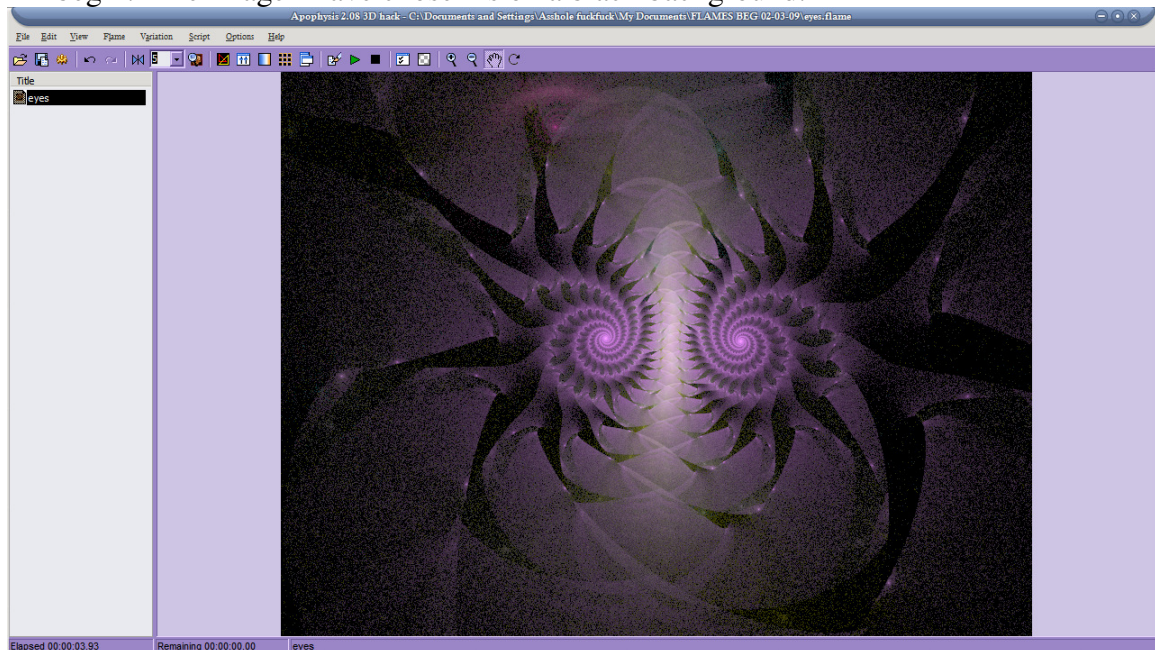


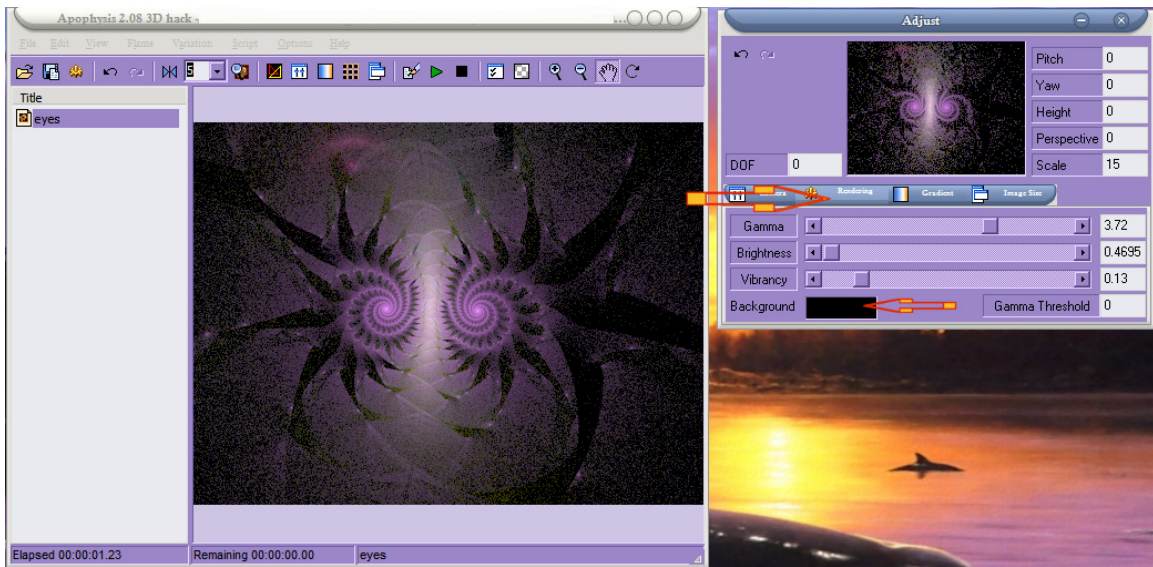
## WORKING WITH IMAGES ON WHITE BACKGROUNDS

