

## Patchwork rendering

### An intermediate/advanced Apophysis tutorial

Building on my previous method '**Rendering in manual strips**', this method effectively takes the strips and splits them vertically into squares. The inputs are slightly different in that the user must provide both a desired render width **and** height, in addition to the tile size. As width and scale are intimately linked, the actual render width is scaled up to the nearest multiple of the tile size, then the actual render height calculated in a similar manner. Consequently, the top and bottom of the final render may need a little trimming.

All X, Y and rotation must be 'neutralised' – see '**Rendering in manual strips**' for a detailed treatment of the method for this.

Note that this method utilises the Flame.Zoom function to compensate for the division of the flame width. As it's scripted, the GUI limit of 3 is bypassed, although only division into more than 8 tiles wide will actually exceed this limit!

### Preparing and rendering the tiles

Working through with some example figures:

preview picture: 640 x 480 px

desired width: 12000 px

desired height: 9000 px

tile size: 1500 px

filename: example

Running the script **Patchwork.asc** with suitable inputs generates a file called example.flame in the install folder. This file contains 48 parameter sets labelled example-1-1, example-1-2, ... , example-1-8, example-2-1, ... and all through to example-6-8, whose specified render dimensions are each 1500 x 1500 px. These should be rendered using the same values for quality, oversample and filter radius. This

may be accomplished in a single operation using the Render All Flames command from the Flame menu item (also Ctrl-Alt-R). You'll most likely need to render to .jpg for this size of image.

### Assembling the final image

Instructions here pertain to IrfanView, an essential piece of software for any image-fancier:

For each strip:

- **Image, Create Panorama image...**
- select **Horizontal**
- **Add images** then navigate to their folder
- select the required set (in the example above, this would be the files example-1-1 to example-1-8), **Open**
- click **Sort images** and select **Name (ascending)**
- **Create image** – your image should be ready in seconds
- save the file to a name e.g. strip1, and you're done!
- repeat for the remaining strips

For the final image:

- **Image, Create Panorama image...**
- select **Vertical**
- **Add images** then navigate to their folder
- select the required set, **Open**
- click **Sort images** and select **Name (descending)**
- **Create image** – your image should be ready in seconds
- save the file, and you're done!

### References

[http://www.ultragnosis.com/fractals/Resources/Rendering\\_in\\_manual\\_strips.zip](http://www.ultragnosis.com/fractals/Resources/Rendering_in_manual_strips.zip)