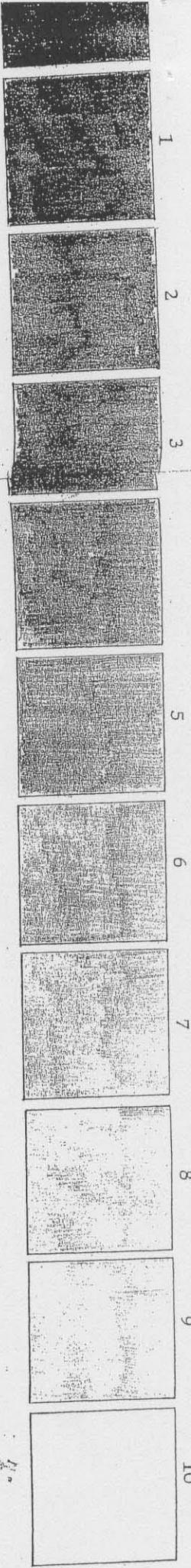


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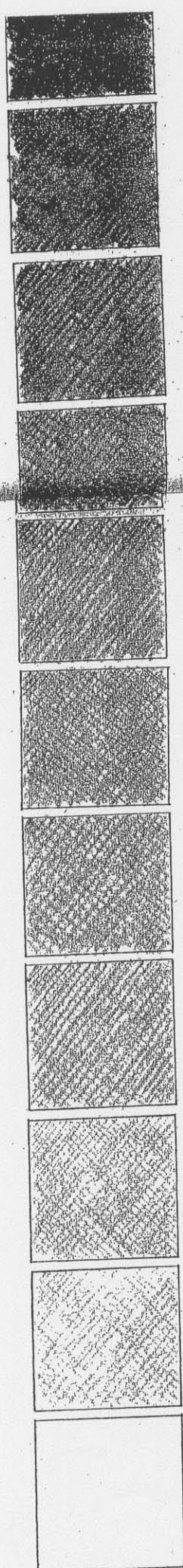
Example 1 - 2: Two examples of 2x2 noise. Example 1 is uniform noise, while Example 2 is oriented noise.

Example 3 - 4: Two examples of 2x2 noise. Examples 3 and 4 are oriented noise, where the noise is rotated 45 degrees clockwise. Examples 5 - 12 are 2x2 noise, where the noise is rotated 45 degrees counter-clockwise. Examples 13 - 16 are 2x2 noise, where the noise is rotated 90 degrees counter-clockwise. Examples 17 - 20 are 2x2 noise, where the noise is rotated 90 degrees clockwise. Examples 21 - 24 are 2x2 noise, where the noise is rotated 135 degrees counter-clockwise. Examples 25 - 28 are 2x2 noise, where the noise is rotated 135 degrees clockwise. Examples 29 is a 2x2 noise, where the noise is rotated 180 degrees counter-clockwise. All the patterns which can be produced by combinations of the above mentioned directions will produce

Creating Values. To create all the values between black, I use the following pencils: 6B pencil for 0 and 1; values 2 and 3; 2B for the 4th value; HB for the 5th value; 6H value; 4H for values 7 and 8; and 6H for the 9th. 10th value is the white paper.

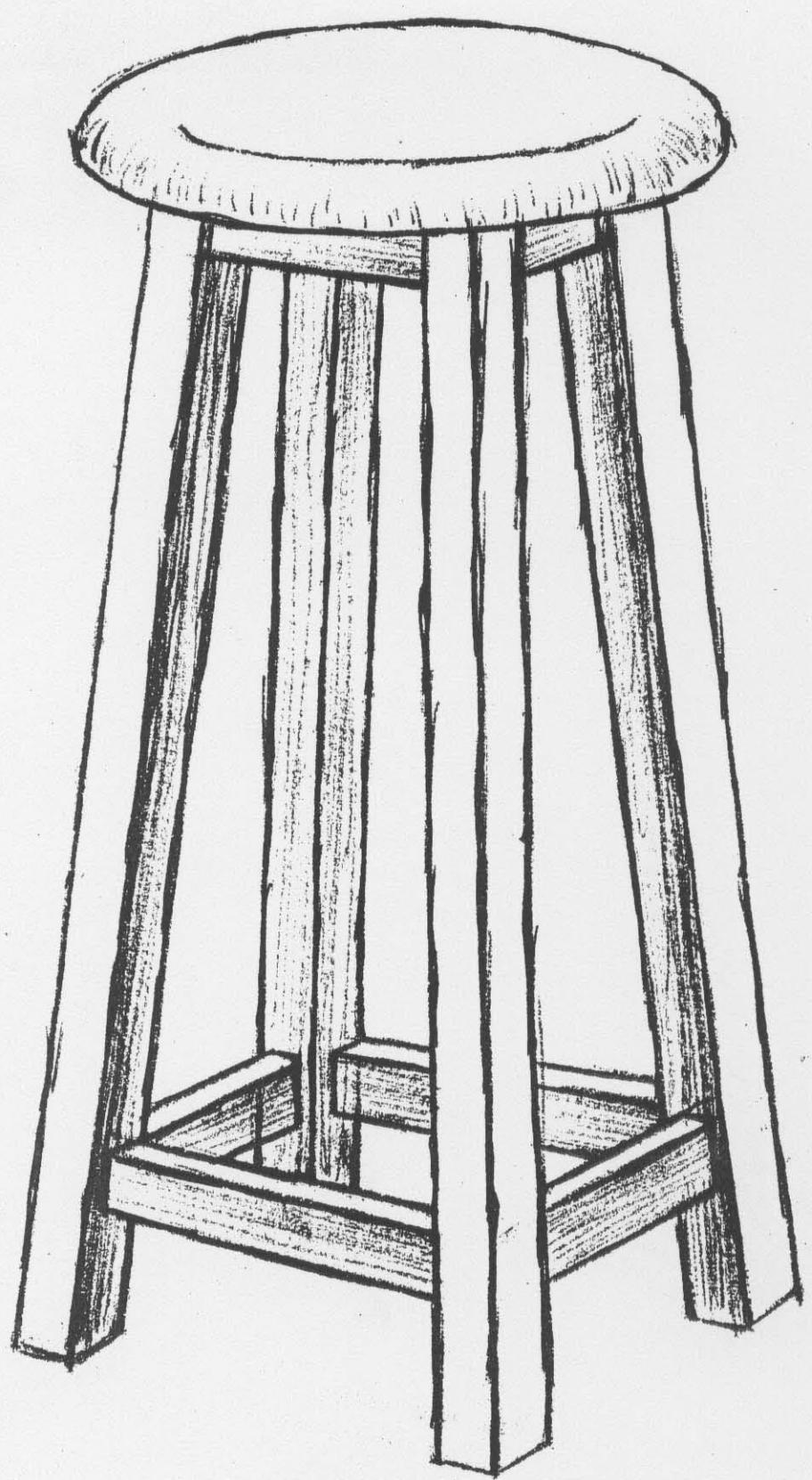


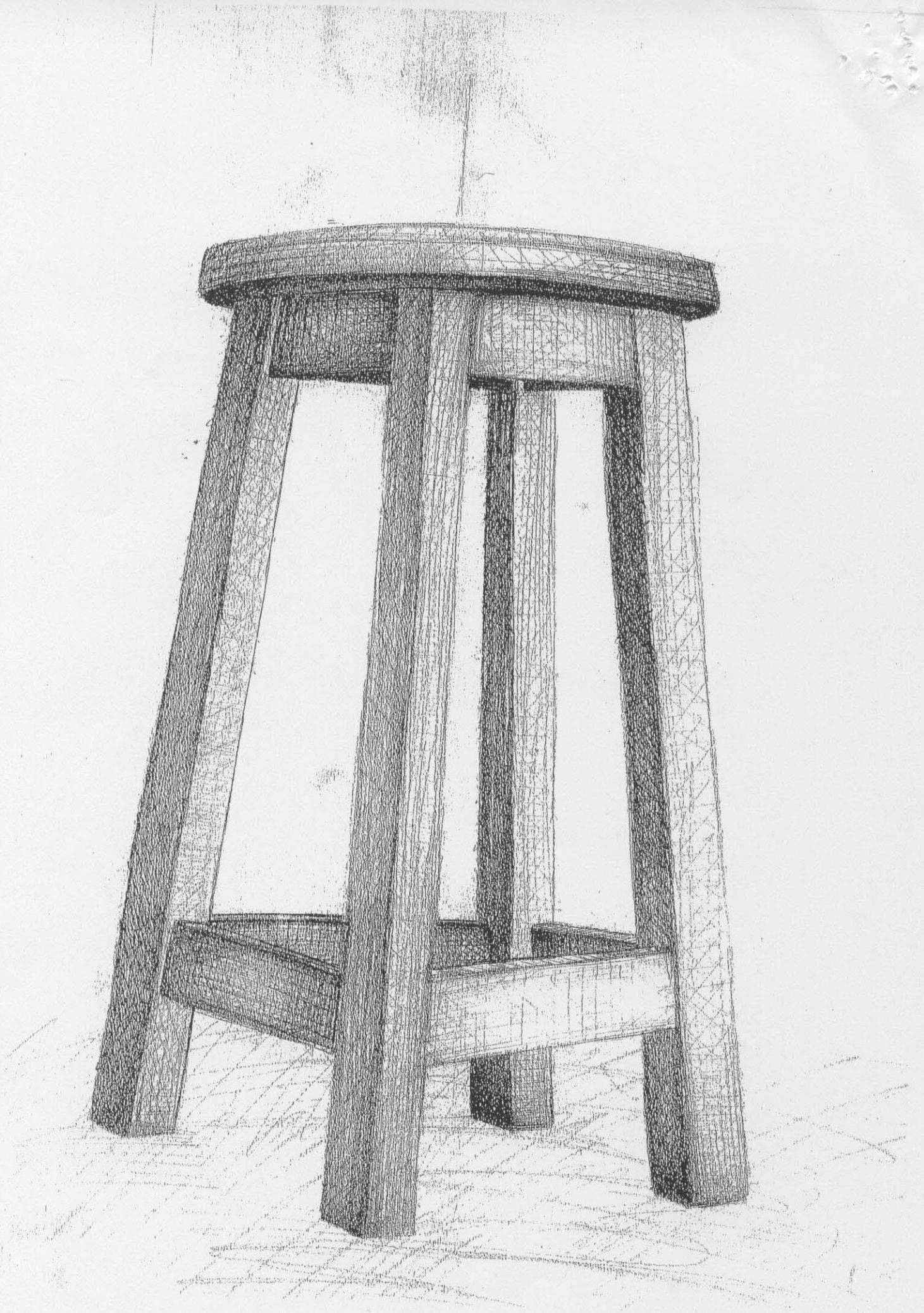
This is created by using the same pencils as above for the strokes are drawn on a slant. Try all different values for the strokes, but keep the values the same.

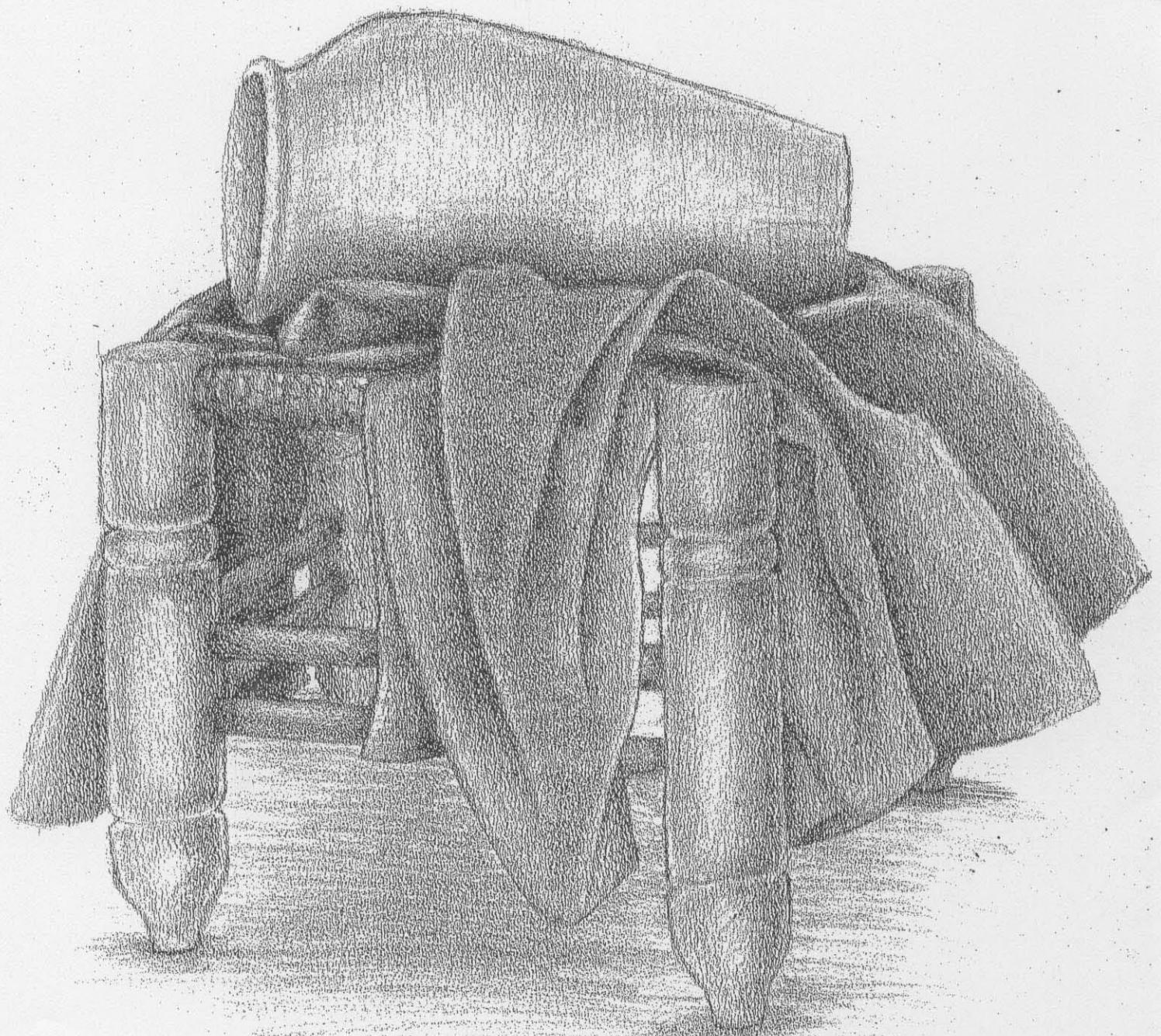


/ a 2B pencil for this chart. The values were made by changing and varying the pressure on the paper.

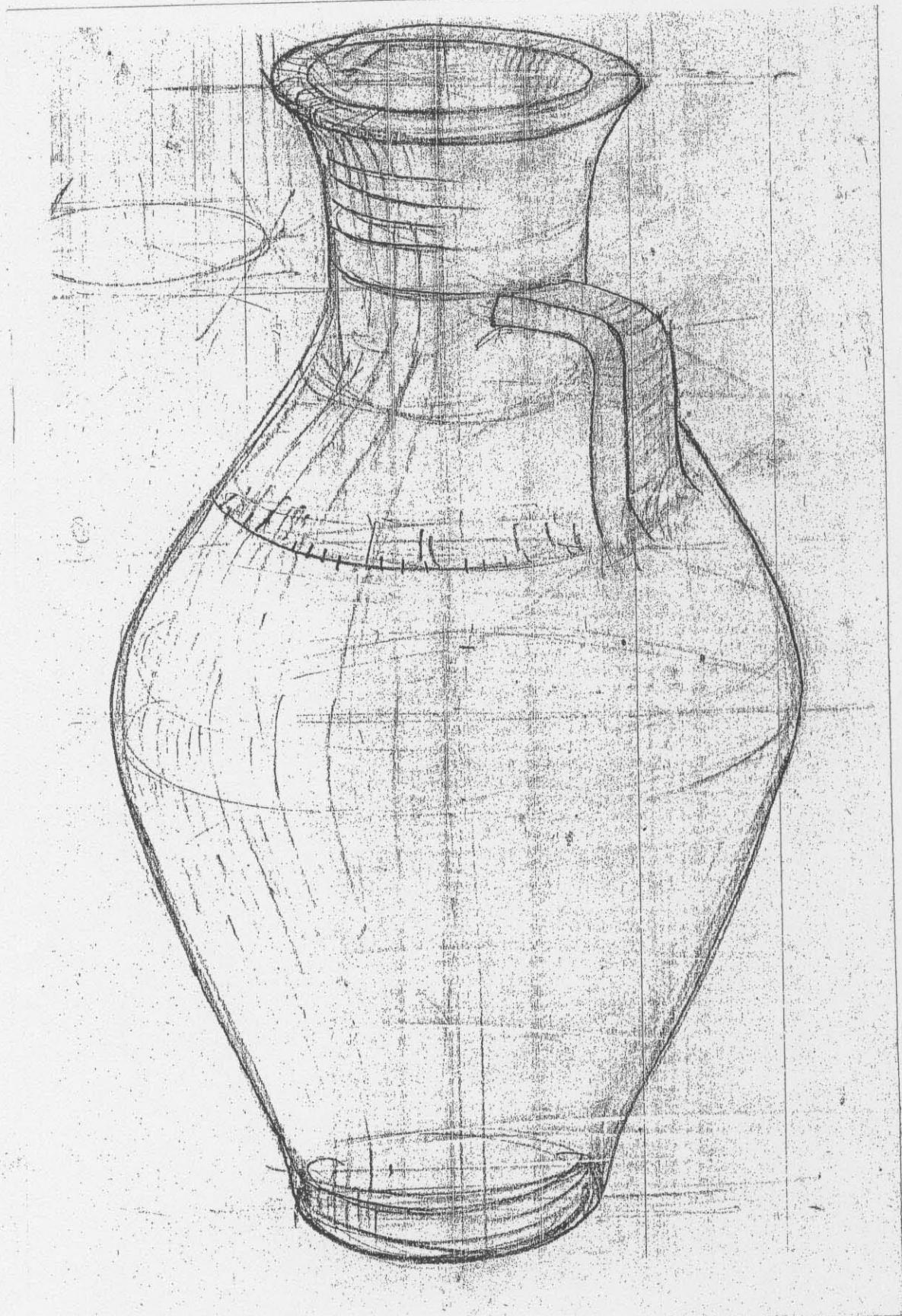
1. Using the seven pencils of grades 6B, 4B, 2H, 4H, and 6H, make a chart of a graded 'om value 0 (black) to 10 (white). Be sure as ange pencils that there is a gradual blending tones. Notice how you can create a very h blending from one value to the next by sim- anging the pencils. 2. The second exercise is ma mated value chart you did (above) with

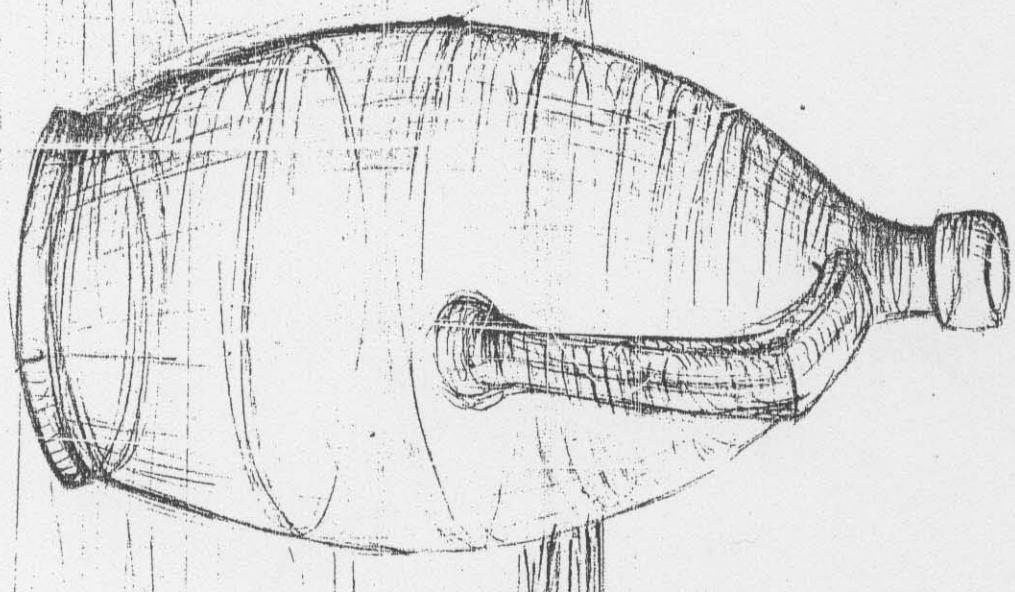
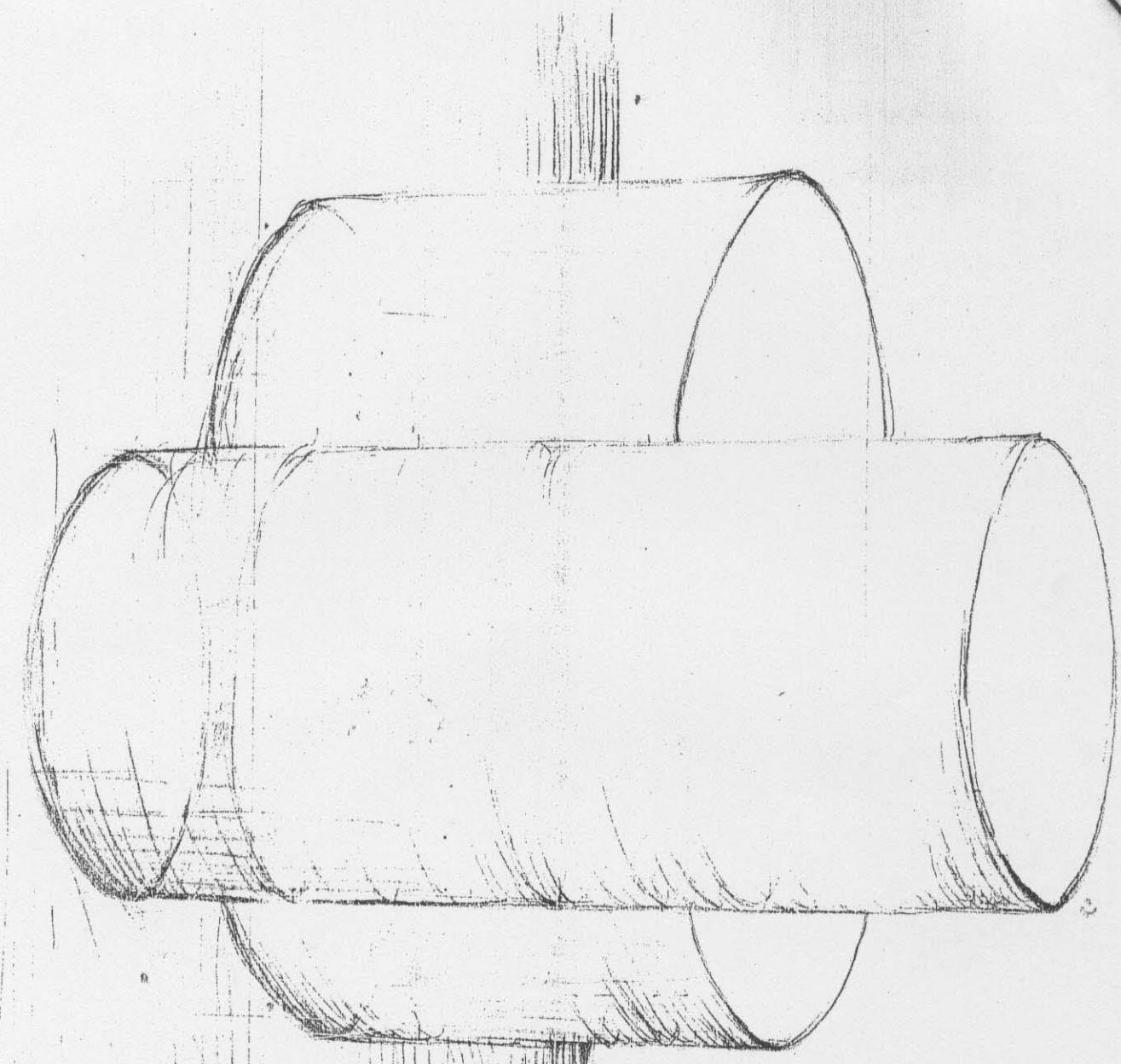


