Fast Pattern

With ArahPaint

Fᴀsᴛ Pᴀᴛᴛᴇʀɴ

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arahne
CAD/CAM for weaving

THE EUROPEAN
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TECHNOLOGY
PRIZE
Winner

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FAST PATTERN

With ArahPaint

WHAT IS A FAST PATTERN?

A pattern created in seconds with just a few clicks.

Special filters in ArahPaint enable you to create various patterns in seamless repeat. Design evergreen lines and dots, or create advanced patterns, similar to those drawn by hand. The patterns are rendered images in indexed colors mode, which is necessary for weaving and screen printing.
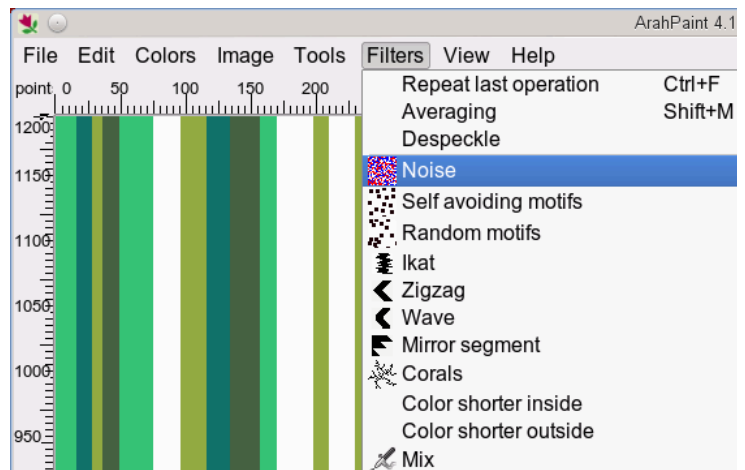
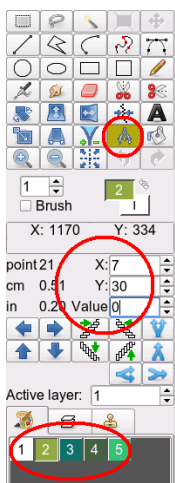Unless otherwise stated, start with a new image size 1200 x 1200 pixels.
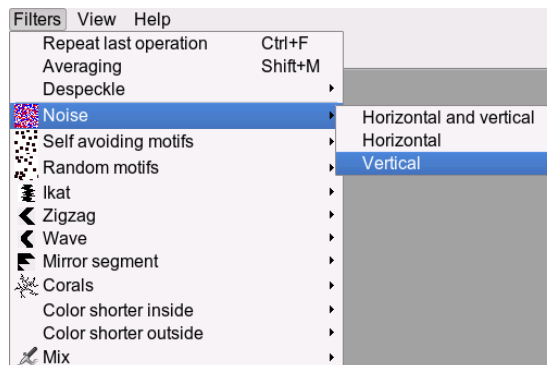
BROWSE THROUGH OUR COLLECTION ...
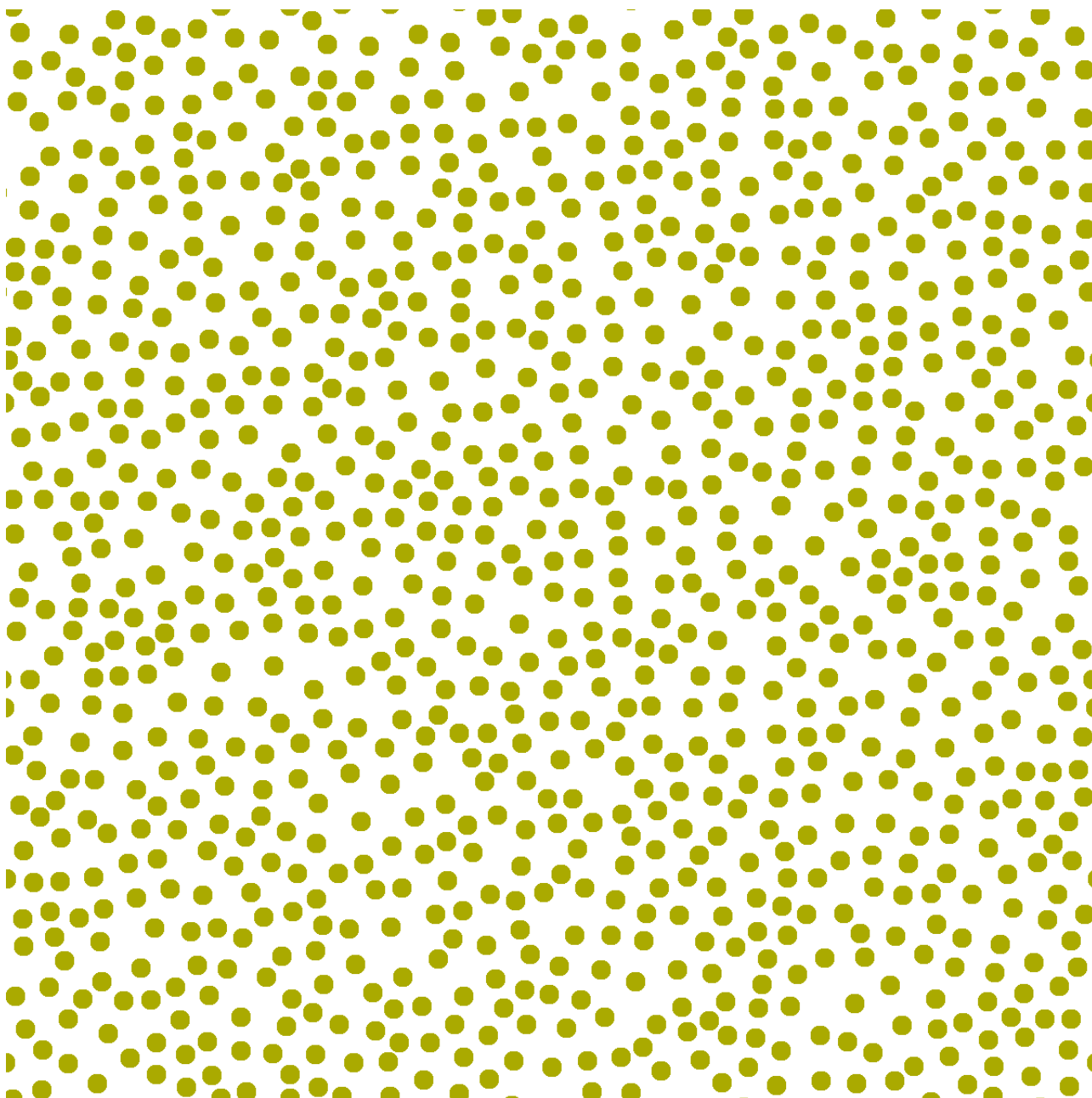
EVERGREEN LINES

Image size: 1200 x 1200 pixels

I.

point 21   X: 7   Min. Line width
cm   0.51 Y: 30   Max.Line width
in   0.20 Value 0   Value zero makes lines

II.

Filters   View   Help

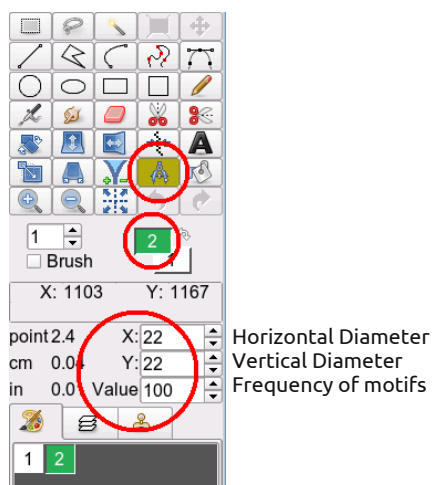| Repeat last operation | Ctrl+F |
Averaging	Shift+M
Despeckle	▶
Noise	▶	Horizontal and vertical
Self avoiding motifs	▶	Horizontal
Random motifs	▶	**Vertical**
Ikat	▶
Zigzag	▶
Wave	▶
Mirror segment	▶
Corals	▶
Color shorter inside	▶
Color shorter outside	▶
Mix	▶

Frisky dots

Image size: 1200 x 1200 pixels

I.

point 21	X: 22	Horizontal diameter
cm 0.51	Y: 22	Vertical diameter
in 0.20	Value 70	Frequency of dots

II.

Filters   View   Help

Repeat last operation	Ctrl+F
Averaging	Shift+M
Despeckle	▸
Noise	▸
Self avoiding motifs	▸
Random motifs	▸
Ikat	
Zigzag	
Wave	
Mirror segment	
Corals	
Color shorter inside	▸
Color shorter outside	▸
Mix	▸

SPRINKLER

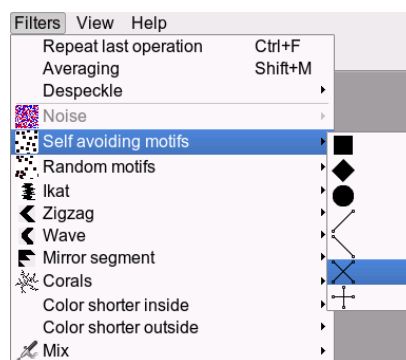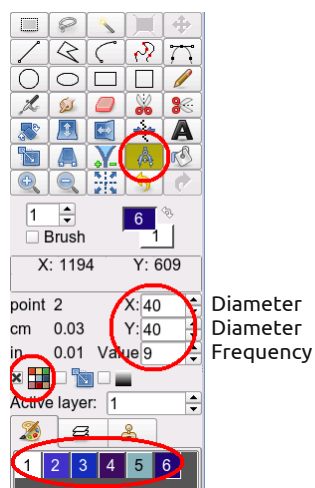Image size: 1200 x 1200 pixels

I.

II.

Horizontal Diameter
Vertical Diameter
Frequency of motifs

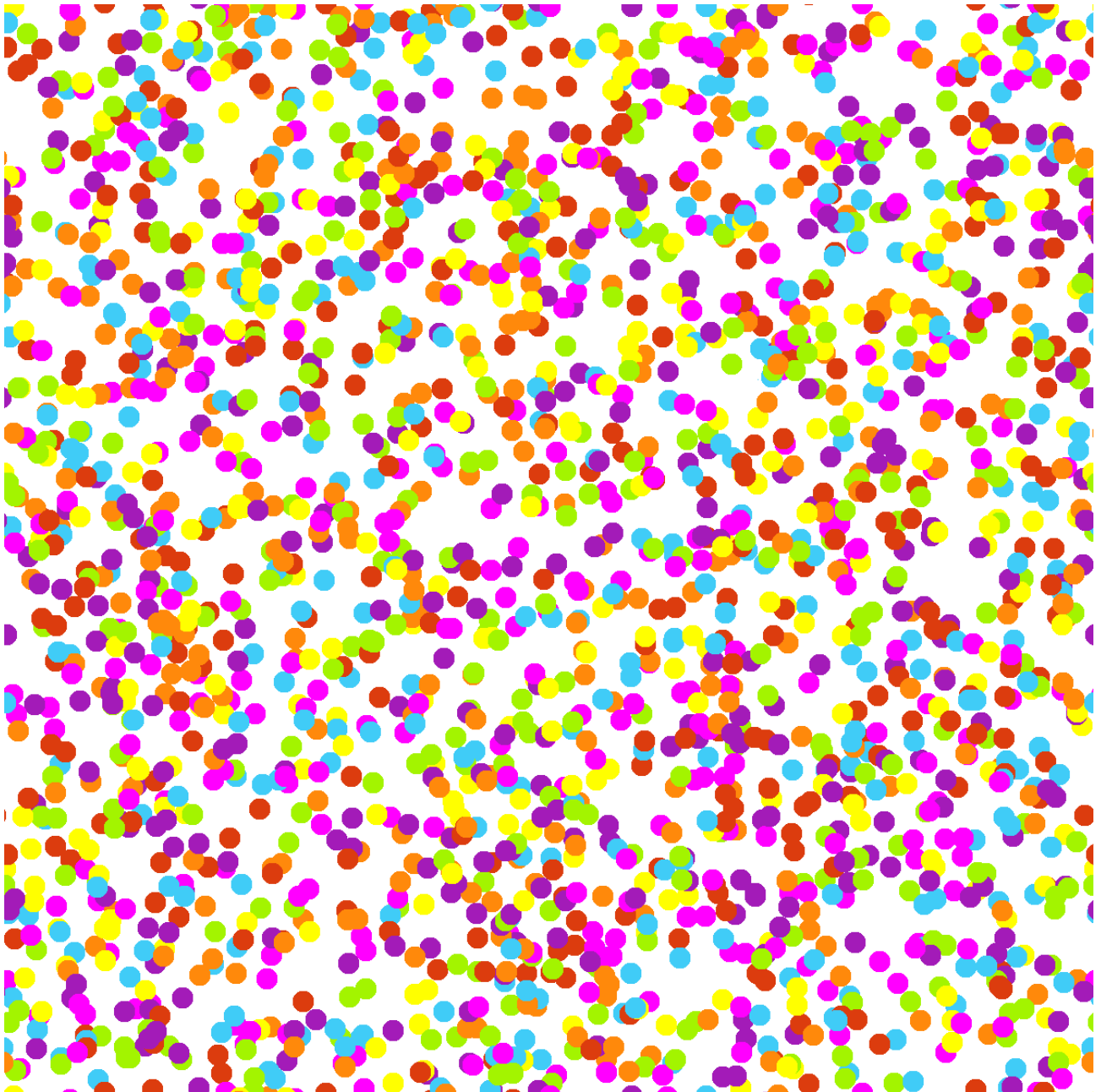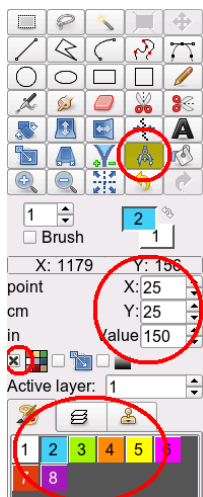STARLET

Image size: 1200 x 1200 pixels

I.

Diameter
Diameter
Frequency of motifs

II.

Filters	View	Help
Repeat last operation		Ctrl+F
Averaging		Shift+M
Despeckle		▶
Noise		▶
Self avoiding motifs		▶
Random motifs		▶
Ikat		▶
Zigzag		▶
Wave		▶
Mirror segment		▶
Corals		▶
Color shorter inside		▶
Color shorter outside		▶
Mix		▶

III.

Tools	Filters	View	Help
Contour...			U
Remove			Ctrl+E
Thin			Ctrl+W
Prune			Alt+W
Select by color			Shift+W
Invert selection			Ctrl+Shift+I
Flatten image			Ctrl+Shift+E

Contour

Contour operation: Thicken

Direction

Thick lines

Size 3 ☒ Repeat last operation

☐ Shaded   ☐ Gradient

OK   Close

ZYGOTA

Image size: 1200 x 1200 pixels

I.   II.   III.   IV.

CARNEVAL

Image size: 1200 x 1200 pixels
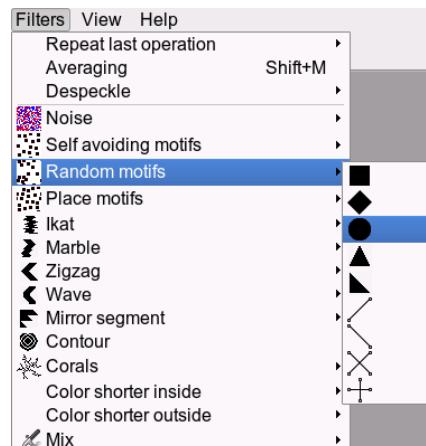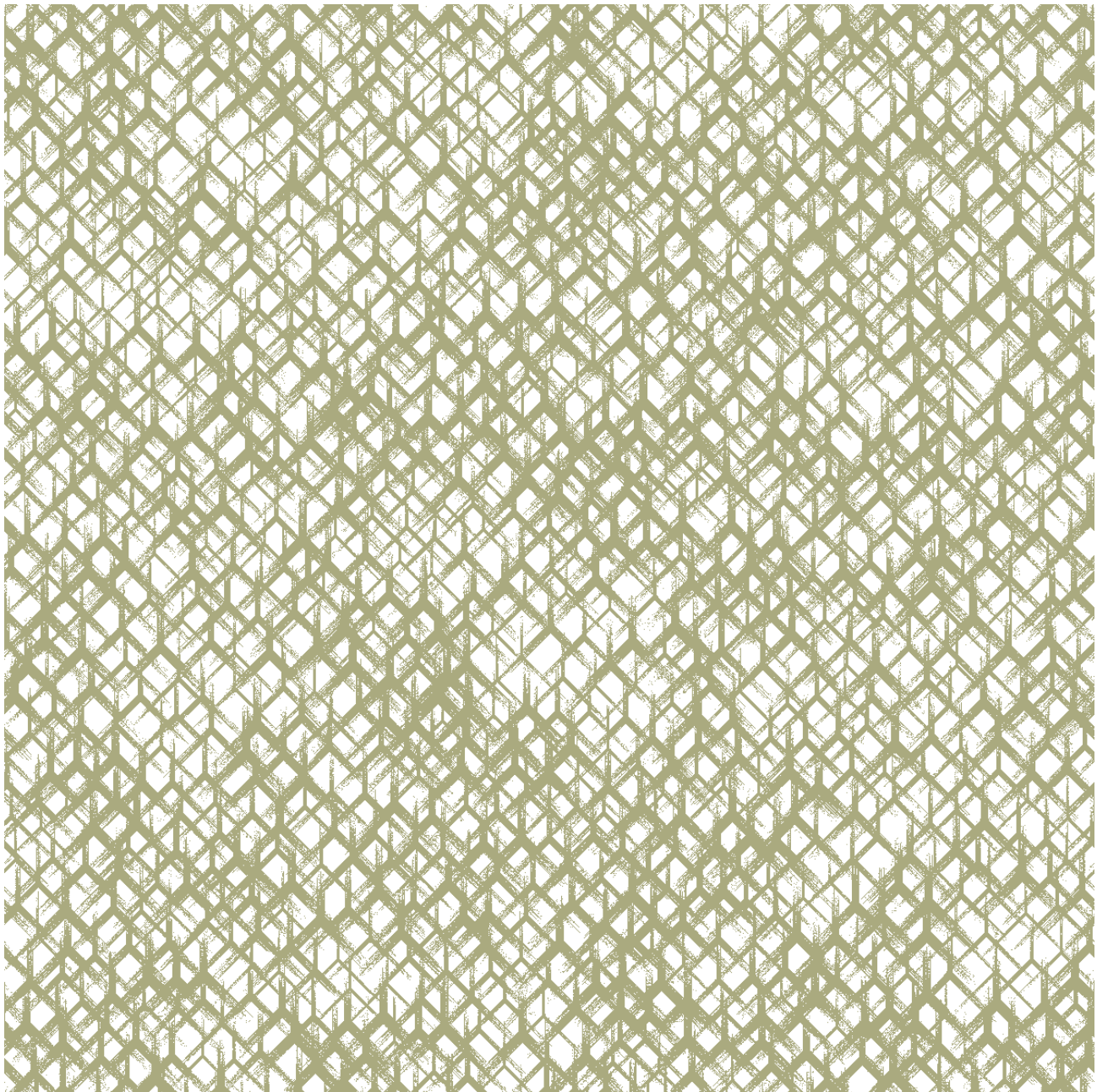
I.

point
cm
in

X: 25   Diameter
Y: 25   Diameter
Value 150   Frequency

II.

