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Fake Poincaré or Spherical Escherization of seamless Textures.

Started Sep 19, 2010 | Discussions thread

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Fake Poincaré or Spherical Escherization of seamless Textures.

Sep 19, 2010

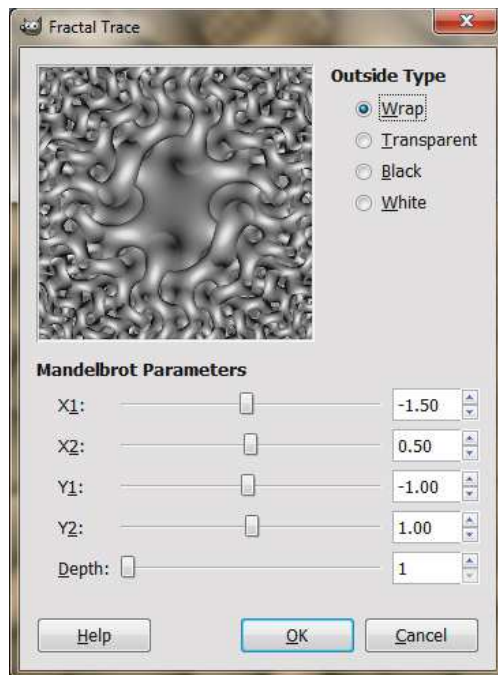
It's been requested (not here though) for me to post a tutorial on this technique. I figure my main hangout is here anyway, so why not post here. Maybe a few GIMP users will enjoy making these too. Hope you all like it.

Tools needed

1. GIMP: <http://www.gimp.org>
2. Mathmap: <http://www.complang.tuwien.ac.at/schani/mathmap/>
3. and an enthusiasm to experiment and have fun.

Now the steps

1. First create your target texture; I used this texture: <http://my.deviantart.com/messages/#/d2yl5bm>
2. Run GIMP's Fractal Trace filter with the following settings



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or alternatively, if you want more perspective, you can use these settings

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How important is it that your camera has a touchscreen?

- ☐ Very – I couldn't get by without one.
- ☐ Somewhat – It's nice to have but not a deal-breaker.
- ☐ Neither important or unimportant – I can take it or leave it.
- ☐ Not important at all – in fact I dislike touchscreens on cameras.

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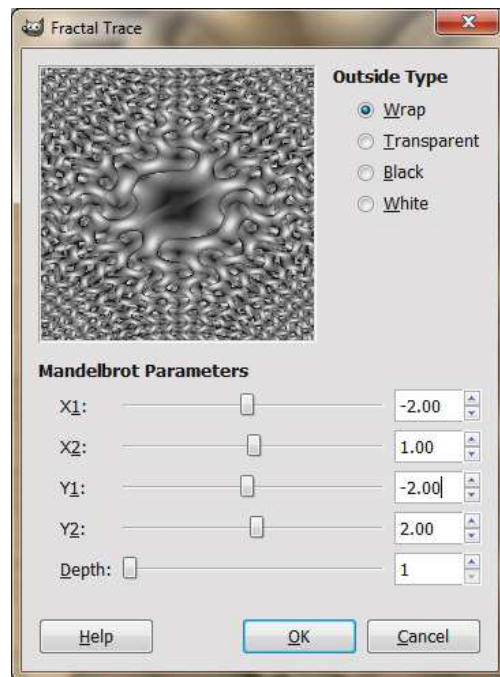
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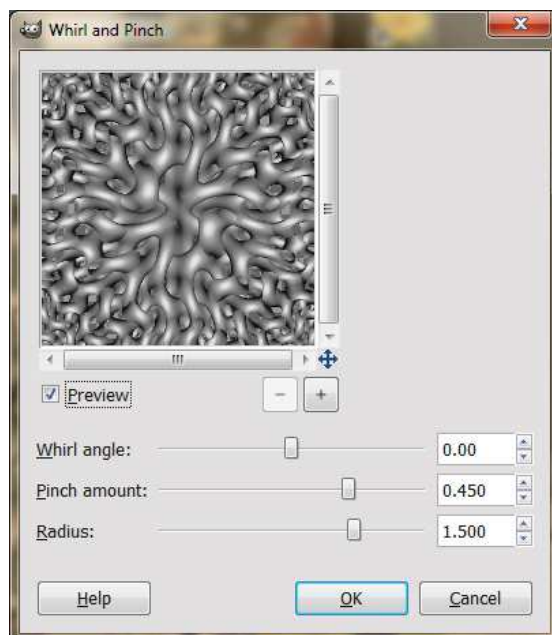


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Just experiment with Fractal Trace but keep the bulge centered.