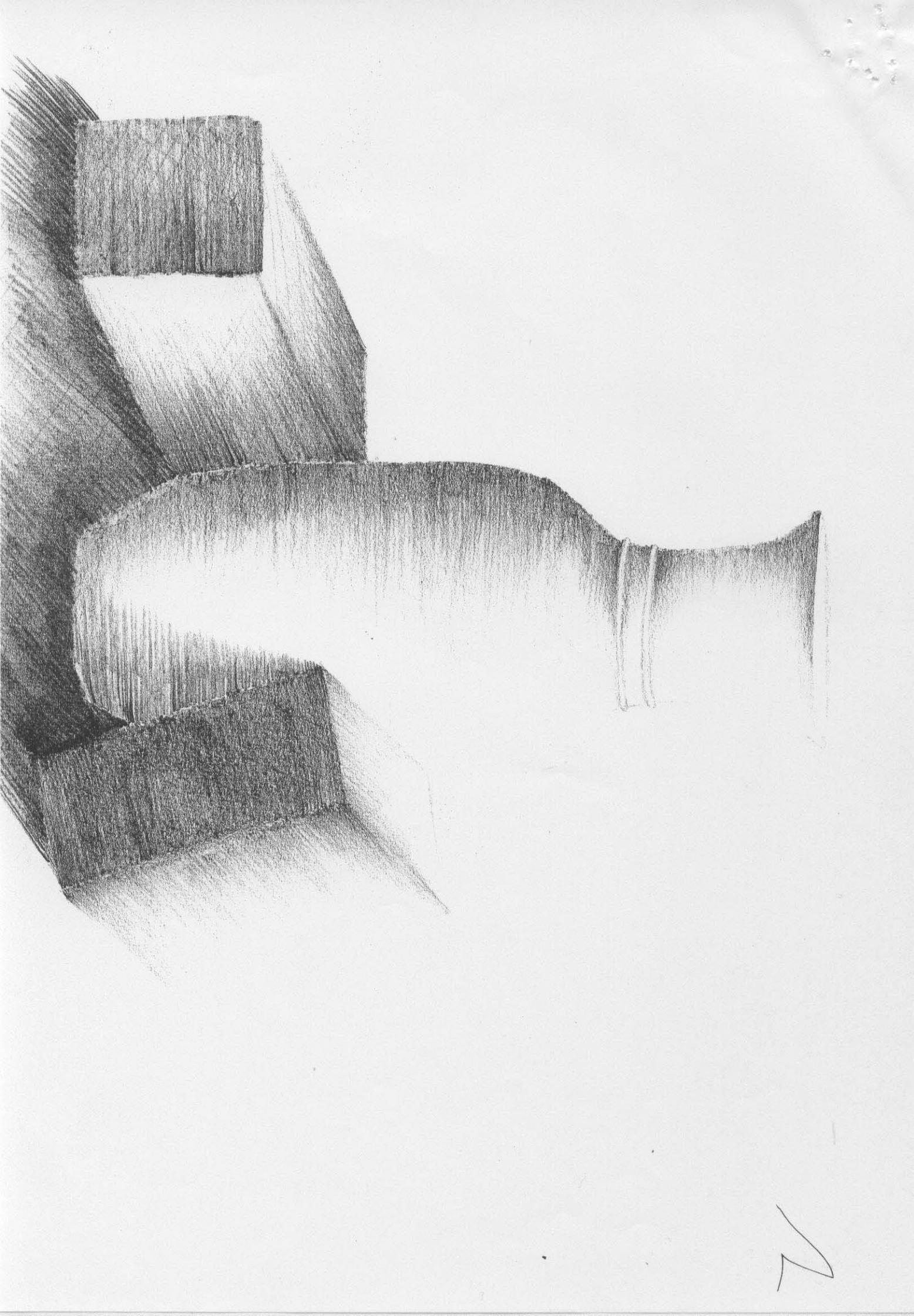


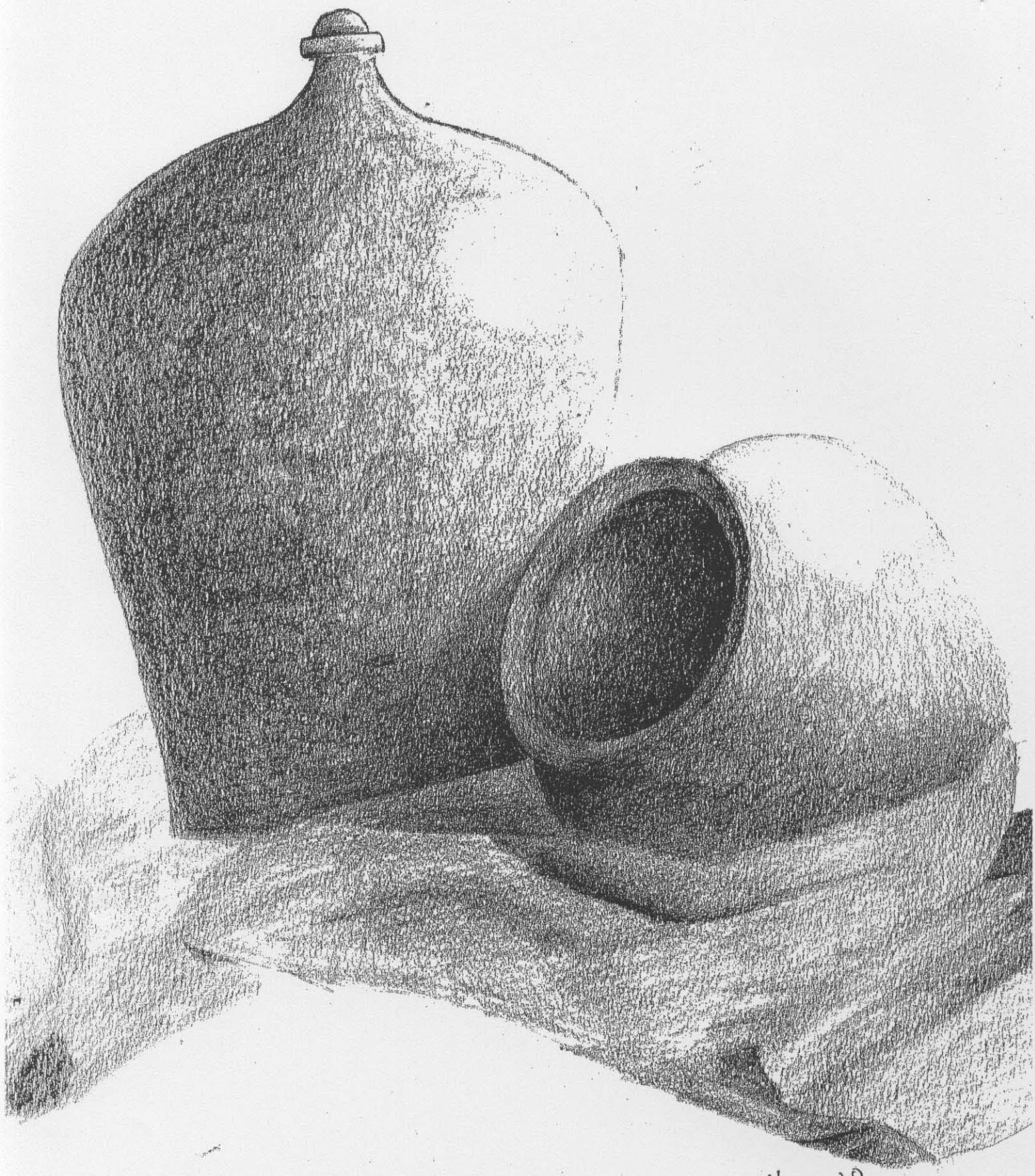


محمد بن العباري



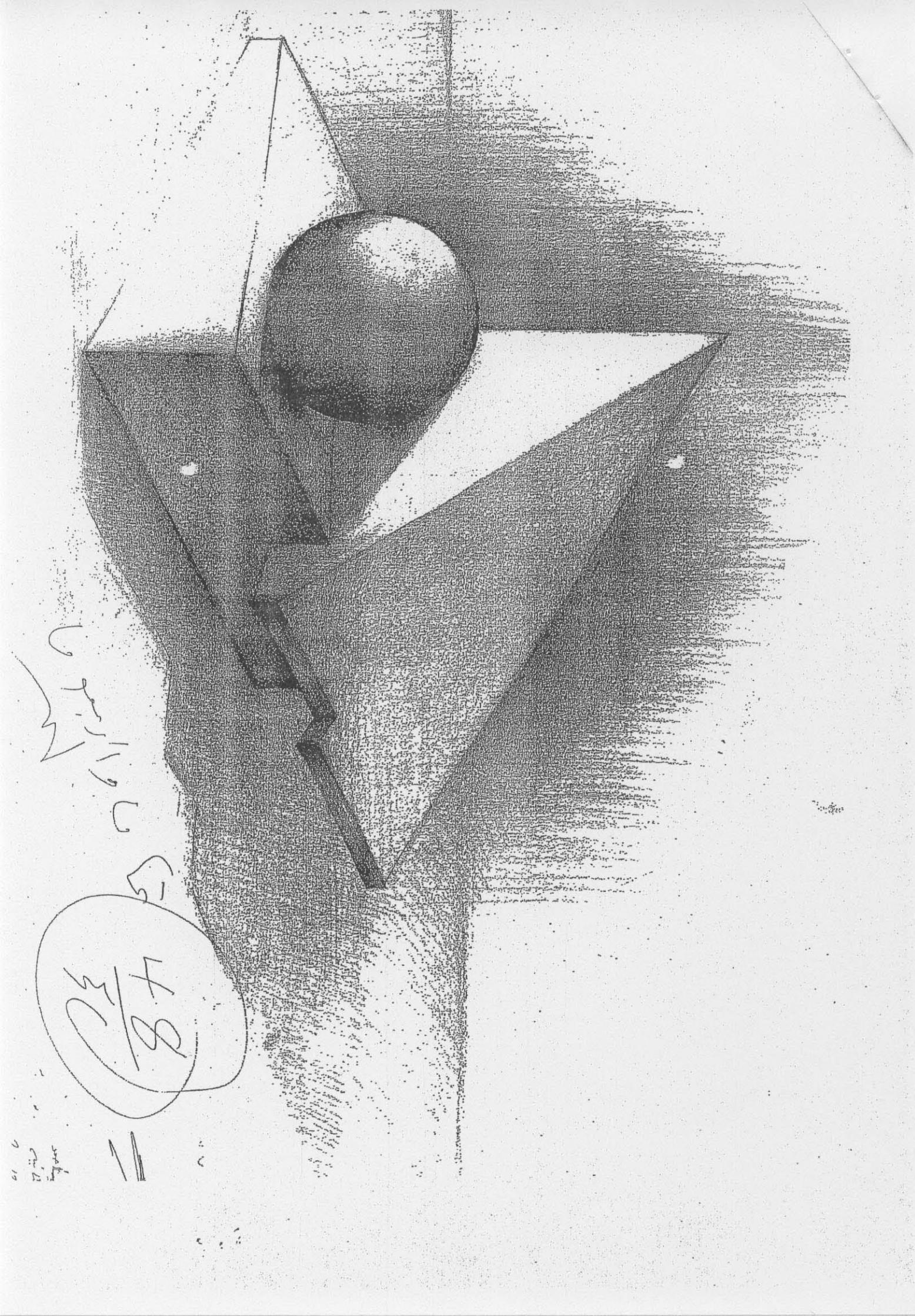




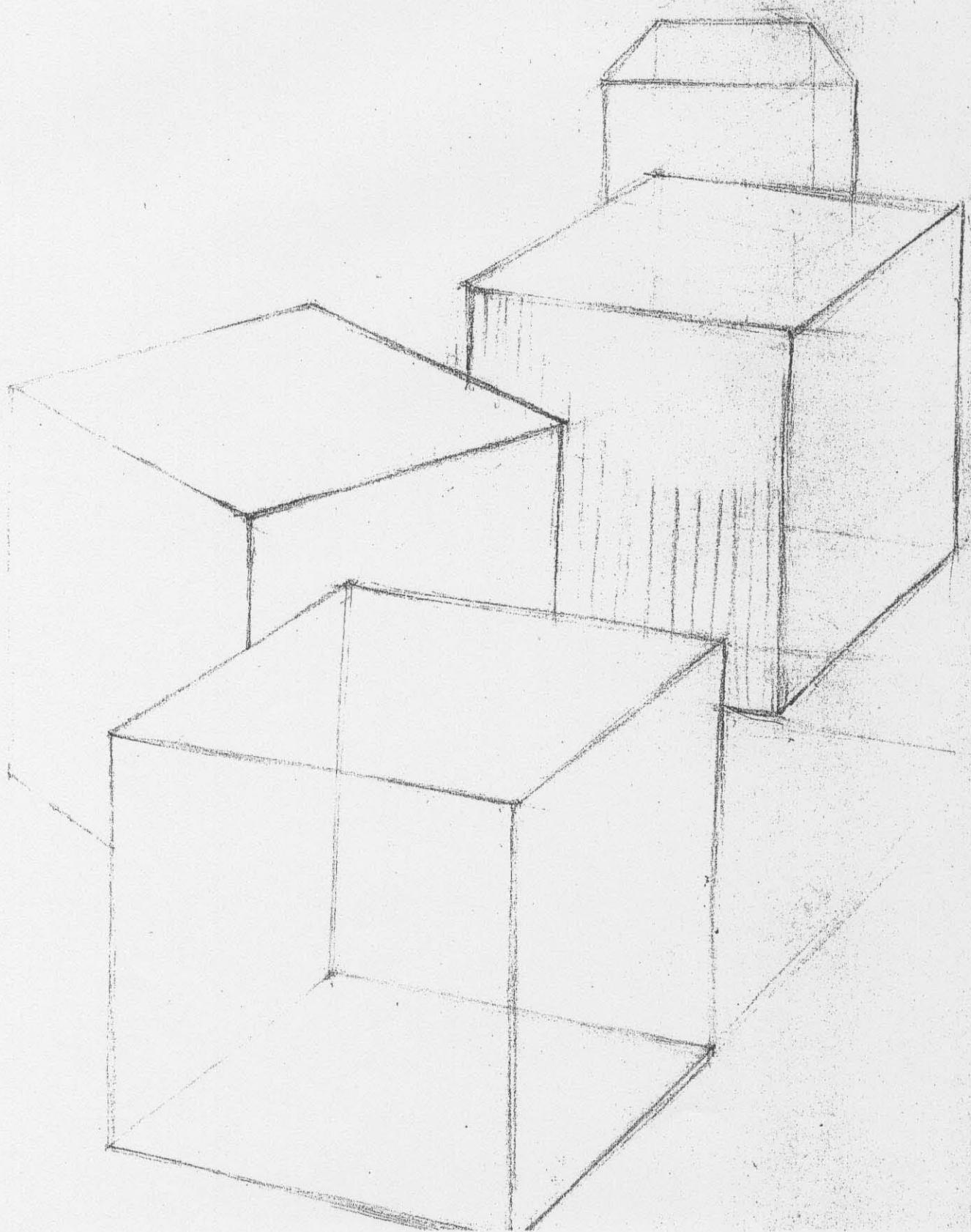


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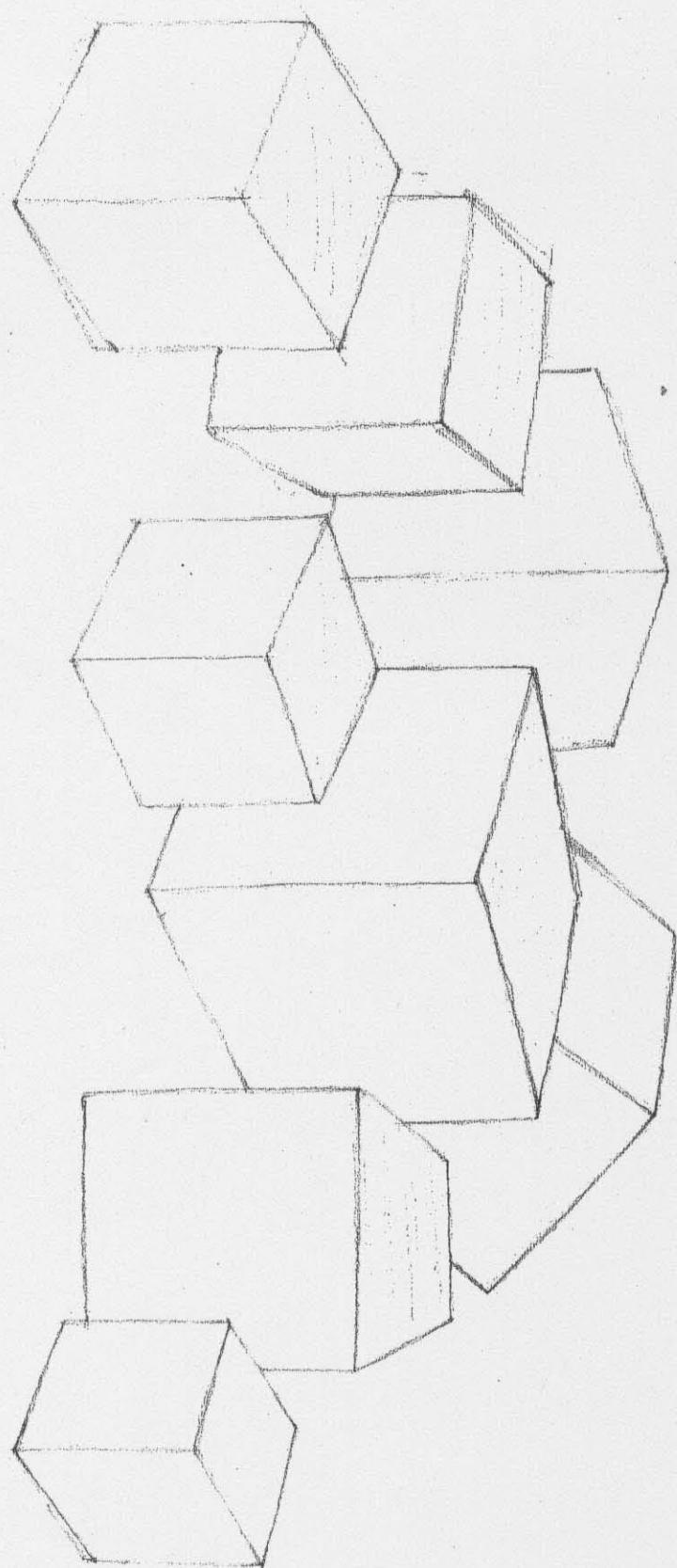
زاهر جعفر
في الثانية