Filters   View   Help

Repeat last operation
Averaging   Shift+M
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
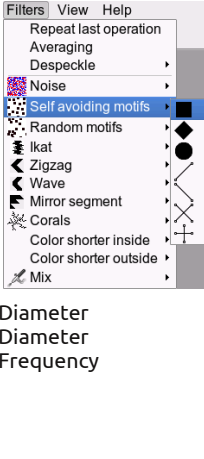Ikat
Marble
Zigzag
Wave
Mirror segment
Contour
Corals
Color shorter inside
Color shorter outside
Mix

STRUCTURE

Image size: 1200 x 1200 pixels
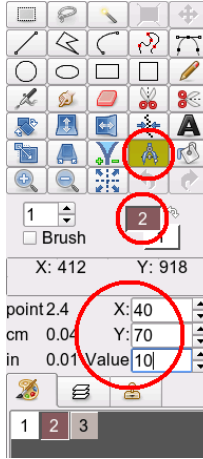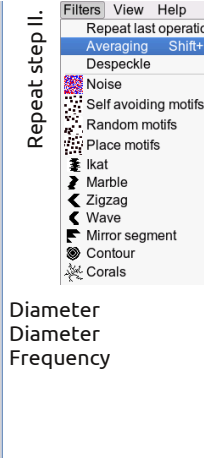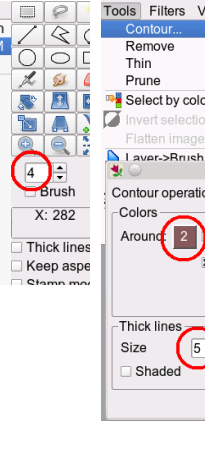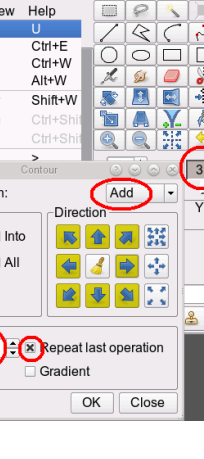
I.

point X: 3 — Diameter
cm Y: 10 — Diameter
in Value 70 — Frequency

II.

Filters View Help

Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Ikat
Zigzag
Wave
Mirror segment
Corals
Color shorter inside
Color shorter outside
Mix

III.

Tools Filters View Help
Contour...   U
Remove   Ctrl+E
Thin   Ctrl+W
Prune   Alt+W
Select by color Shift+W
Invert selection Ctrl+Shift+I
Flatten image Ctrl+Shift+E

Contour
Contour operation: Thicken
Direction
Thick lines
Size 50   Repeat last operation
Shaded   Draw line   Gradient
OK   Close

Livin' in Japan

Image size: 1200 x 1200 pixels

I.   II.   III.   IV.   V.   VI.

Start with image size 30 x 30 pixels

Min. Line width
Max.Line width
Value zero makes lines

Repeat step IV
three times.
Each time enter one of
the following values for
"Position ": 500, 300, 100

Urban Routine

Image size: 1200 x 1200 pixels

I.

II.

III.

IV.

V.

VI.

ORGANIC

Image size: 1200 x 1200 pixels

I.

Draw some circles

II.

III.

Has no effect
Has no effect
Frequency

IV.

V.

Repeat step III.

VI.

VII.

Repeat step III.
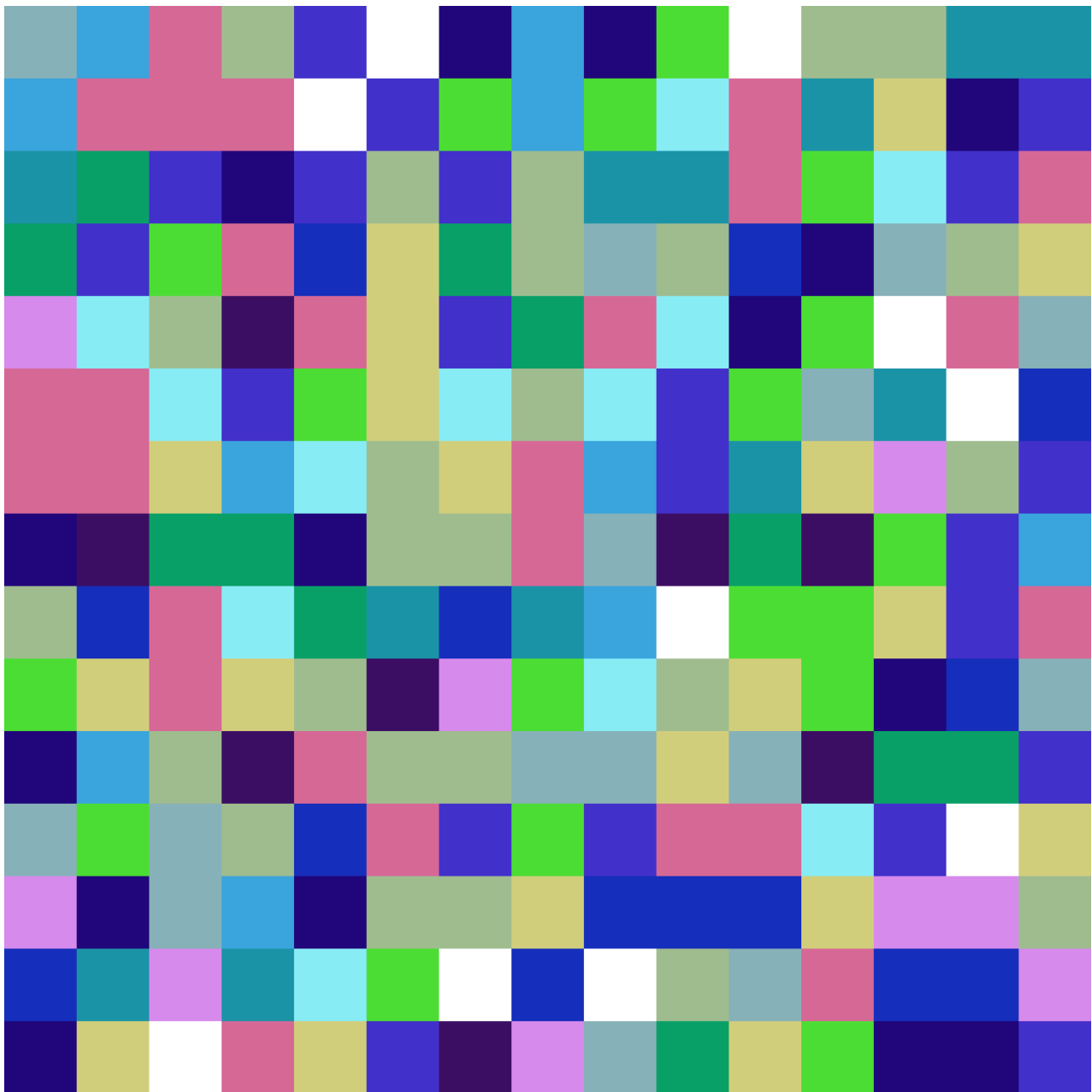
Tidy patches

Image size: 1200 x 1200 pixels

I.

point   X: 80   Horizontal Diameter
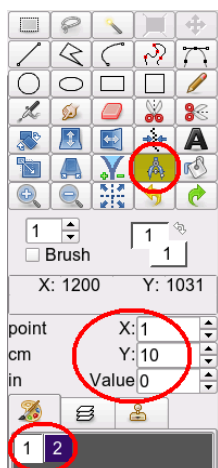cm   Y: 80   Vertical Diameter
in   Value 1   Value one makes rectangles
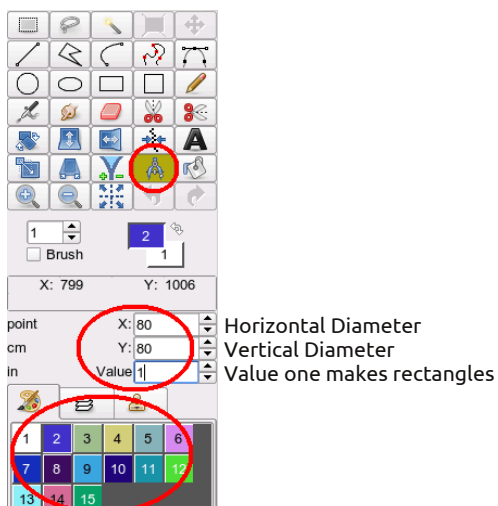
II.
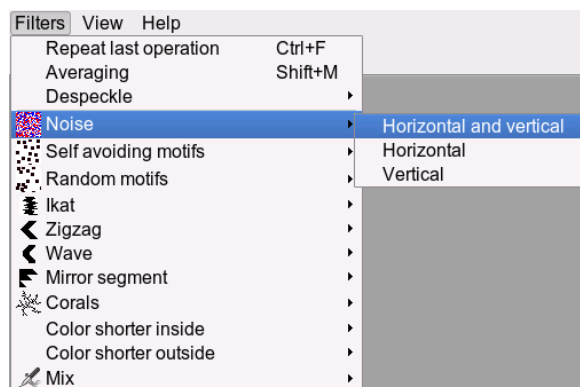
THE NAPKIN

Image size: 1200 x 1200 pixels

I.

point X: 1 — Min. Line width
cm Y: 10 — Max.Line width
in Value 0 — Value zero makes lines

II.

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise ▶   Horizontal and vertical
Self avoiding motifs   Horizontal
Random motifs   Vertical
Ikat
Zigzag
Wave
Mirror segment
Corals
Color shorter inside
Color shorter outside
Mix

III.

Double click on
color to protect it.
Then add another
color

IV.

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise ▶   Horizontal and vertical
Self avoiding motifs   Horizontal
Random motifs   Vertical
Ikat
Zigzag
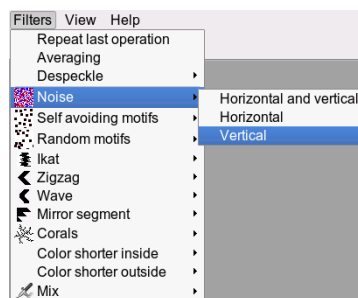Wave
Mirror segment
Corals
Color shorter inside
Color shorter outside
Mix

Edgy lines

Image size: 1200 x 1200 pixels

I.
II.
III.
IV.

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise   ▶   Horizontal and vertical
Self avoiding motifs   ▶   Horizontal
Random motifs   ▶   Vertical
Ikat   ▶
Zigzag   ▶
Wave   ▶
Mirror segment   ▶
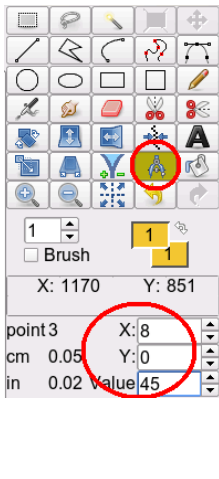Corals   ▶
Color shorter inside   ▶

point 3   X: 10   Line width
cm   0.05   Y: 10   Line width
in   0.02 Value 0   Value zero makes lines
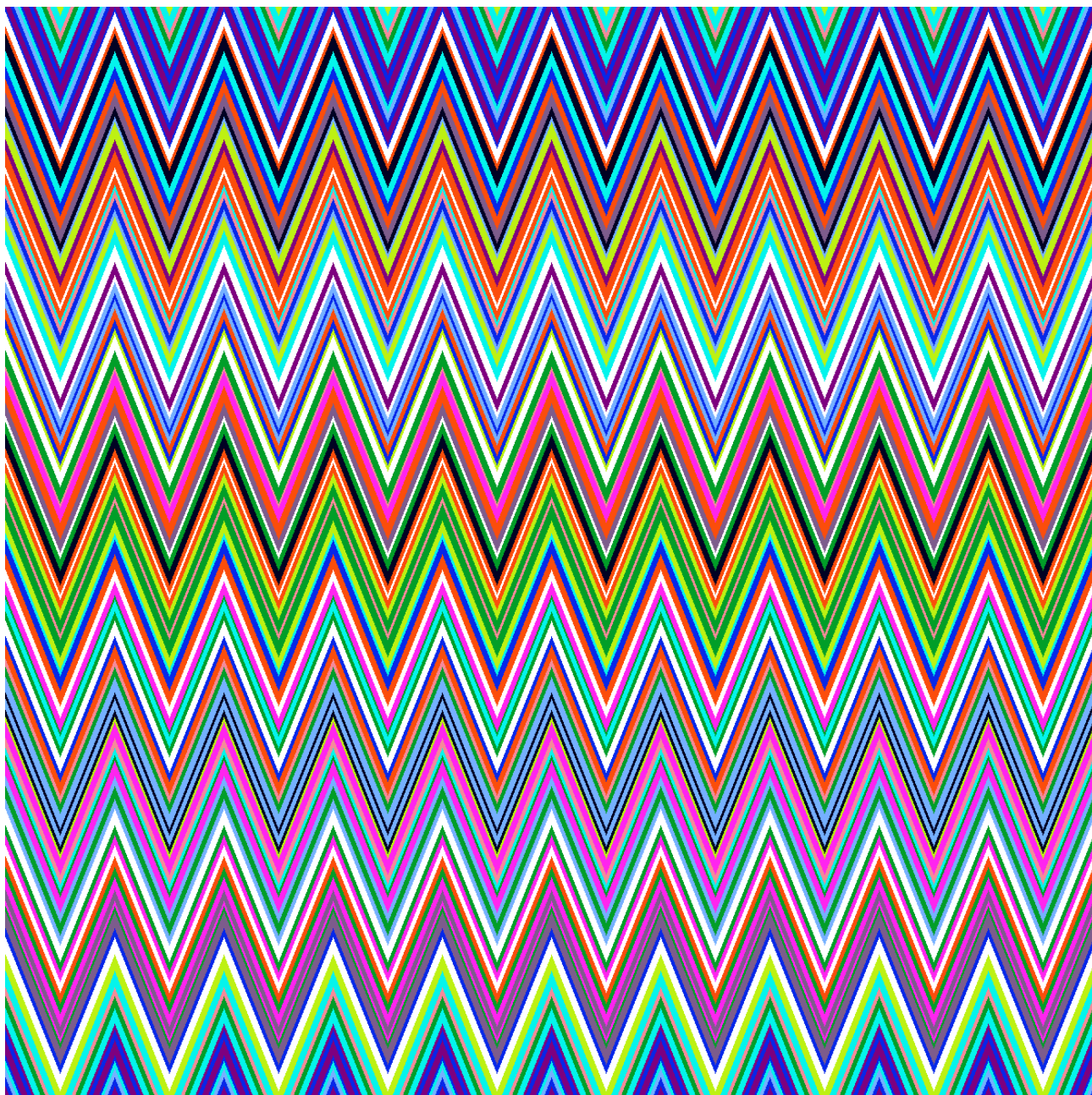

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise   ▶
Self avoiding motifs   ▶
Random motifs   ▶
Ikat   ▶
Zigzag   ▶   Horizontal
Wave   ▶   Vertical
Mirror segment   ▶   Horizontal and vertical
Corals   ▶
Color shorter inside   ▶

point 3   X: 8   Number of peaks (divisible by 4!)
cm   0.05   Y: 0
in   0.02 Value 45   Amplitude

ZIGZAGS

Image size: 1200 x 1200 pixels

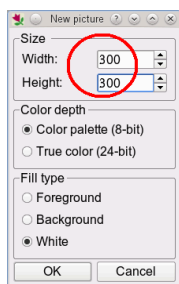I.   II.   III.   IV.

point   X: 5   Line width
cm   Y: 20   Line width
in   Value 0   Value zero makes lines

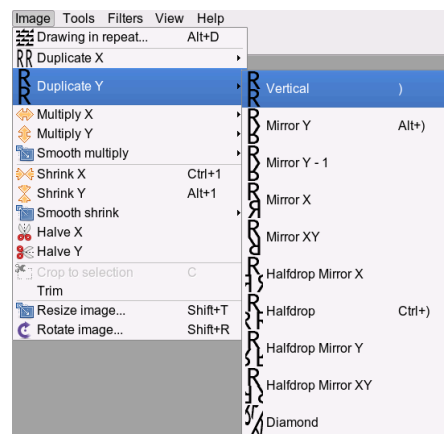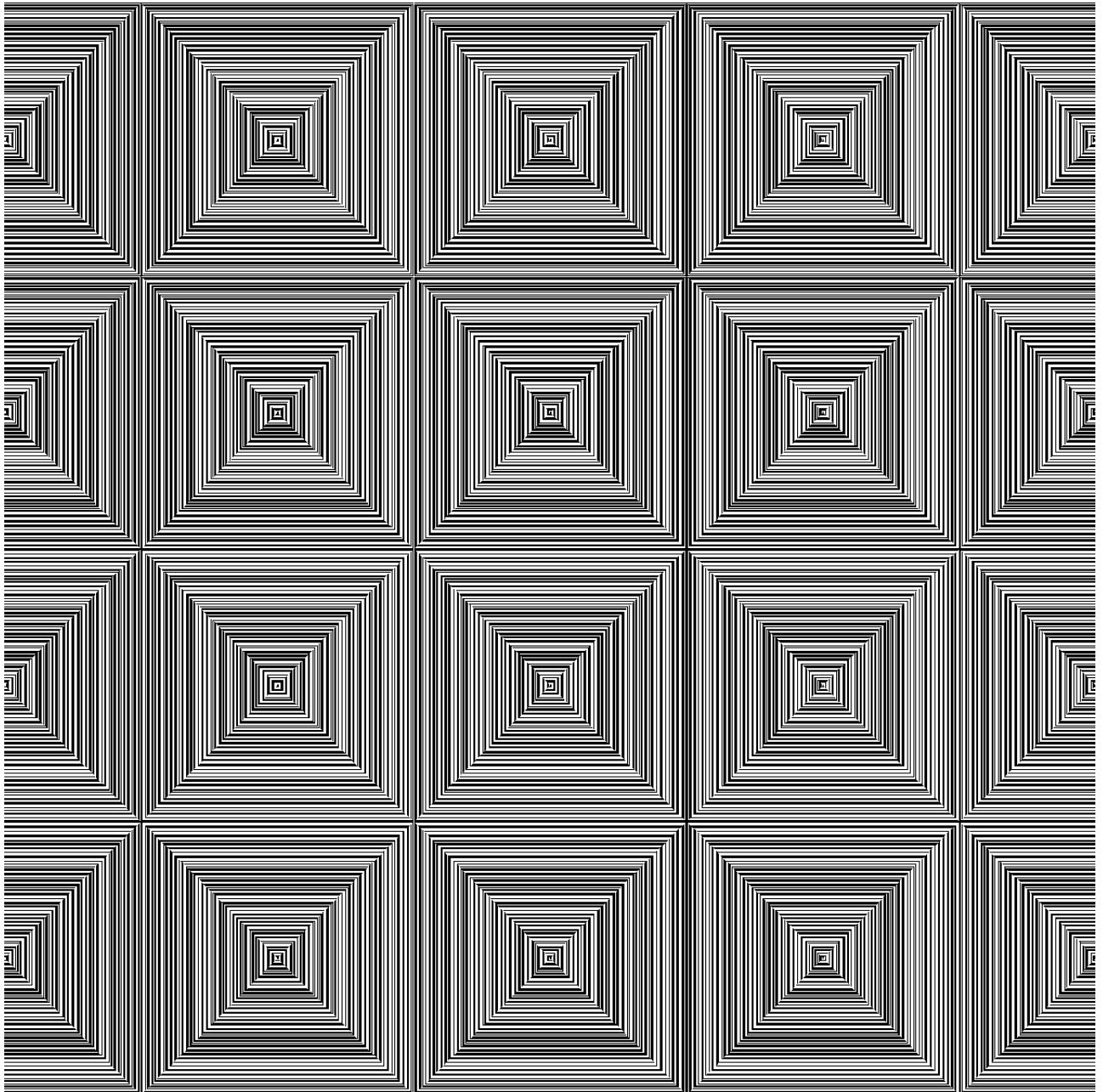point 6.4   X: 20   Number of peaks (divisible by 4!)
cm   0.14   Y: 0
in   0.05   Value 150   Amplitude

ENGLISH KITCHEN...