Anyone who has worked on fractals with light or white colored backgrounds can tell you that there is a little difficulty as well as skill involved. For the purposes of this tutorial, we will begin with an image that I am already working on. I have found this process works best with Apophysis. There is a lot more to what I do when working on white/light backgrounds, but this is the simplified version. A lot of the adjustments to be made will depend upon your own unique perspective and preferences. So, please bare that in mind when working on these kinds of images.

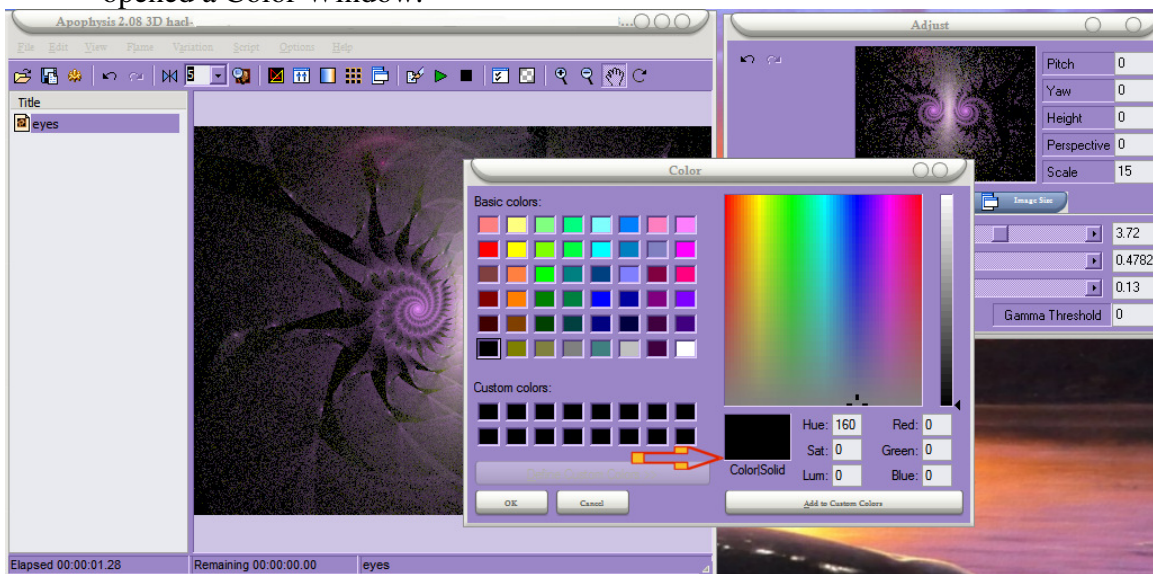
1. Image 1 shows the image already loaded into Apophysis and we are ready to begin. The image I have chosen is on a black background.



2. Next open the Adjustment window. Click on the Rendering Tab, then, click on the big black box at the bottom of the window. We want to change the background color so we can work on the image.

