

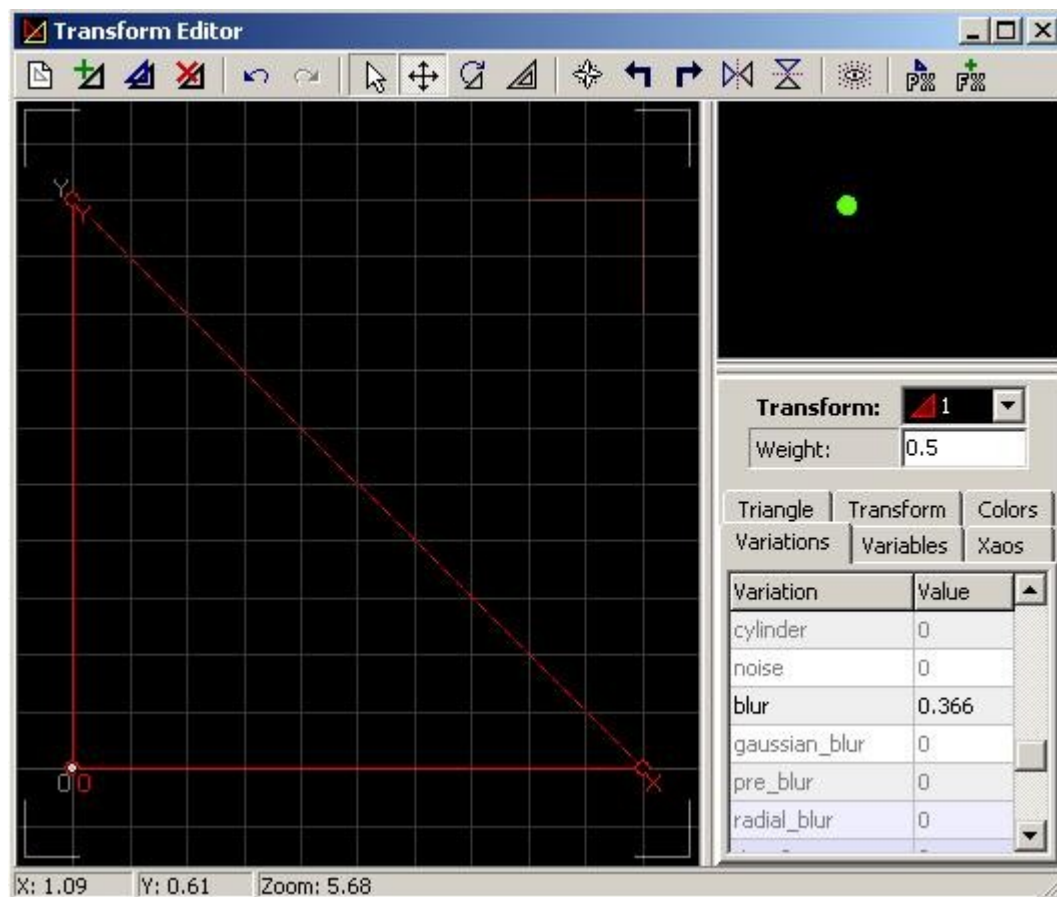
# Linear Variation Basics

## Lesson 1

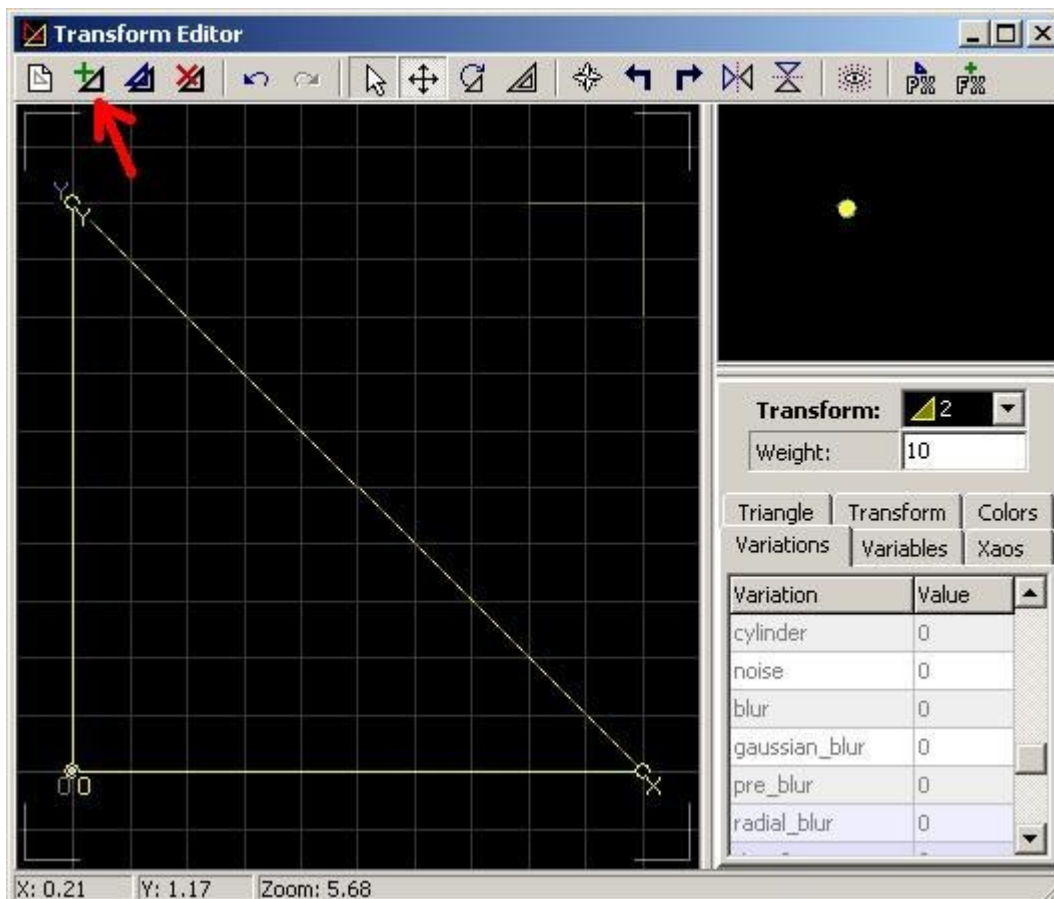
The most basic of variations is Linear. This variation is mostly used for creating spirals and tiling an image across the screen. This lesson will concentrate on making spirals. To make this lesson more interesting I have used two other variations to enhance the spiral; blur and bubble. To start off lets create a new flame. Open your transform editor window and press the new flame button at the top left.