Image size: 1200 x 1200 pixels

I.

Make new image

II.

Draw a diamond shape

III.

Repeat this step twice!

IV.

Repeat this step twice!

... REVITALIZING ENGLISH KITCHEN

Image size: 1200 x 1200 pixels

Start from
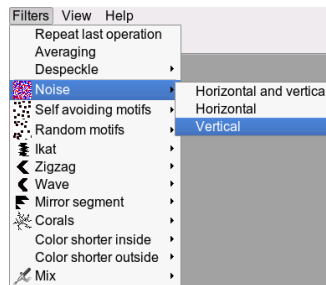the image
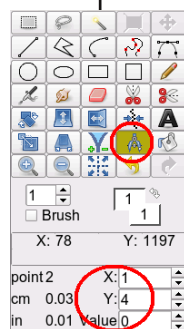"English
kitchen" on
previous
page

V.   VI.   VII.   VIII.   IX.

Double click on
color to protect it.
Then add another
color

X: 78   Y: 1197

point2   X: 1   e width
cm   0.03   Y: 4   e width
in   0.01 Value 0   lue zero makes lines

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise   Horizontal and vertical
Self avoiding motifs   Horizontal
Random motifs   Vertical
Ikat
Zigzag
Wave
Mirror segment
Corals
Color shorter inside
Color shorter outside
Mix

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise   Horizontal and vertical
Self avoiding motifs   Horizontal
Random motifs   Vertical
Ikat
Zigzag
Wave
Mirror segment
Corals
Color shorter inside
Color shorter outside
Mix

... DISTORTING ENGLISH KITCHEN

Image size: 1200 x 1200 pixels

Start from the image "Revitalizing english kitchen" on previous page

X.

X: 118   Y: 1195

point	X:	8		Number of peaks (divisible by 4!)
cm	Y:	8		Number of peaks (divisible by 4!)
in	Value	60		Amplitude

XI.

Filters View Help

Repeat last operation	Ctrl+F
Averaging	Shift+M
Despeckle	▶
Noise	▶
Self avoiding motifs	▶
Random motifs	▶
Ikat	▶
Zigzag	▶
Wave	▶
Mirror segment	▶
Corals	▶
Color shorter inside	▶
Color shorter outside	▶
Mix	▶

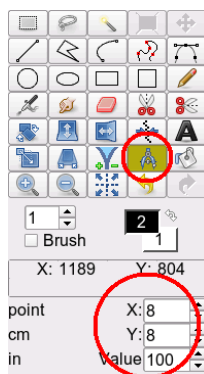◀ Horizontal
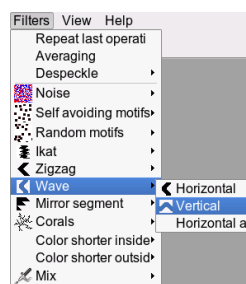︿ Vertical
Horizontal and vertical
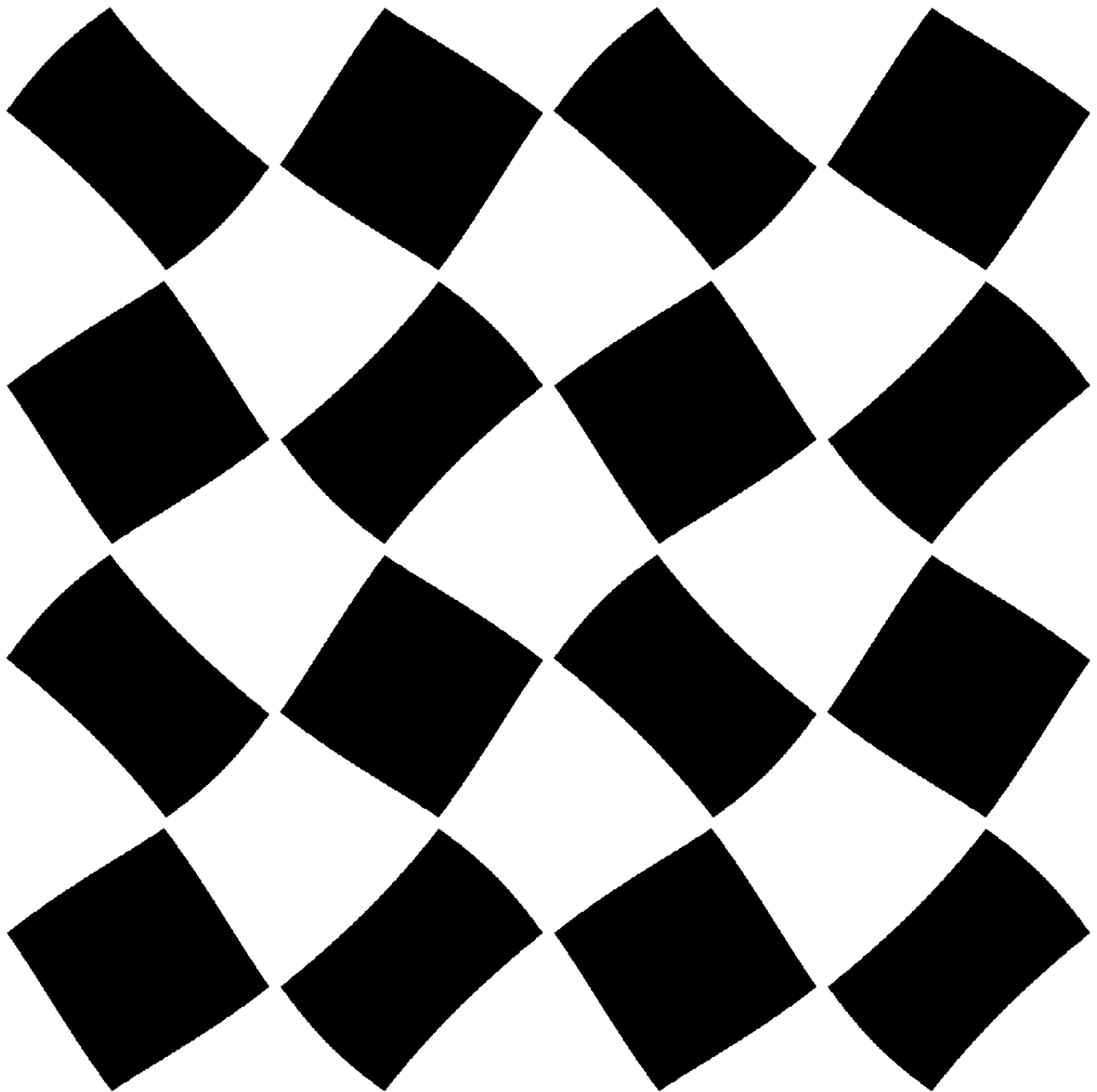
... THE SQUARE

Image size: 1200 x 1200 pixels

Start from the image "English kitchen" on page 18

V.

point 12.7 | X: 8 — Number of peaks (divisible by 4!)
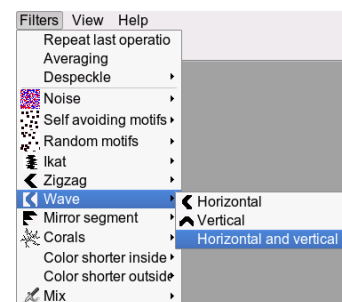cm 0.30 | Y: 8 — Number of peaks (divisible by 4!)
in 0.12 | Value 30 — Amplitude

VI.

Filters   View   Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Ikat
Zigzag
Wave → Horizontal
Mirror segment   Vertical
Corals   Horizontal and vertical
Color shorter inside
Color shorter outside
Mix

VII.

Tools   Filters   View   Help
Contour...   U
Remove   Ctrl+E
Thin   Ctrl+W
Prune   Alt+W
Select by color   Shift+W
Invert selection   Ctrl+Shift+I
Flatten image   Ctrl+Shift+E

Contour
Contour operation: Thicken
Direction
Thick lines
Size 3   Repeat last operation
Shaded   Gradient
OK   Close

... Escher ...

Image size: 1200 x 1200 pixels

Start from the image "English kitchen" on page 18

V.

point	12.7	X:	8	Number of peaks (divisible by 4!)
cm	0.30	Y:	8	Number of peaks (divisible by 4!)
in	0.12	Value	140	Amplitude

VI.

Filters | View | Help

Repeat last operation	Ctrl+F
Averaging	Shift+M
Despeckle	▶
Noise	▶
Self avoiding motifs	▶
Random motifs	▶
Ikat	▶
Zigzag	▶
Wave	▶
Mirror segment	▶
Corals	▶
Color shorter inside	▶
Color shorter outside	▶
Mix	▶

| **Horizontal** |
| Vertical |
| Horizontal and vertical |

... Zebra

Image size: 1200 x 1200 pixels

Start from the
image "Escher" on
previous page

VII.

X: 524   Y: 1177

point	12.7	X:	8	Number of peaks (divisible by 4!)
cm	0.30	Y:	8	Number of peaks (divisible by 4!)
in	0.12	Value	140	Amplitude

VIII.

Filters   View   Help

Repeat last operati
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Ikat
Zigzag
Wave   Horizontal
Mirror segment   Vertical
Corals   Horizontal an
Color shorter inside
Color shorter outsid
Mix

... Coco

Image size: 1200 x 1200 pixels

Start from the image "English kitchen" on page 18

V.

VI.

VII.
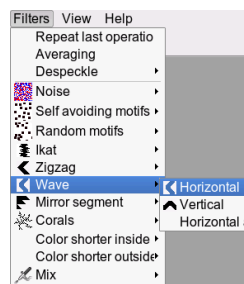
VIII.

Number of peaks (divisible by 4!)
Number of peaks (divisible by 4!)
Amplitude
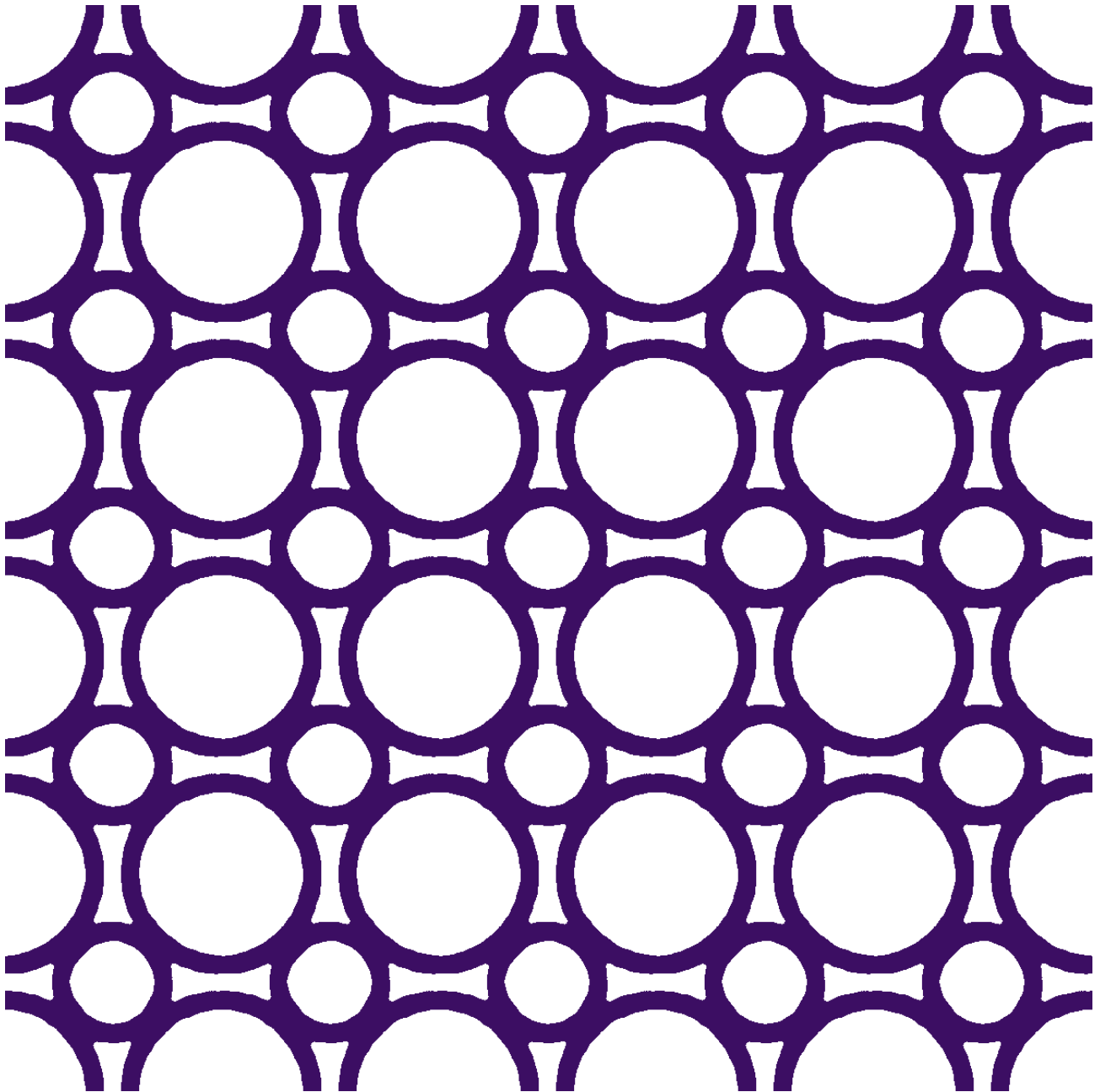
HUNTER JOE ...

Image size: 120 x 120 pixels (five repeats horizontally and vertically)

I.

II.

III.

IV.

V.

VI.

Start with image size 240 x 240 pixels

Draw a circle.
Point your mouse
at X and Y 120
before drawing!

Repeat step II.
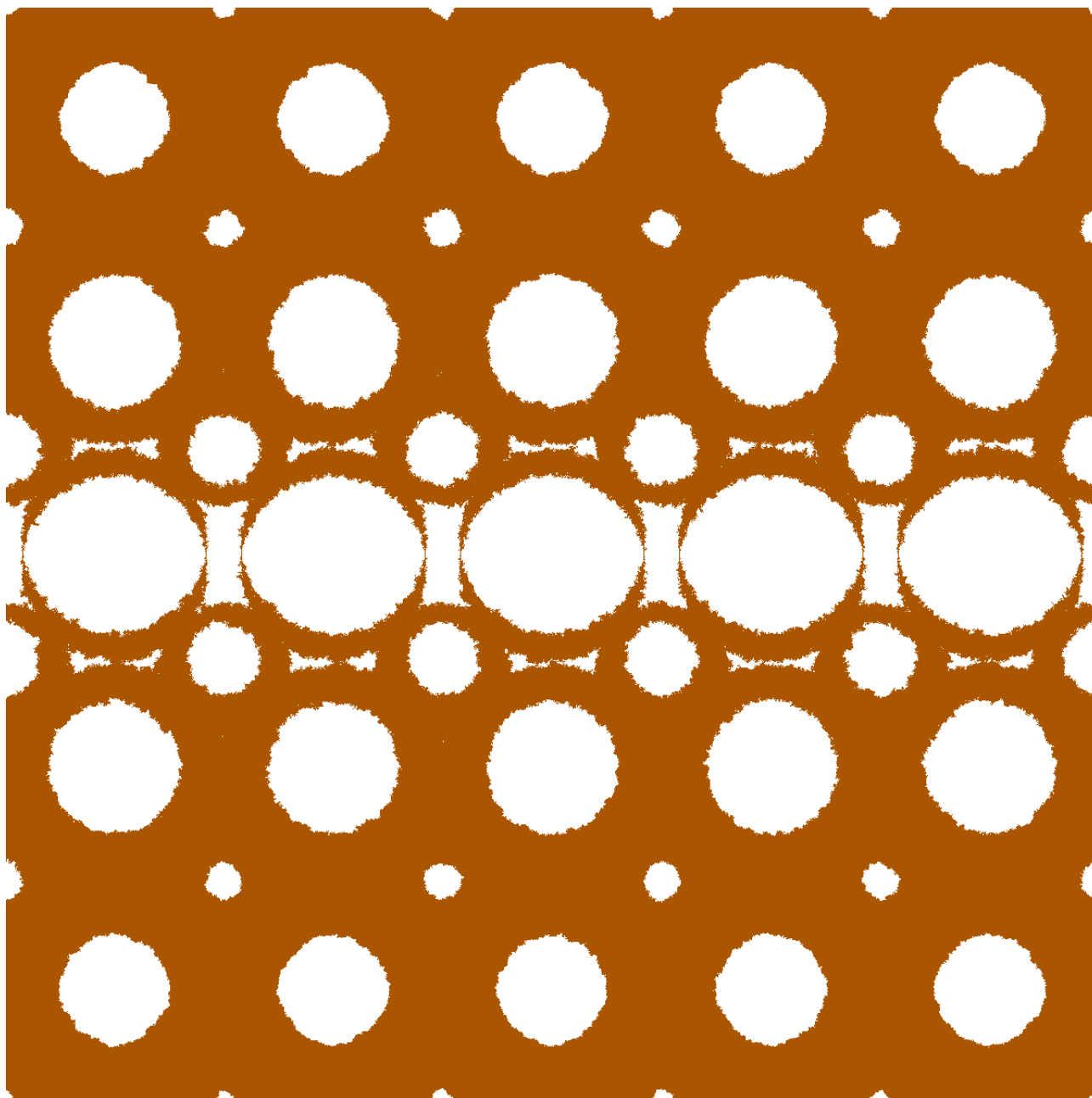
... Religion

Image size: 1200 x 1200 pixels

First five steps are the same as on previous page (pattern "Hunter Joe").