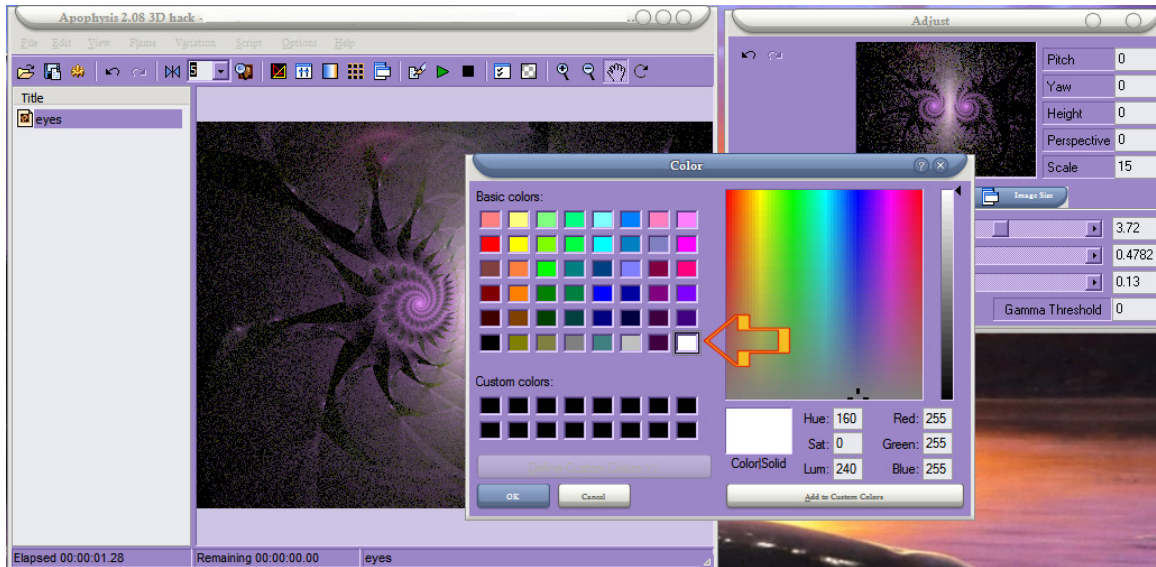


3. Once you have opened the window, note that black is already loaded because that is the background of our image. When you clicked on the big black square, this opened a Color Window.

