

# 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**

Transform <b>1</b>	
Triangle	
Transform	
Colors	
Variations	Variables
Xaos	
Variable	Value
radial_blur_angle	-0.21576
rings2_val	1.67922
fan2_x	0.781764
fan2_y	0.095338
pdj_a	1.44101
pdj_b	-2.83233
pdj_c	-1.46633
pdj_d	-0.60232
julian_power	6500

## Step 4

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



## Step 5

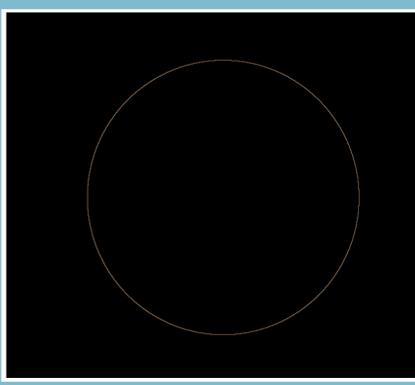
On the **Variation tab** for **triangle 2**, do the following:

**Linear: 0**

**Rings2: 1**

Now go to the **Variables tab** and change **rings2\_val** to: **-1**

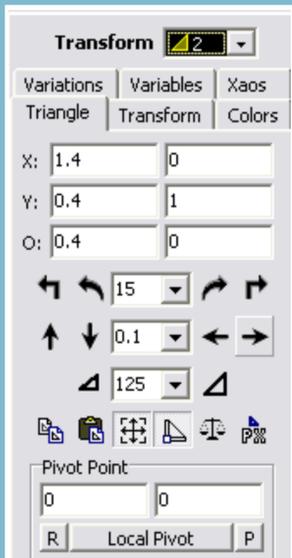
You should now have this:



## Step 6

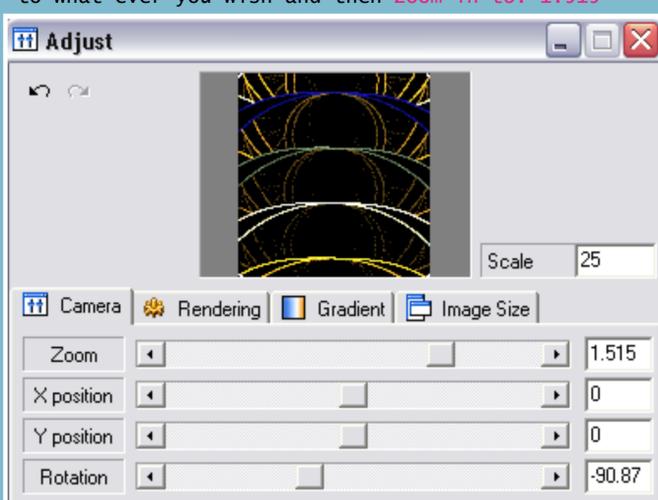
To get the rings look, still on **transform 2**, go to the **Triangle tab**.

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**



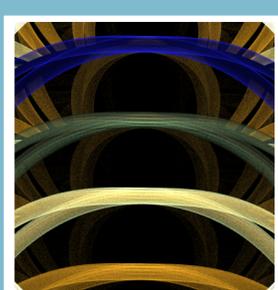
You now have Julian Rings. We will now add more to this!

## A fuller look

Go back to **transform 1** (the red triangle) and add in:

**Sinusoidal: 0.005**

The result is on the right



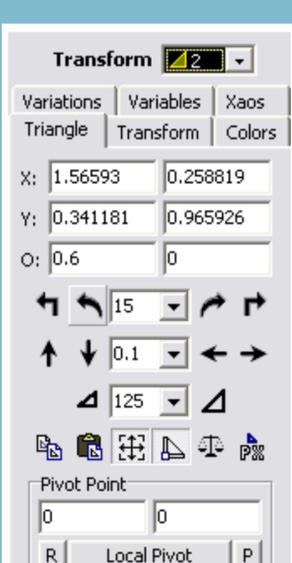
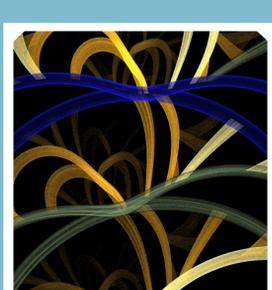
## Messy look

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.

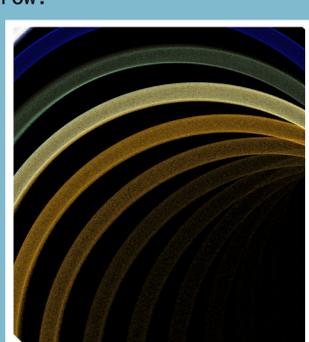


## Tunnel effect

To get a tunnel effect, on **transform 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!!**