VII.
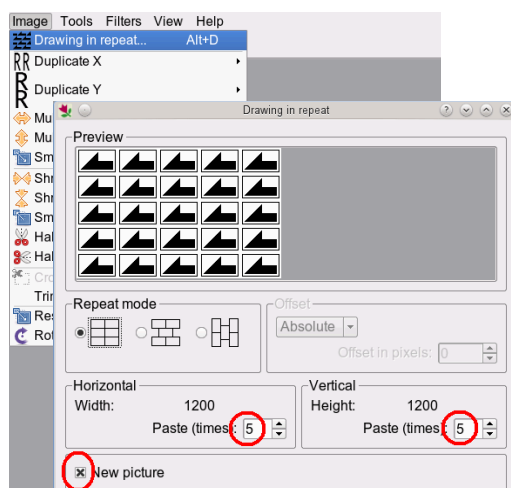
VIII.
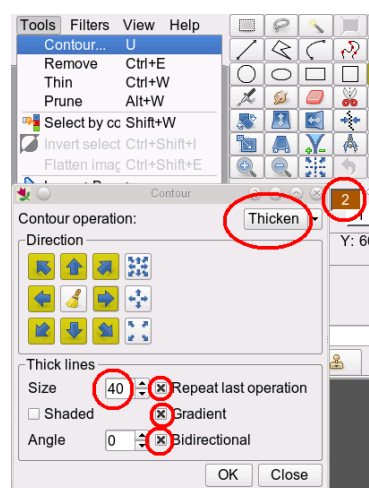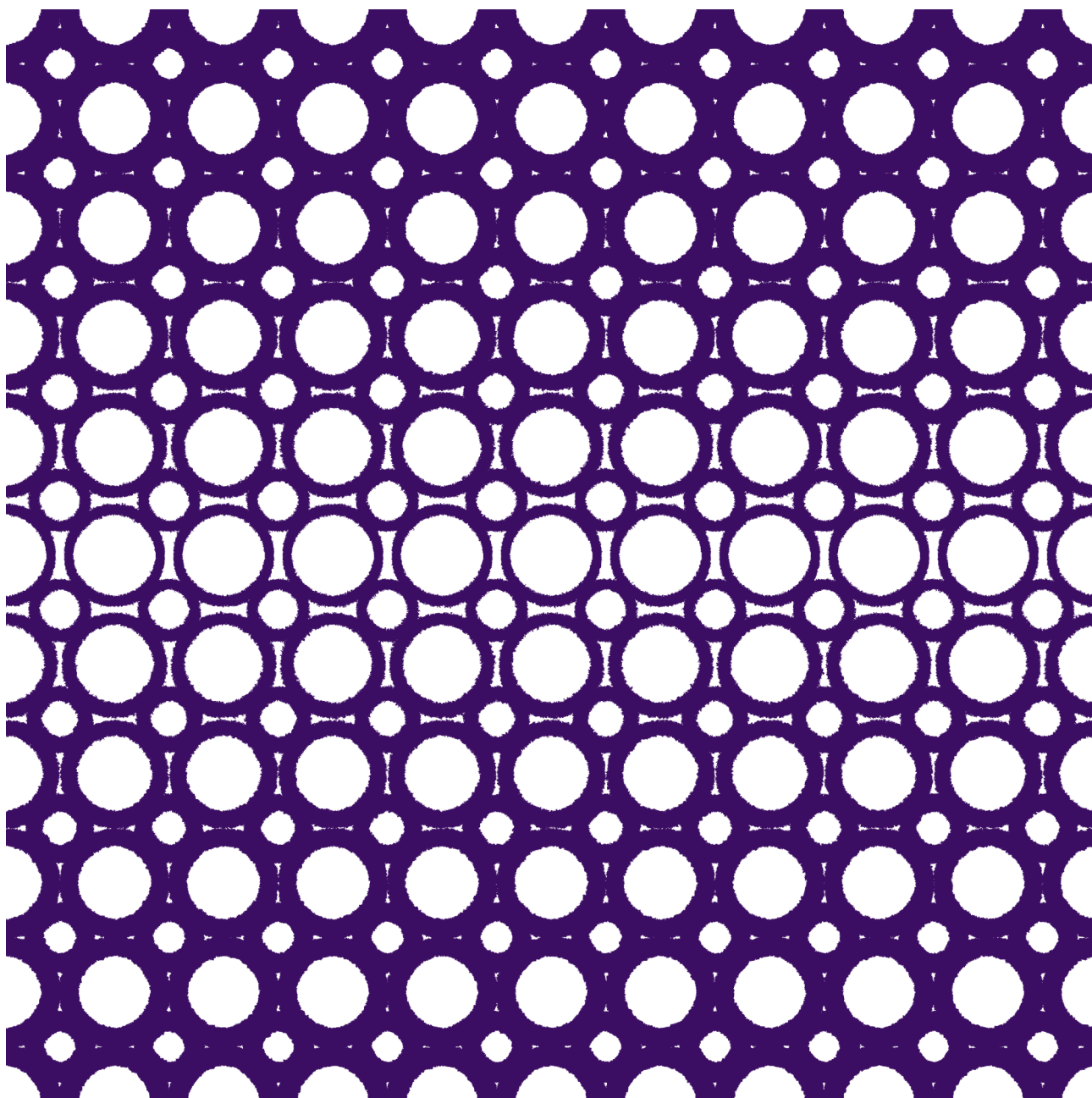
... Happy plum

Image size: 2400 x 2400 pixels

Start from the image "Hunter Joe" on page 25

VII.
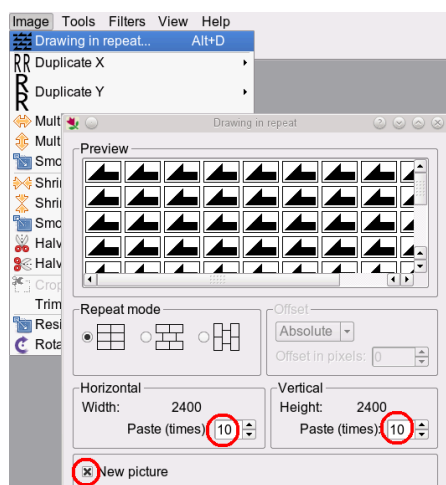
VIII.
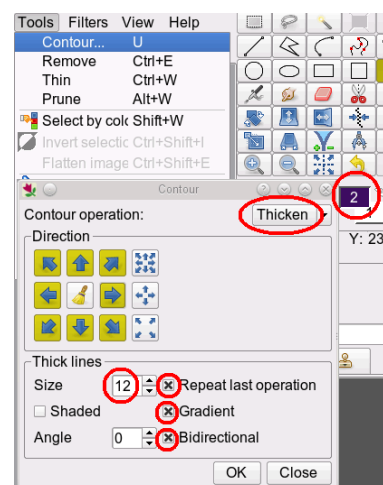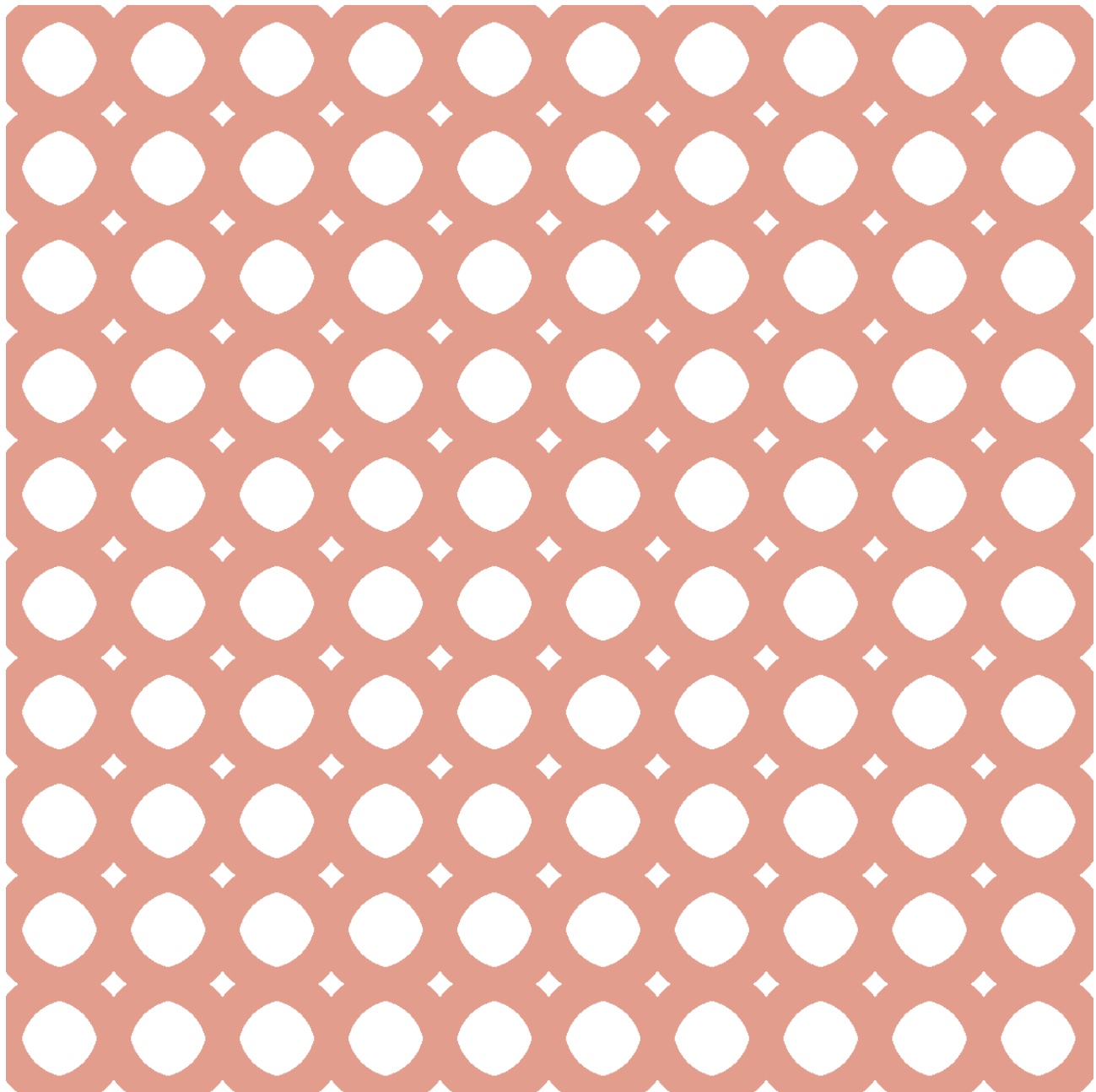
ROSY CHEEKS

Image size: 1200 x 1200 pixels

Start with image size 120 x 120 pixels

I.

II.

Draw a circle.
Point your mouse
at X and Y 60
before drawing!

III.

IV.
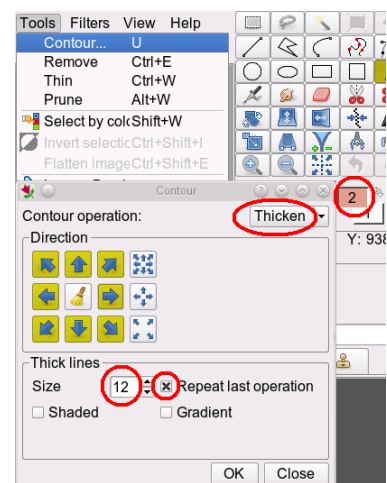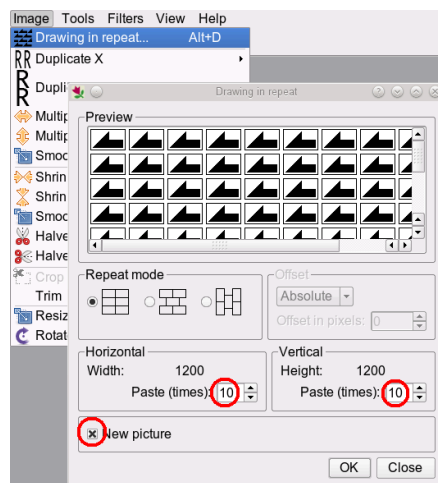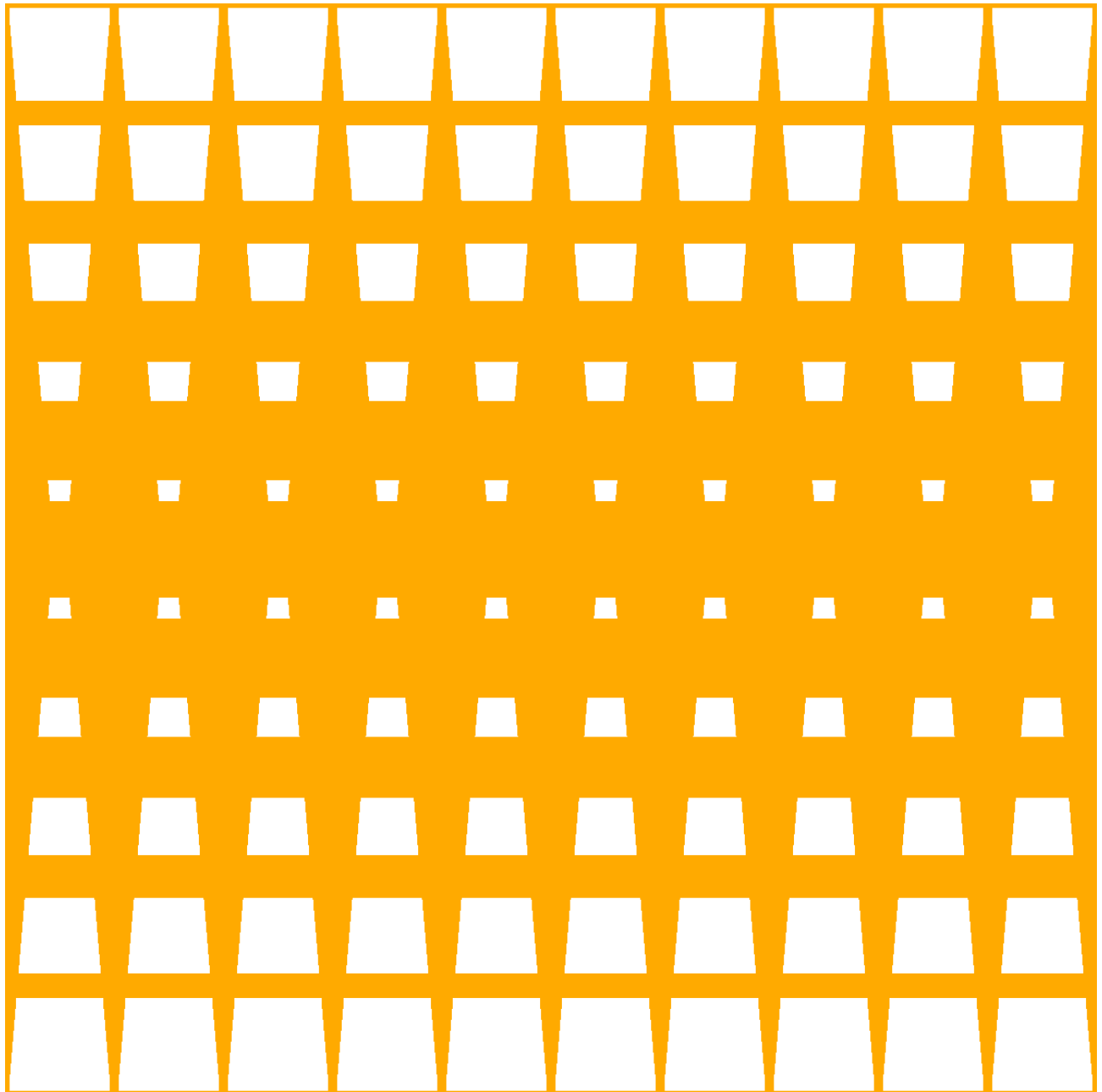
Tutankhamun

Image size: 1200 x 1200 pixels

I. II. III. IV.

Start with image size 120 x 120 pixels
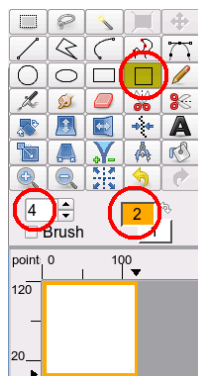
Draw a square
that extends to
the edges of the
image
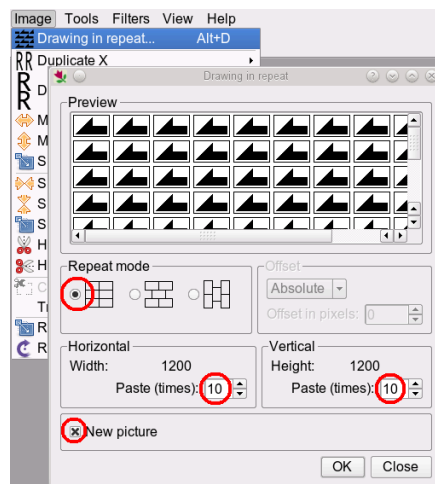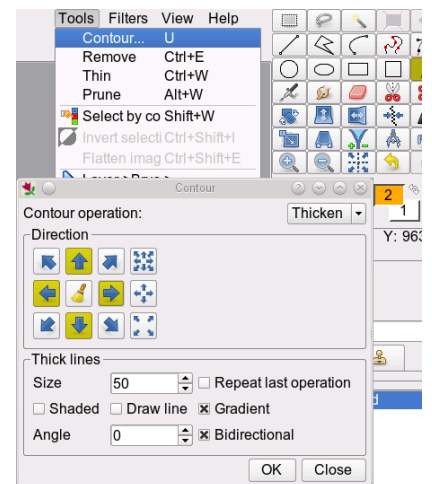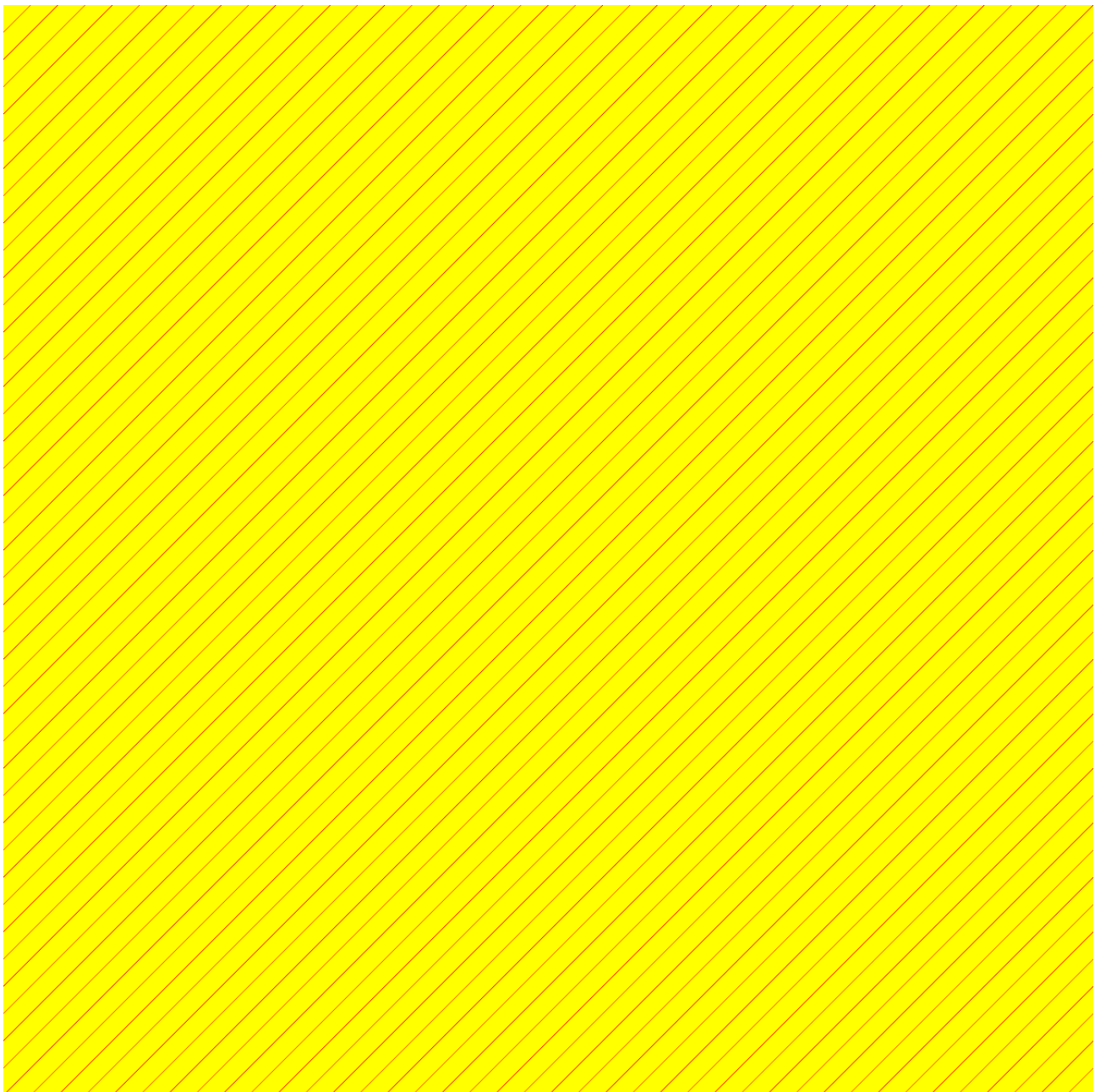
Twilly …

Image size: 1200 x 1200 pixels

I.