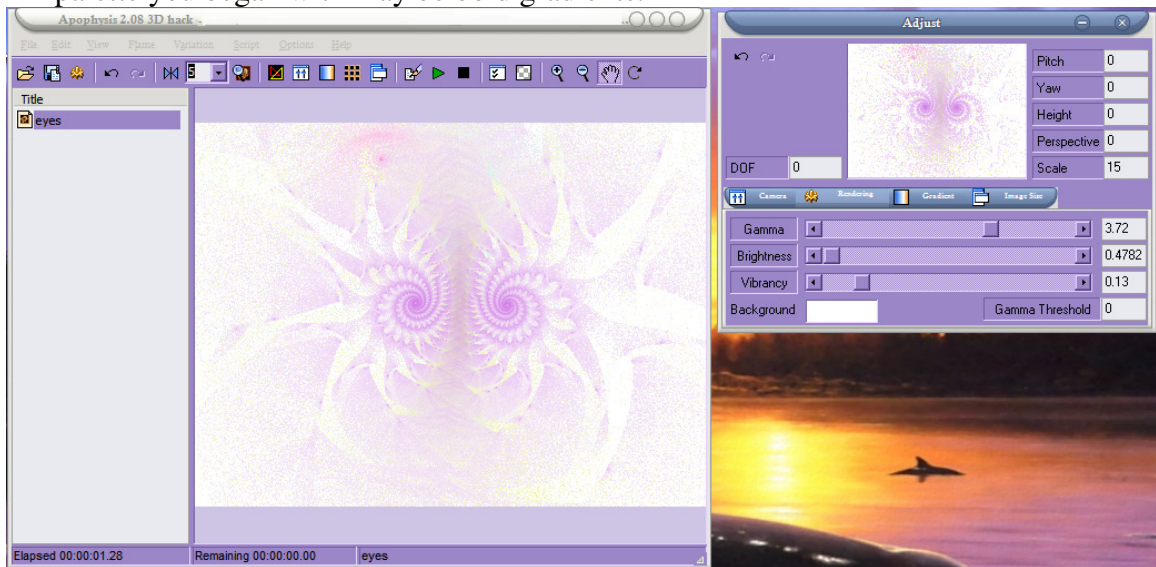


4. We want to change our background to white. So we can click on the white square in the Basic Colors selection box.

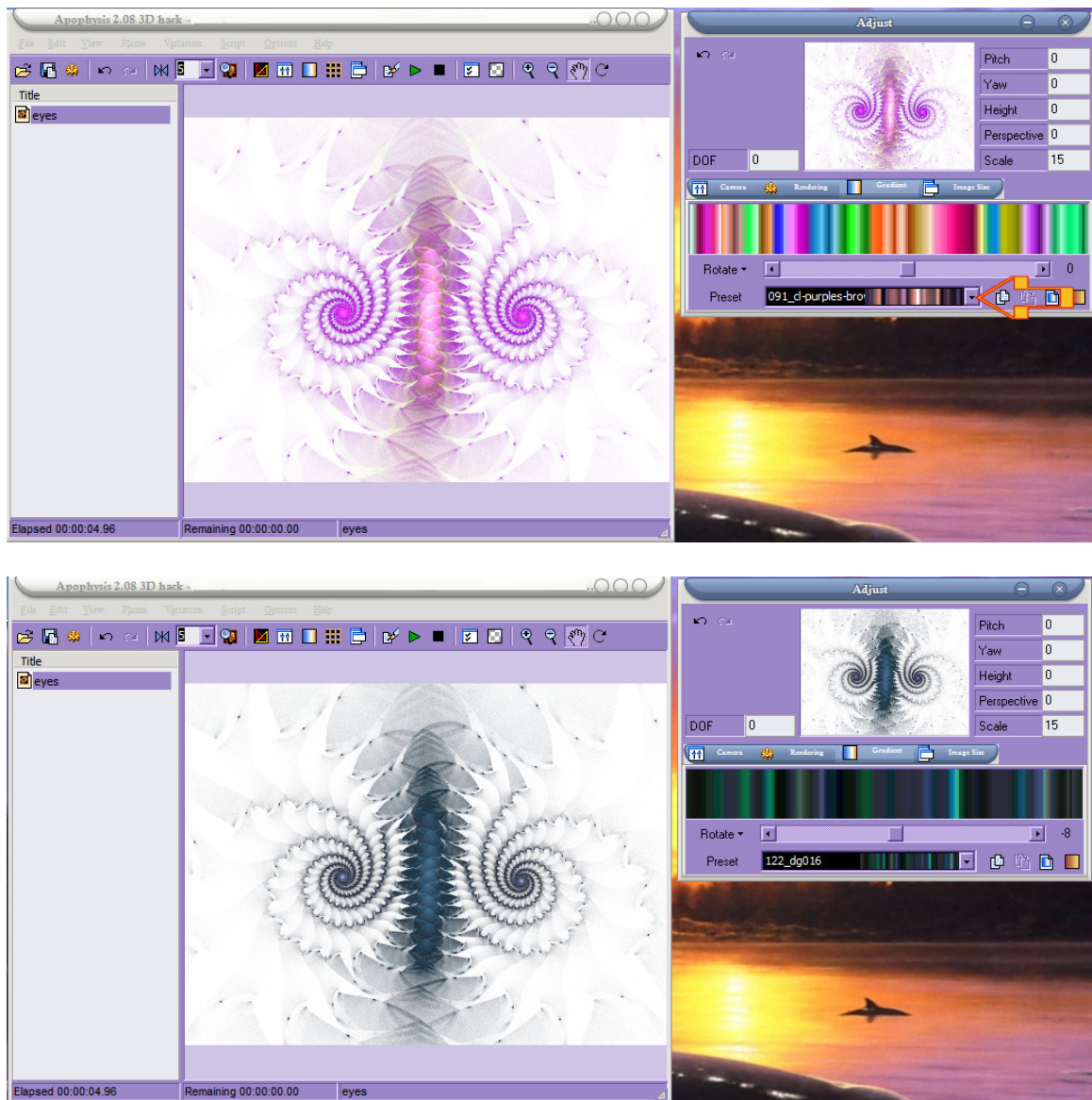




5. Once we have done that, you will note that the background has changed to white. Also note that the image you are working on becomes very faint in color. Bold gradients are no longer bold and significantly lighter. Even though the color palette you began with may be bold gradients.

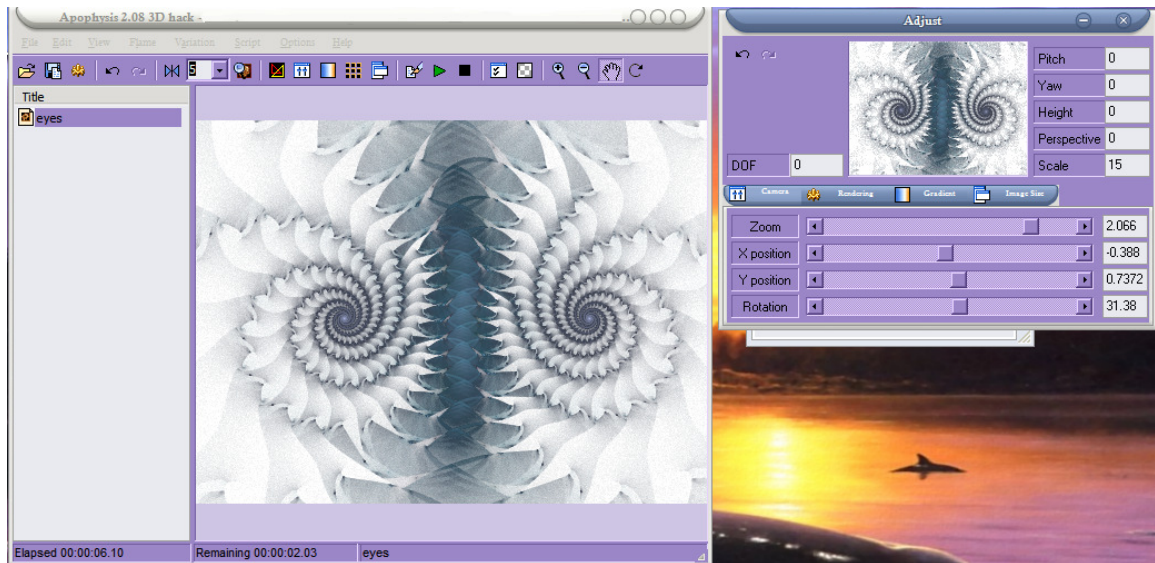


6. What we will need to do is change the gradient. Note, if your gradient is dark enough in your opinion, you may be able to move the slider in the rotate window to change the color. I recommend you do this first before changing to a different color. In our image below, I have decided to move to a much darker gradient. I always find that using a much darker gradient selection, which contains black works best. The reason being is due to the fact we are limited how far we can adjust color in Apophysis. I always use an additional editing program in post-process to make subtle changes that will be necessary.



7. The very next part of the process involves adjusting the settings. Mostly Gamma and Brightness. Be careful when adjusting the Gamma setting. If you go too far your image will be very grainy, which would not be a desired result. Once you have adjusted the image to the settings you desire, begin to render.

