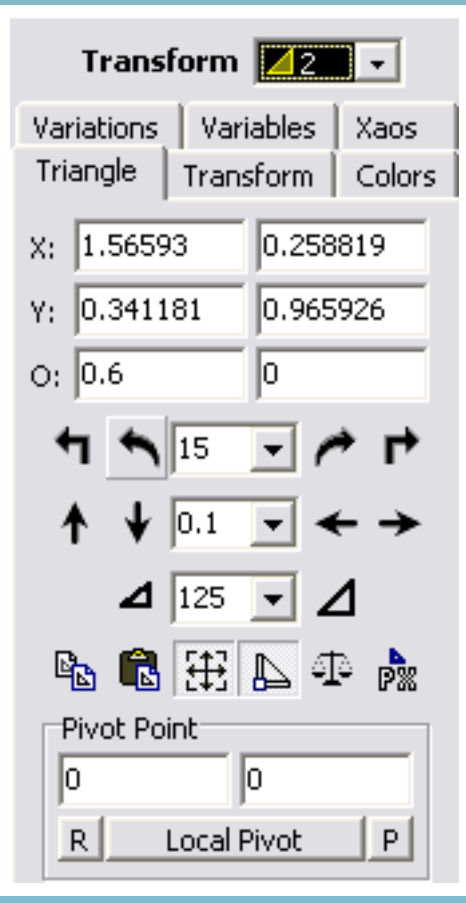
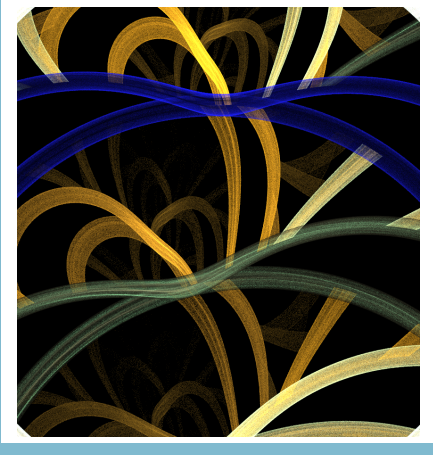
A fuller look
Go back to **tranform 1** (the red triangle) and add in:
Sinusoidal: 0.005

The result is on the right

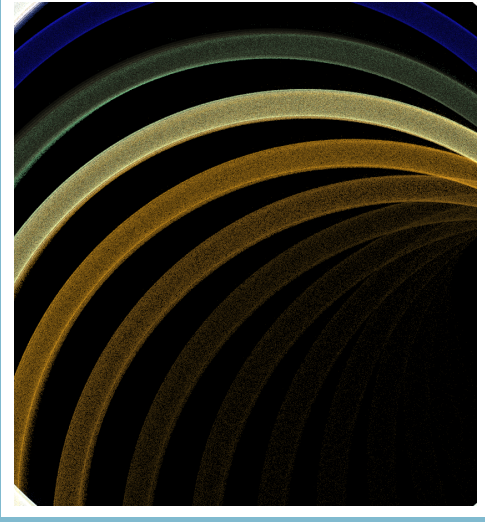


Messy look
To give the Julian Rings a messy look, go to **transform 2** and click on the **Triangle** tab, then:
Click 2 times on the **Right triangle** and then
once on the **Rotate triangle counter clockwise**

This will make the Rings look completely different.



Tunnel effect
To get a tunnel effect, on **tranform 2**, go to the **variables** tab and change ring2_val from -1 to 0.
Now go to the **Triangle** tab and click 4 times of the Left arrow.



I hope you have found this tutorial helpful.

Please do not use this tutorial anywhere else!!