P. SHAW/B1

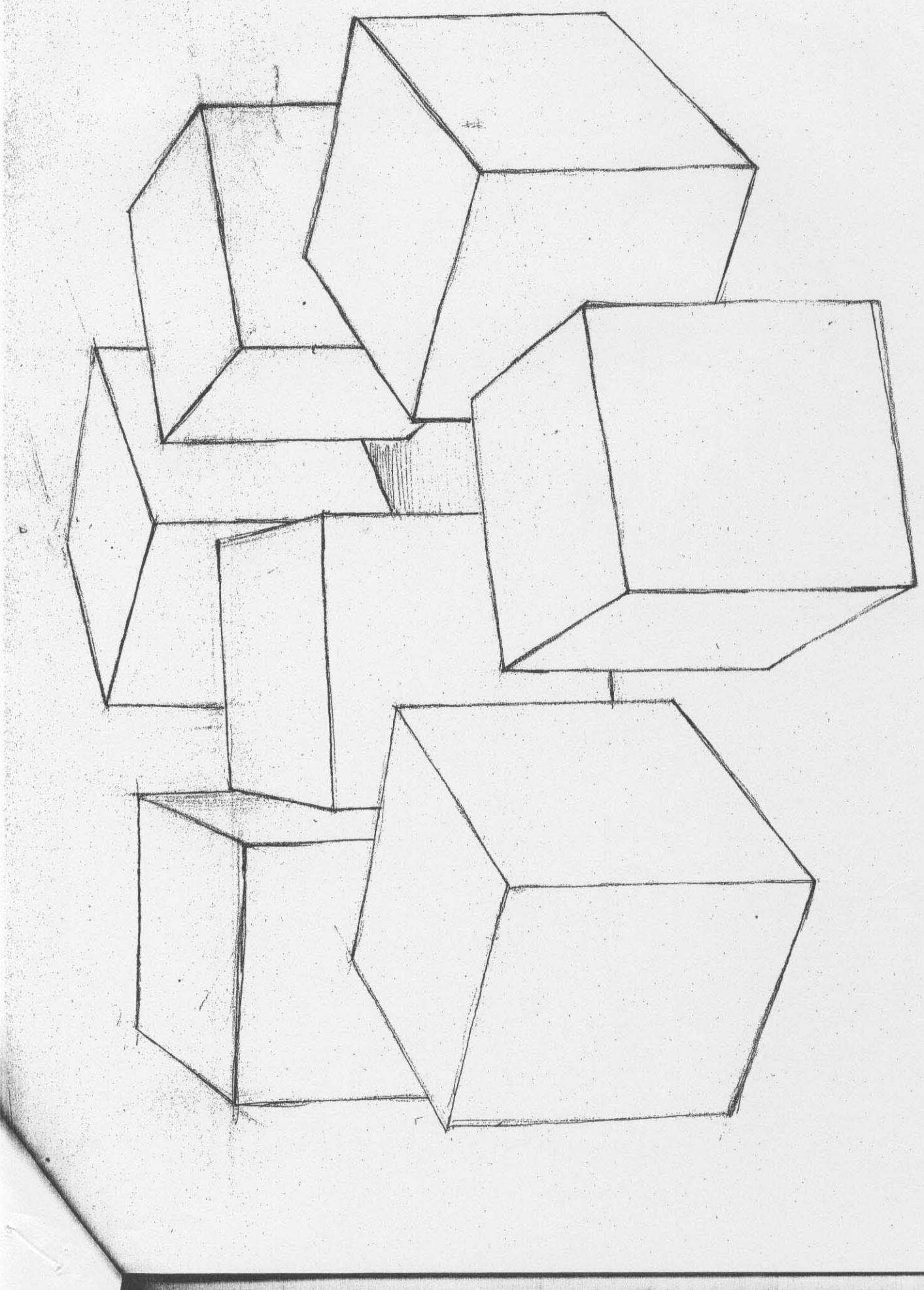


9. Part 4
Part 4

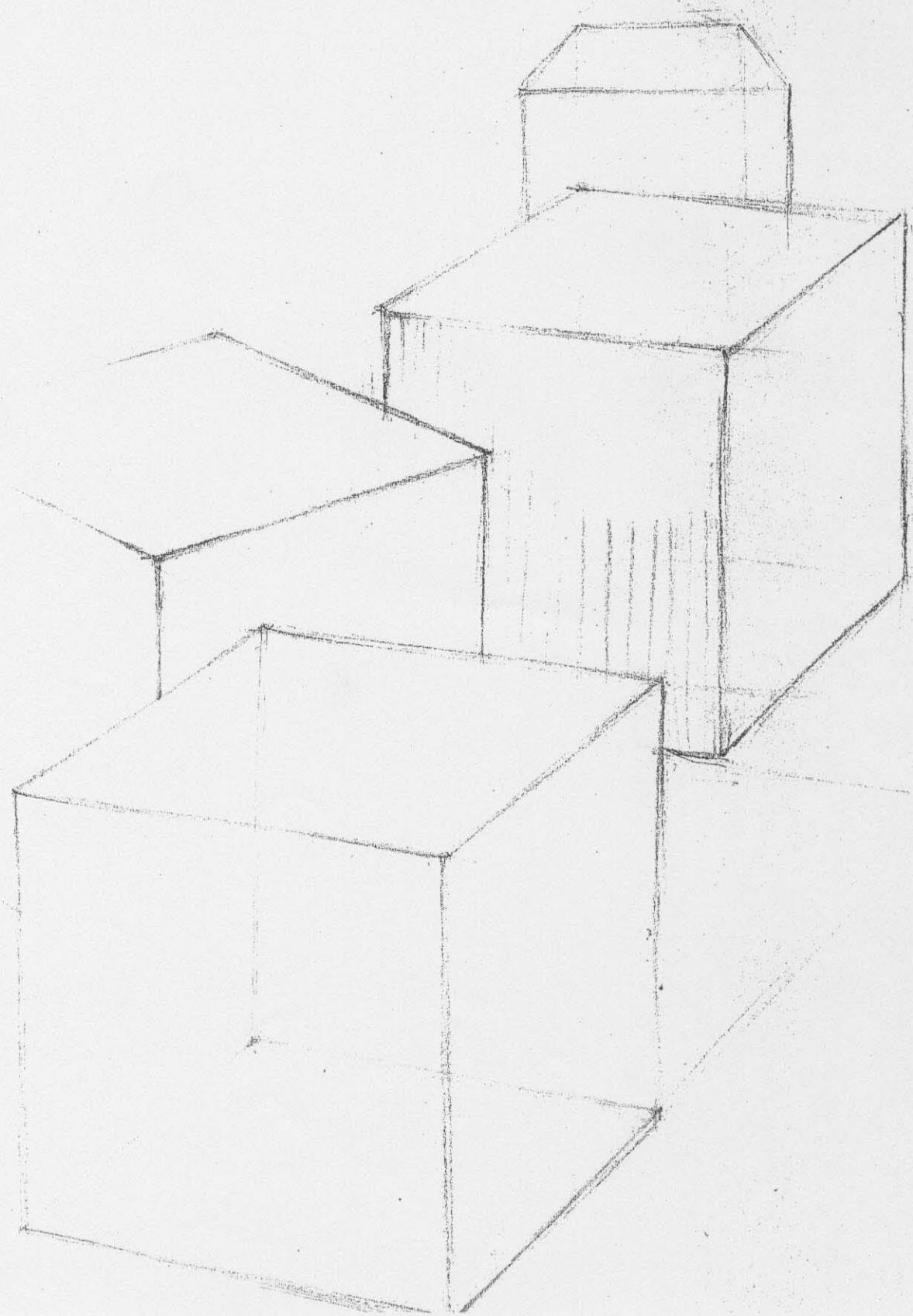


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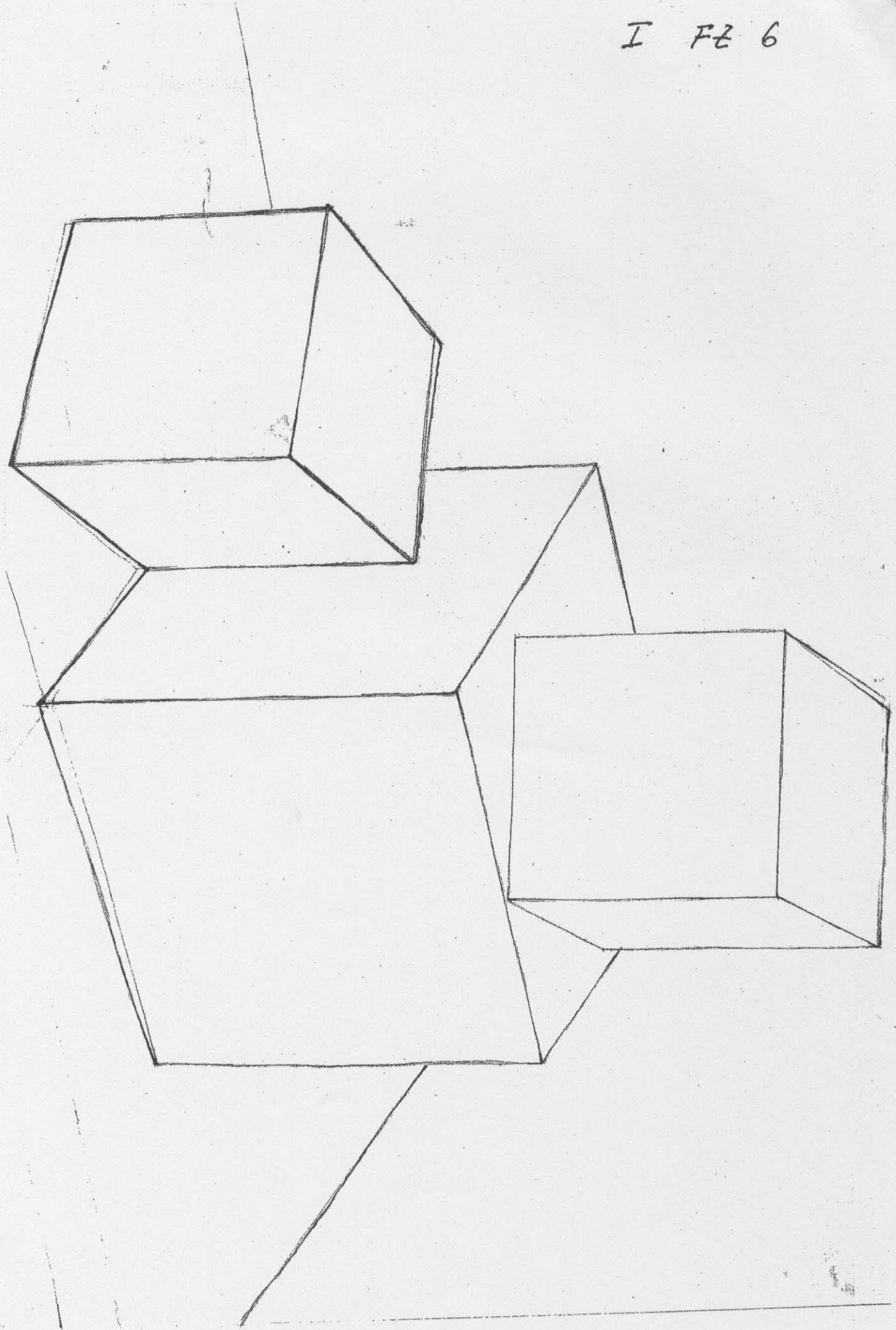
احمد
کاظمی
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الله

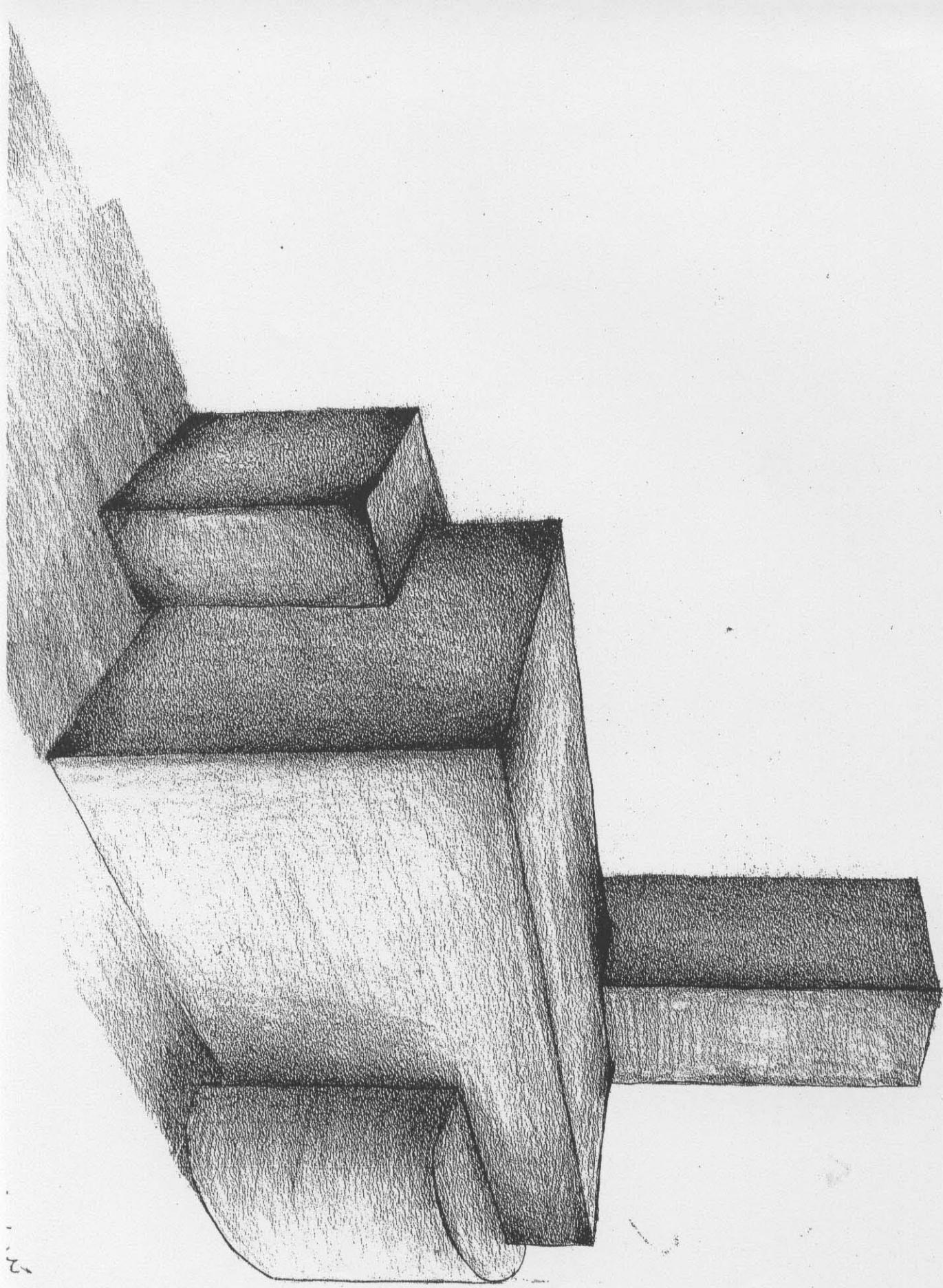


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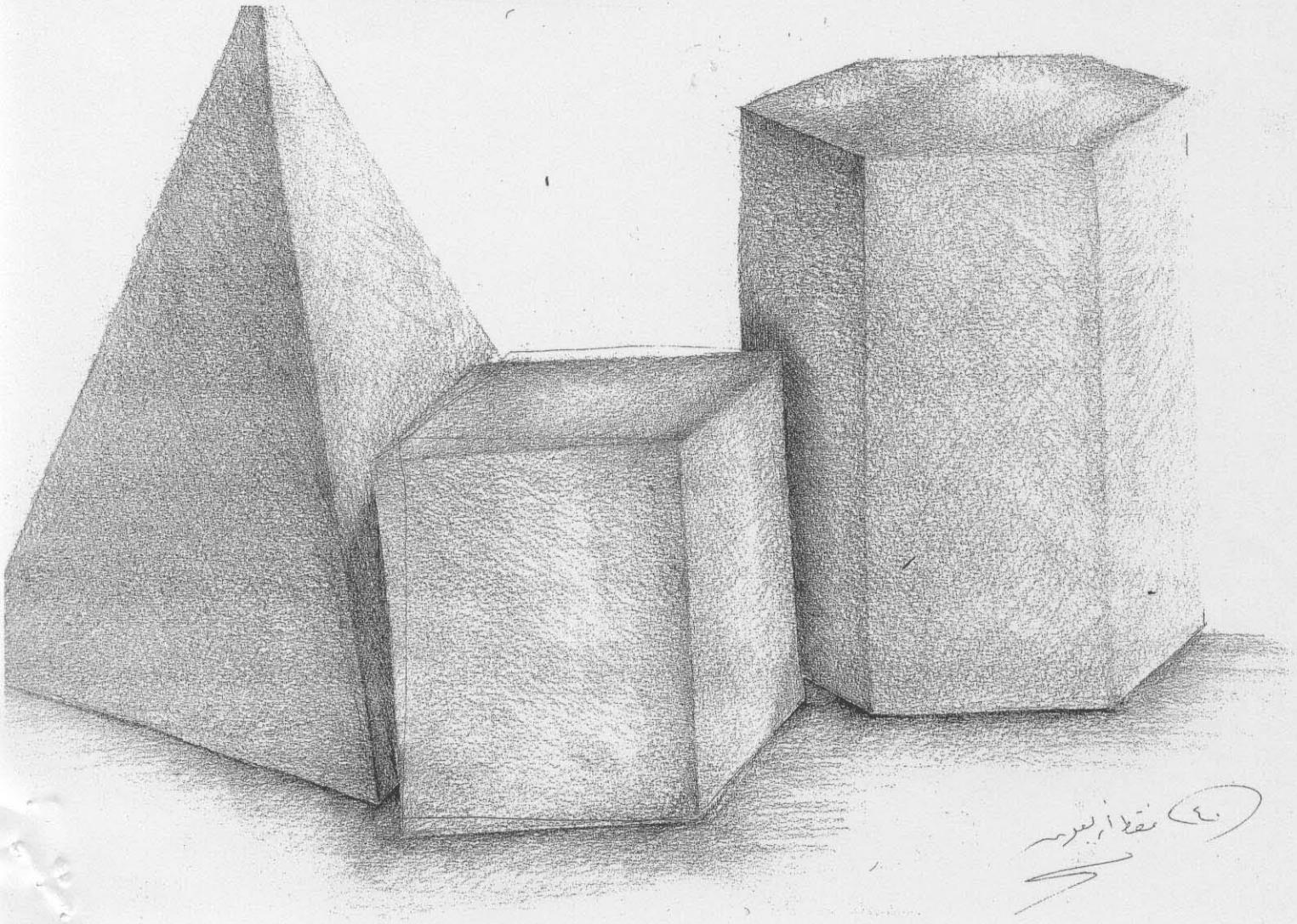
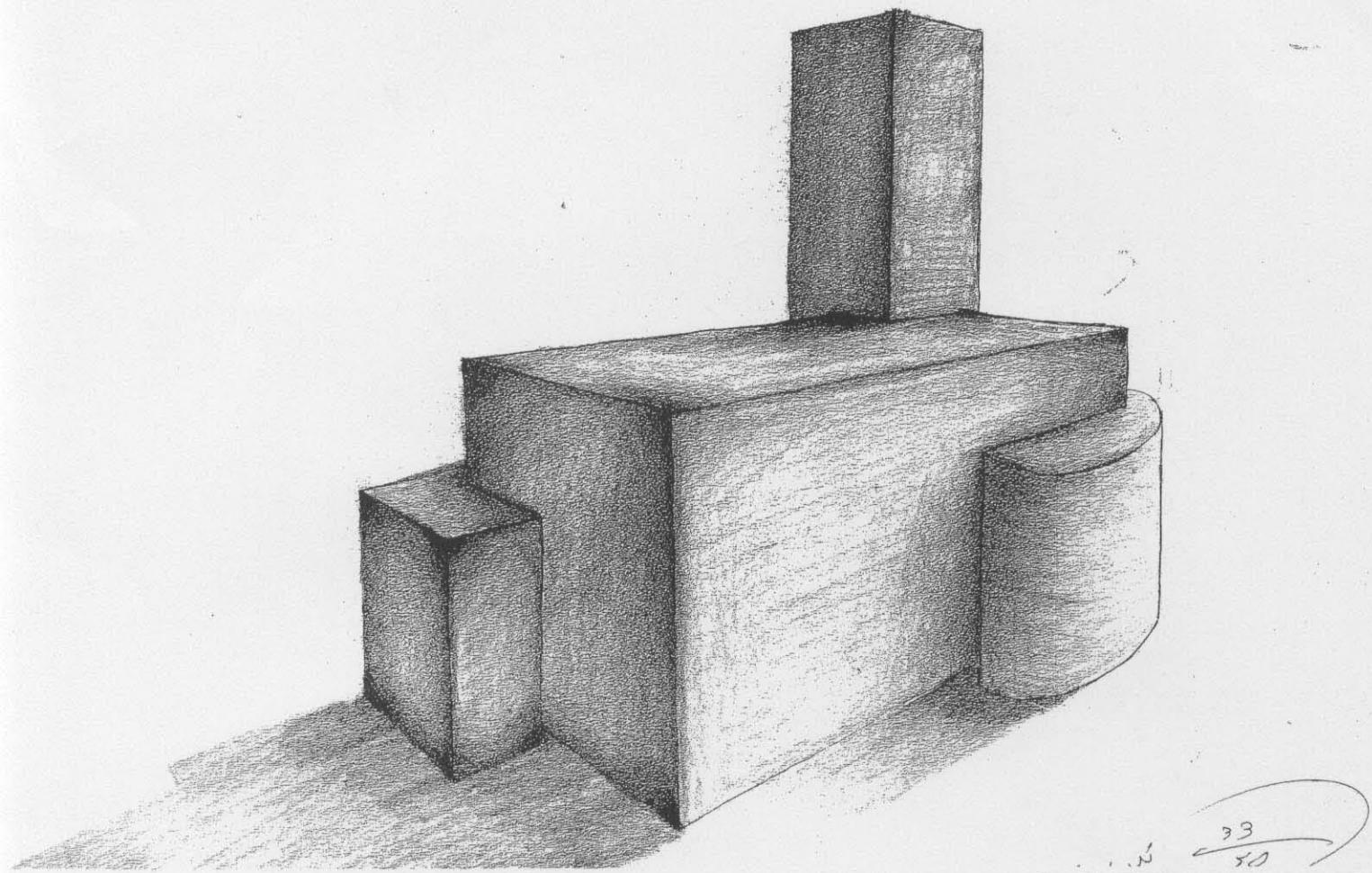


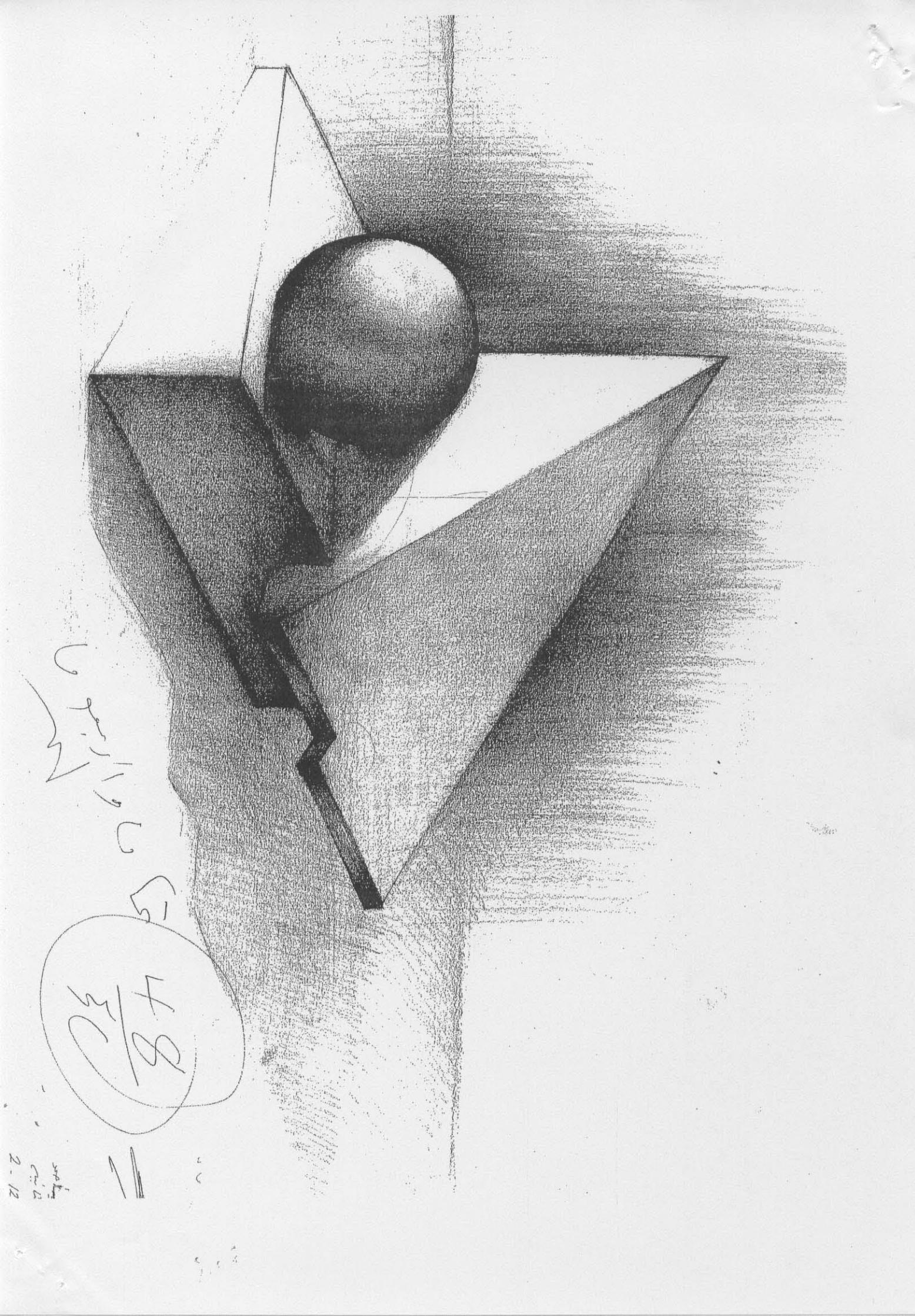
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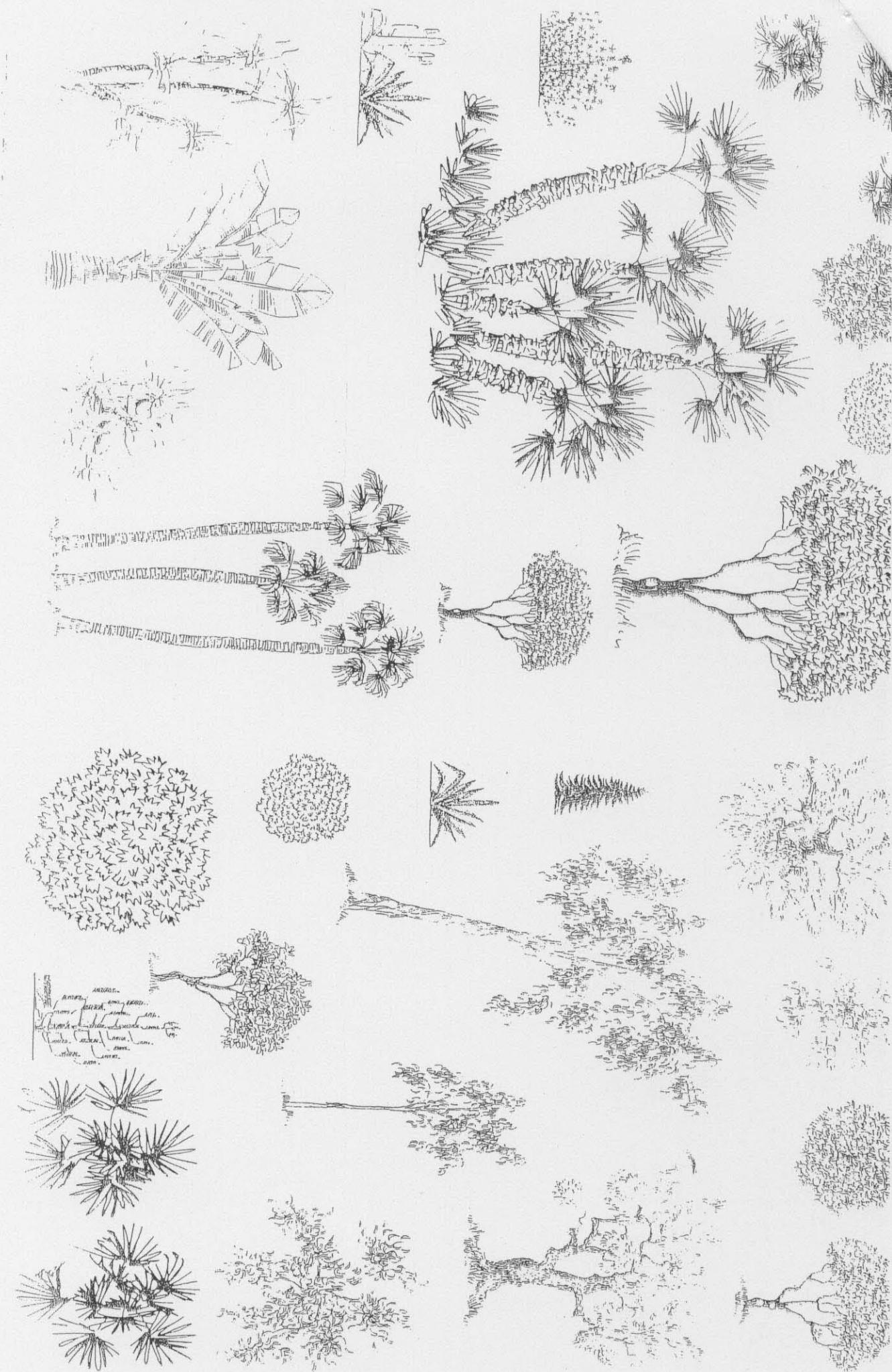