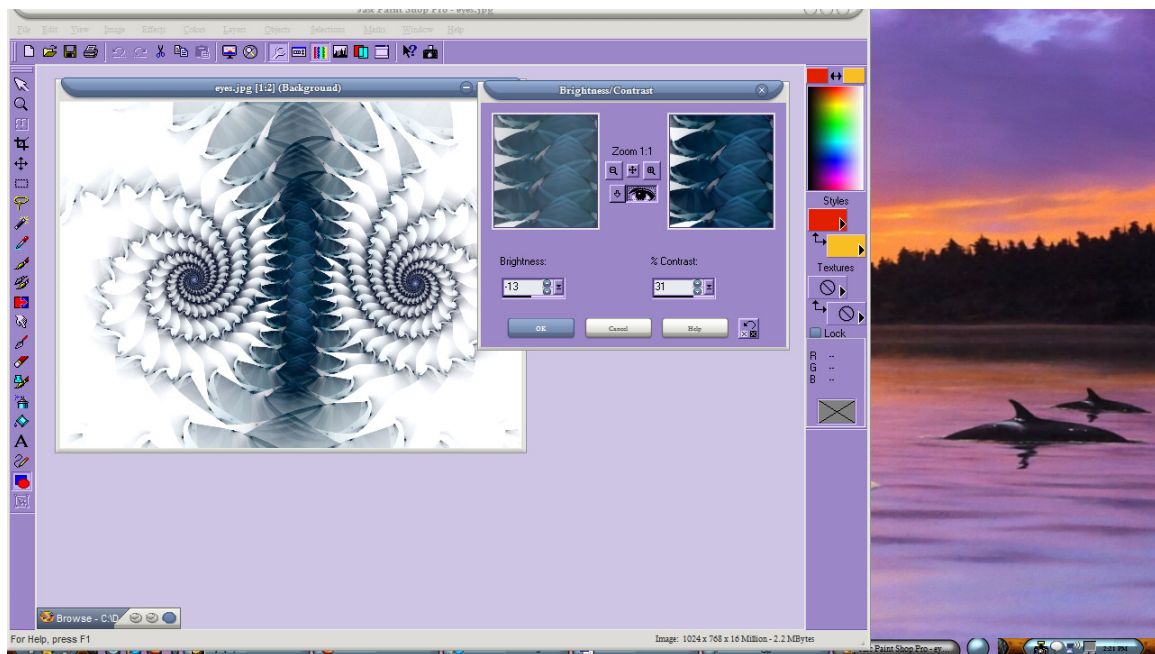




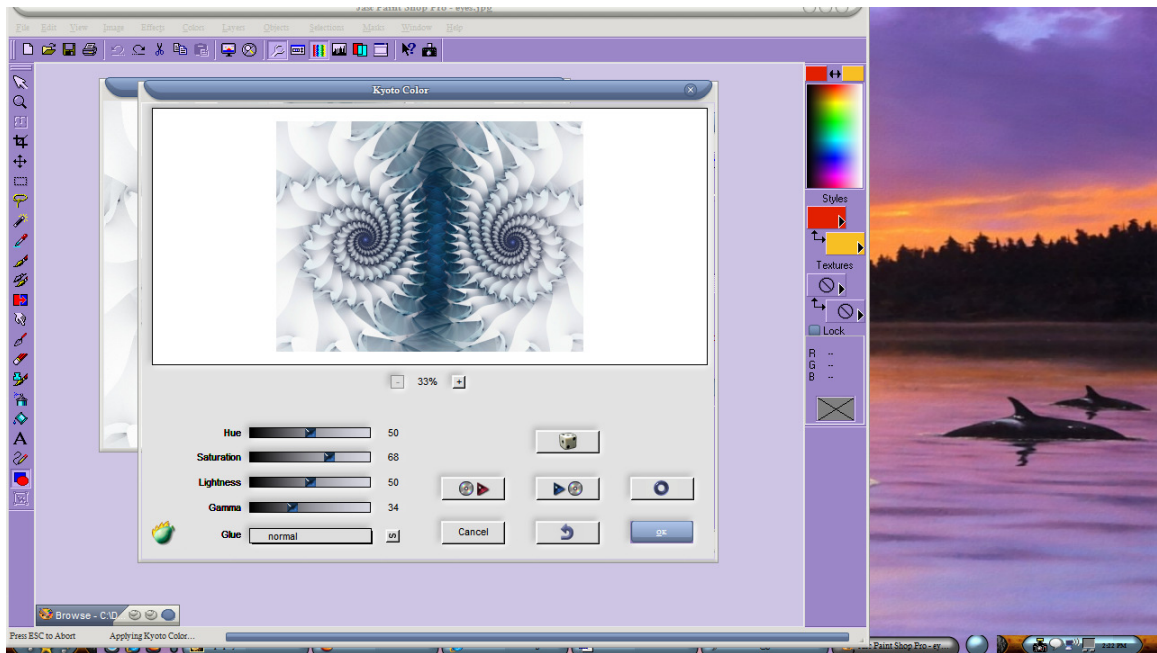
8. When you have finished your render, you will more than likely need to load the image in a graphic program such as PSP, PS, or Gimp to make slight adjustments to the contrast. Some contrast will also help give the image a slight 3D quality.