II.

Start with image size 60 x 1 pixels

Color first pixel
in orange and
30th pixel in red

III.

IV.

V.
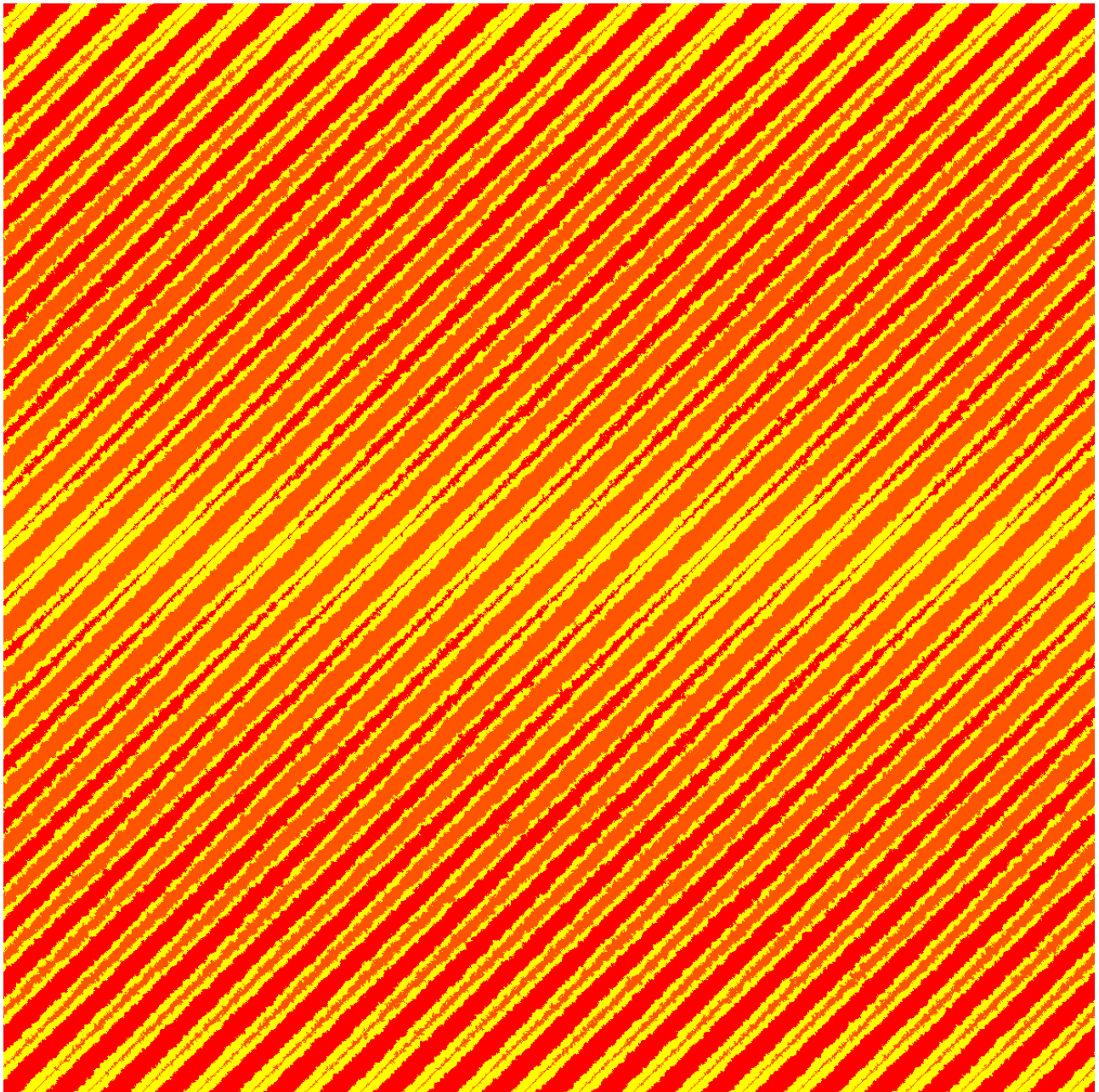
... Furry lines

Image size: 1200 x 1200 pixels

Start from the image "Twilly" on previous page

Make sure that "View" is set to "Repeat" !

VI.
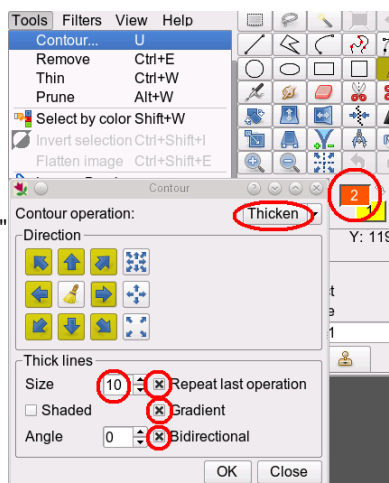
VII.
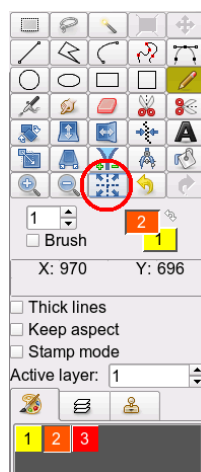
Make sure that "View" is set to "Repeat" !

VIII.
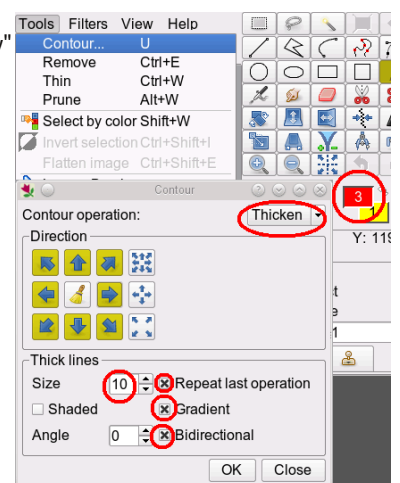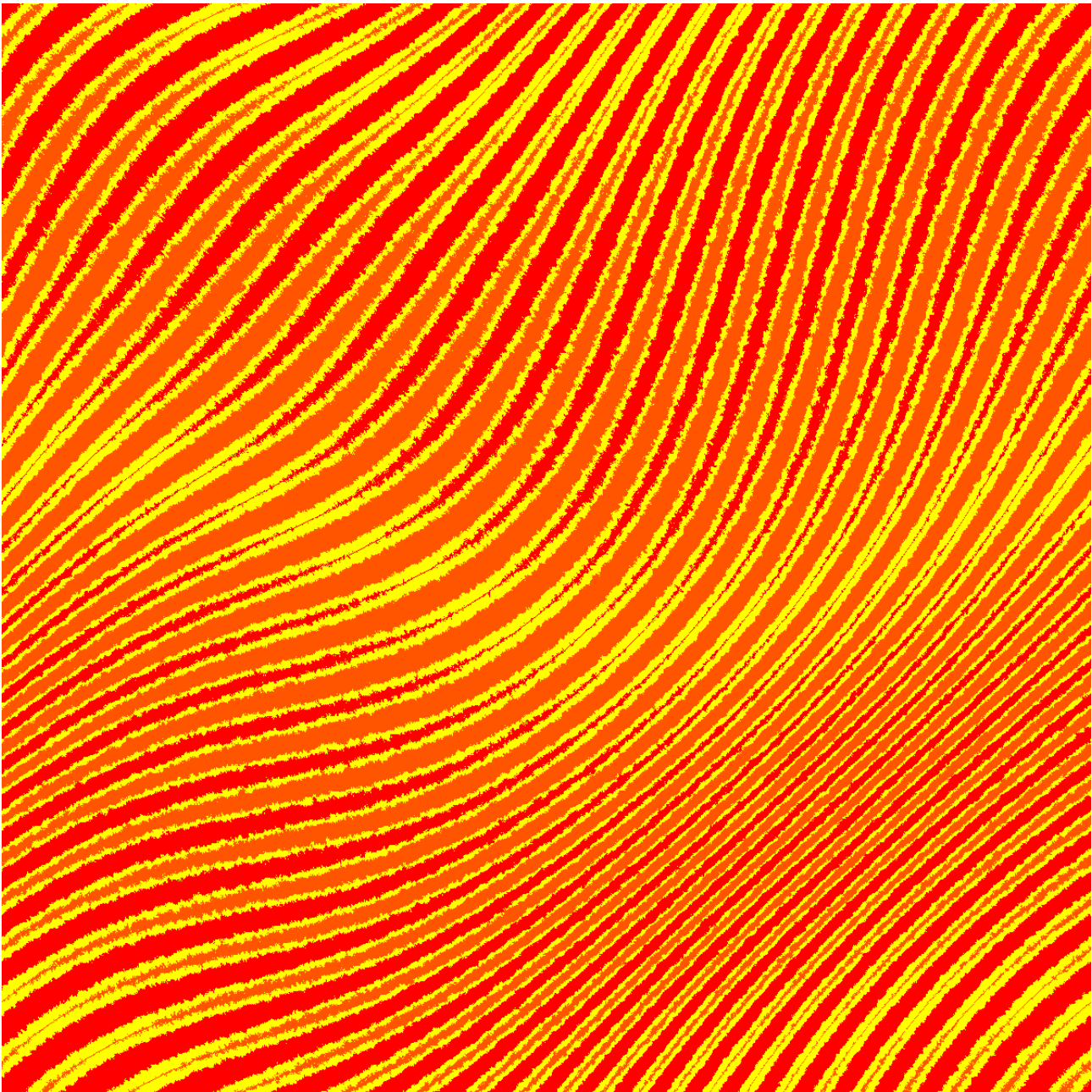
... WAVE

Image size: 1200 x 1200 pixels

Start from the
image "Furry lines"
on previous page

IX.
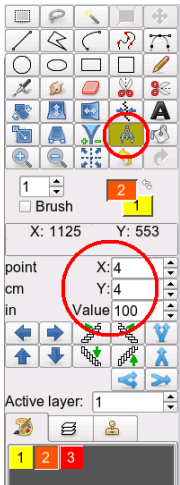
Number of peaks
Number of peaks
Amplitude

X.

IKAT ...

Image size: 1200 x 1200 pixels

I.

point 2   X: 15   Line width
cm   0.0   Y: 15   Line width
in   0.01   Value 0   Value zero makes lines

II.

Filters   View   Help

Repeat last operation	Ctrl+F
Averaging	Shift+M
Despeckle	
Noise	▶
Self avoiding motifs	▶
Random motifs	▶
Ikat	▶
Zigzag	▶
Wave	▶
Mirror segment	▶
Corals	▶
Color shorter inside	▶
Color shorter outside	▶
Mix	▶

Horizontal and vertical
Horizontal
Vertical

III.

point 2   X: 0
cm   0.03   Y: 0
in   0.0   Value 10   Amplitude

double click

IV.

Filters   View   Help

Repeat last operation	Ctrl+F
Averaging	Shift+M
Despeckle	
Noise	▶
Self avoiding motifs	▶
Random motifs	▶
Ikat	▶
Zigzag	▶
Wave	▶
Mirror segment	▶
Corals	▶
Color shorter inside	▶

Horizontal
Vertical

... AQUARELLE

Image size: 1200 x 1200 pixels

Start from the image "Ikat" on previous page

V.

VI.

VII.

VIII.

IX.

X.

Make sure that "View" is set to "Repeat" !
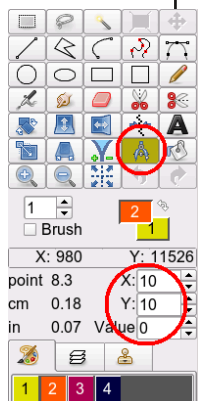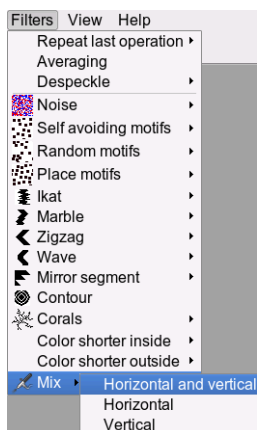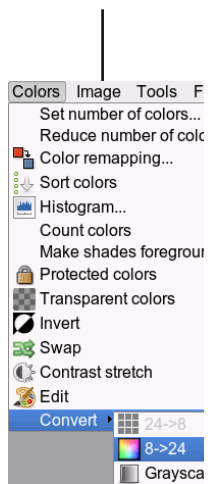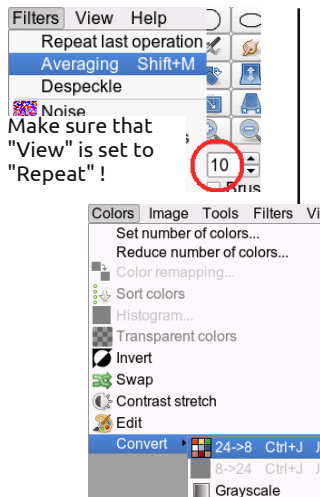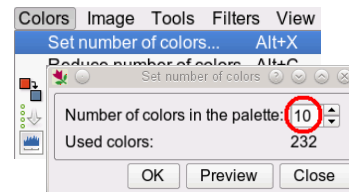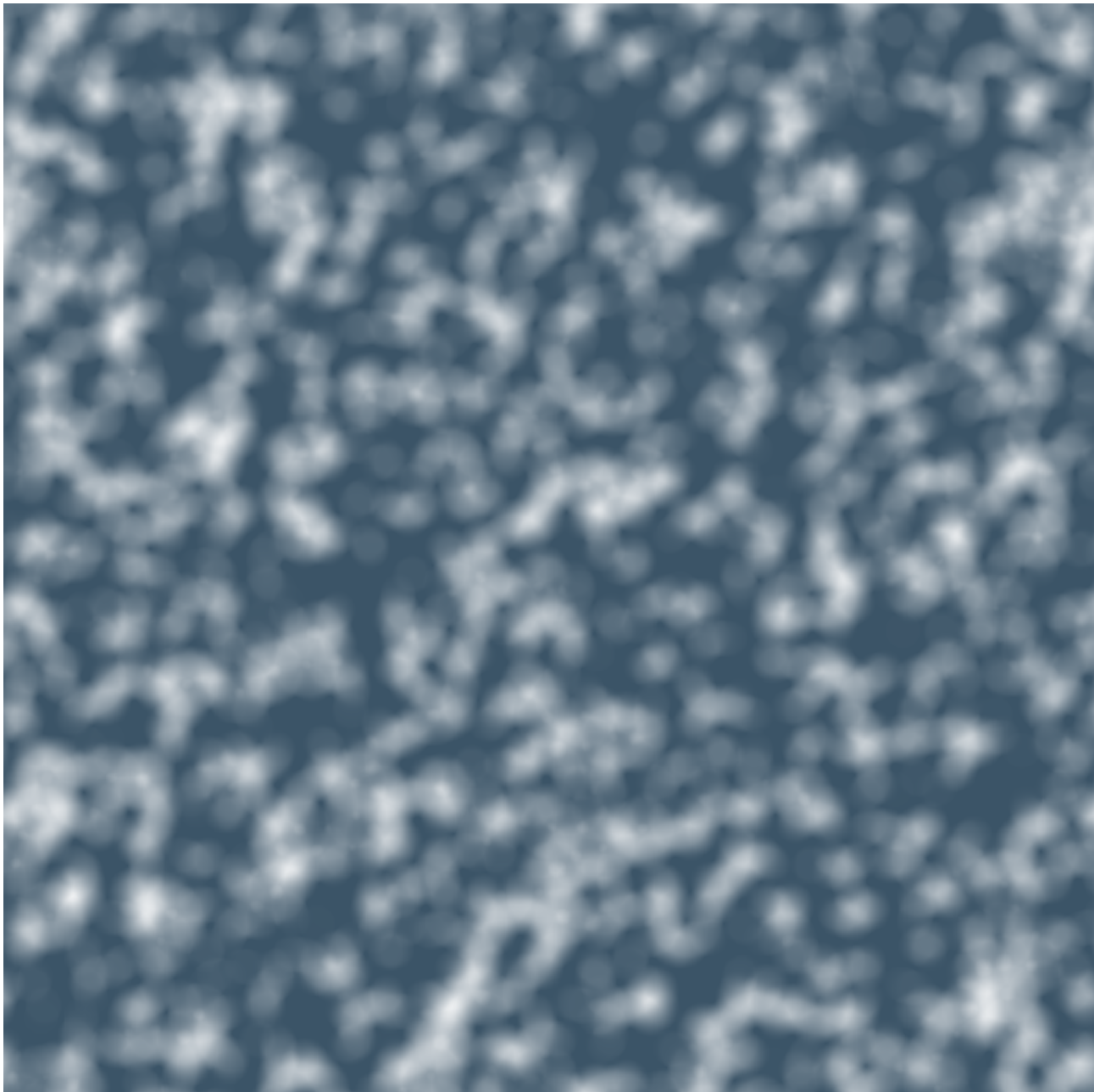
SUMMER LIGHTS