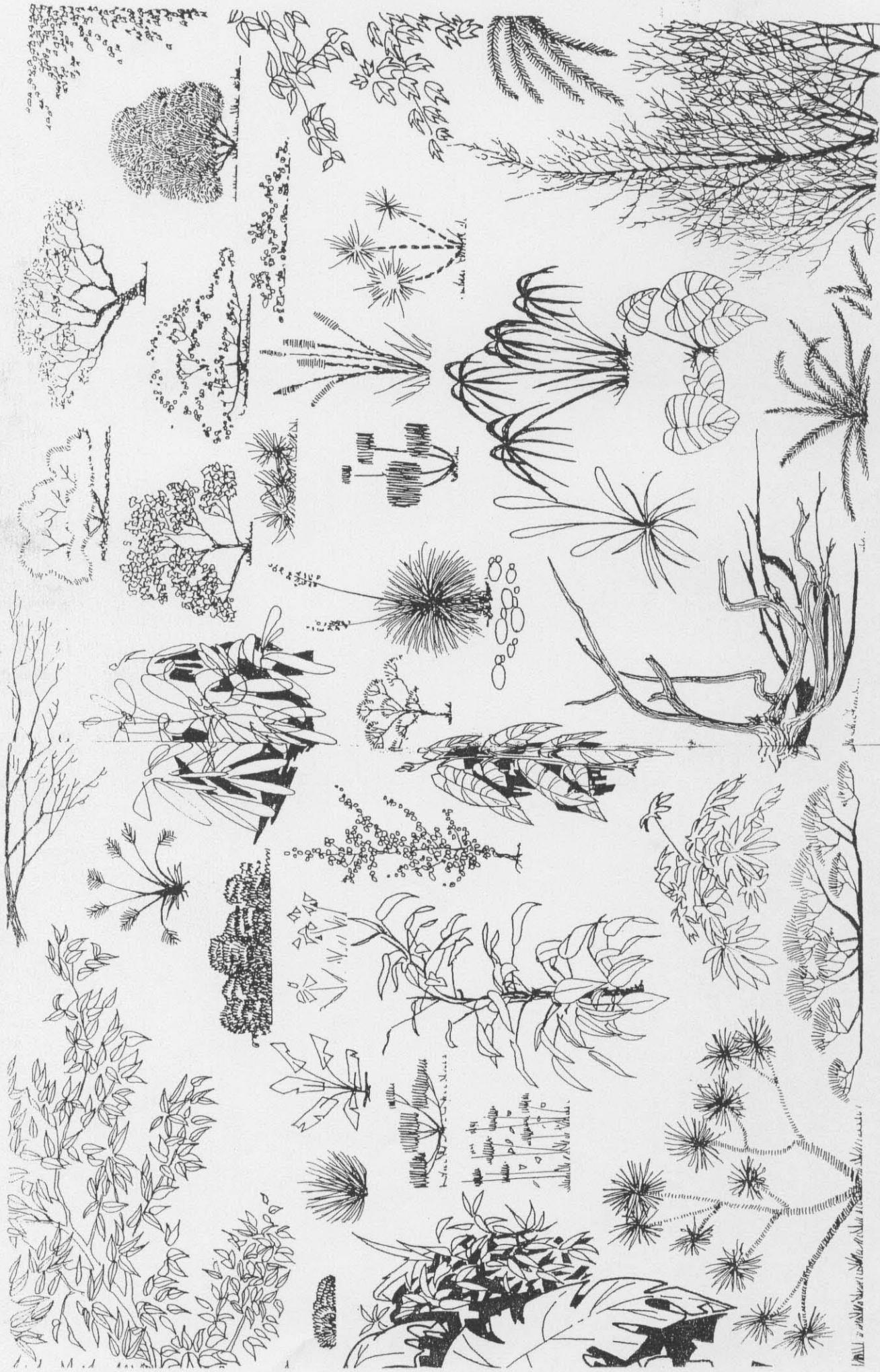
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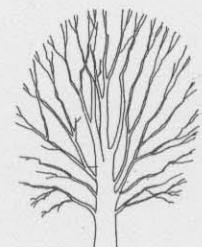
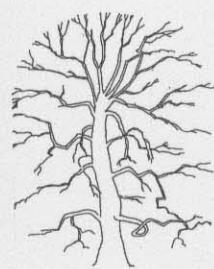
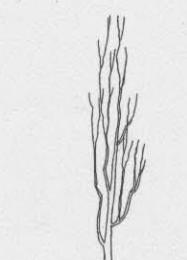
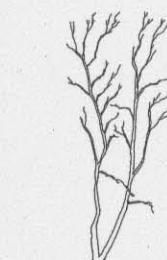
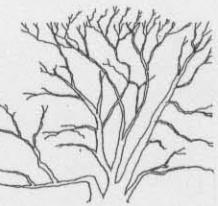
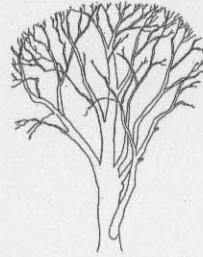
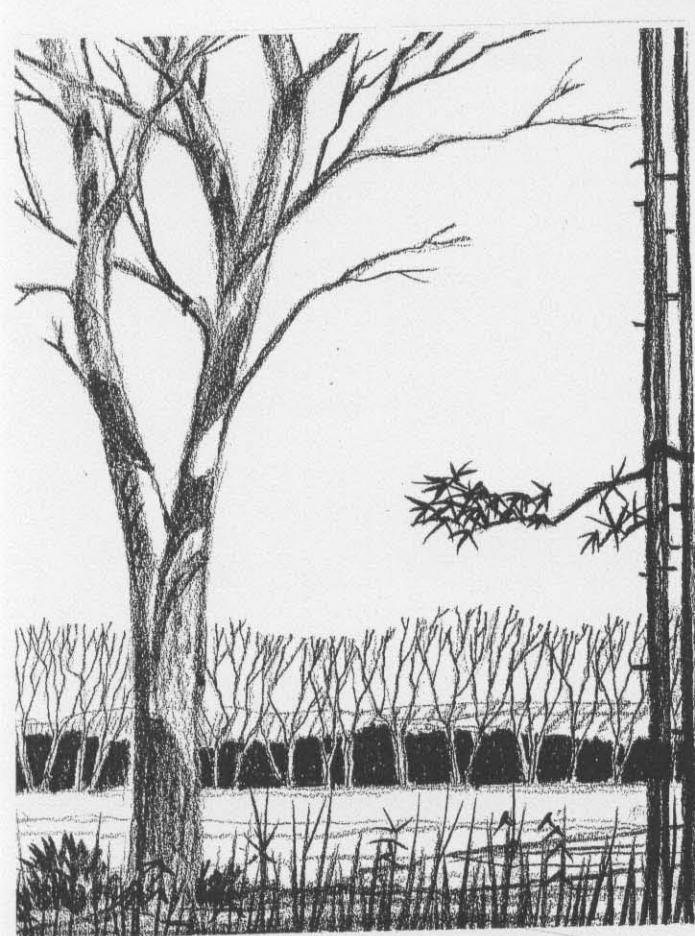
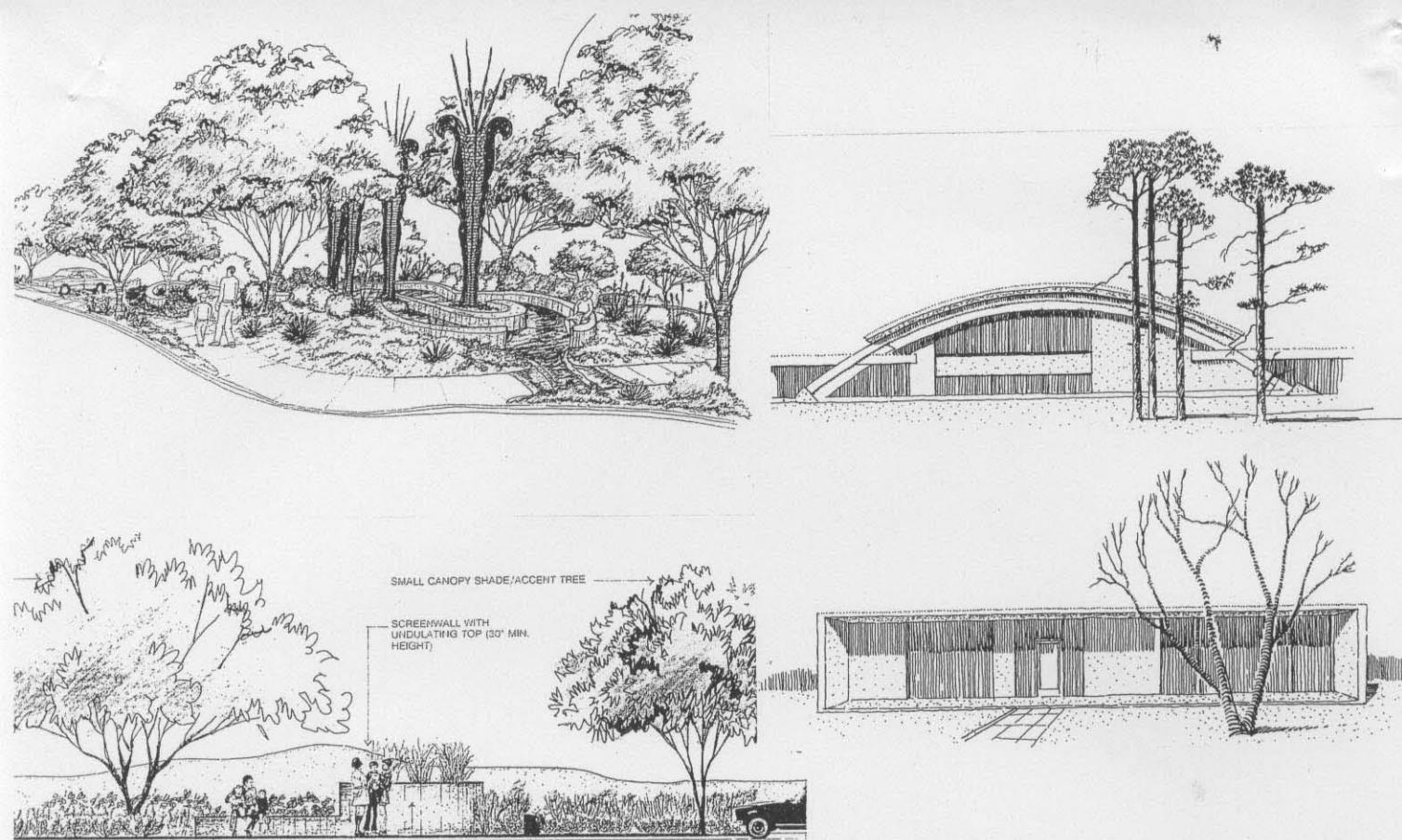




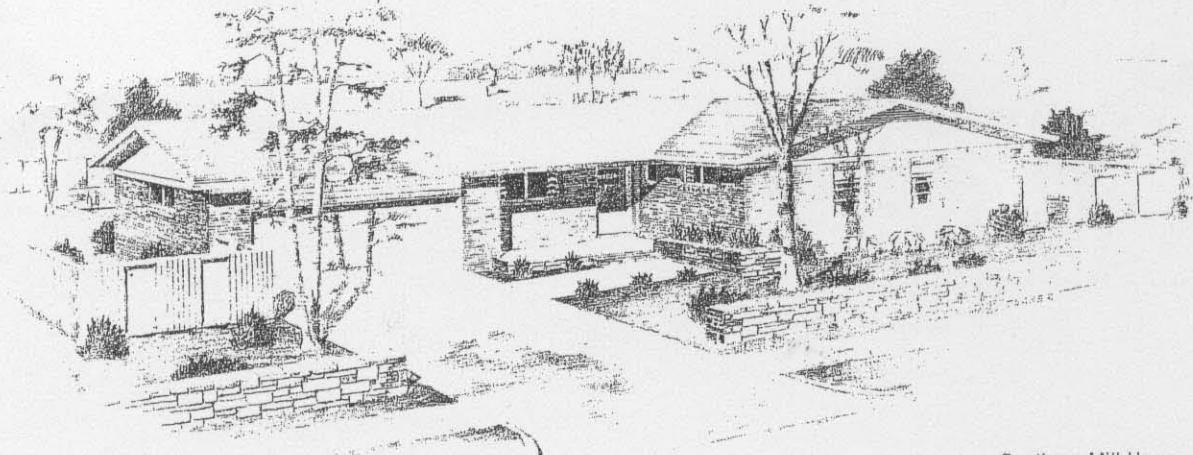
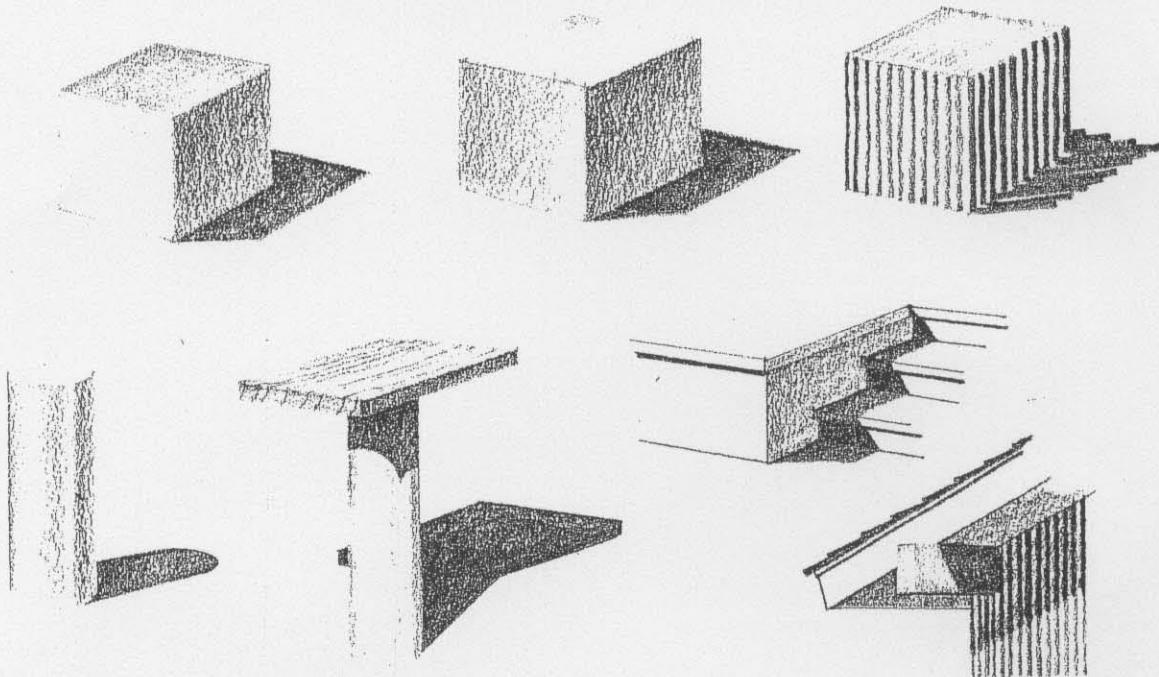
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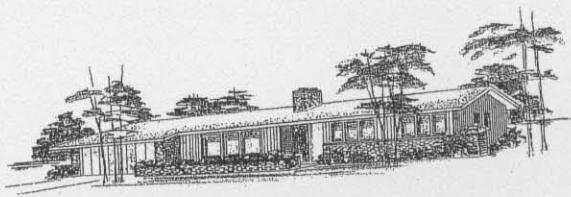
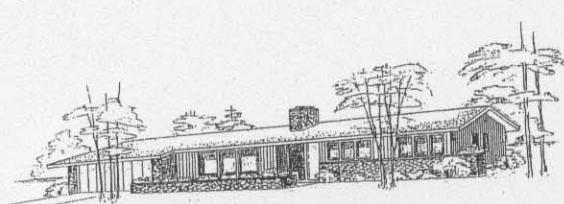




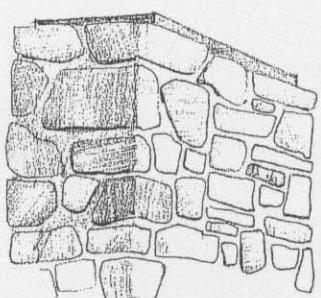
SHADOWING AND RENDERING

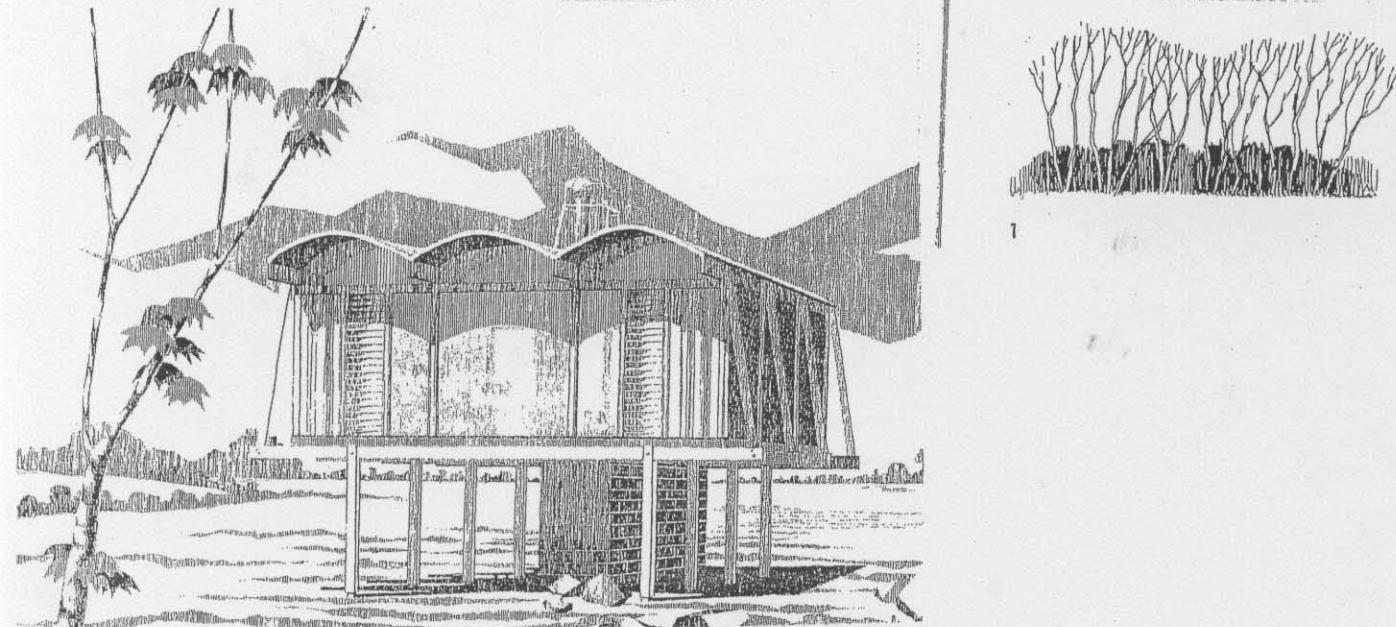
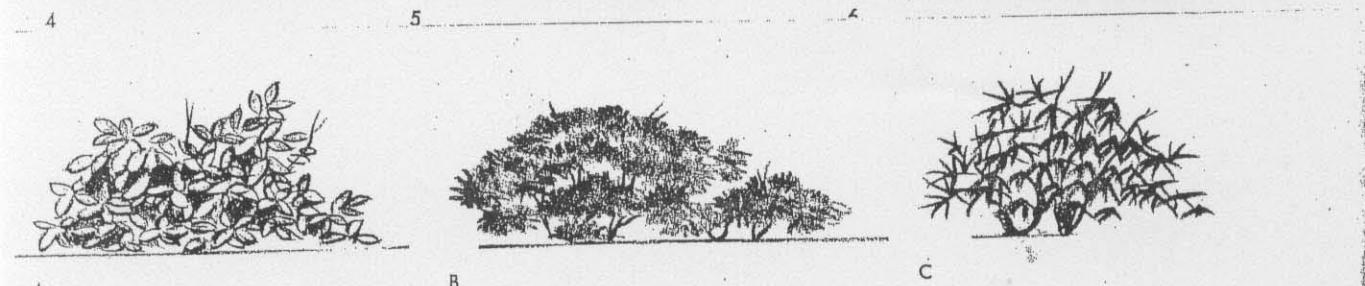
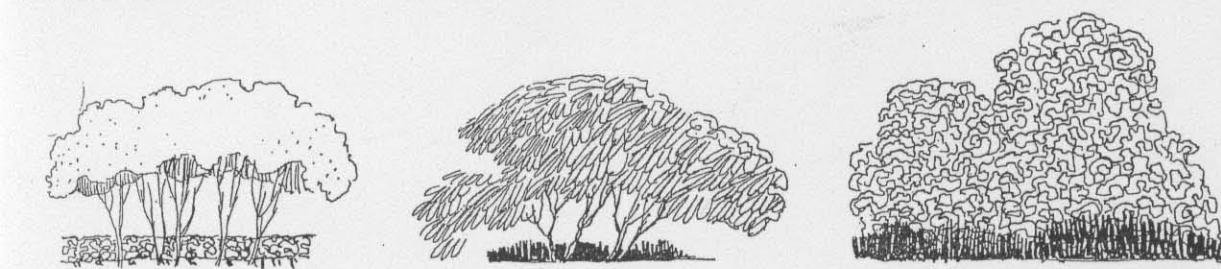
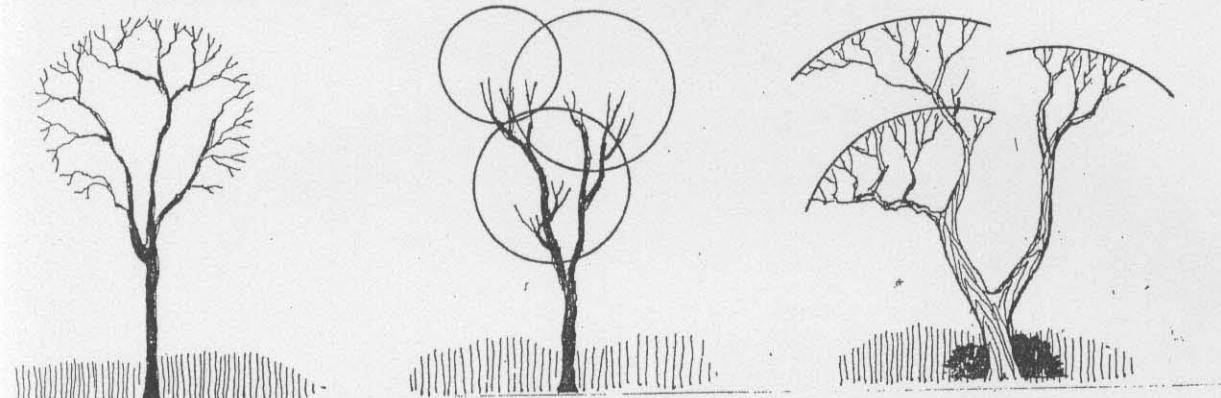