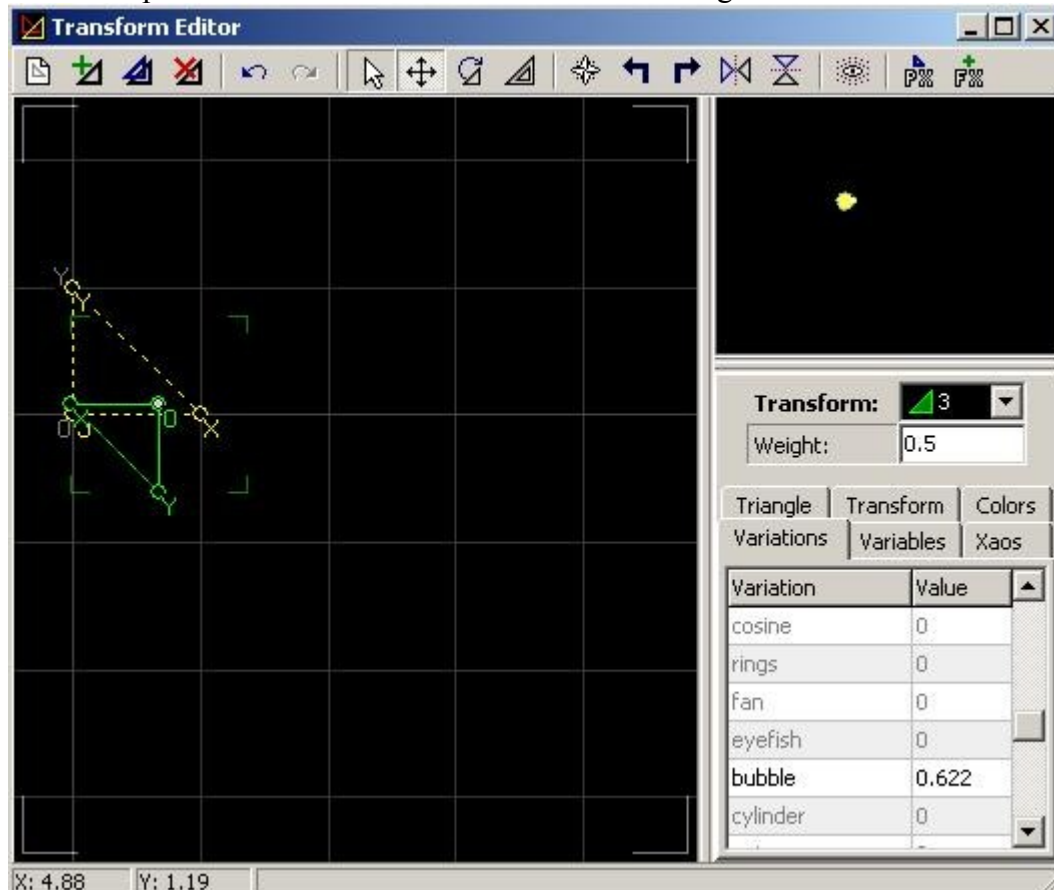
Once done you will see a red triangle in the center of your editor window. This transform needs to have the variation on it edited. Remove the linear to Zero(0) and add blur to equal to .366. How much blur you want is completely subjective to your preference and how your image looks when your done. For my flame here this turns out to be just right for what I want.