Image size: 1200 x 1200 pixels. True color mode!
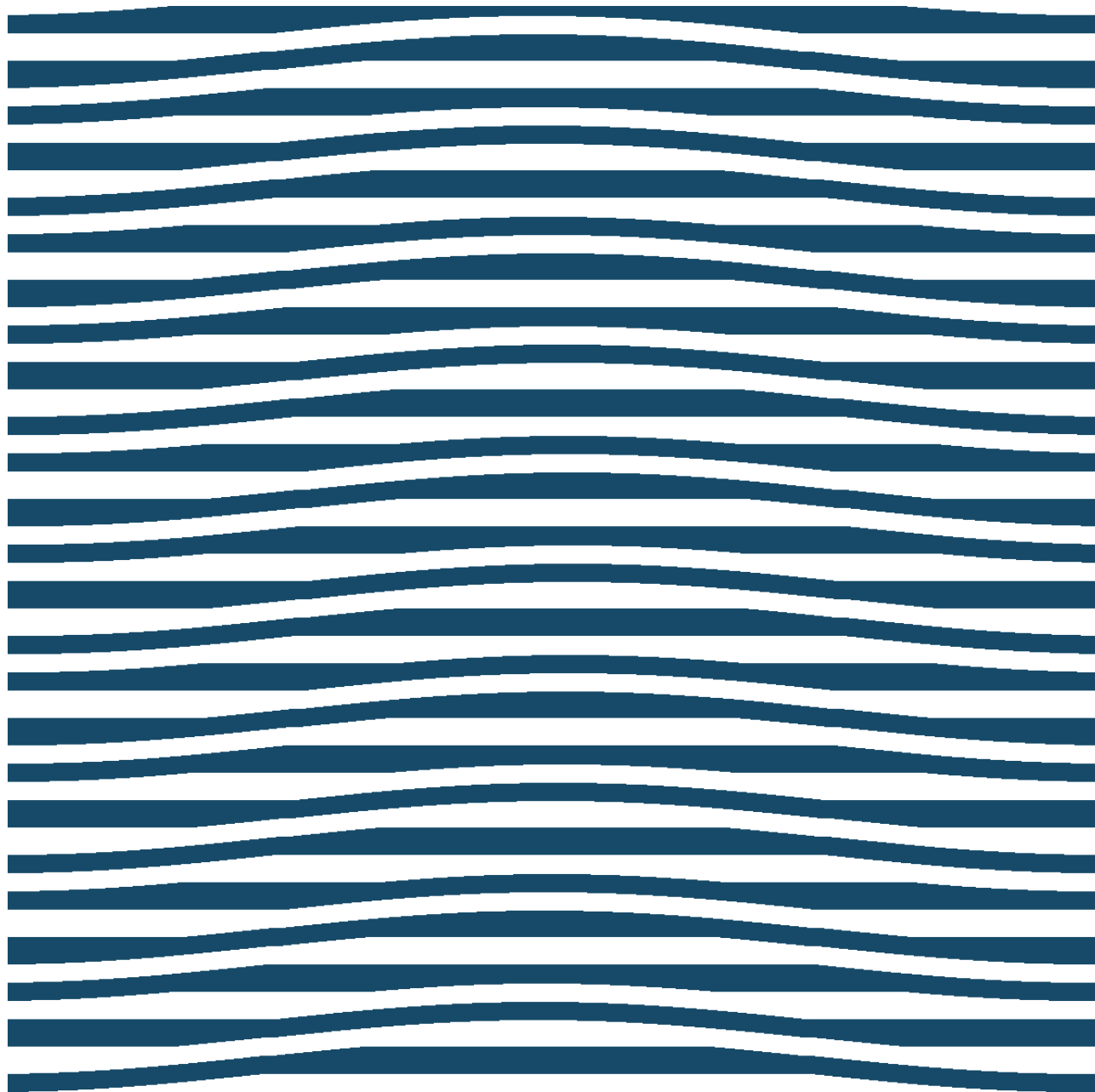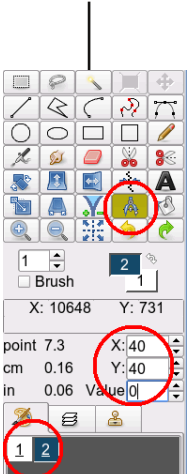
I.

point
cm
in
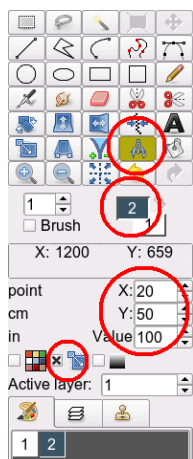
Diameter
Diameter
Frequency
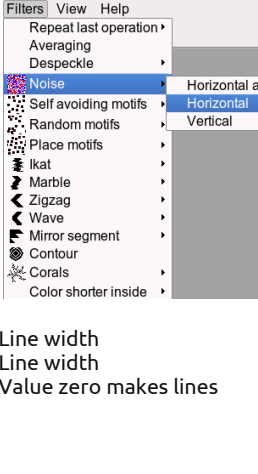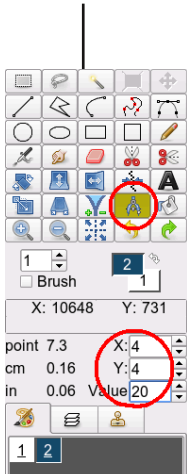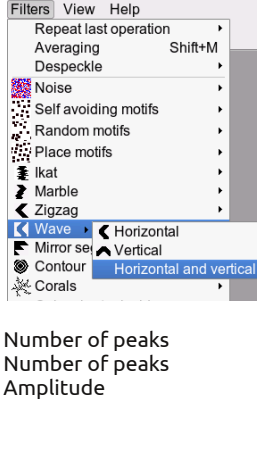
II.
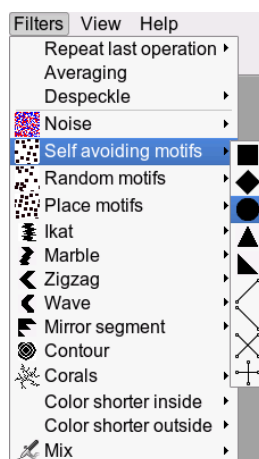
III.

IV.
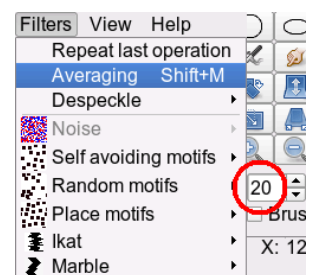
H2O ...

Image size: 1200 x 1200 pixels
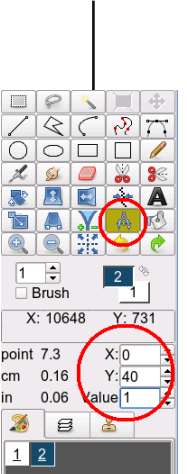
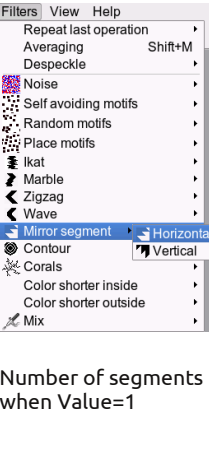I.   II.   III.   IV.   V.   VI.
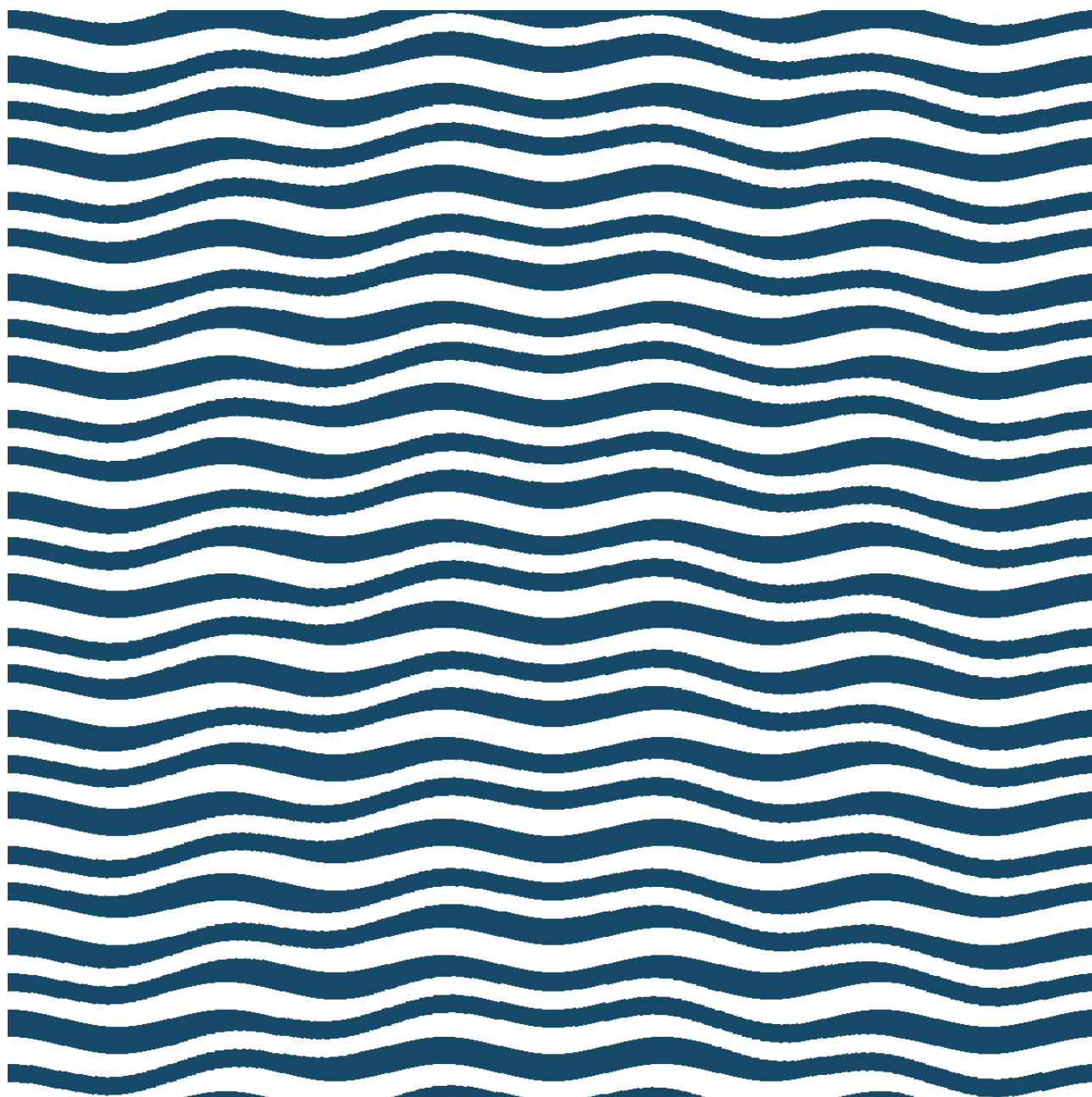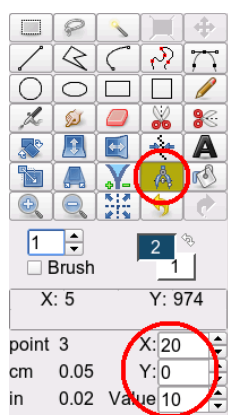
Line width
Line width
Value zero makes lines

Number of peaks
Number of peaks
Amplitude

Number of segments
when Value=1

... WATER

Image size: 1200 x 1200 pixels
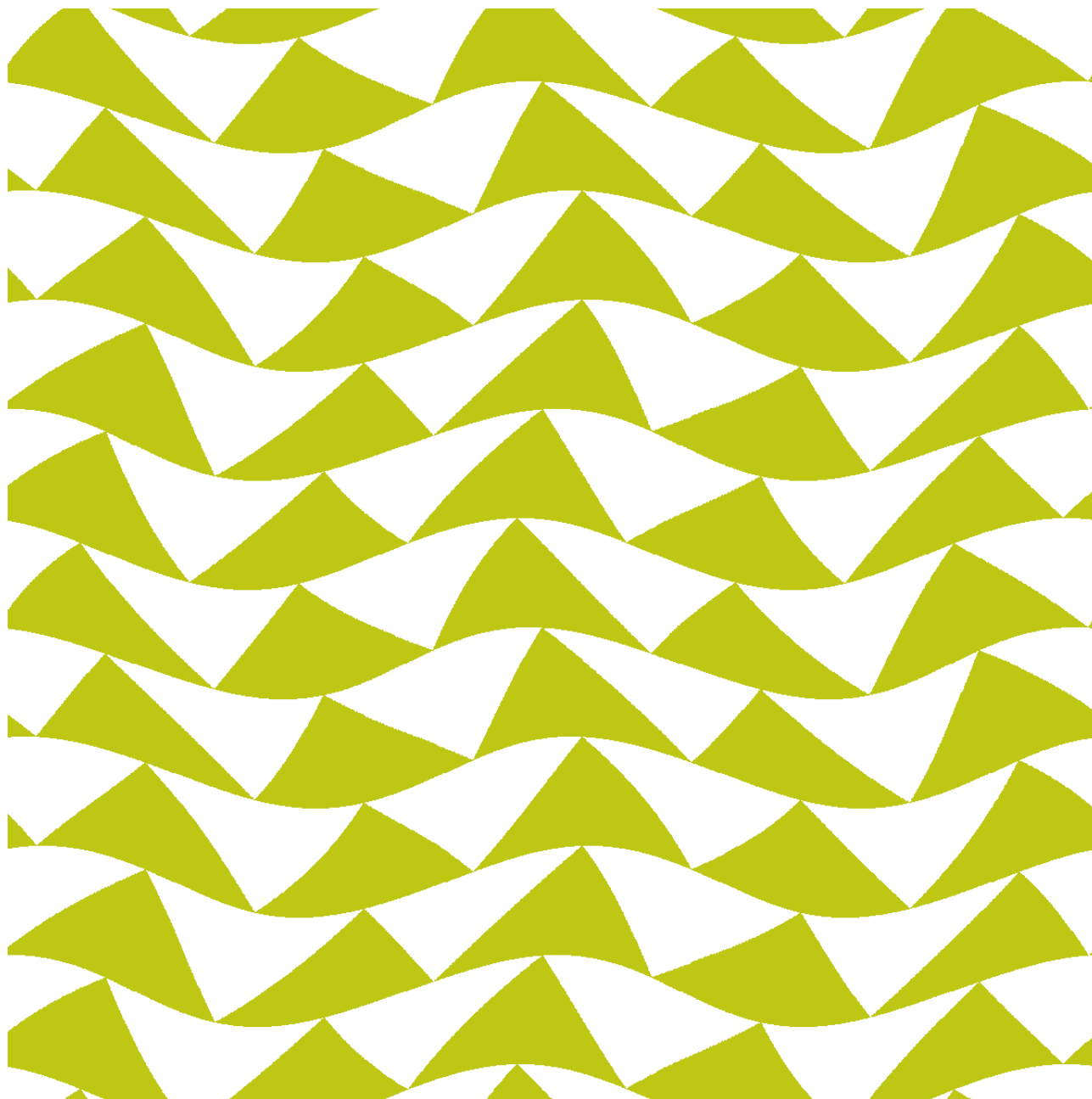
Start from the
image "h2o" on
previous page

I.

point 3   X: 20   Number of peaks
cm 0.05   Y: 0   Number of peaks
in 0.02   Value 10   Amplitude

II.

Filters View Help

Repeat last operation
Averaging   Shift+M
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave   Horizontal
Mirror segment   Vertical
Contour   Horizontal and vertical
Corals
Color shorter inside
Color shorter outside
Mix
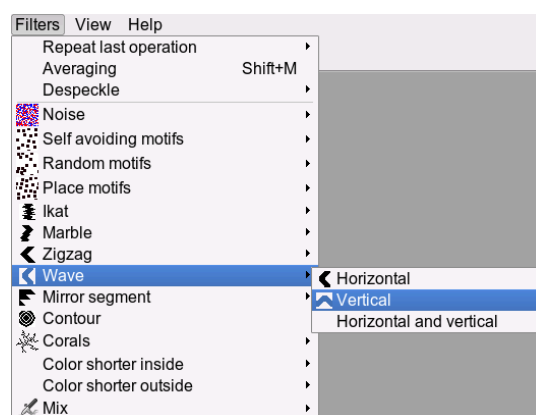
Conifer collection

Image size: 1200 x 1200 pixels

I. II. III. IV. V. VI. VII. VIII.

Start with image size 120 x 120 pixels
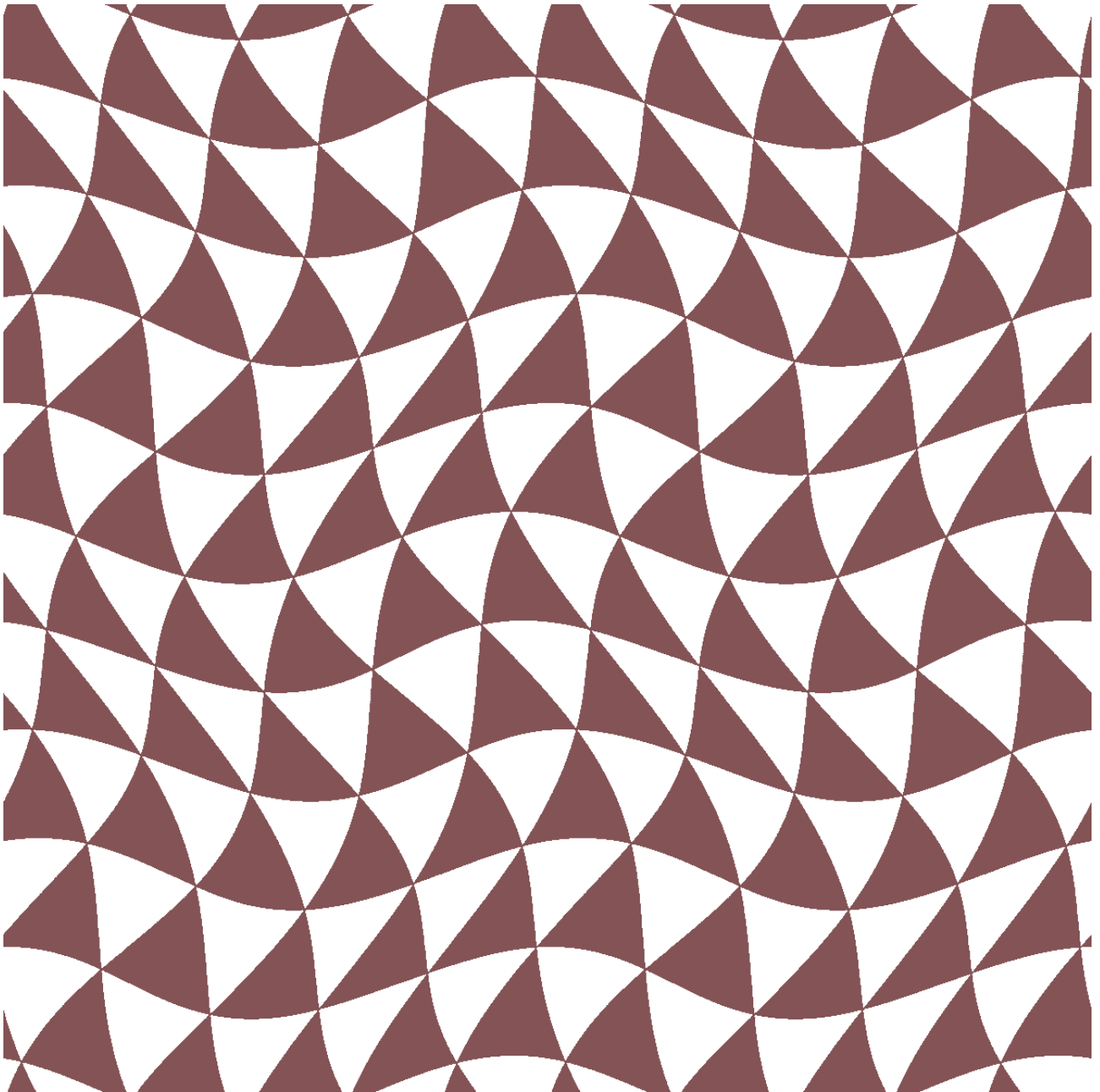
Draw a triangle

CRUELLA

Image size: 1200 x 1200 pixels

I.   II.   III.   IV.   V.   VI.   VII.   VIII.

Start with image size 60 x 120 pixels

Draw a triangle

Repeat steps V - VIII from previous page
(pattern "Conifer collection")

HAIR

Image size: 1200 x 1200 pixels

I.

point 2   X: 5   Line width
cm   0.03   Y: 10   Line width
in   0.01   Value 0   Value zero makes lines

II.