- Now, you need to Run Whirl and Pinch to squeeze out the bulge. Alternately, you can clone/heal it out (sometimes Whirl and Pinch doesn't give you the desired result).



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- It's time to do the final magic. Need to run Mathmap> Distort> Sphere with the settings shown (well, like all the steps, feel free to experiment)



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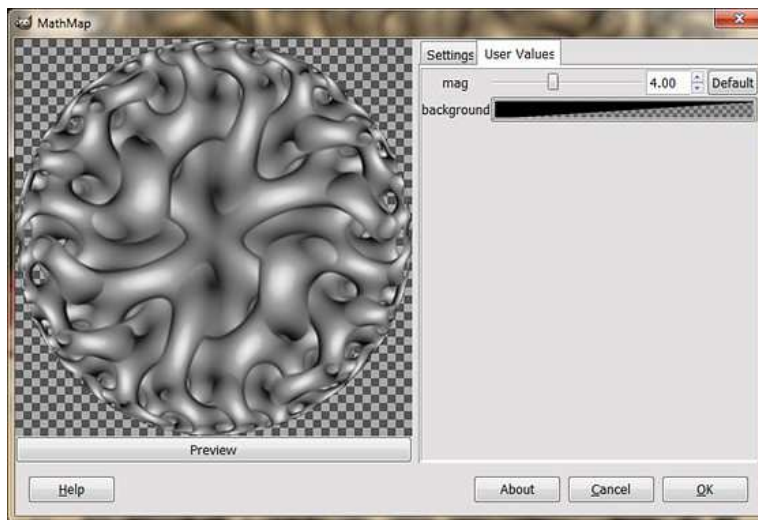


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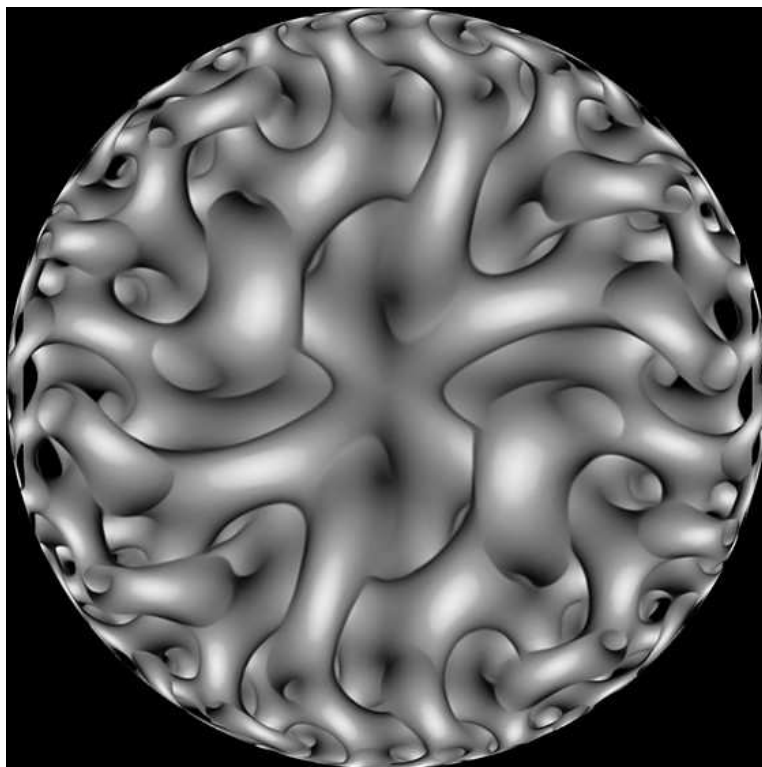




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We are done. The flattened result is shown below. Some other things to experiment with is to cascade the Fractal Trace/Whirl&Pinch steps. Again, just have fun.



