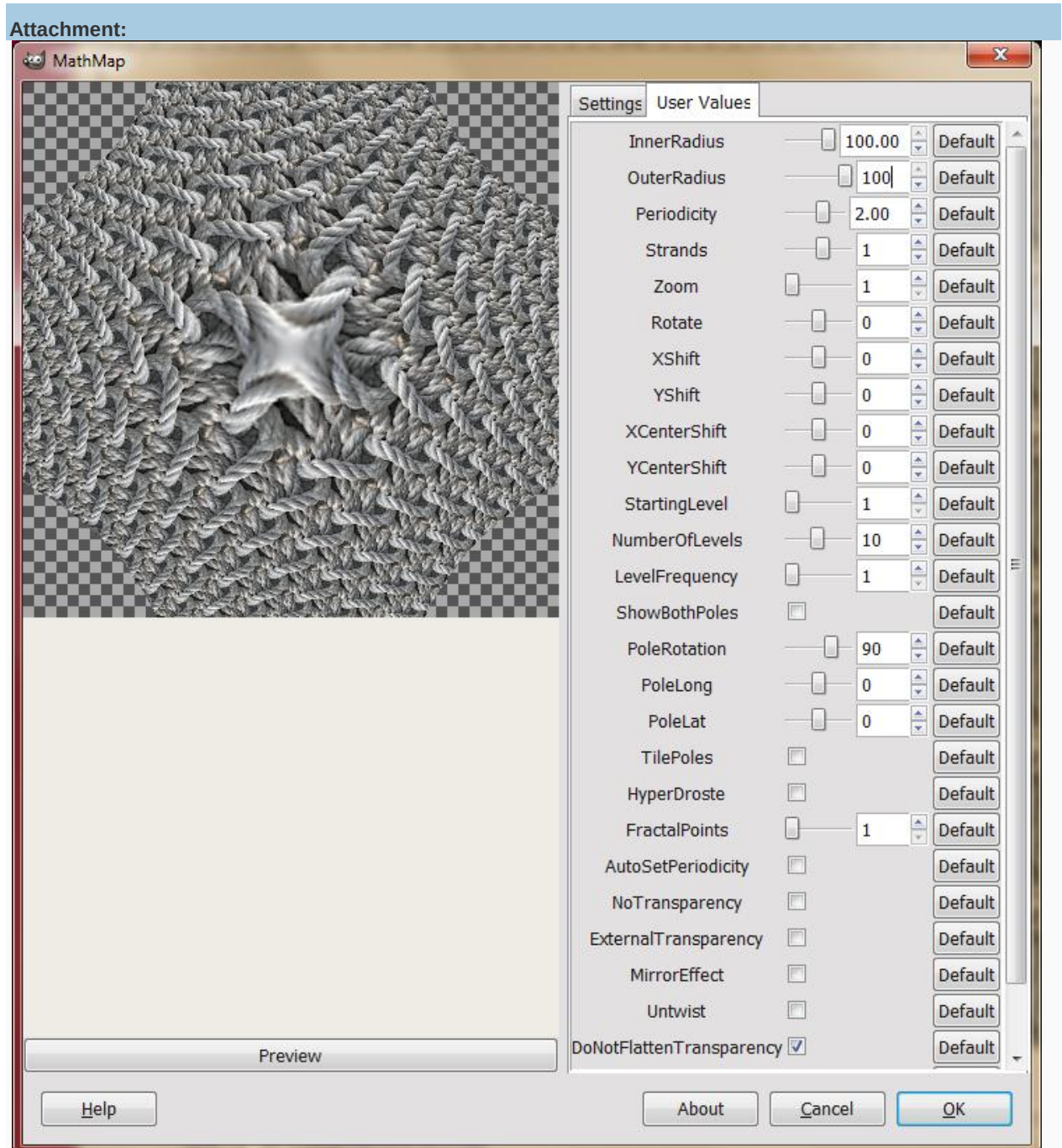


Not quite the same as [this tut](#) (but does use the Mathmap Distort>Sphere preset too). first, you need a square and seamless texture. Used one that posted at my Deviant (SSP; lol) for this tut.

