



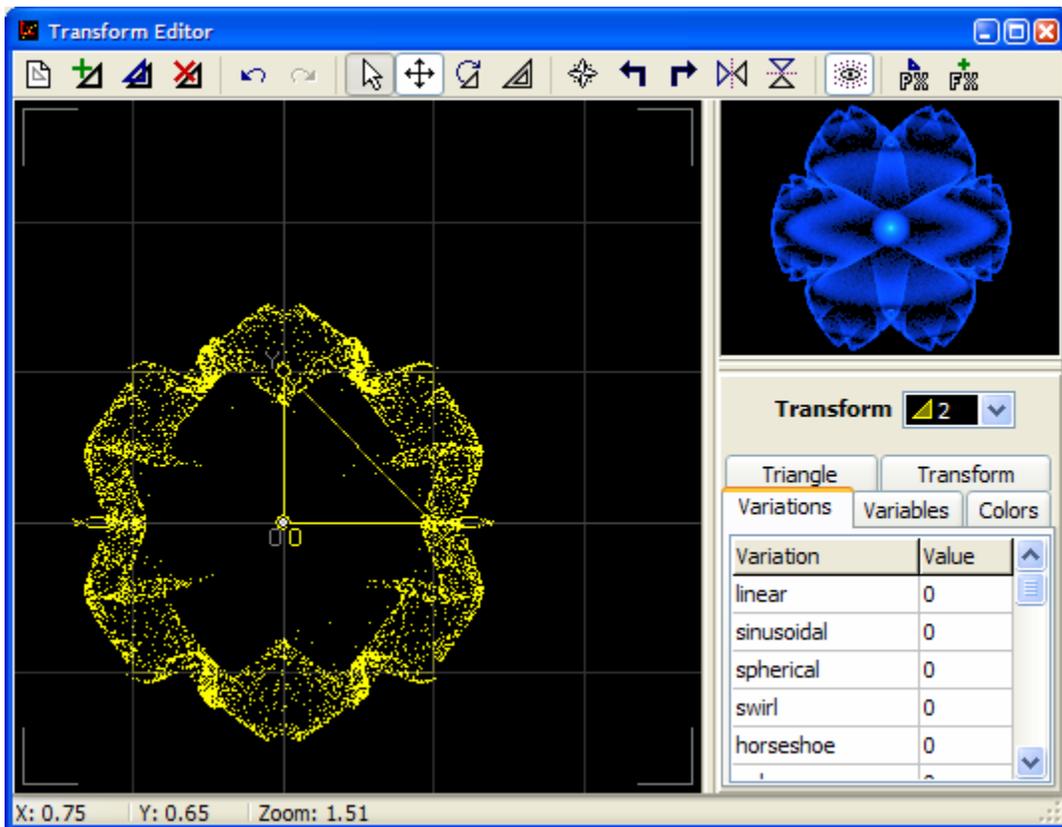
Alien Jewel Tutorial

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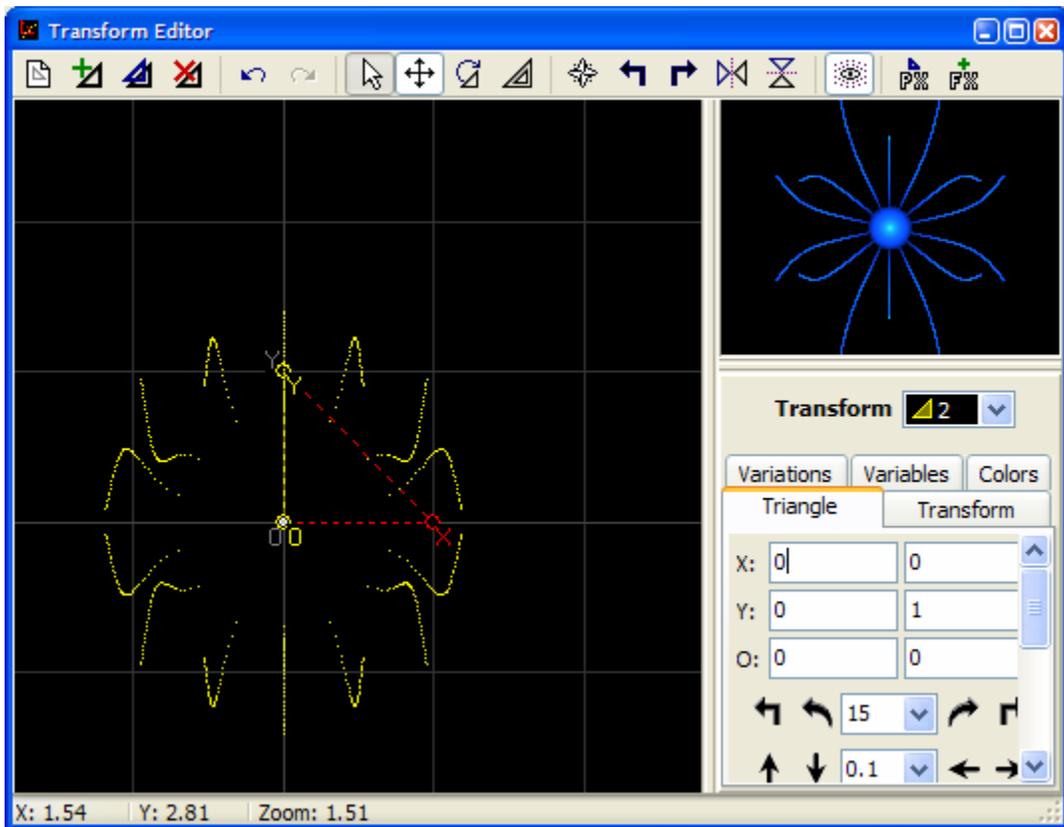
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I have decided to write this tutorial due to several requests as to how I made my piece [Omniscience](#). I will not go into the in depth details of how [Omniscience](#) was created, as it involved 14 transforms and so is complex beyond the scope of a tutorial. Instead I will simply demonstrate how to create the central jewel structure. You can then use this basic structure to experiment