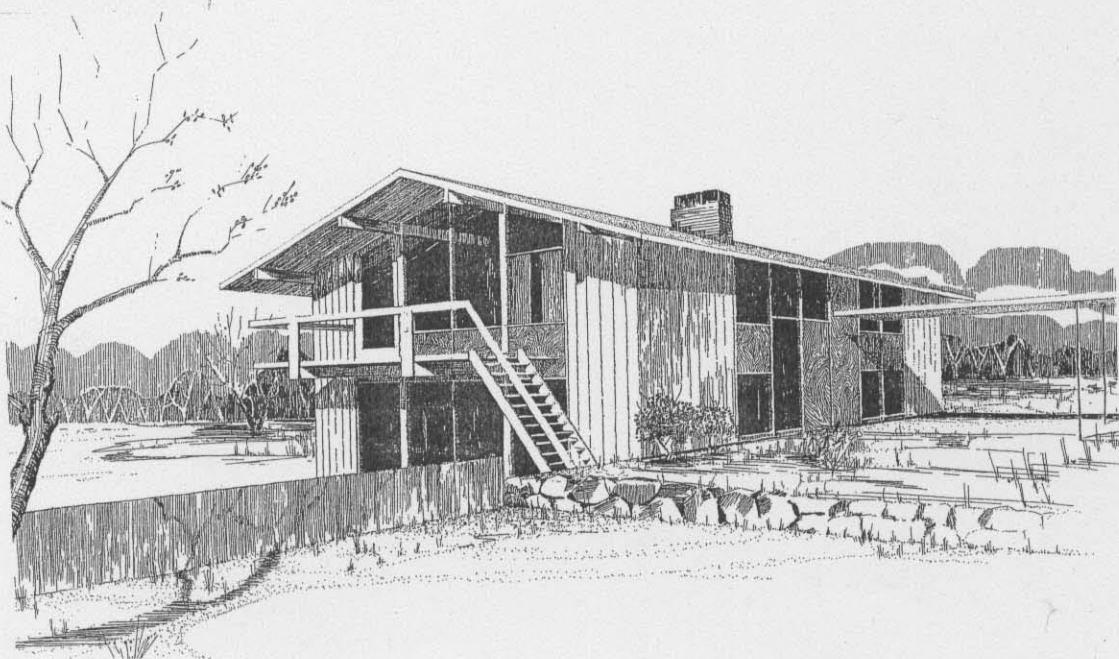
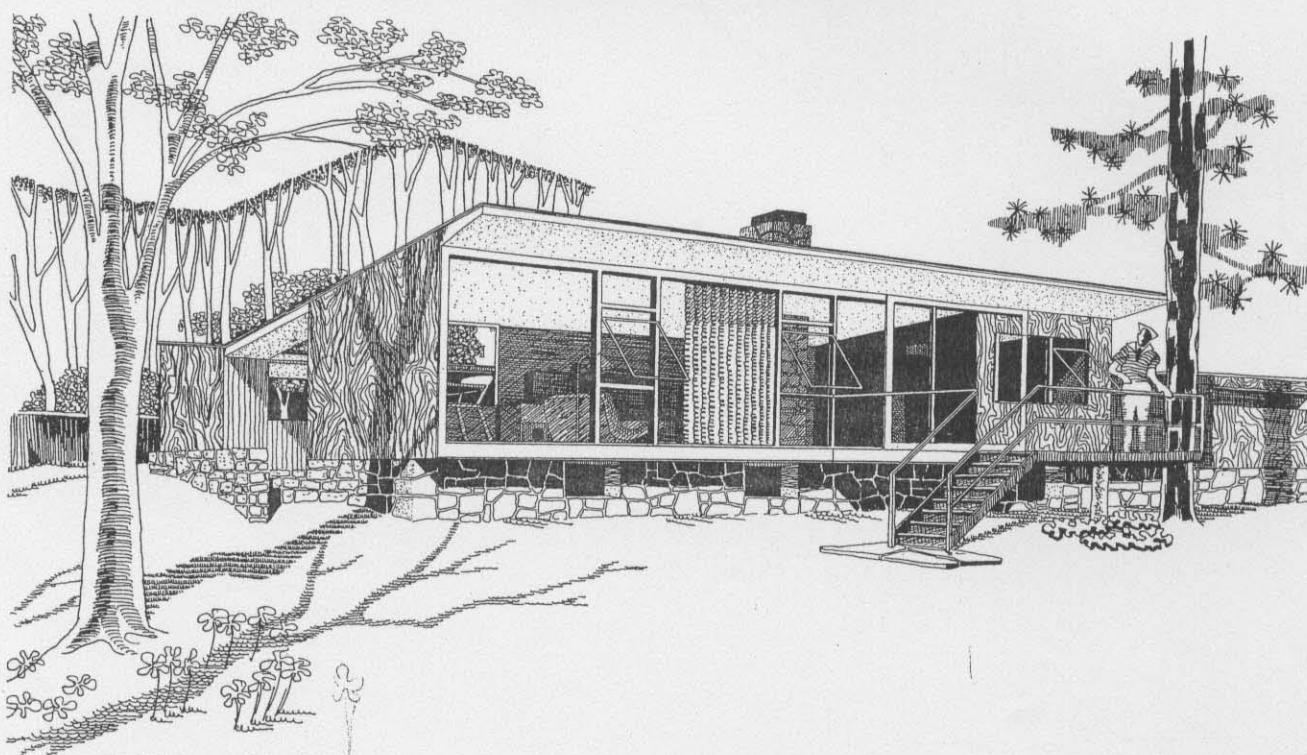
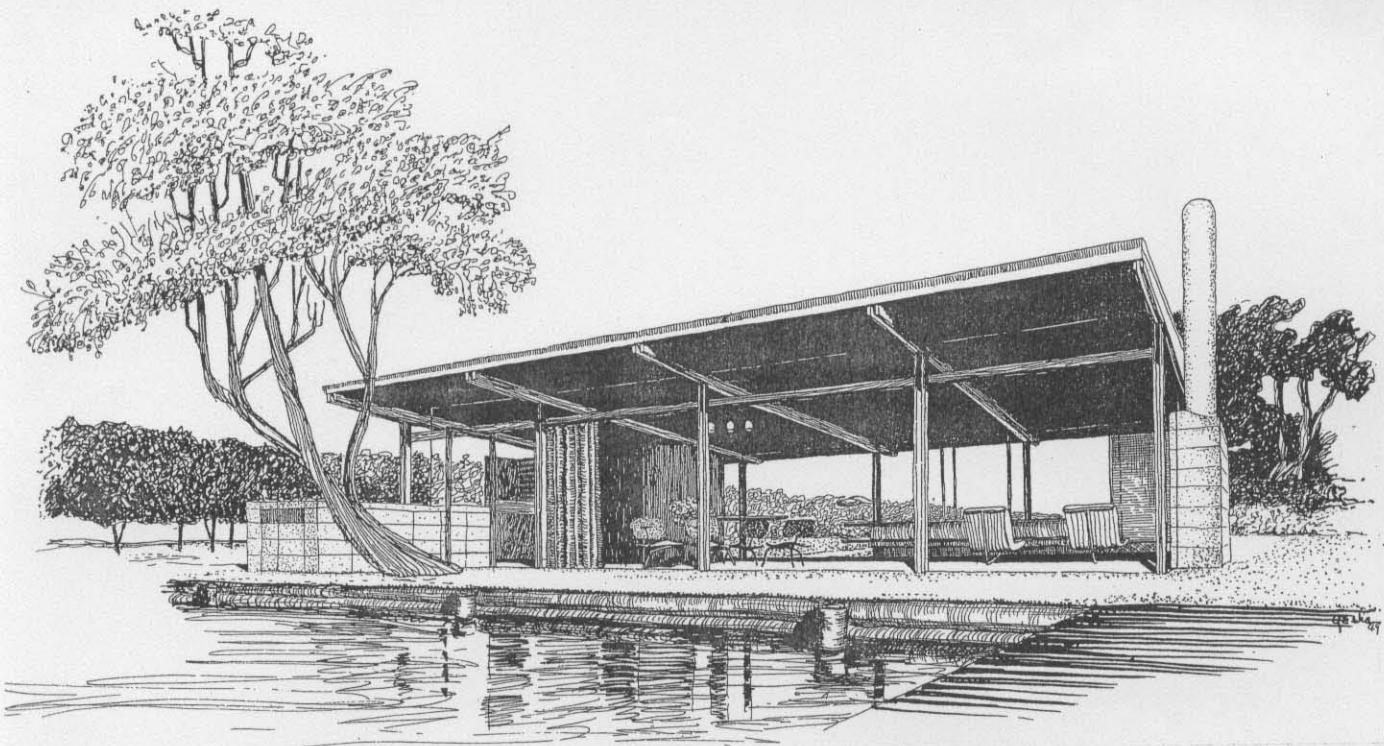
Southern Mill Homes

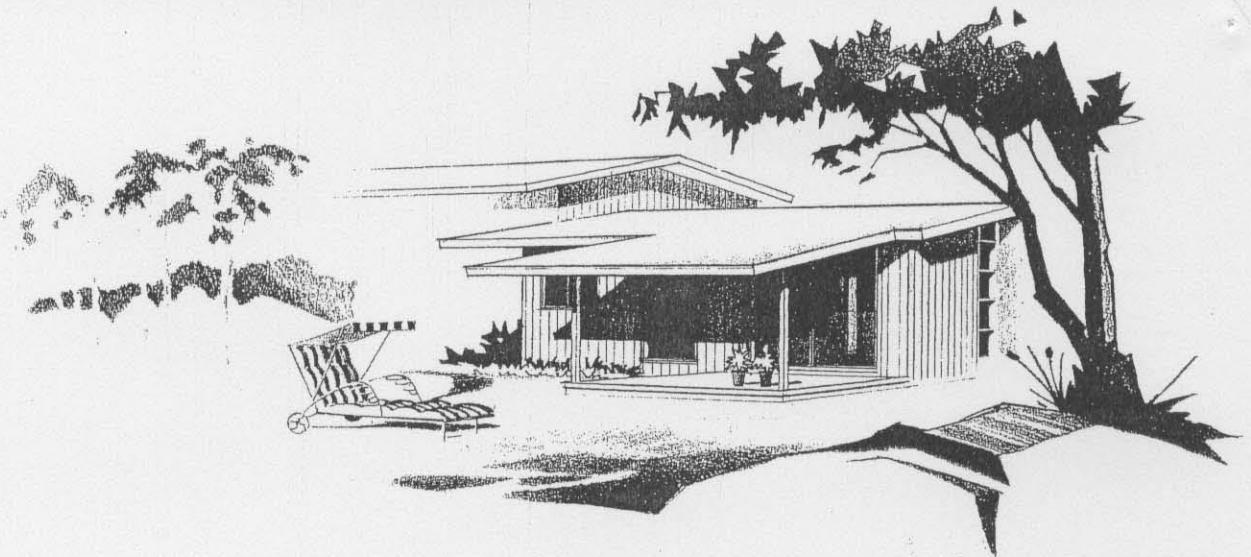


Home Planners, Inc



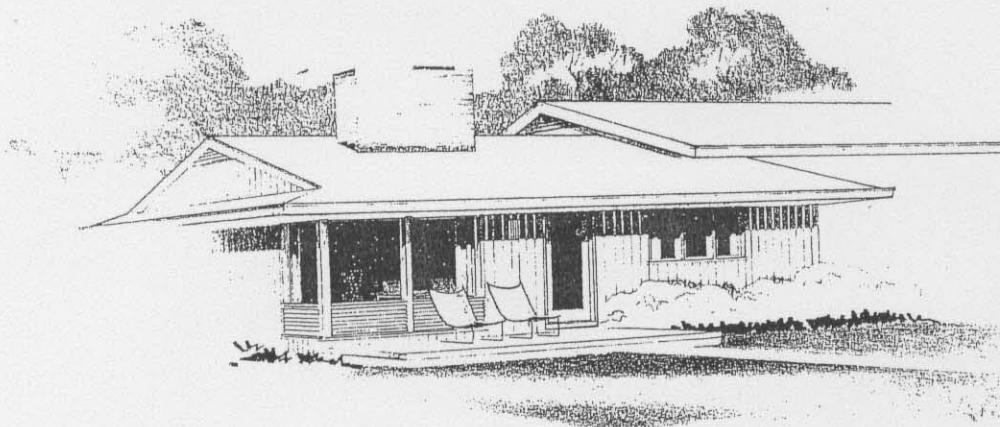






Home Planners, Inc.

Fig. 42-21. A partial rendering.

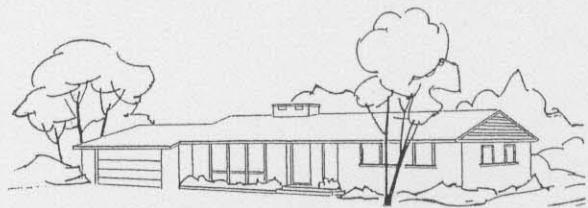


Home Planners, Inc.

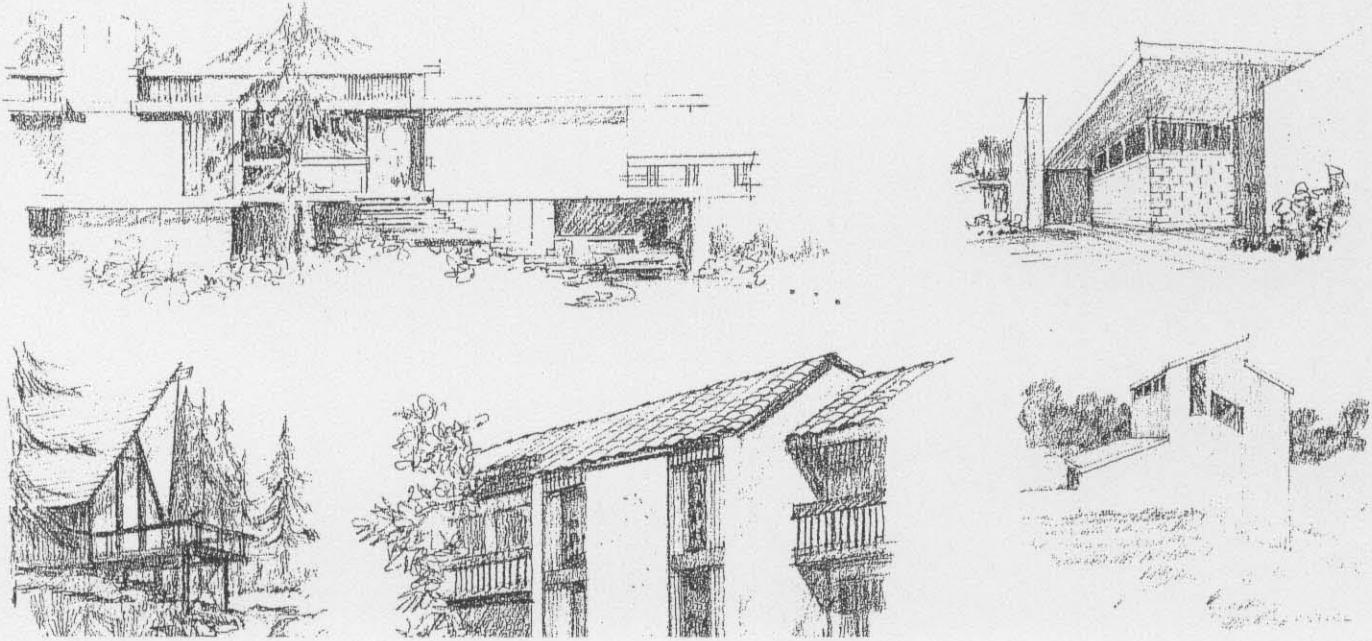
Fig. 42-22. Complete this rendering.

PROBLEMS

1. Render a perspective drawing of your own house.
2. Render a perspective drawing of a house of your own design.
3. Render a perspective sketch of your school.



PERSPECTIVE TECHNIQUES



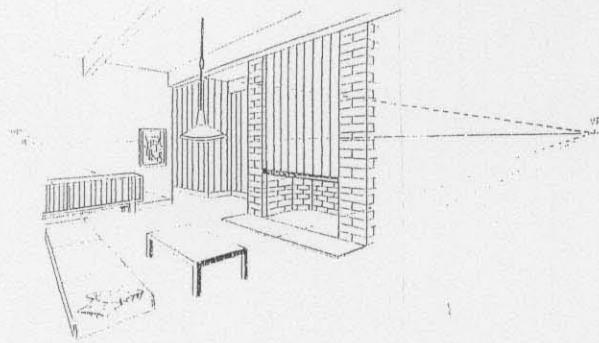
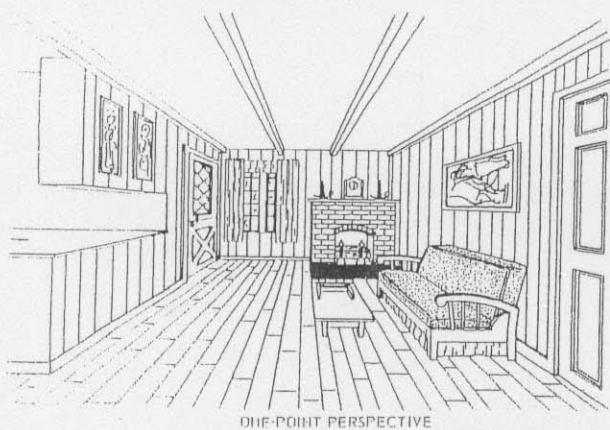
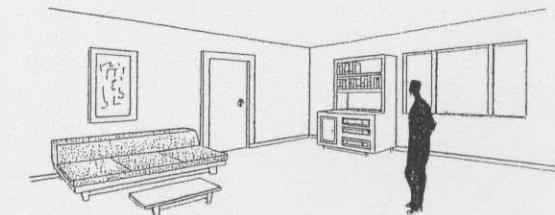
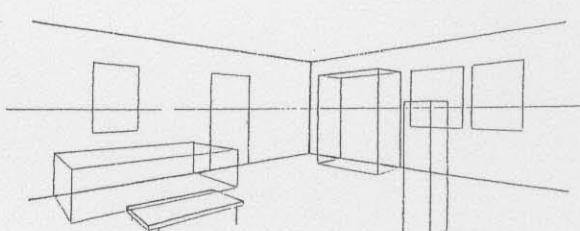
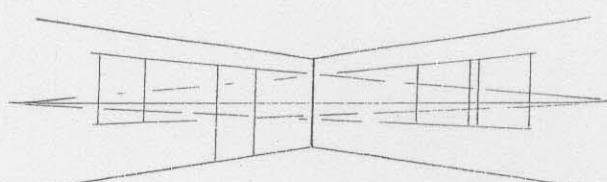
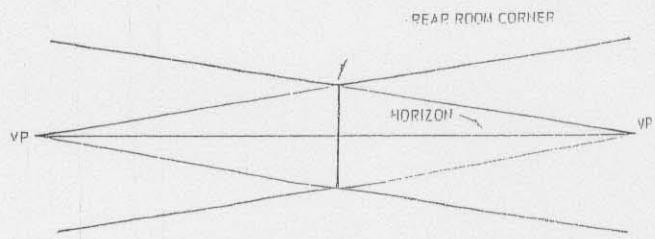
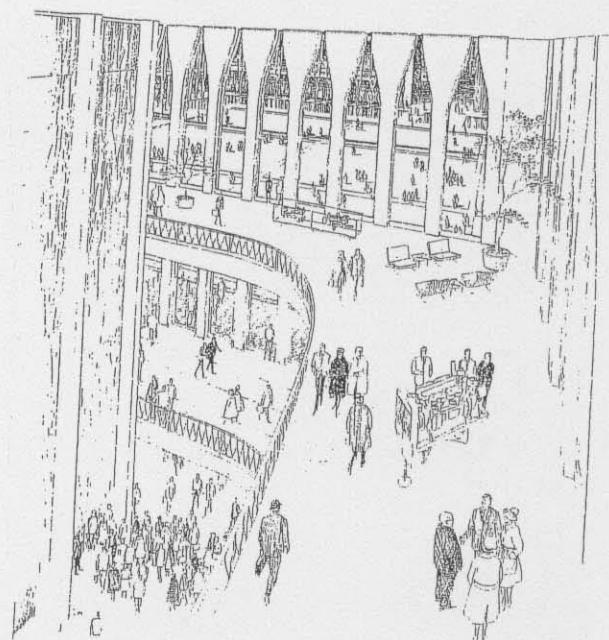


Fig. 41-7. Each object in a room is projected to the vanishing point.

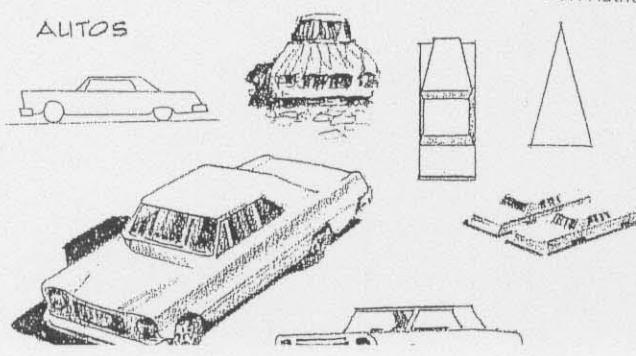


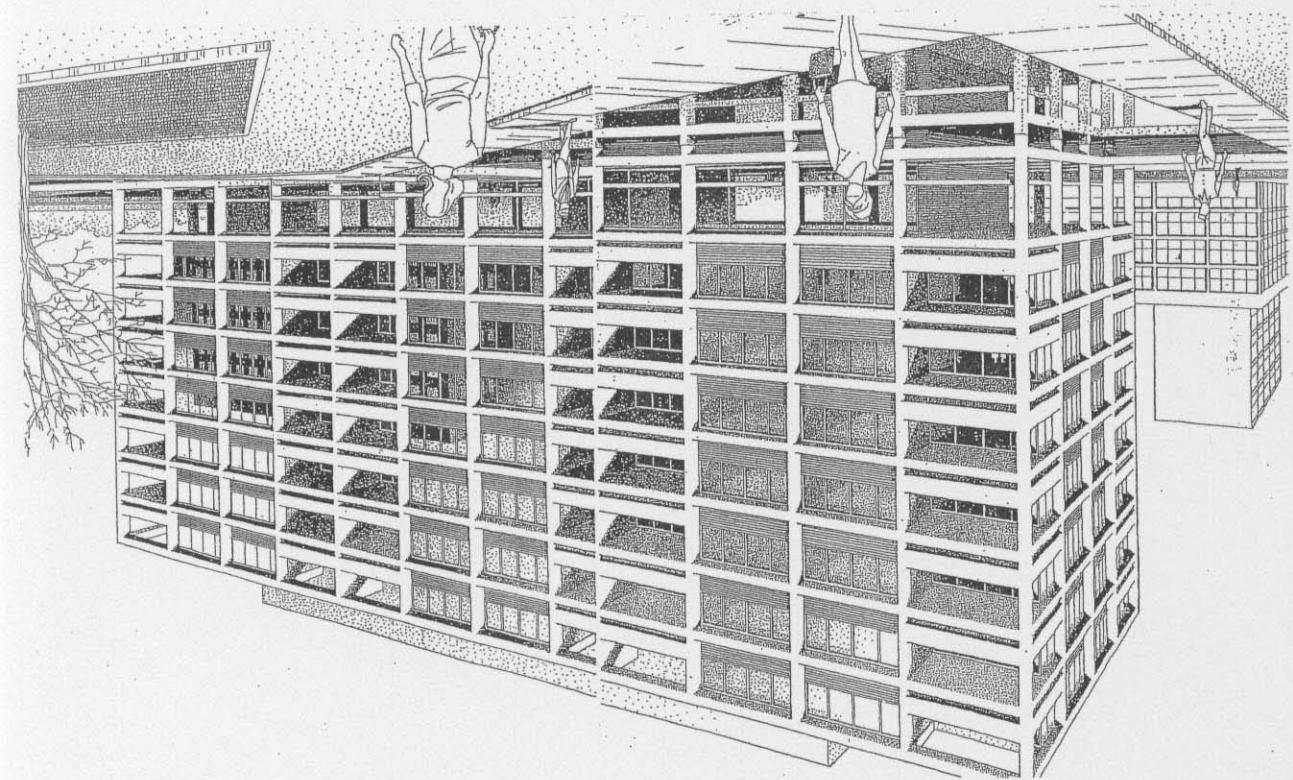
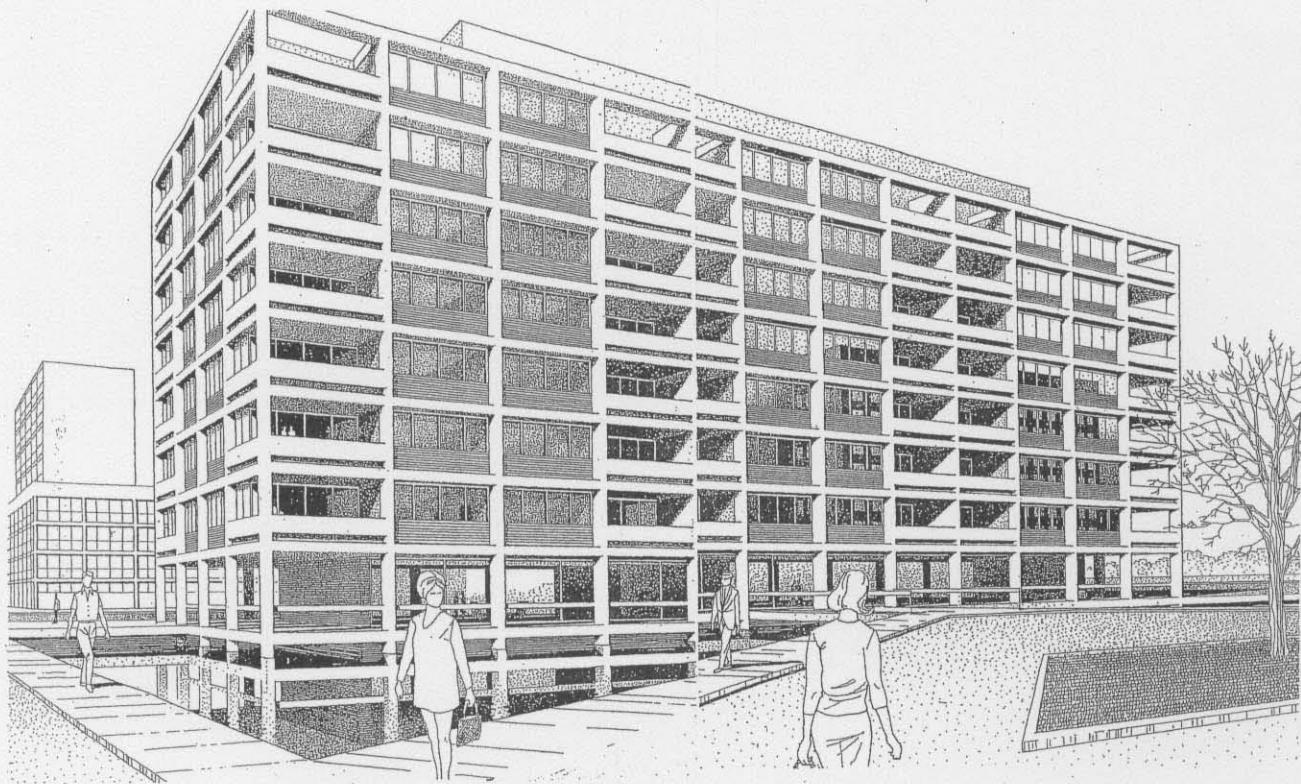
PEOPLE