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And below is a more pronounced version (here's the Flickr for it:
<http://www.flickr.com/photos/34520999@N05/5000426986/in/pool-gmic/>).



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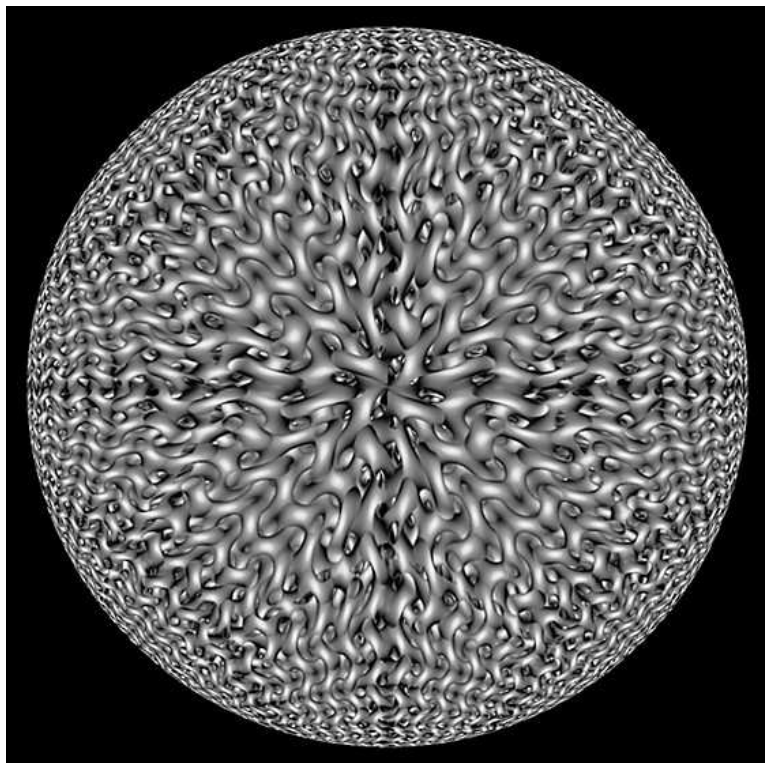
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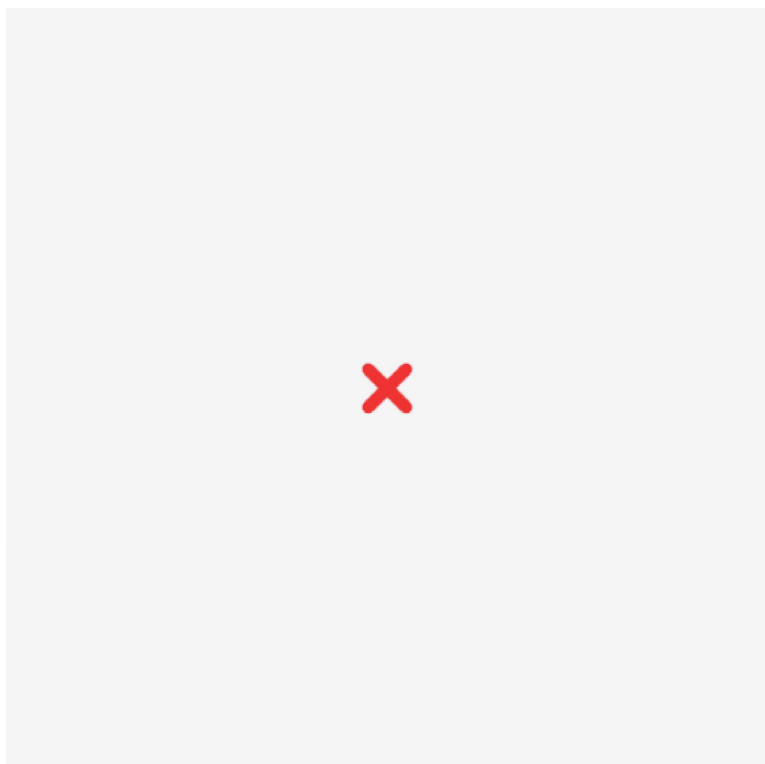
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Funny you should mention manifold. NEW	lylejk	Sep 20, 2010
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