

## Apophysis Disc Tutorial – Level 1 – Beginner

I'm not certain how common it is for people using Apophysis to make a fractal with just one transform, but that's our goal with this tutorial. I intend to give a very basic introduction to the disc transform, and show how to create a simple style with great potential.

The math and details of the Disc variation will be addressed in subsequent tutorials.

### Step 1:

Create a new/blank fractal & choose a color gradient you'd like to work with.

### Step 2:

Change Tx 1: **Linear =0**  
**Disc =1**

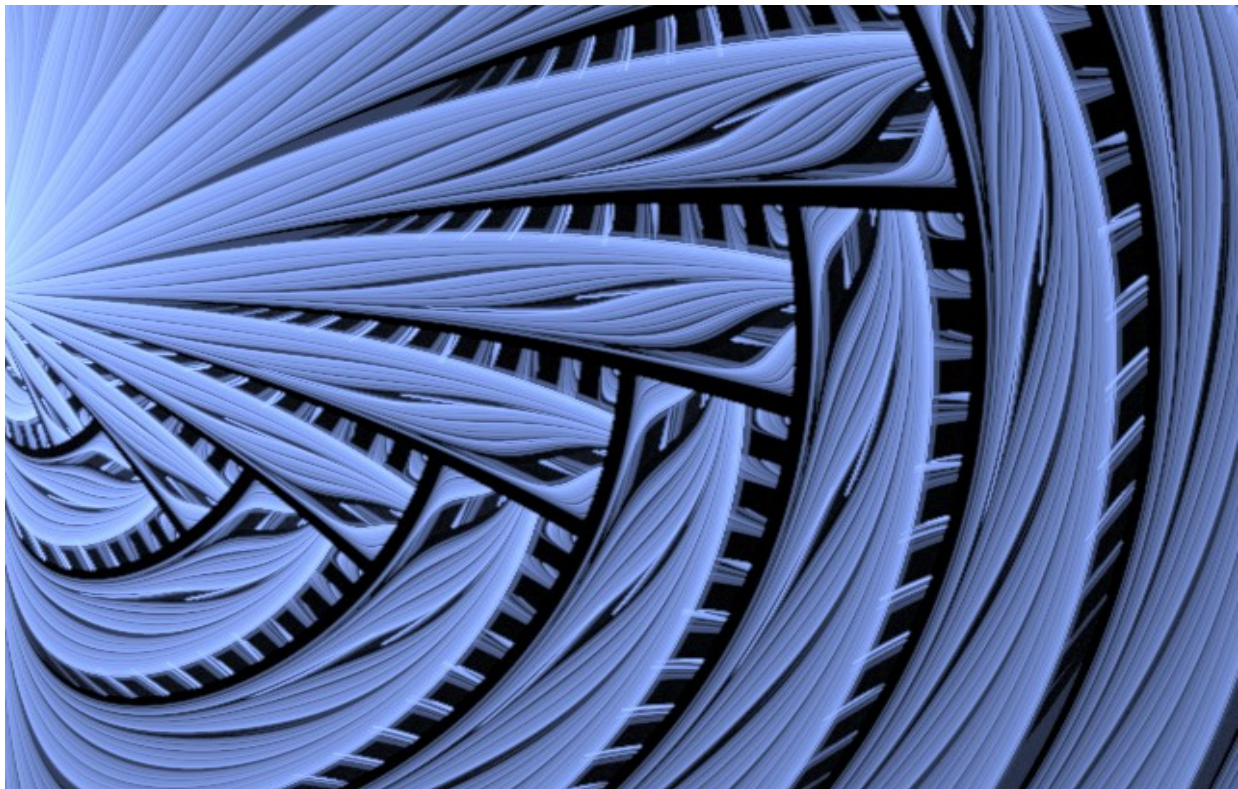
### Step 3:

Move Tx 1 Down by 0.01

### Step 4:

Rotate clockwise by 15 degrees.

Now you should have something similar to the image below.



With these basic steps, you have a plethora of different styles and designs available to you. You'll notice however, the biggest drawback is that the majority of fractals will display one color (or a gradient of that color). I have not been able to find stable results as of yet on how to add more color into the fractal.

Some tips are to slowly adjust the angle of the transform by units of 1 degree. This will produce nice results.

You can also move the transform around by units of 0.01 for different effects. Be careful not to stray too far from the center of the grid, as everything will disappear.

Try different Final transforms to manipulate the base shape and give some different movement to the overall flow.