Filters View Help
Repeat last operation ▸
Averaging
Despeckle ▸
Noise ▸ | Horizontal an
Self avoiding motifs ▸ | Horizontal
Random motifs ▸ | Vertical
Place motifs ▸
Ikat ▸
Marble ▸
Zigzag ▸
Wave ▸
Mirror segment ▸

III.

point 64.2   X: 88   Number of peaks
cm   1.61   Y: 88   Number of peaks
in   0.63   Value 20   Amplitude

IV.

Filters View Help
Repeat last operation ▸
Averaging
Despeckle ▸
Noise ▸
Self avoiding motifs ▸
Random motifs ▸
Place motifs ▸
Ikat ▸
Marble ▸
Zigzag ▸
Wave ▸ | Horizontal
Mirror segment ▸ | Vertical
Contour | Horizontal an
Corals
Color shorter inside ▸
Color shorter outside ▸
Mix

Coffee ...

Image size: 1200 x 1200 pixels

I.   II.   III.   IV.   V.

Start with image size 60 x 56 pixels

X: 31   Y: 28

Draw a circle.
Point your mouse
at X 31 and Y 28
before drawing!

Type

Color ○ Area ○ Line
Position 28
○ Before   ● After
Number of pixels 4
OK   Close

Filters View Help
Repeat last operation
Averaging   Shift+M
Despeckle
Noise
Self avoiding motifs   2
Random motifs
Place motifs
Ikat
Marble
Zigzag

Image Tools Filters View
Drawing in repeat... Alt+D
Duplicate X

Drawing in repeat

Preview

Repeat mode   Offset
1/2
Offset in pixels: 30

Horizontal
Width: 1200
Paste (times) 20

Vertical
Height: 1200
Paste (times) 20

New picture

OK   Close
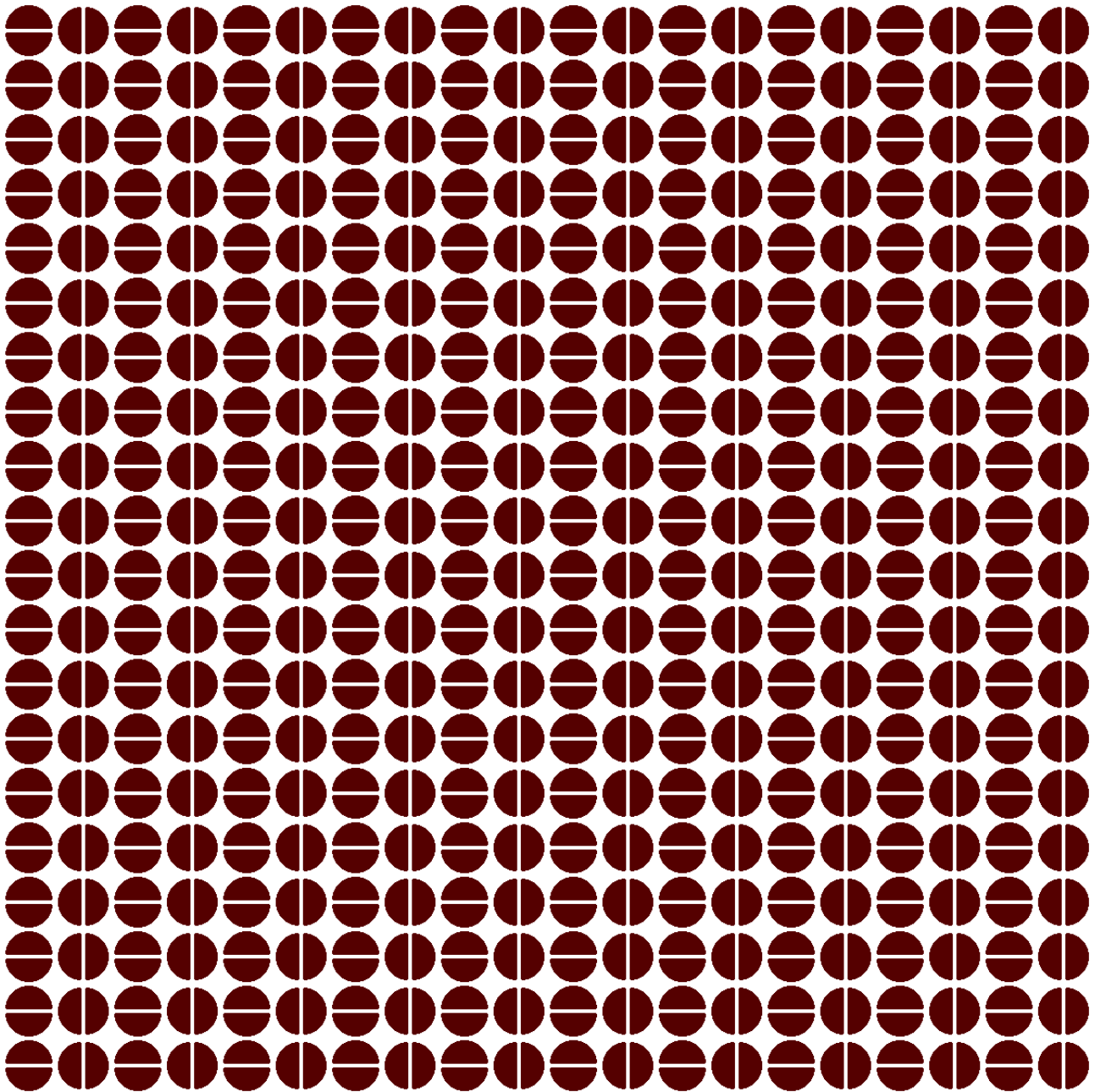
… BAUHAUS …

Image size: 1200 x 1200 pixels

First four steps are the same as on previous page (pattern "Coffee").

V.   VI.   VII.   VIII.   IX.
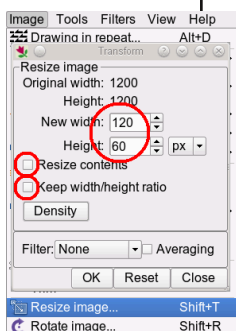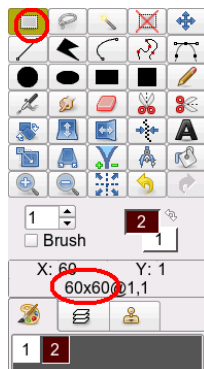
Make a selection around one coffee bean (60 px x 60 px)
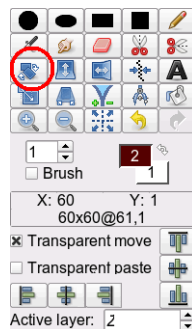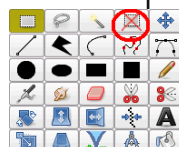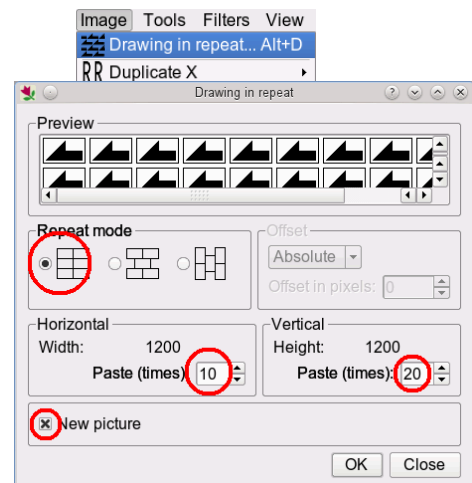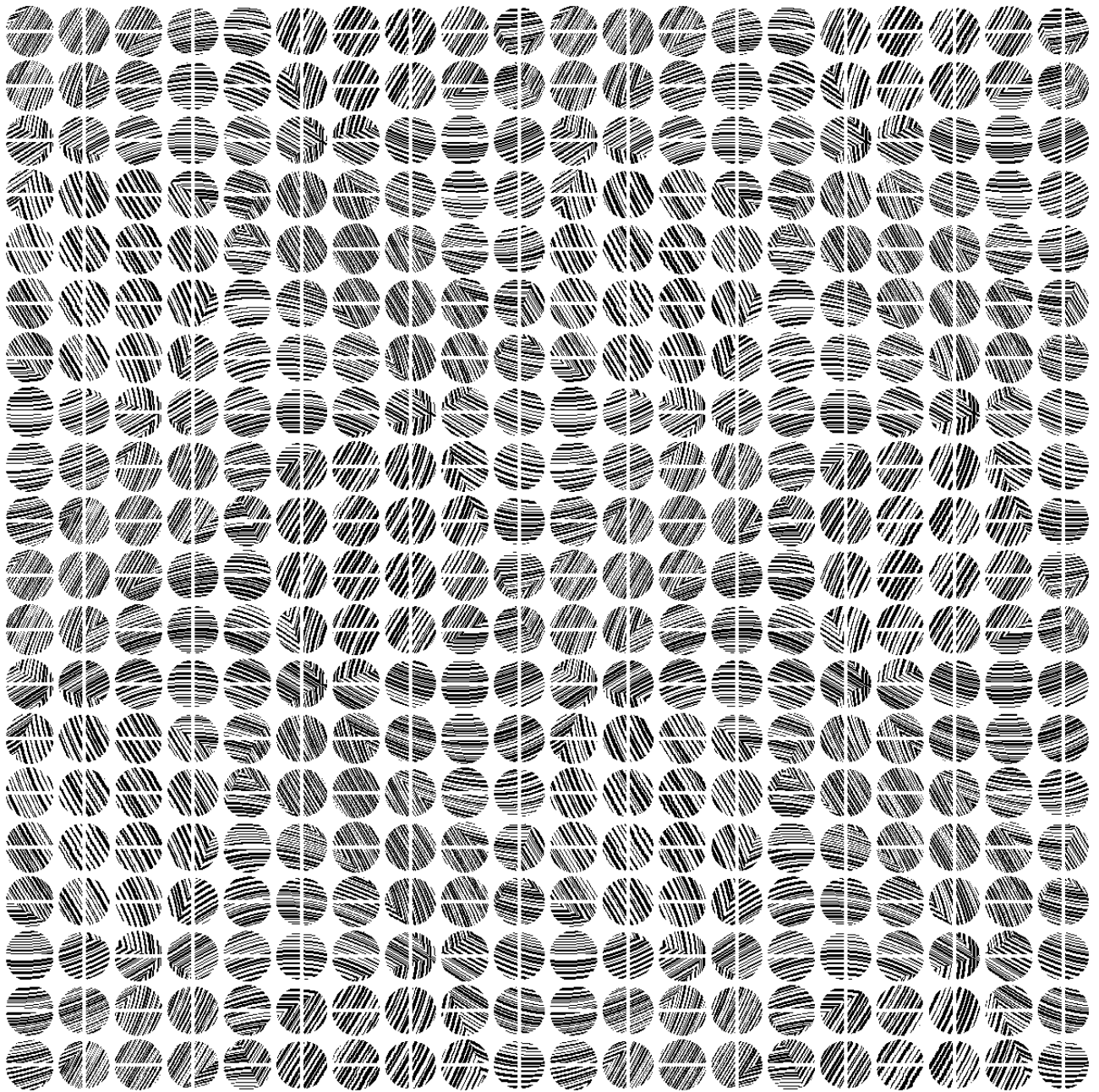
... SHEILA

Image size: 1200 x 1200 pixels

Start from
the image
"Bauhaus"
on previous
page

X.
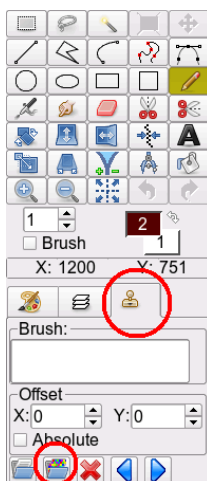
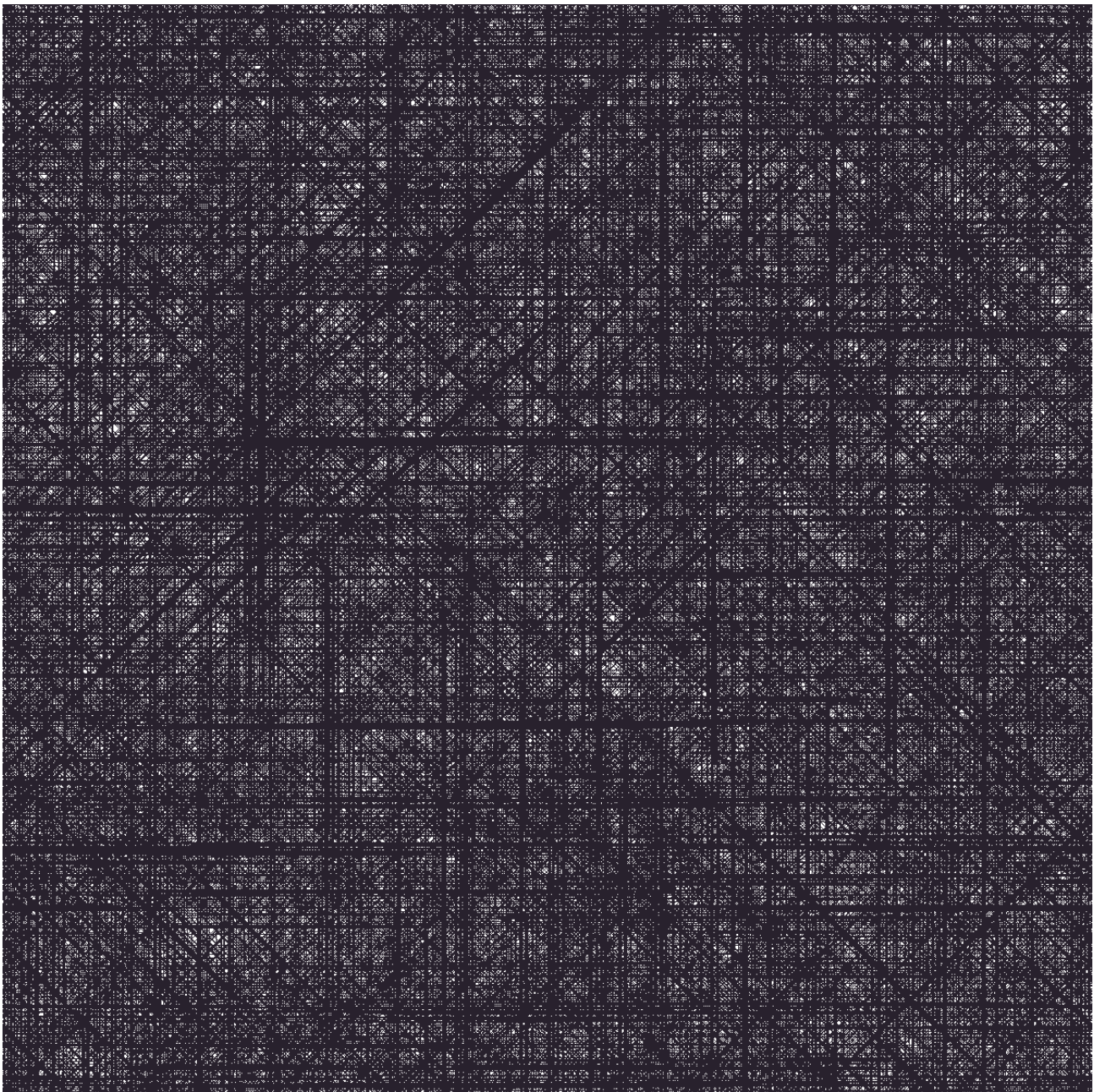

XI.

Load image "Distorting english
kitchen" from page 20
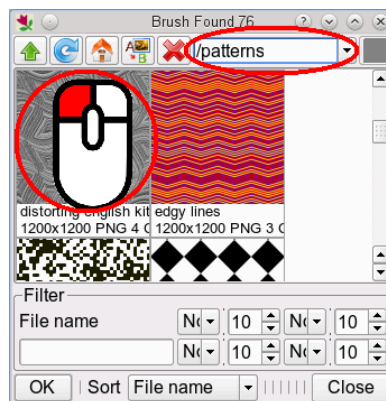
XII.
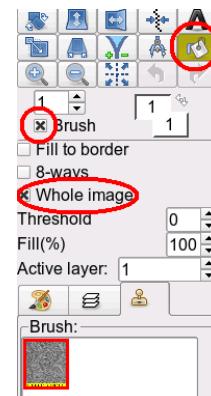
XIII.
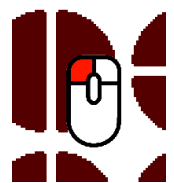
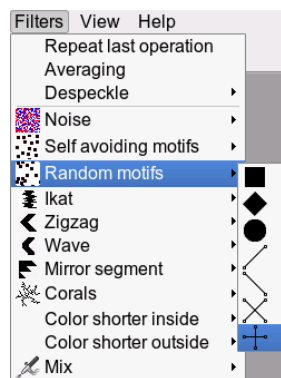Click inside the
brown color in
the picture

PIRANESI TEXTURE ...