Lets add 2 more transforms by pressing the new transform button twice.

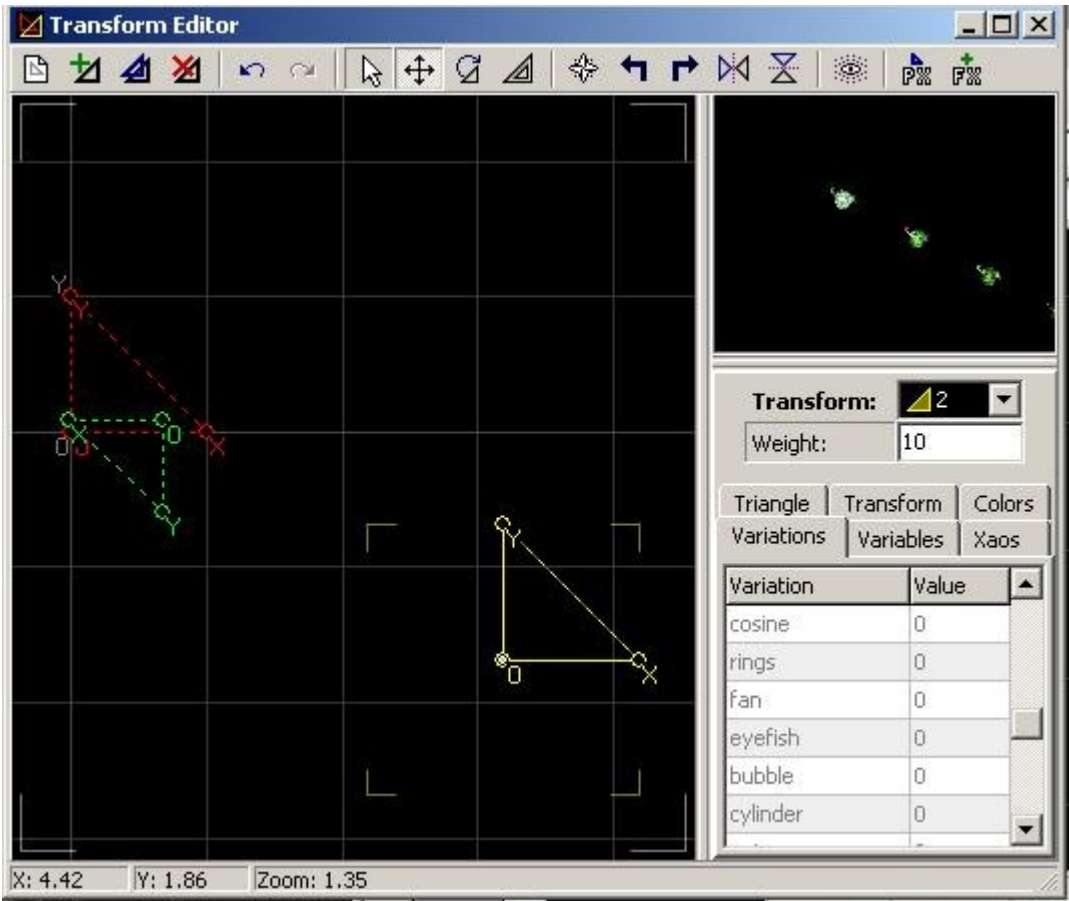


Now the fun starts as we begin to make our spiral take shape. Lets choose transform 3 (green triangle) and change the variation from linear to bubble equal to .622, once again just like the blur variation this value is completely up to you on how much you want to put on the transform. And lets make the triangle smaller and move it off center a bit.