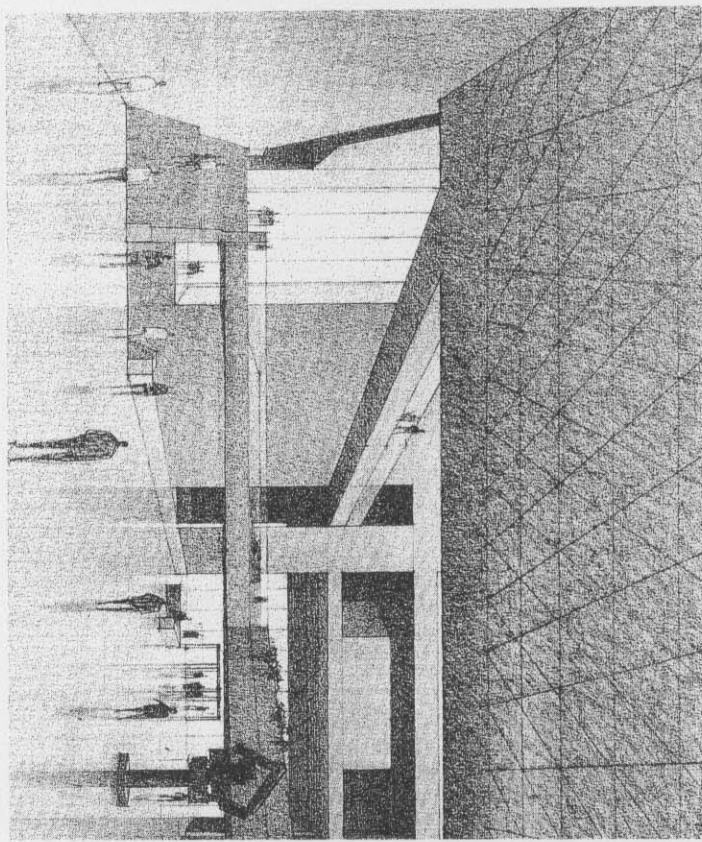
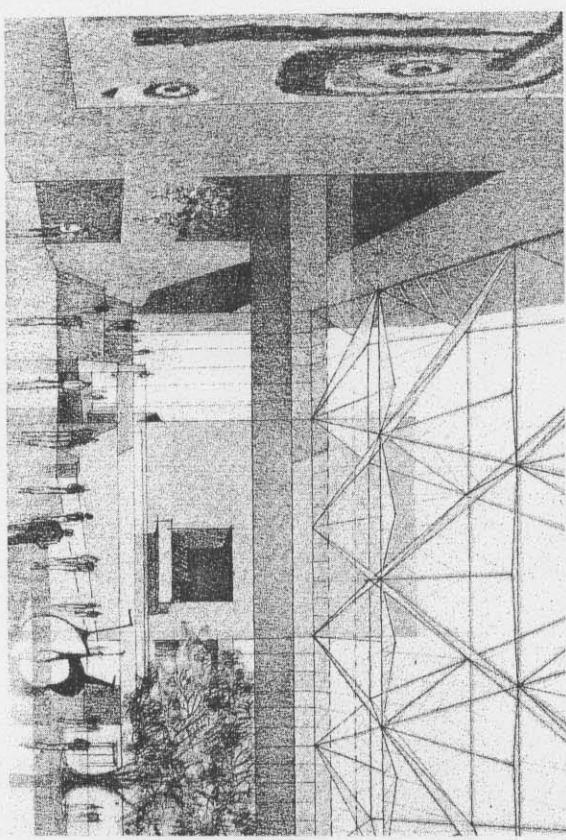
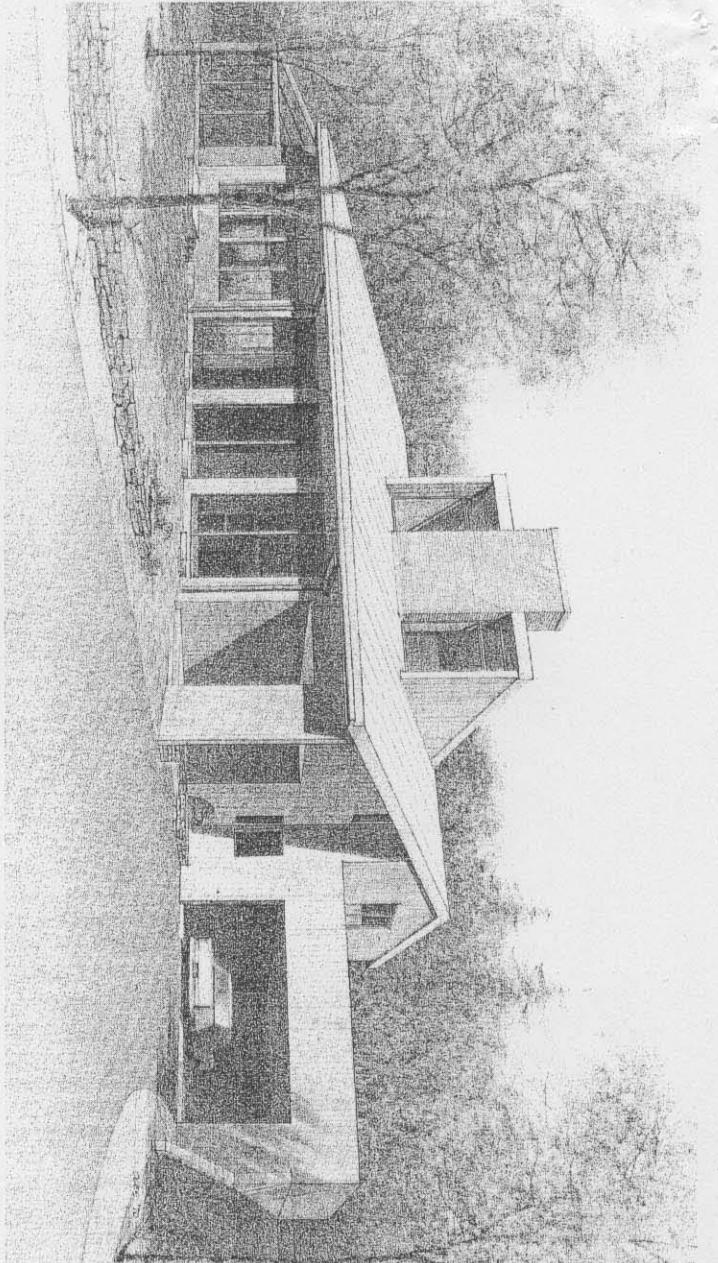
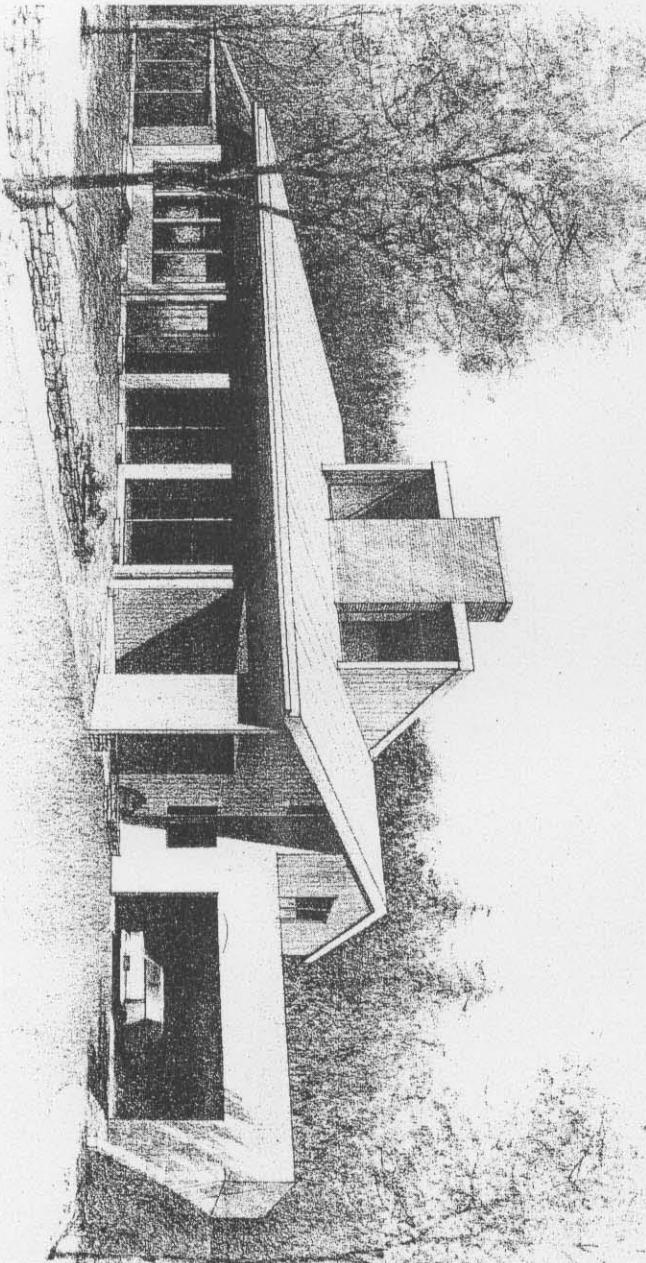


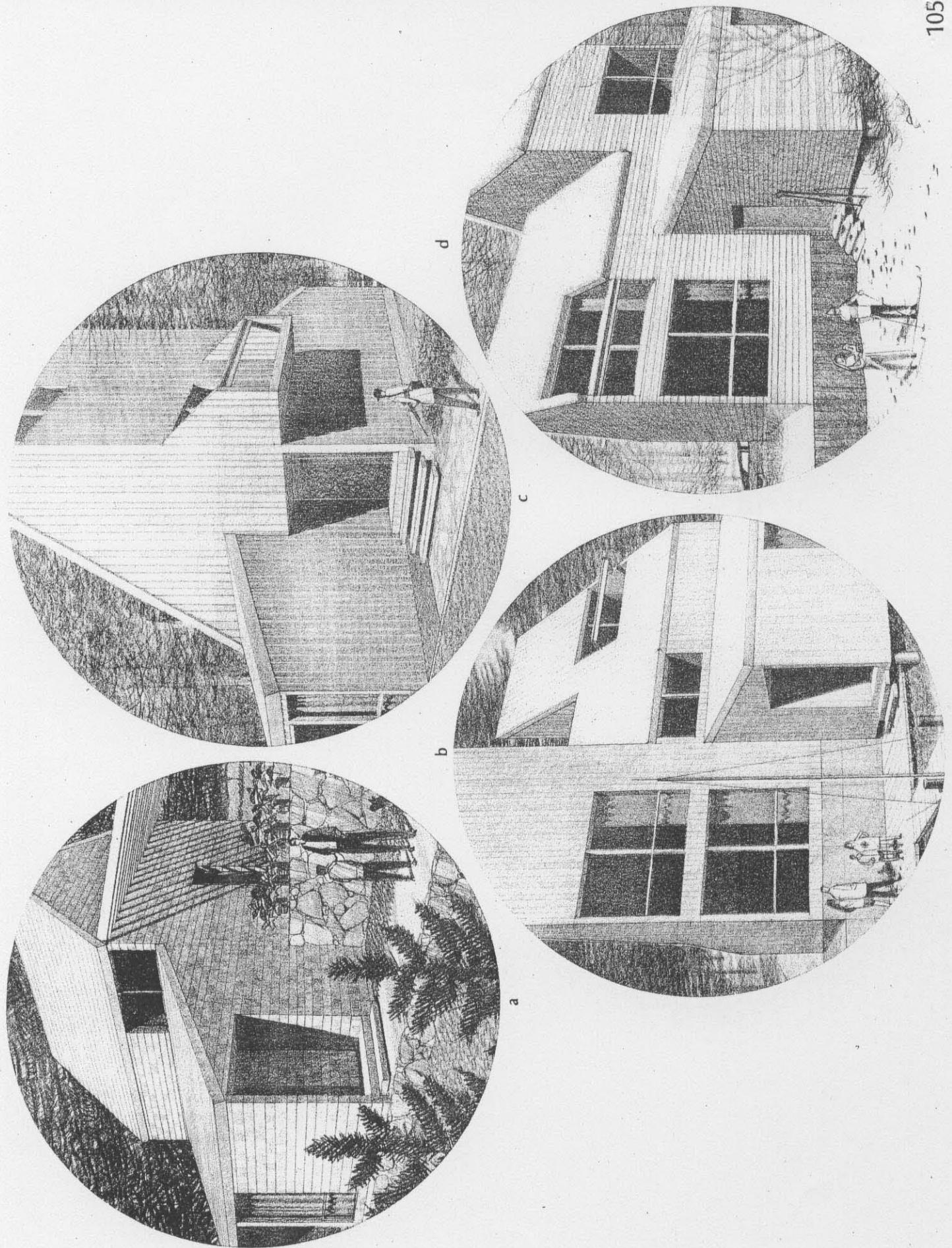
Port Authority of New York and New Jersey

AUTOS

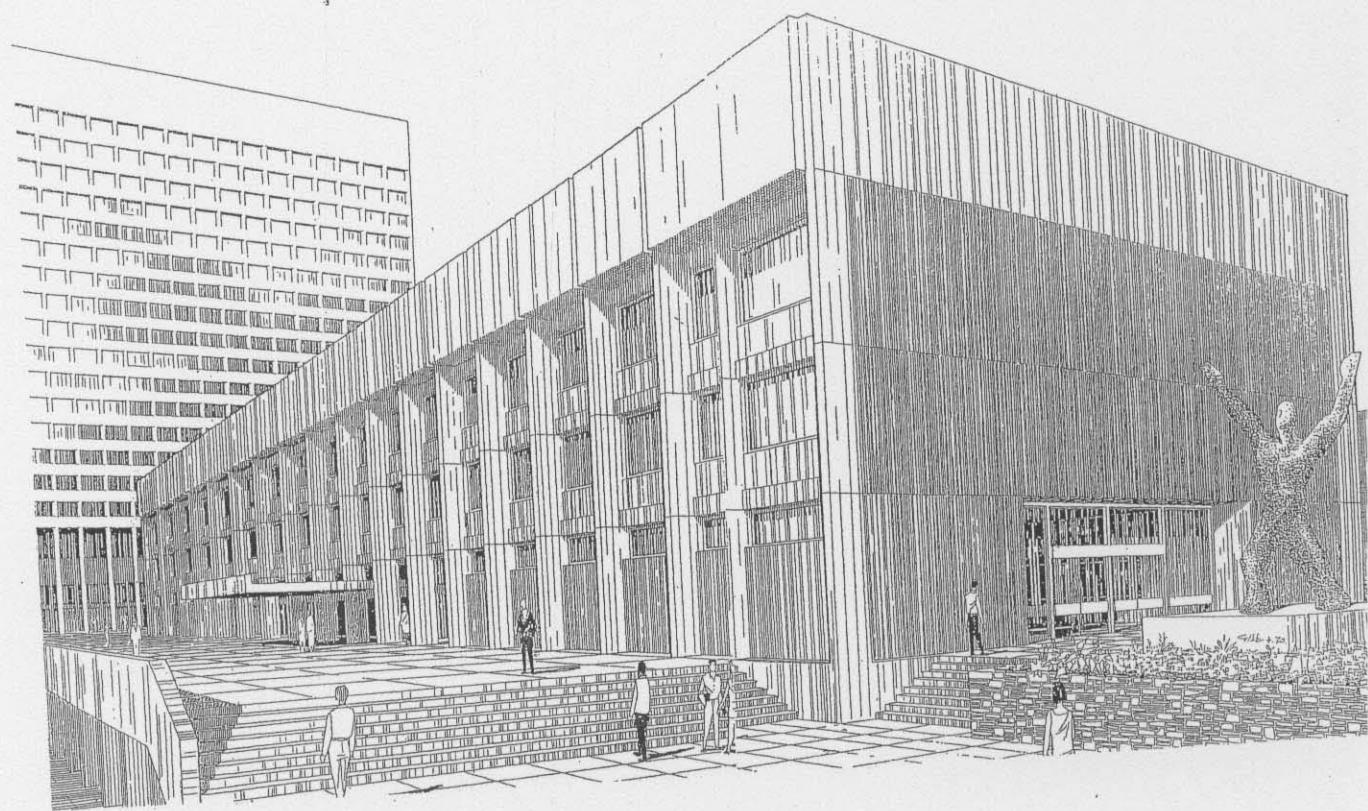


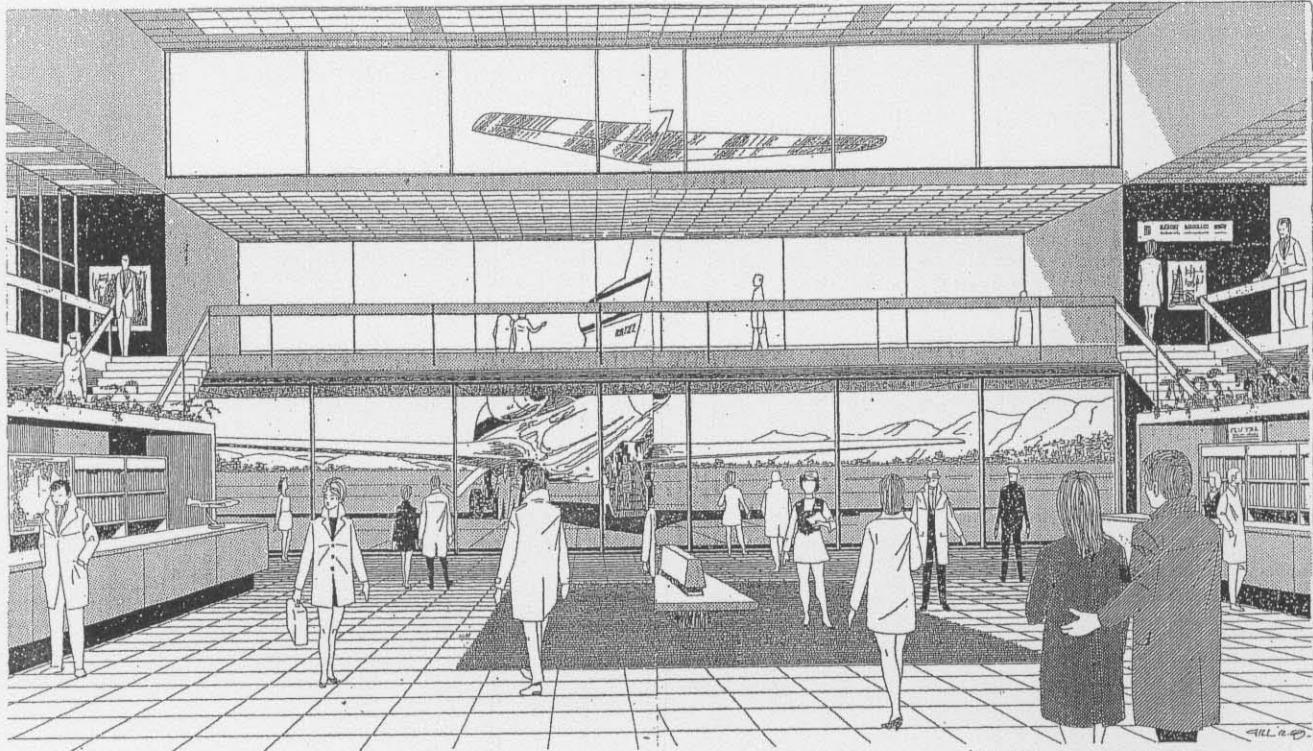
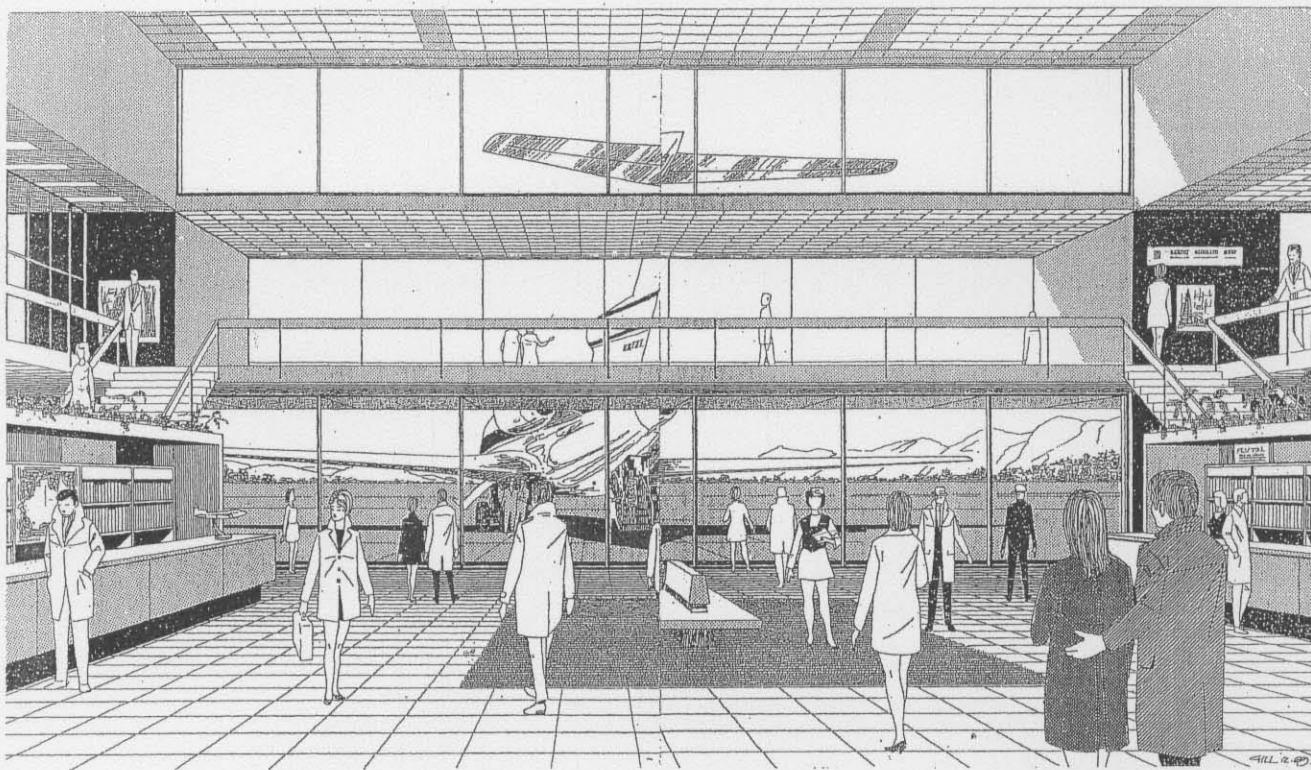


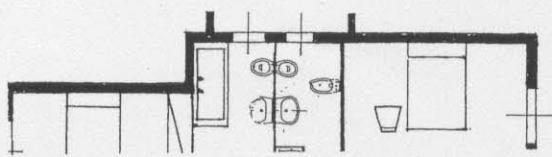
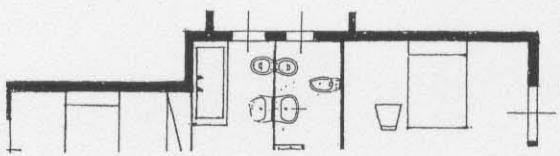