and produce your own pieces. This tutorial assumes that you already know the basics of how to use Apophysis. The basic method used is similar to the popular [Tubes and Wires](#) technique described by [CygX1](#).

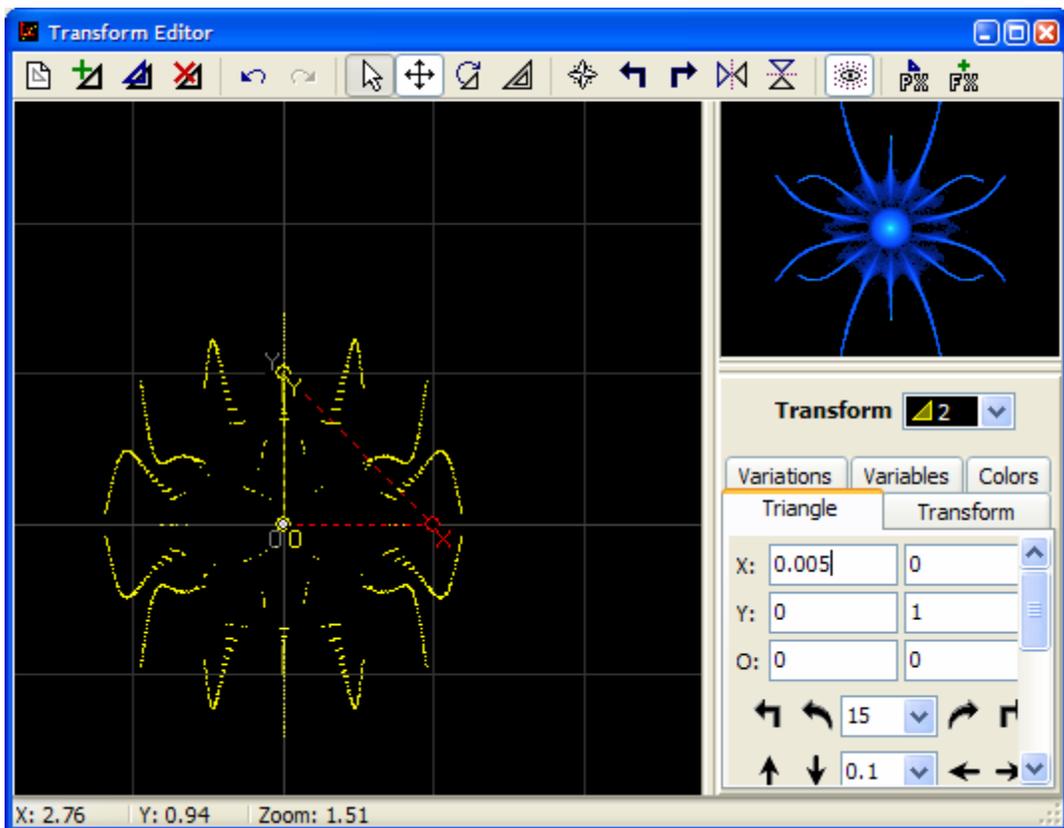
1. First create a blank flame.
2. Now select Transform 1, remove the Linear = 1 and set Gaussian Blur = 0.1 instead. This creates the basis for the central 'gem'.
3. Next, add a new transform and remove Linear = 1 and set Julian = 1 with Julian Power = 7 and Julian Distance = 1. Now set Diamond = 0.25. You should now see something like this:



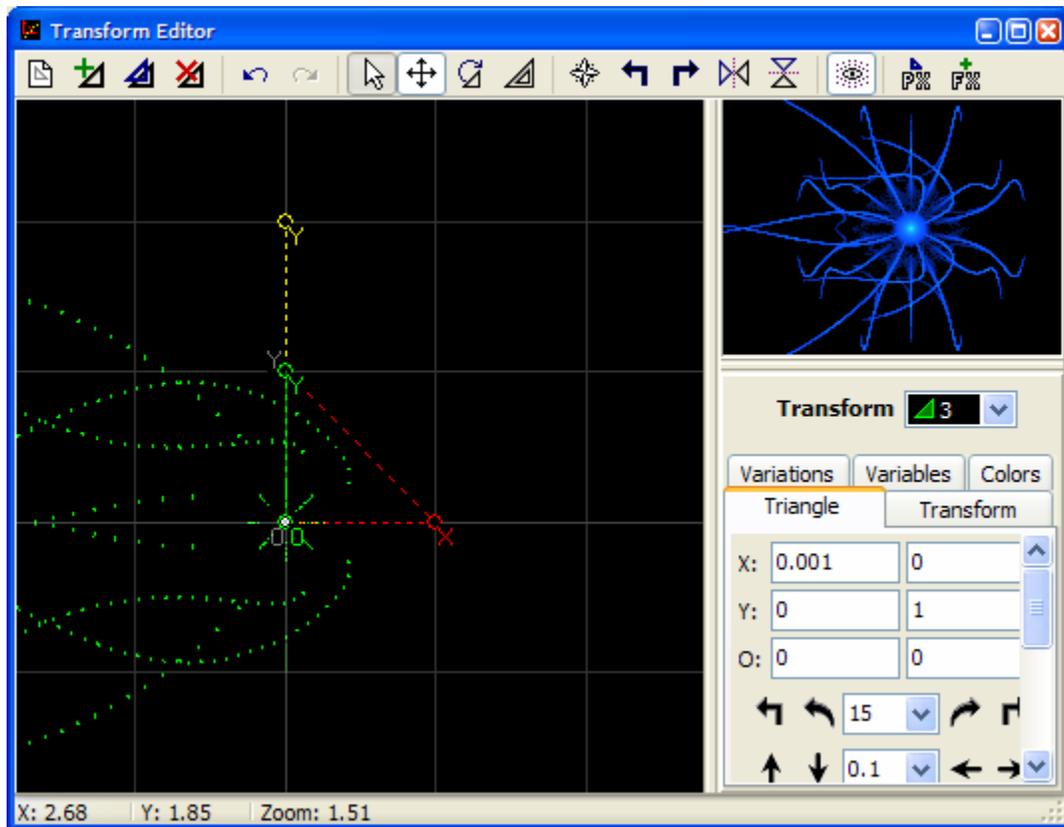
4. The key to getting the wiggly lines is to flatten transform 2. Select Transform 2, click the 'Triangle' tab and set the X location to [0, 0]. You should now have this:



5. To give more body to the jewel you can slightly shift the X value of Transform 2. Only a very small change is required. For example 0.005:



6. Now to make it slightly more complex. Add a new transform. Remove Linear = 1 and set Julian = 1 with Julian Power = 4 and Julian Distance = 1. Now set the Sin variation to 0.5 and the Horseshoe variation to 1. Set the X position in the triangles tab to [0.001, 0]. You should now see something like this:



This is the completed basic structure for the jewel. I will leave you with a few hints on how to modify this and make it your own.

- To make the tendrils longer you need to stretch the Julian transforms. For example by setting Y position to [0, 2].
- The Julian power values will control the number of tendrils.
- The exact variations that you use on the Julian transforms can be altered. You don't have to use diamond, sin and horseshoe. Lots of combos work well together. Experiment with adding more Julians and tweaking the variables!
- Some combinations of variables can leave the tendrils looking slightly 'jagged'. Adding a very small amount of Blur to the transform can hide this.
- In [Omniscience](#) I use an additional transform with the Bubble variable to enhance the central gem.
- Play with the colour settings for the transforms to give it a more interesting colour scheme. (Sorry for stating the blindingly obvious.)

Happy tweaking!