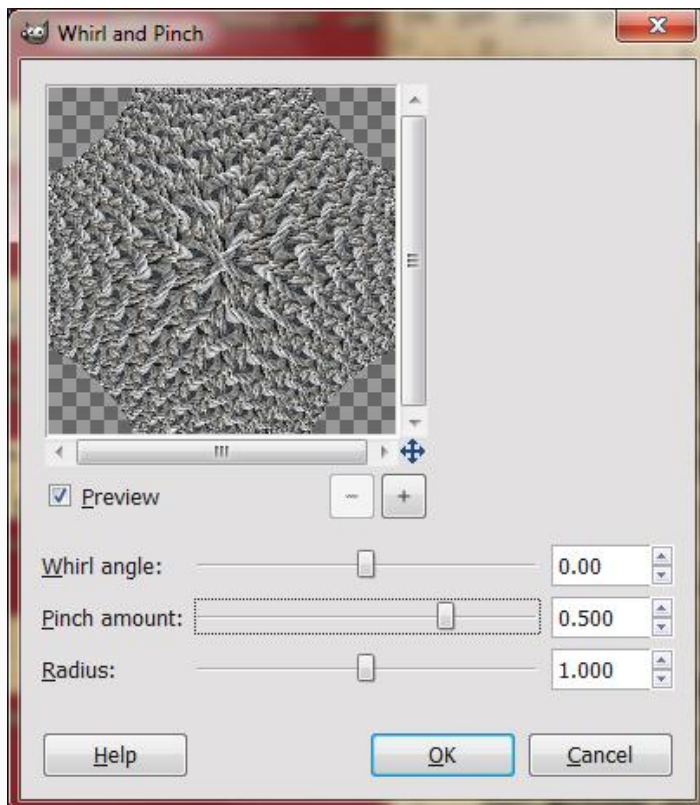
ref: [http://lylejk.deviantart.com/gallery/?o ... 8#/d2szz4j](http://lylejk.deviantart.com/gallery/?o...8#/d2szz4j)

First fill a large and square texture (add alpha transparency; you'll see why later) with your fill and then run Mathmap>map>Droste preset as shown:



droststep.png [427.22 KiB | Viewed 1299 times]

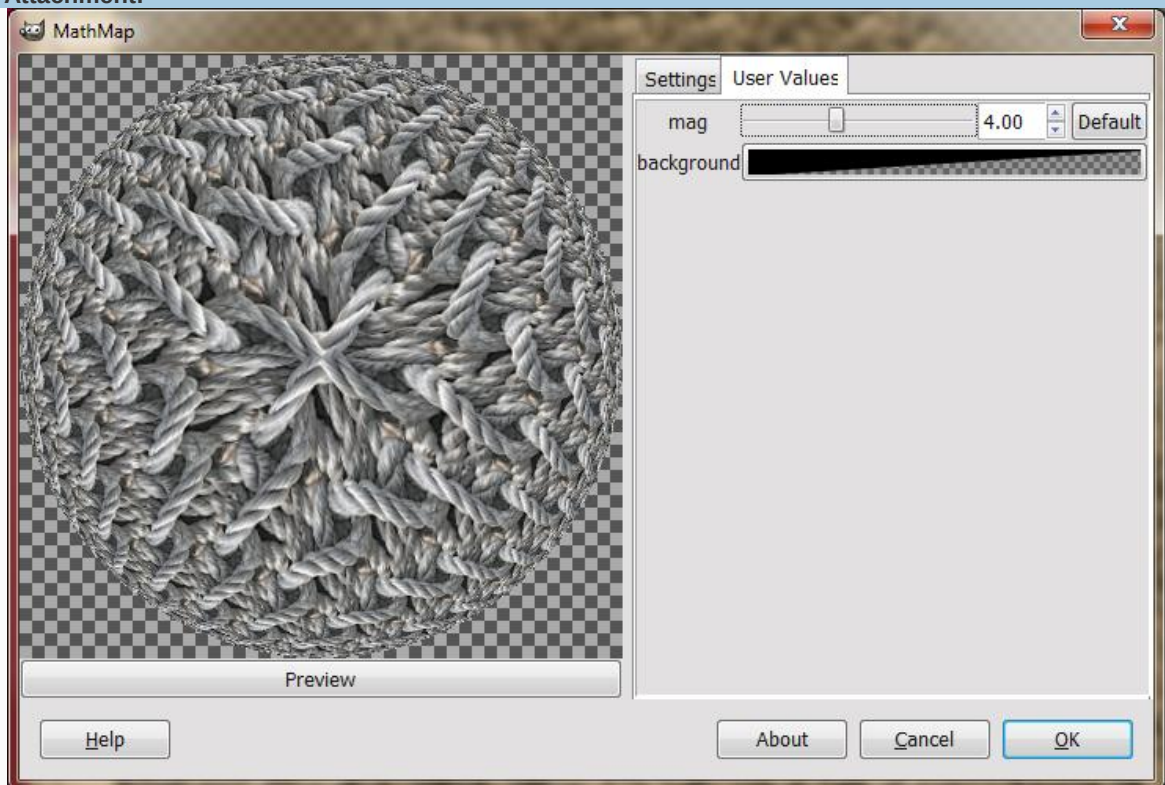
Then run Whirl and Pinch filter as shown:



wp_step.png [134.35 KiB | Viewed 1299 times]

Now run the Mathmap>Distort>Sphere as shown (move slider for background transparency. If you don't, your background will be black and you might want to use another background):

Attachment:



mmds.png [331.88 KiB | Viewed 1299 times]

Now I just flattened (my background color is black) so it is what it is. 🤔



Lyle