## POST PROCESSING

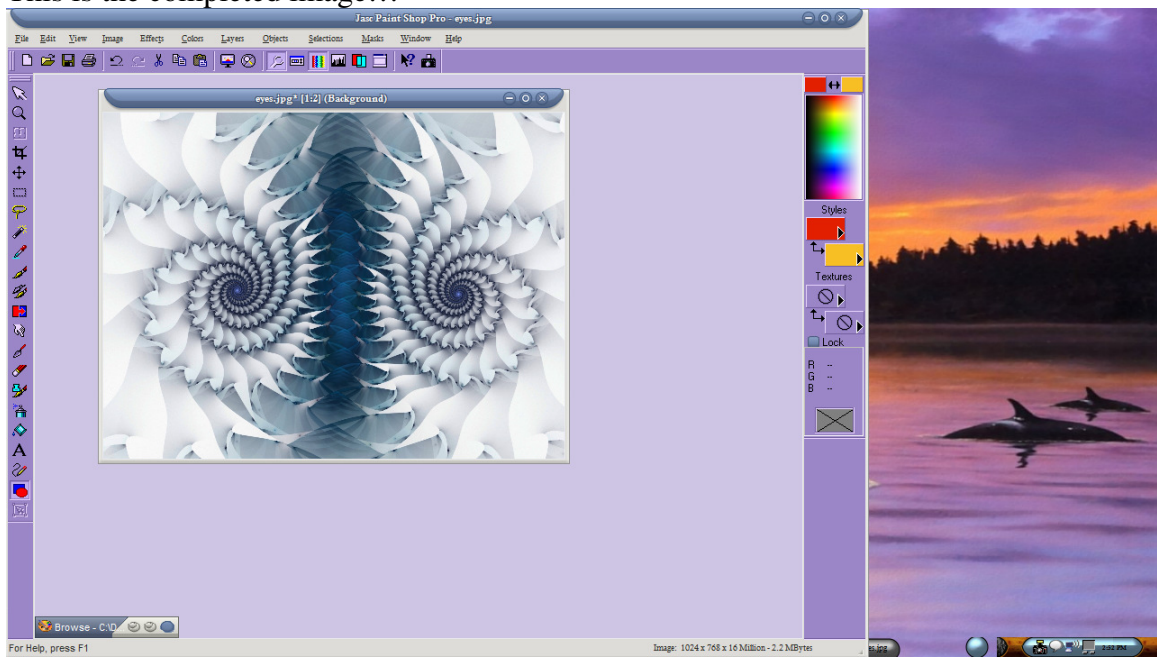
I find that after I have rendered my images, a little post-processing is necessary to achieve the desired effect. In the image below, I am making a few slight adjustments to the contrast. The program I am using is PaintShopPro7.



In this image I am making a slight correction to the color. When the image rendered, it was a little lighter than I expected. I am using PaintShopPro7 with a Flaming Pear Kyoto Color Plugin to make my adjustment.



This is the completed image...



That's basically it! Have fun!