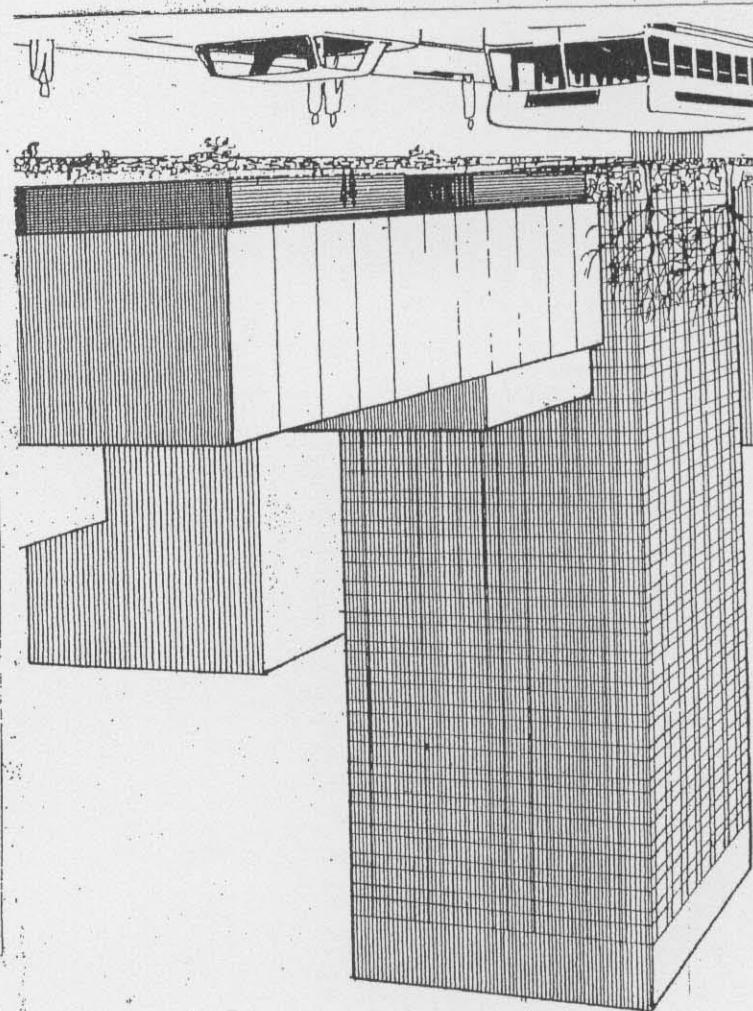
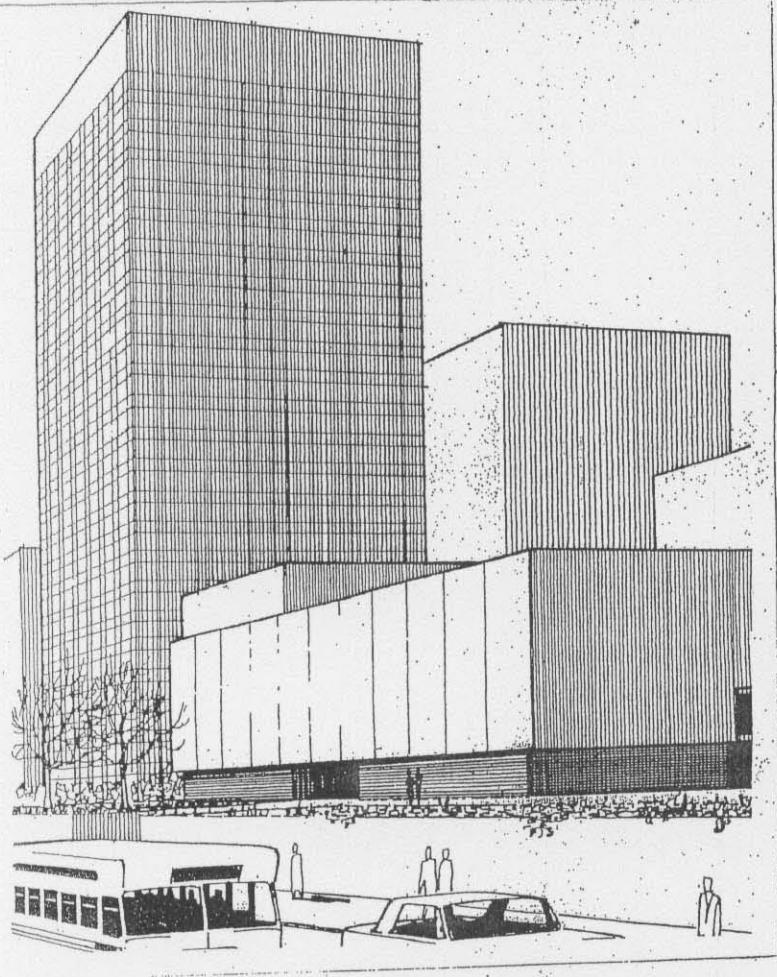
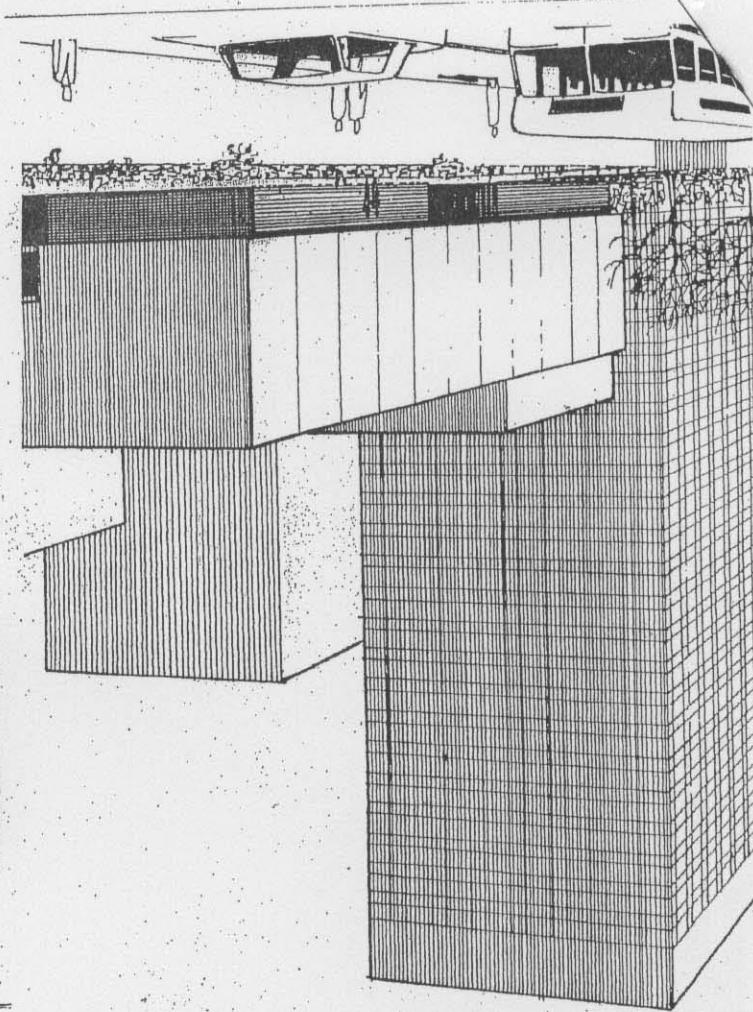
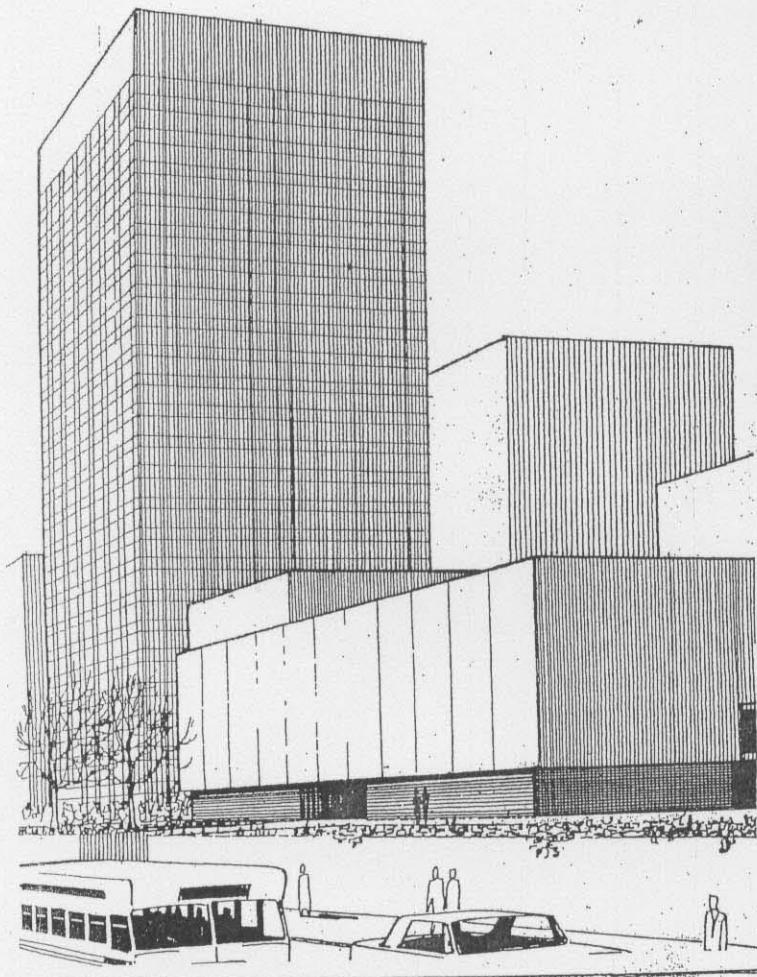


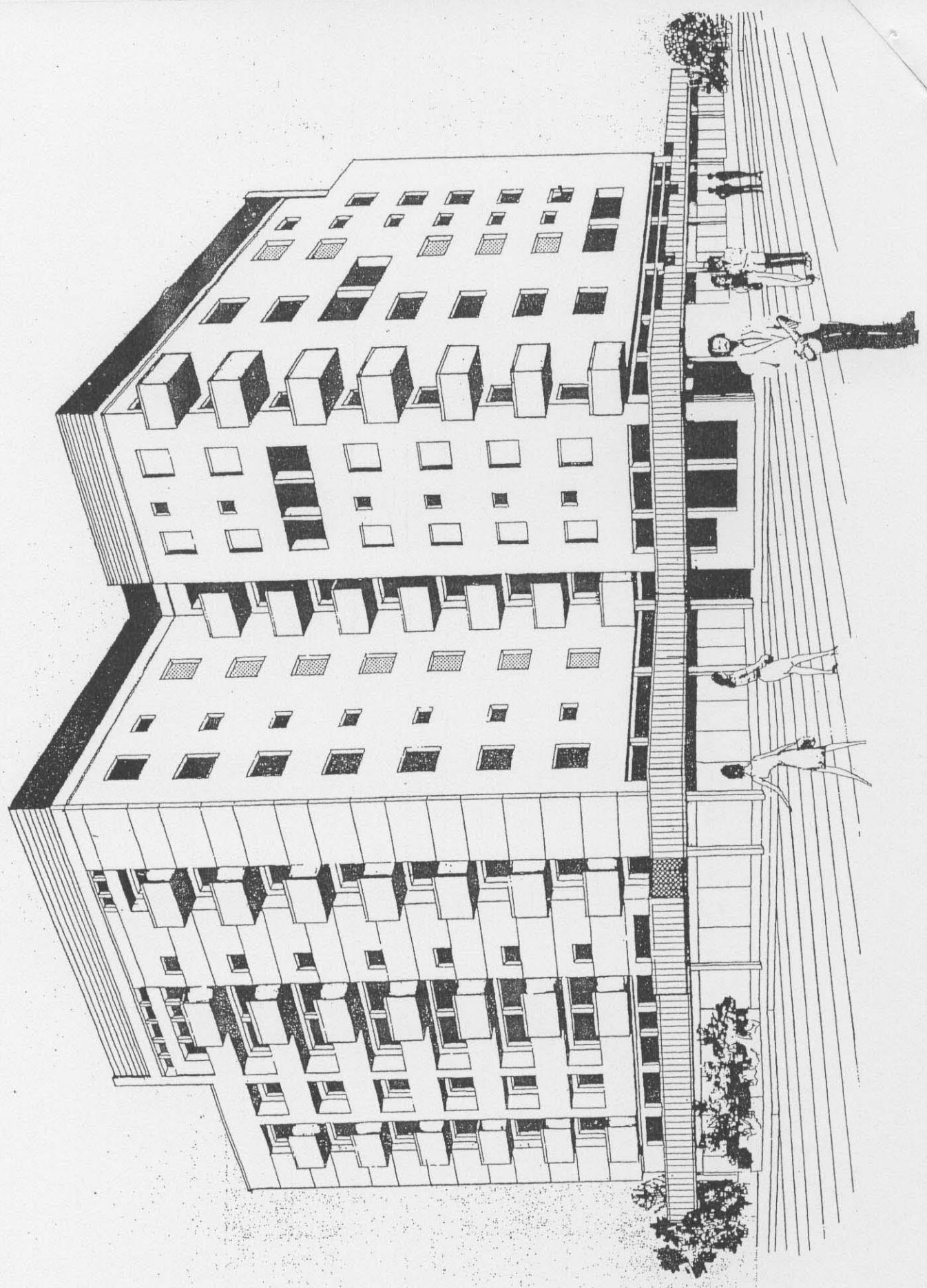


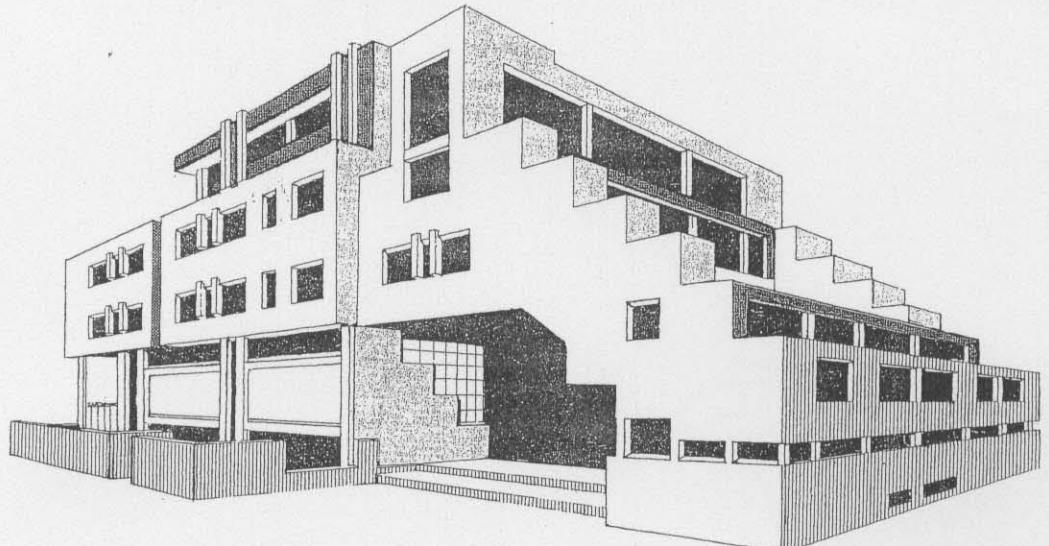




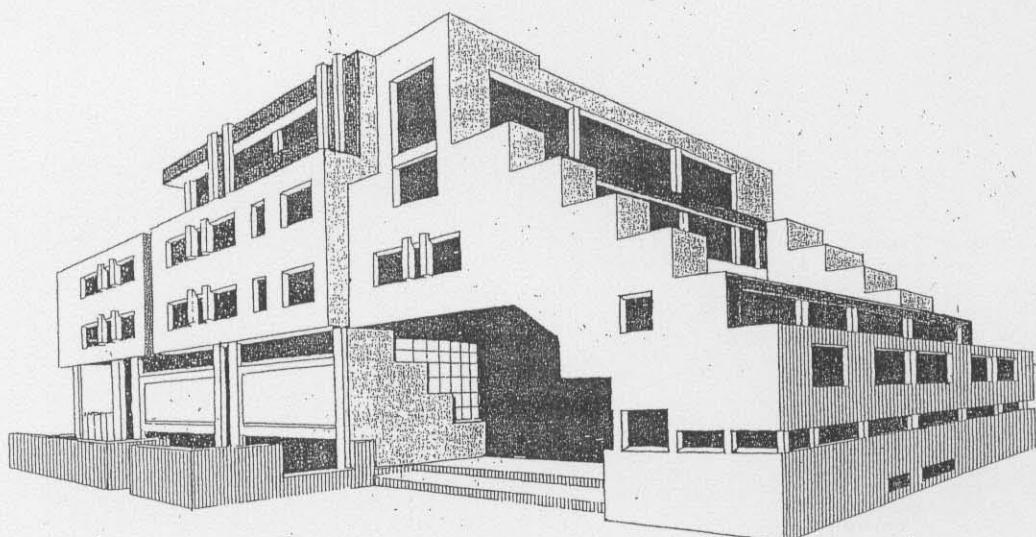




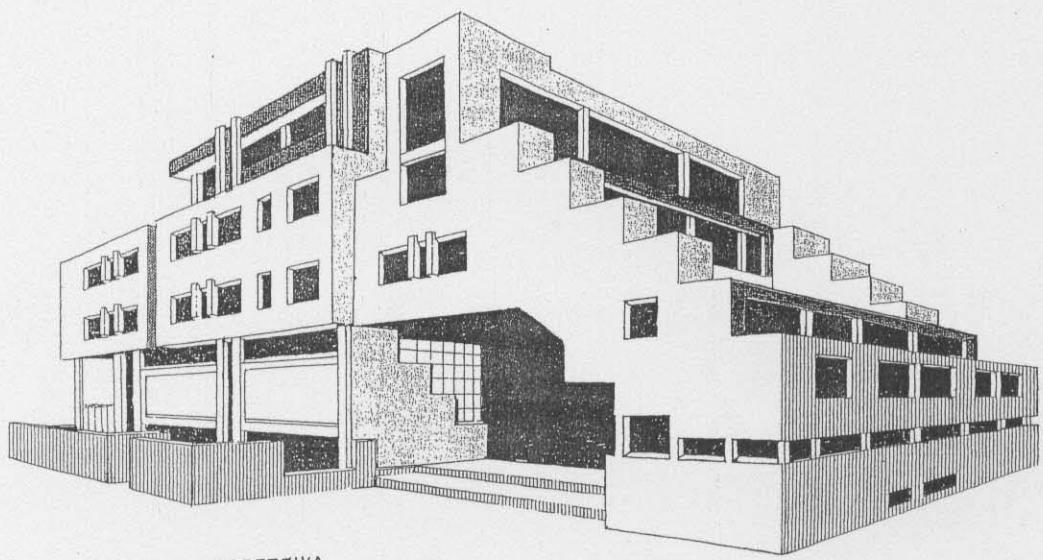




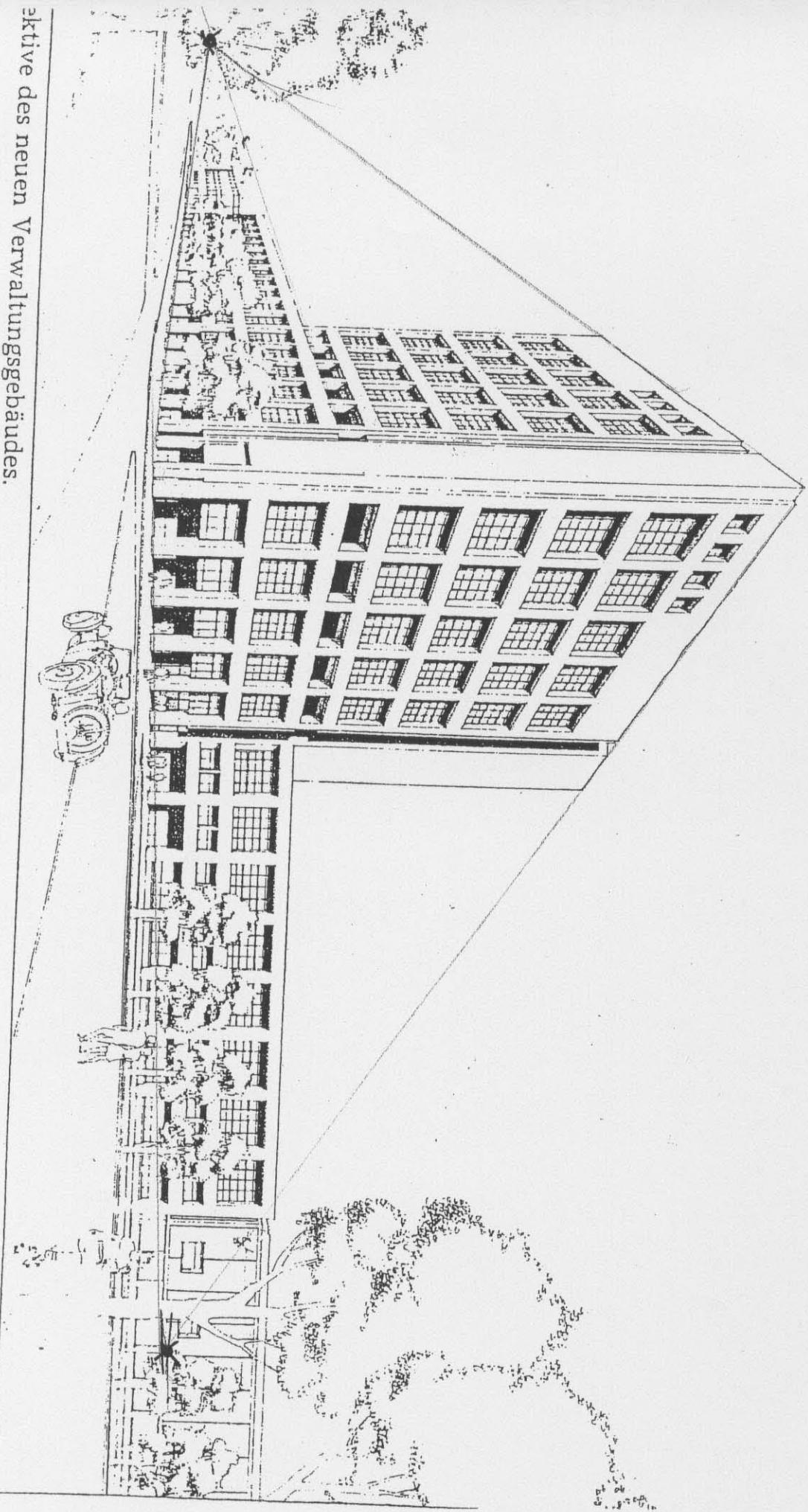
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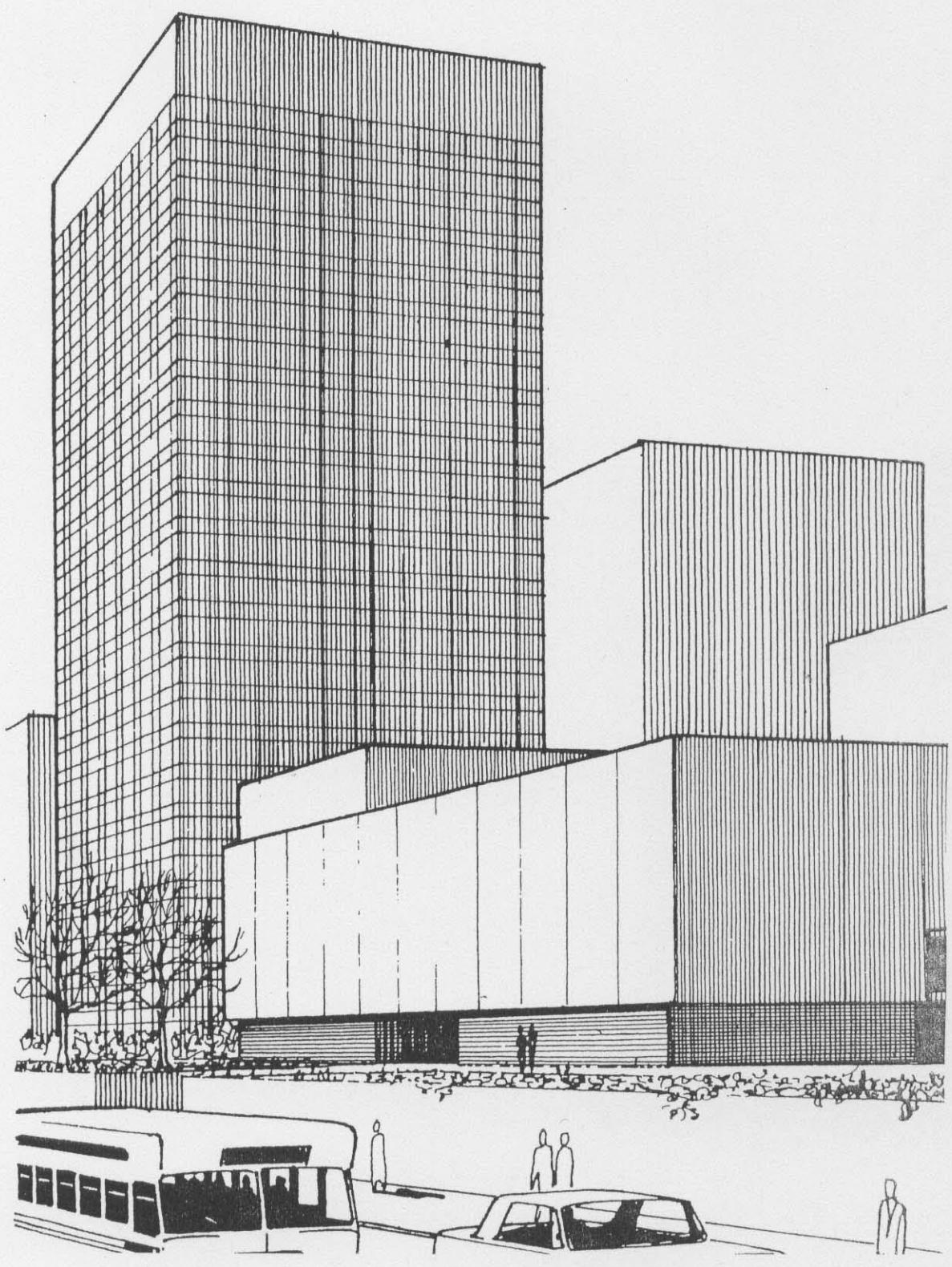
PROSPETTIVA