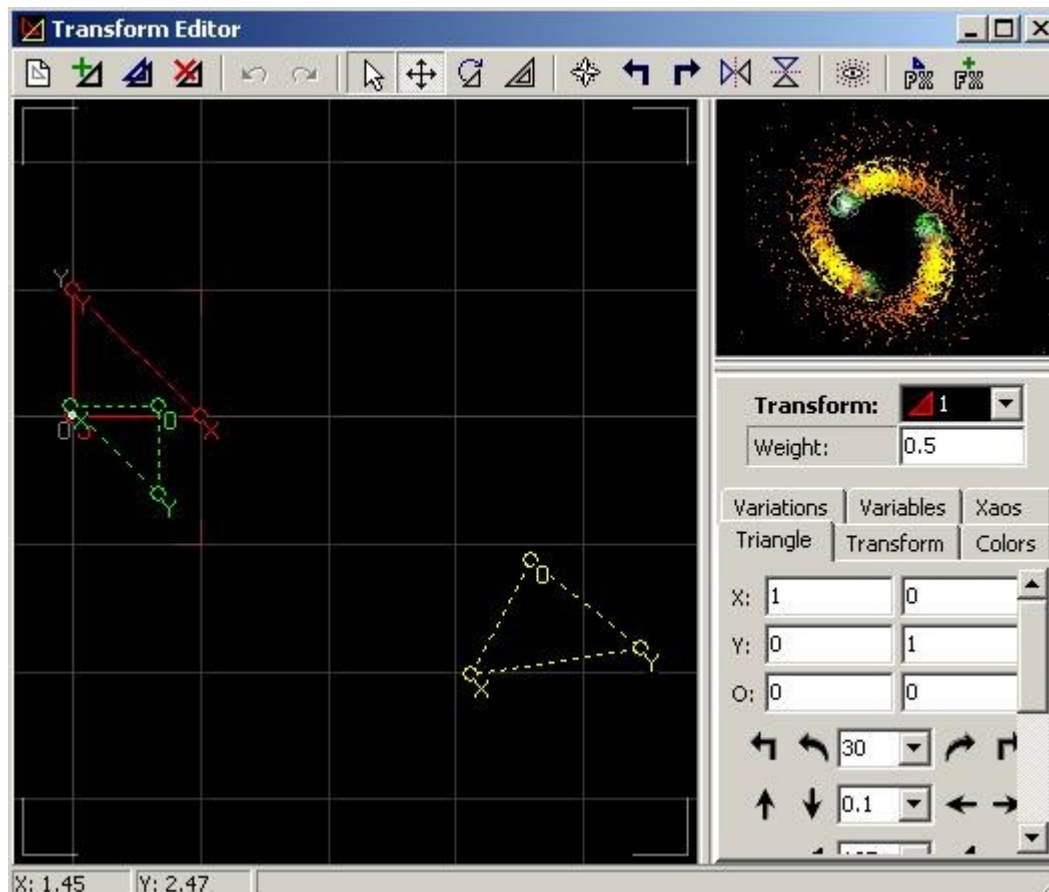


I know I am not giving your exact values for placement but spirals are so very simple you will still get great results just placing your transforms in the general locations that I have. This will enable you to generate your very own version of a spiral instead of just copying what I have done.

Now lets get this spiral to form into an actual spiral. Change over to transform 2 (yellow triangle). Leaving the transform as it is lets just move it over and way off center.



Now your image should look similar to what I have above. Of course it may not be exact but it will be close. This move shows the spacing between the duplication of the image, set the spacing to what you believe is a good spacing. Now we are going to give the spiral the spiral shape we have been working towards. Grab the corner and turn the transform until you get a spiral shape that looks close to what I have below. You can tweak the spiral shape by grabbing the corner x or y and stretch them in or out a small amount. To get the spiral shape I have accomplished below I tugged on the y corner a small bit and that gave me the finished shape I have here.



Now that you gave it a try to create your own version of the spiral. Here is a copy of the flame for you to play with just please don't create an exact copy of the spiral and post as yours. Thank you.

[illegible]