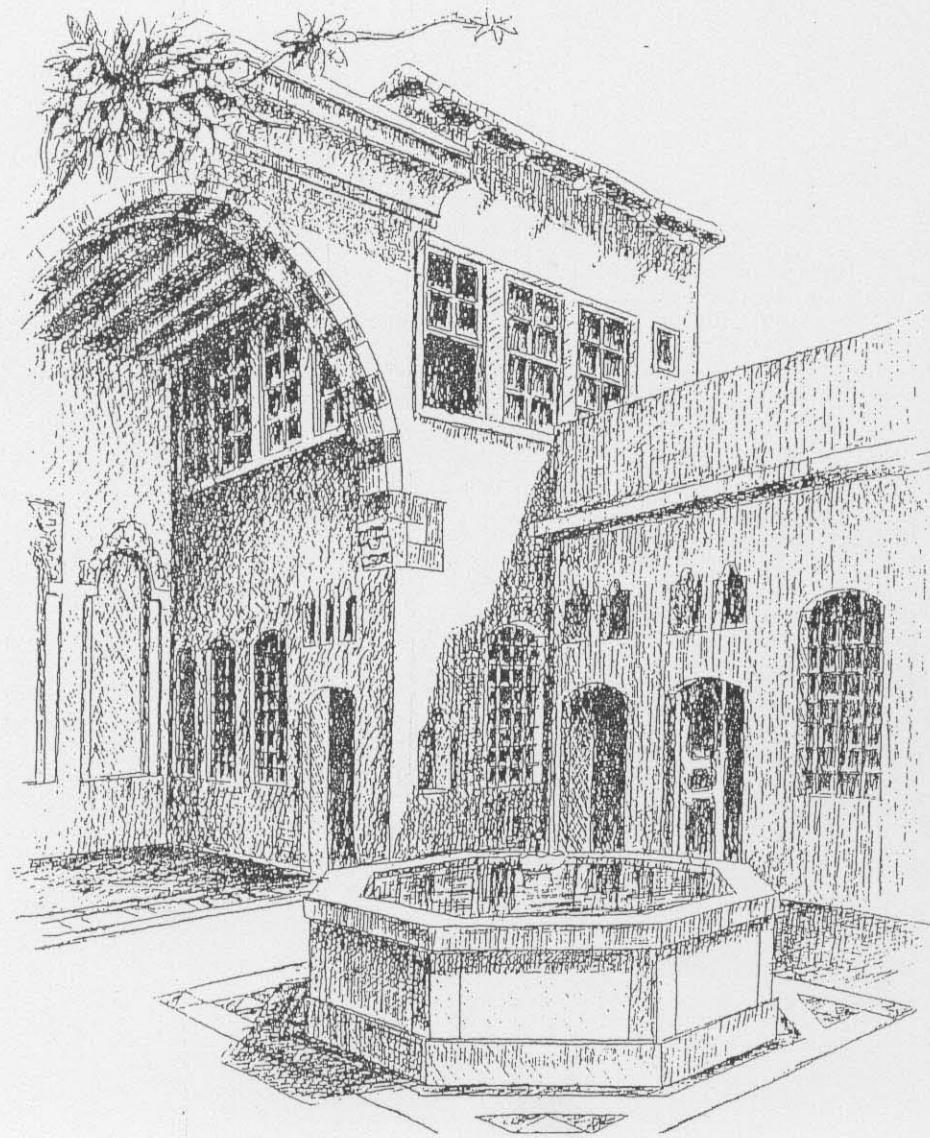
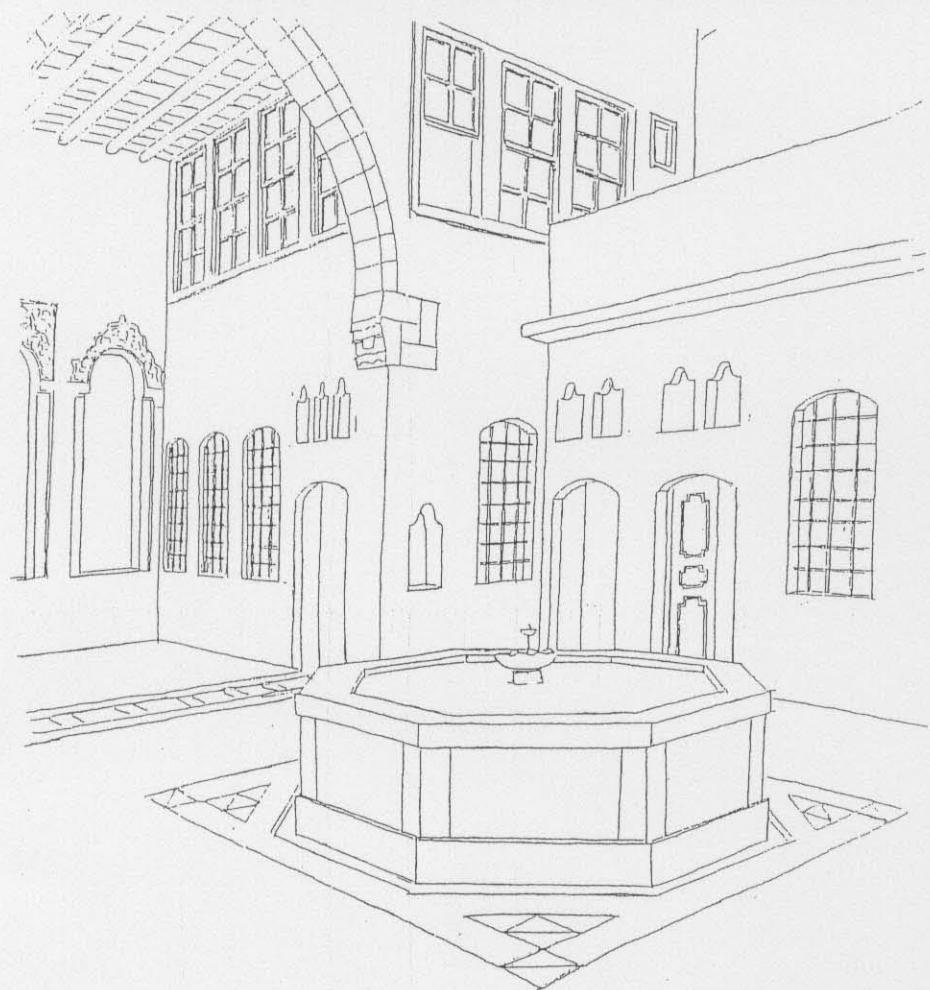
PROSPETTIVA

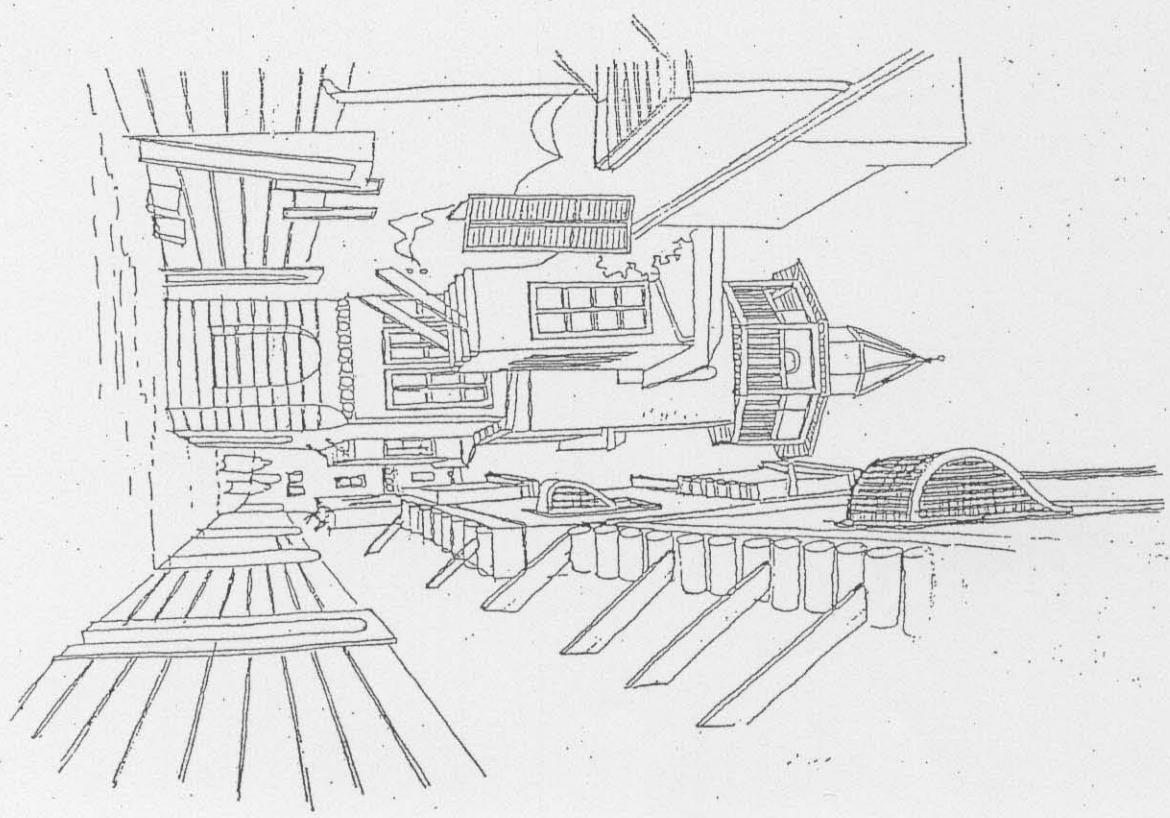
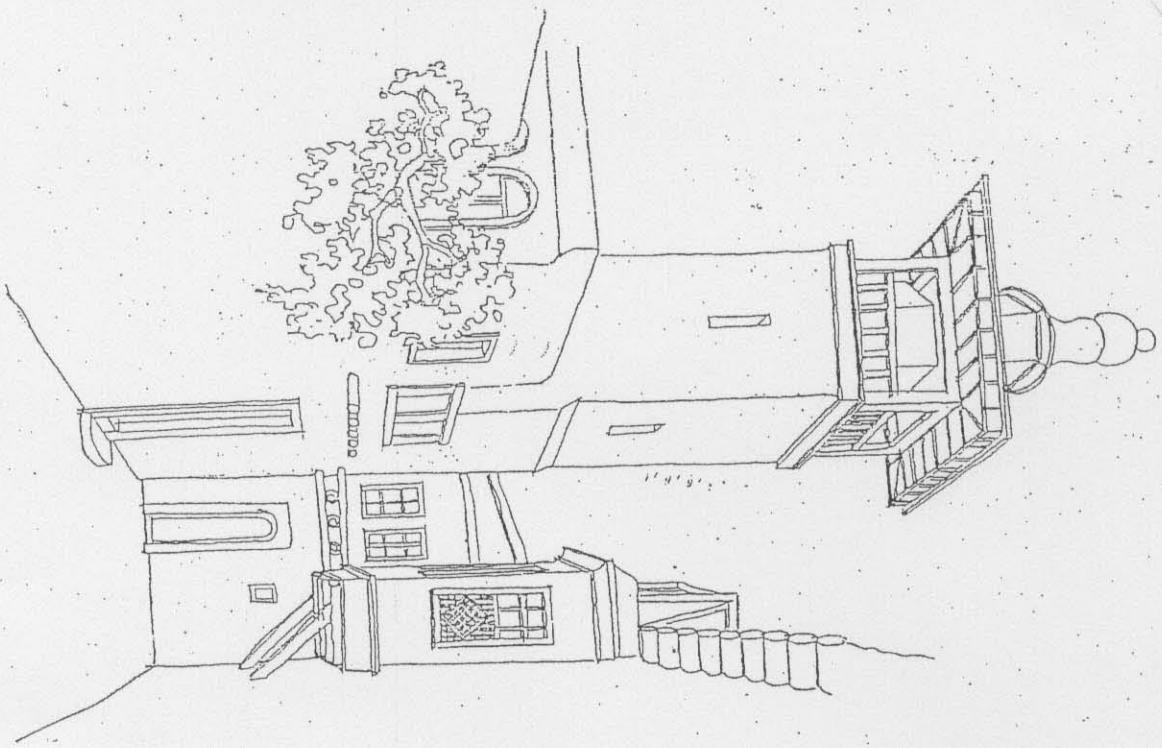


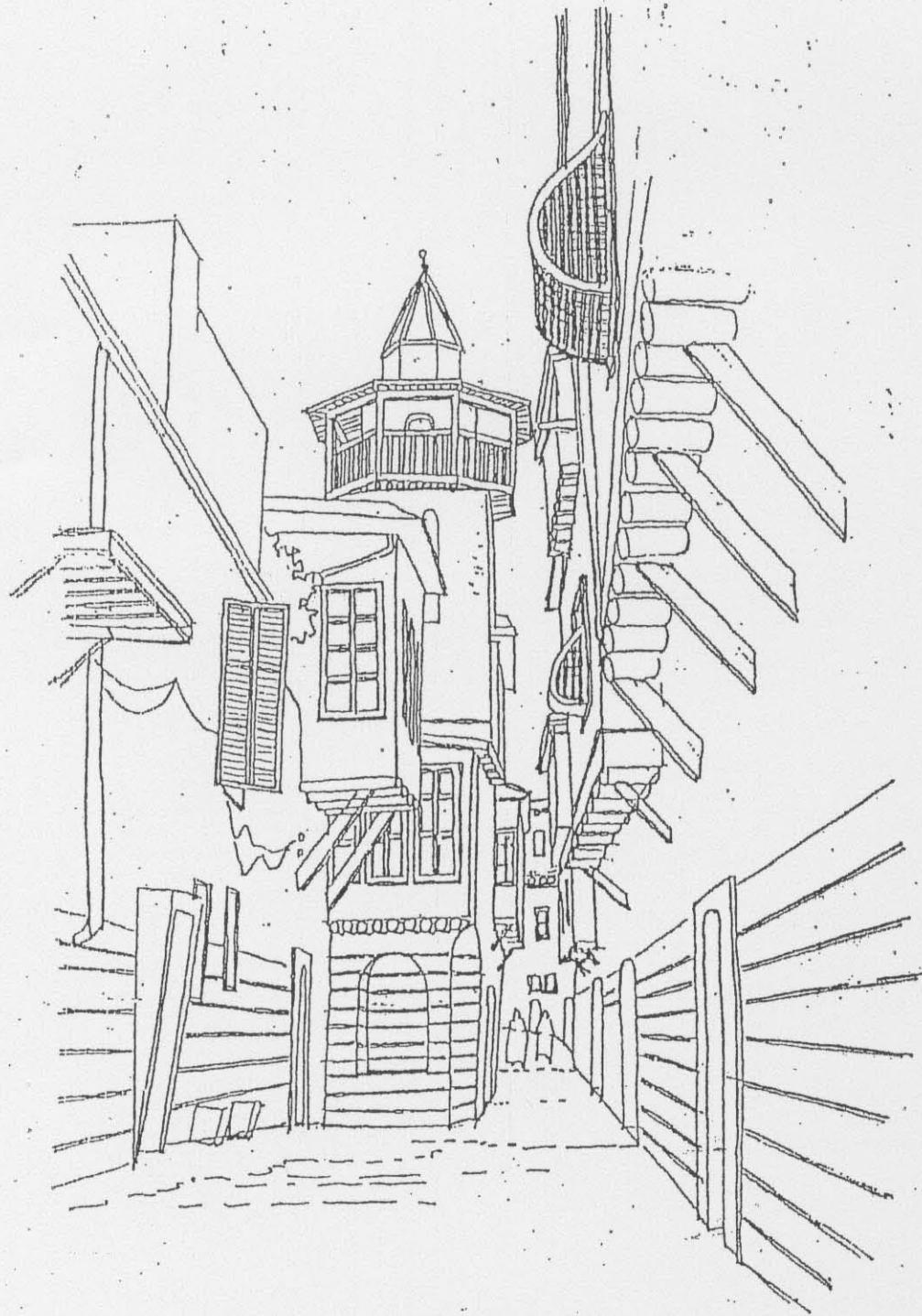
Skizze des neuen Verwaltungsgebäudes.







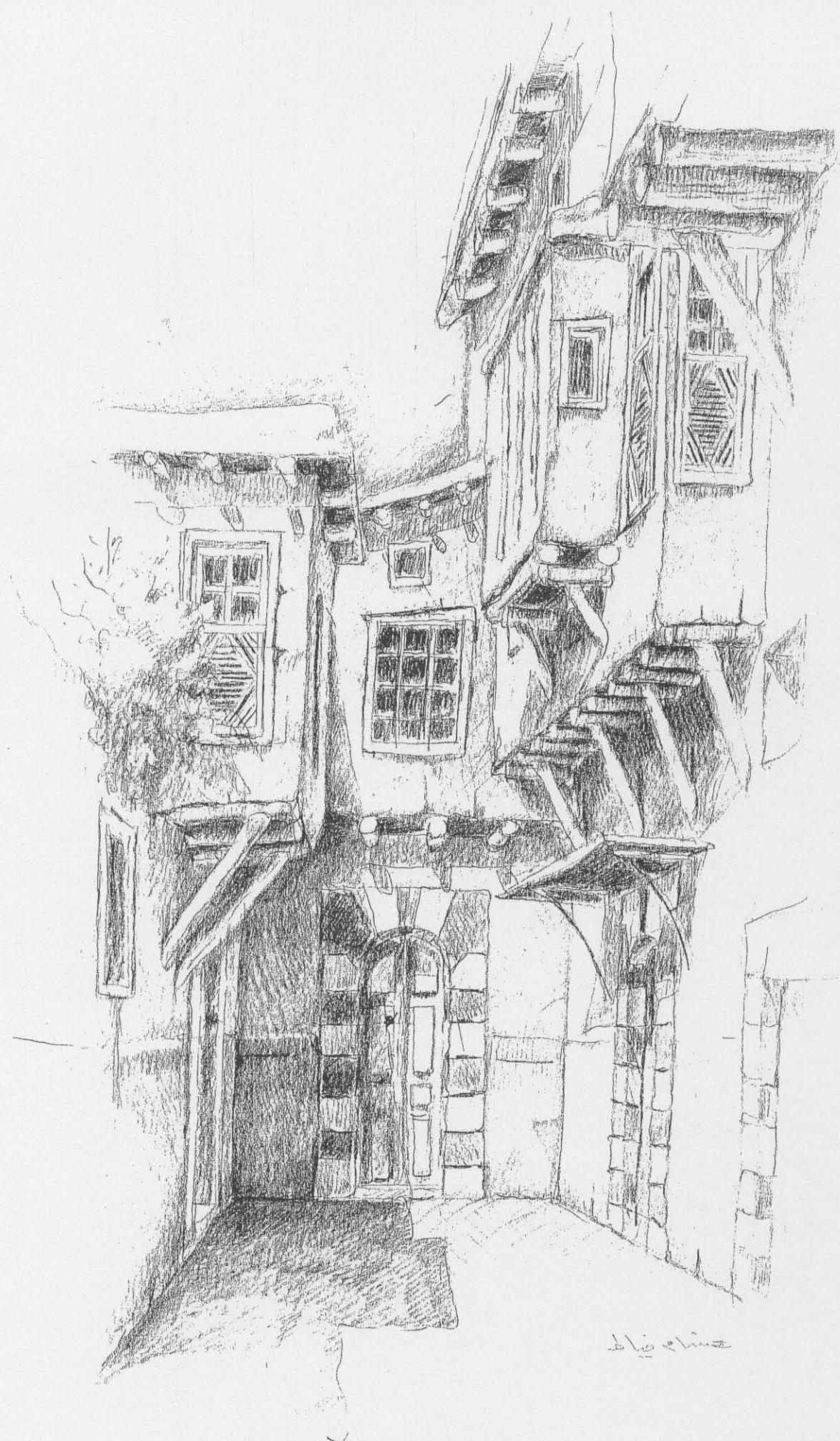




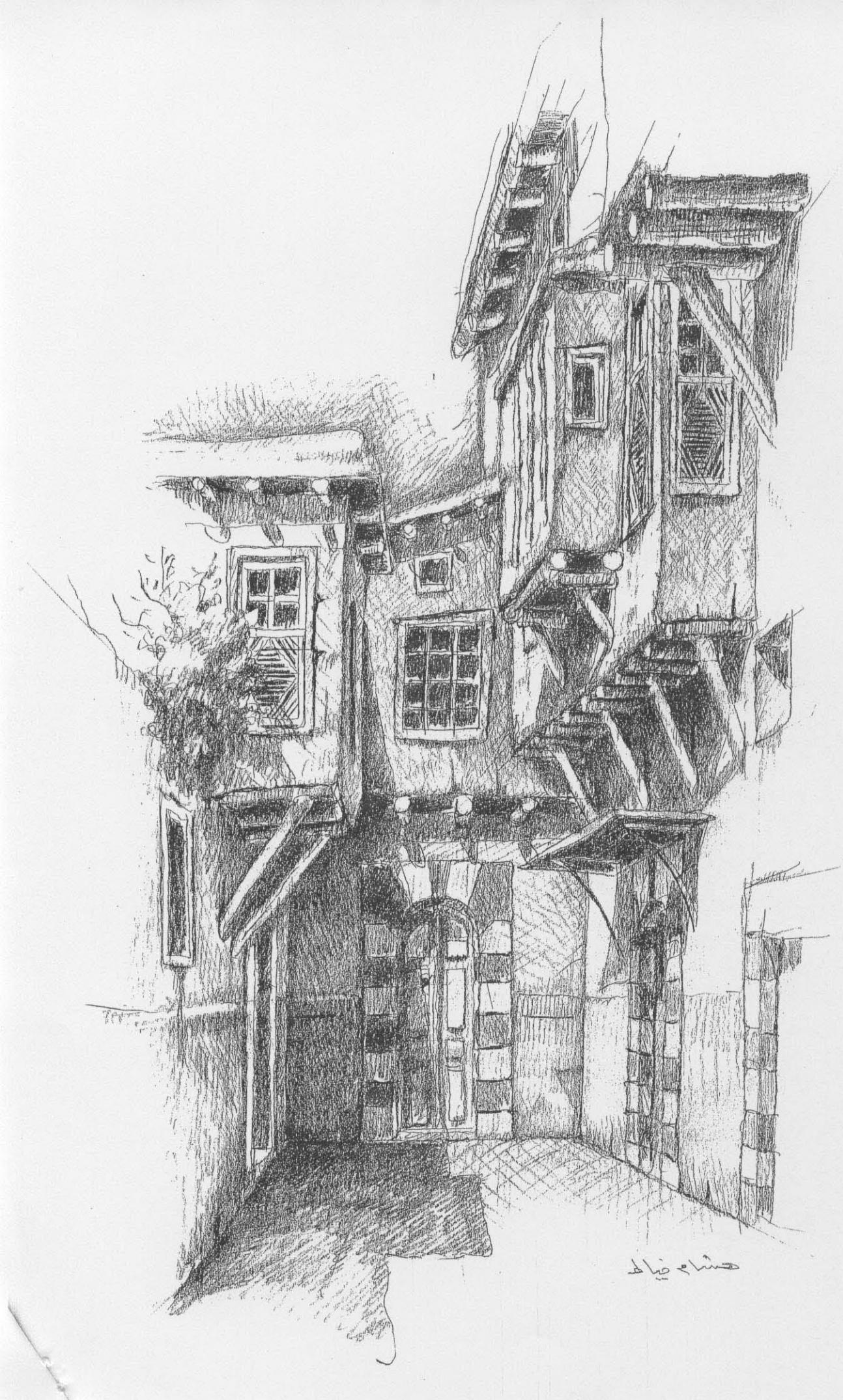


1962年
8月





Al-Husseini



ابن حزم