Image size: 1200 x 1200 pixels

I.

Make sure that
"View" is set to
"Repeat" !

point 4   X: 600   Line length
cm   0.08   Y: 600   Line length
in   0.03 Value 100   Frequency

II.

Filters   View   Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Ikat
Zigzag
Wave
Mirror segment
Corals
Color shorter inside
Color shorter outside
Mix

III.

Filters   View   Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Ikat
Zigzag
Wave
Mirror segment
Corals
Color shorter inside
Color shorter outside
Mix

IV.

Filters   View   Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Ikat
Zigzag
Wave
Mirror segment
Corals
Color shorter inside
Color shorter outside
Mix

... Luna

Image size: 1200 x 1200 pixels

Start from the image "Piranesi texture" on previous page

V.
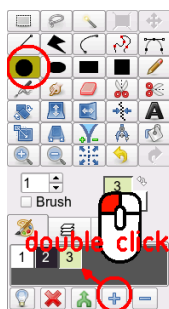
Add another color and change it. Draw circles (View image in repeat)

VI.
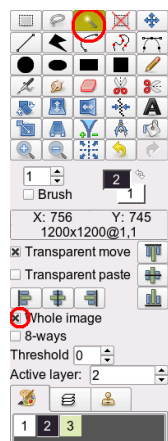
Click in any circle in the image

VII.

VIII.

IX.

Kʏʟɪᴇ
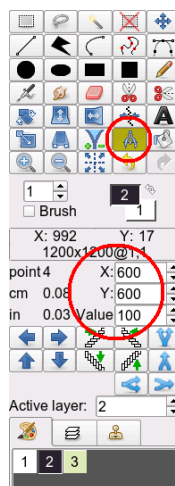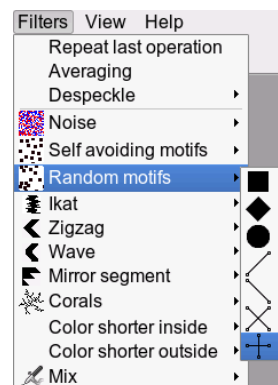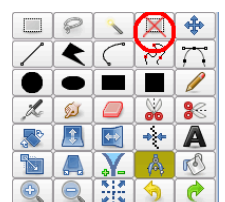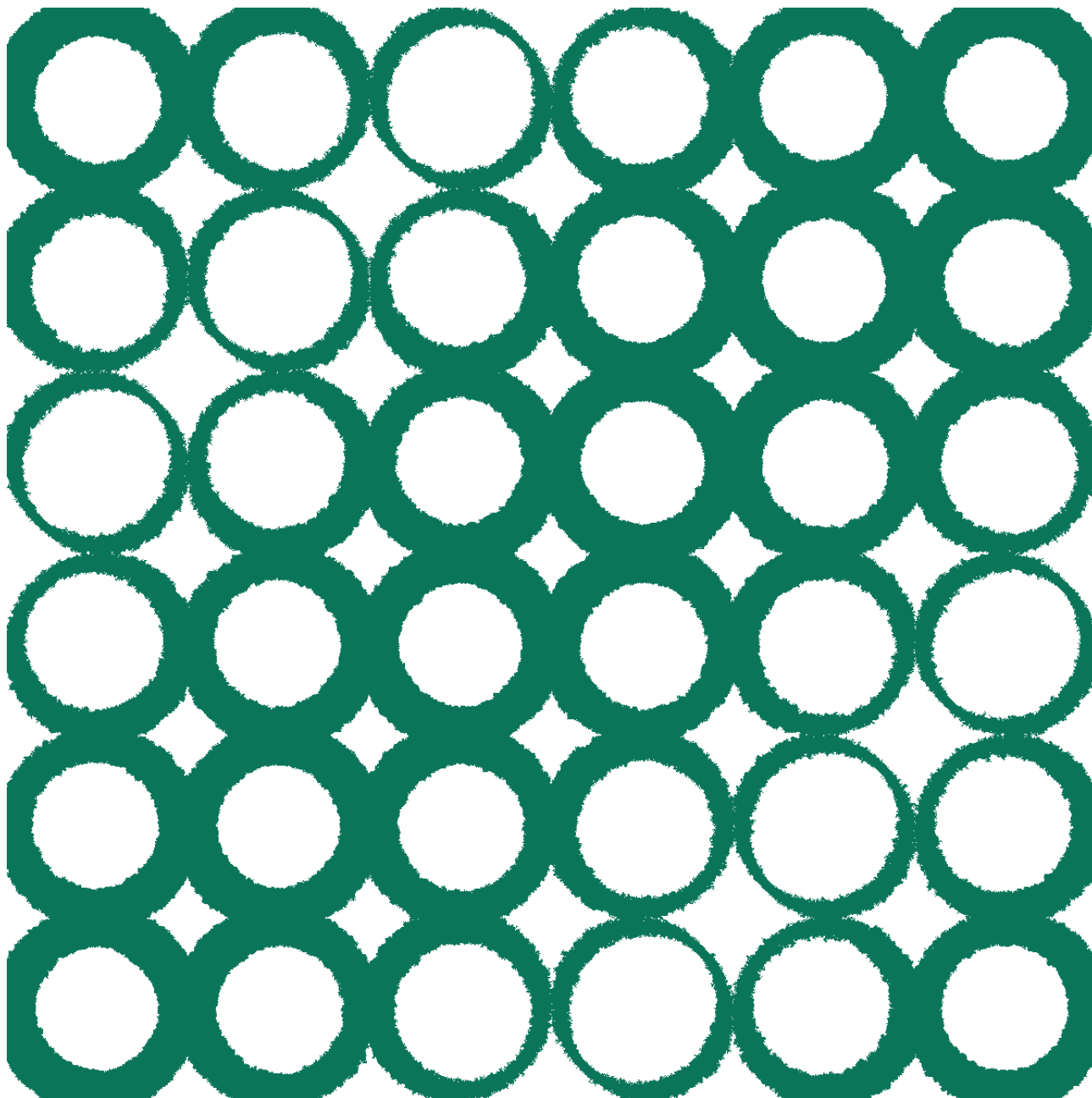
Image size: 1200 x 1200 pixels
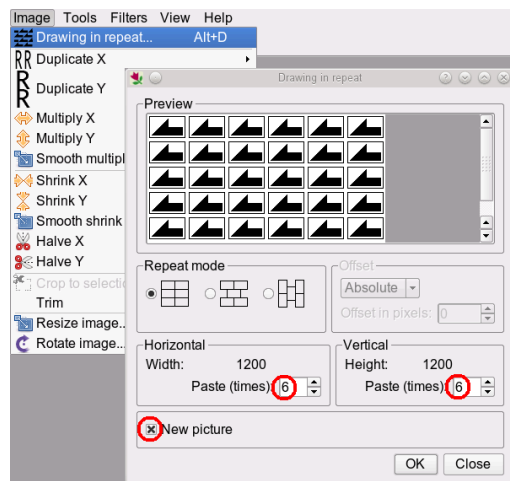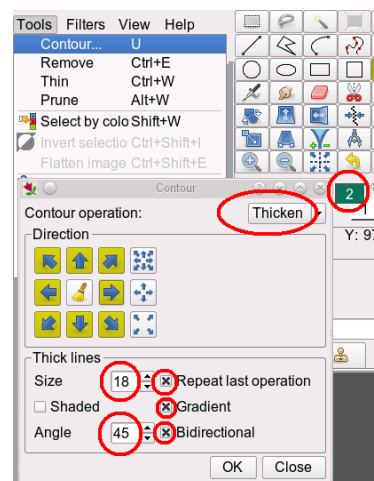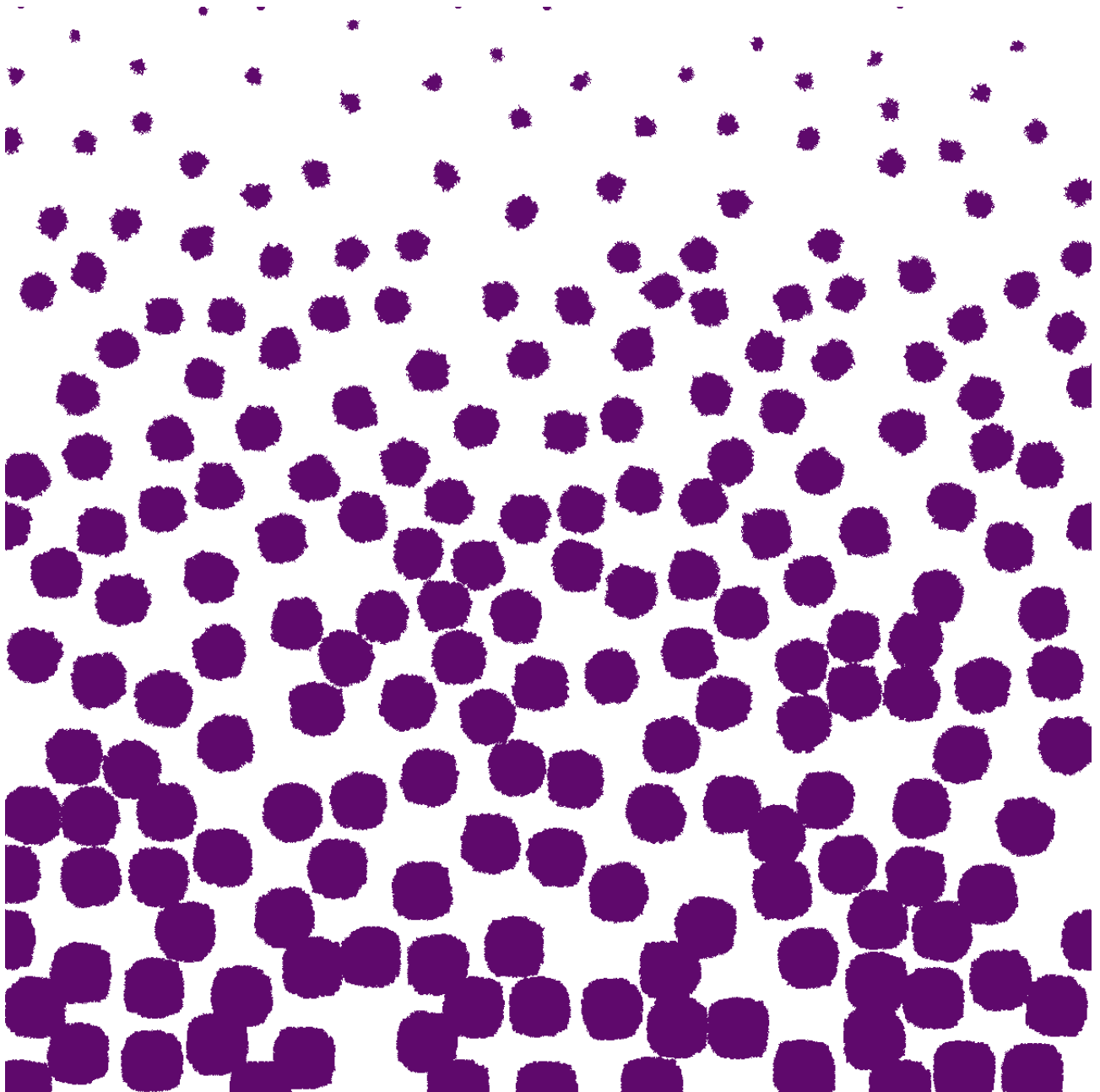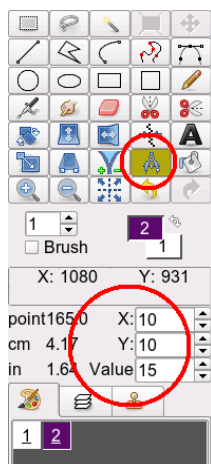
I.
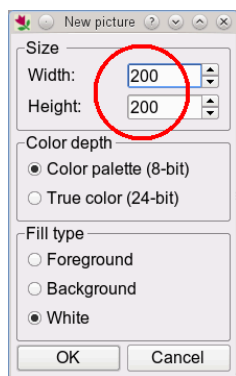
II.

III.

MARCH

Image size: 1200 x 1200 pixels
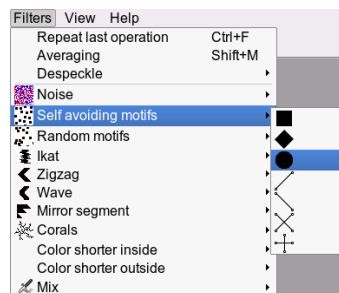
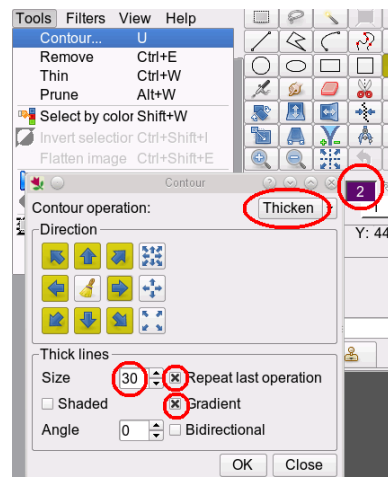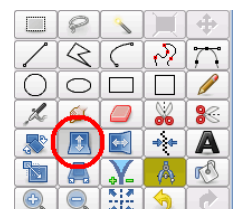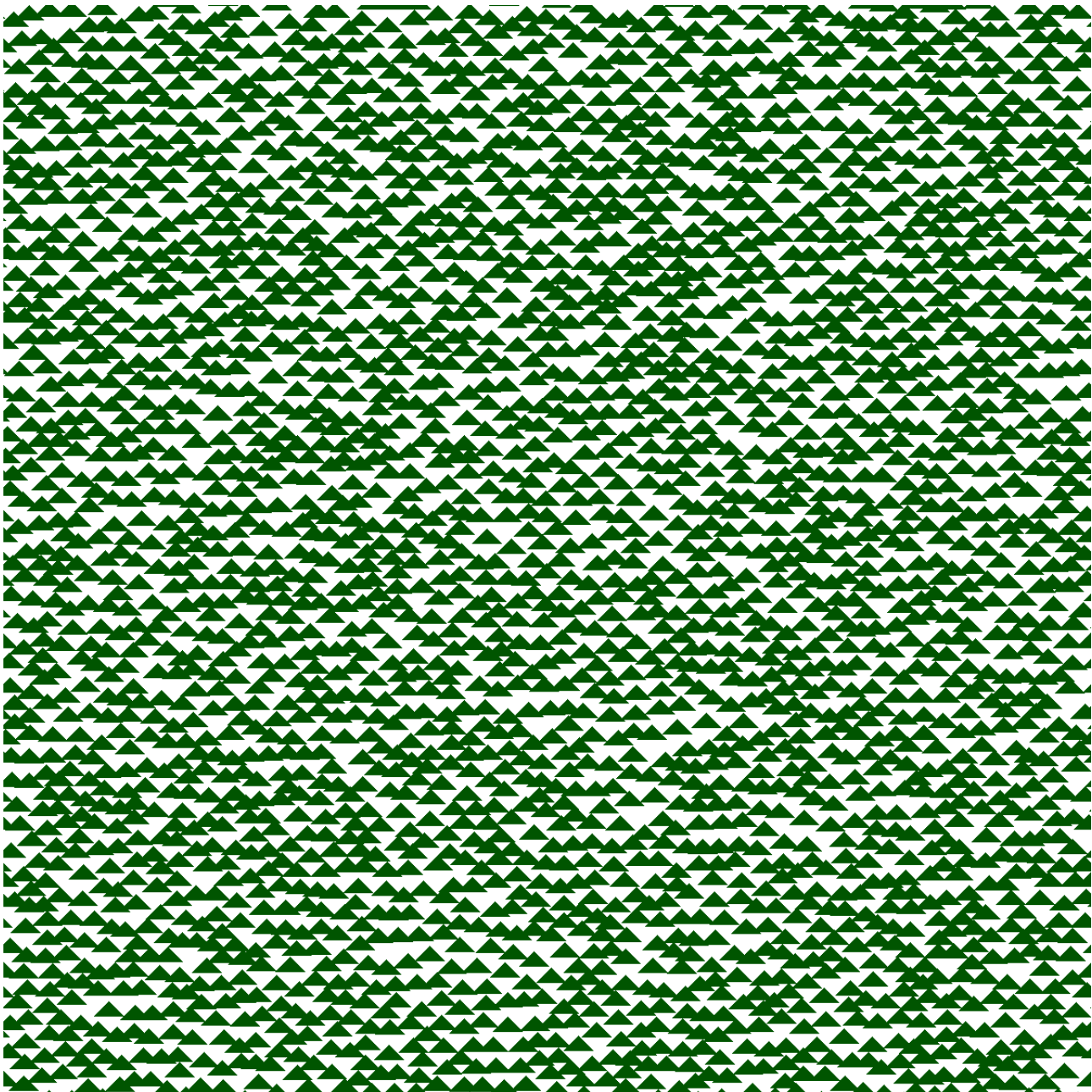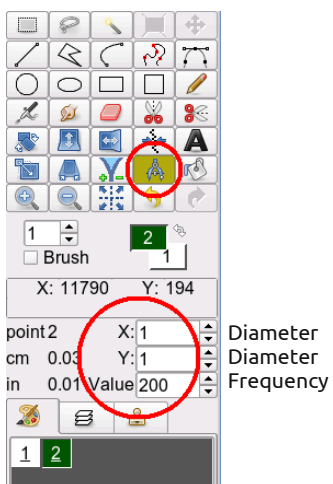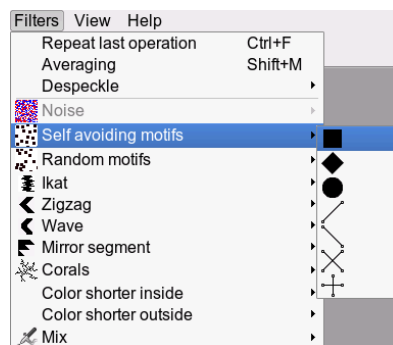I.   II.   III.   IV.

CHRISTMAS

Image size: 1200 x 1200 pixels

I.

Diameter
Diameter
Frequency

II.

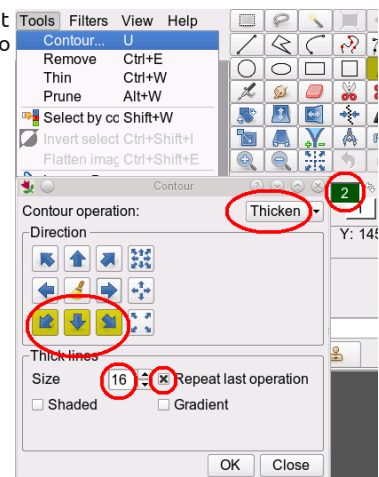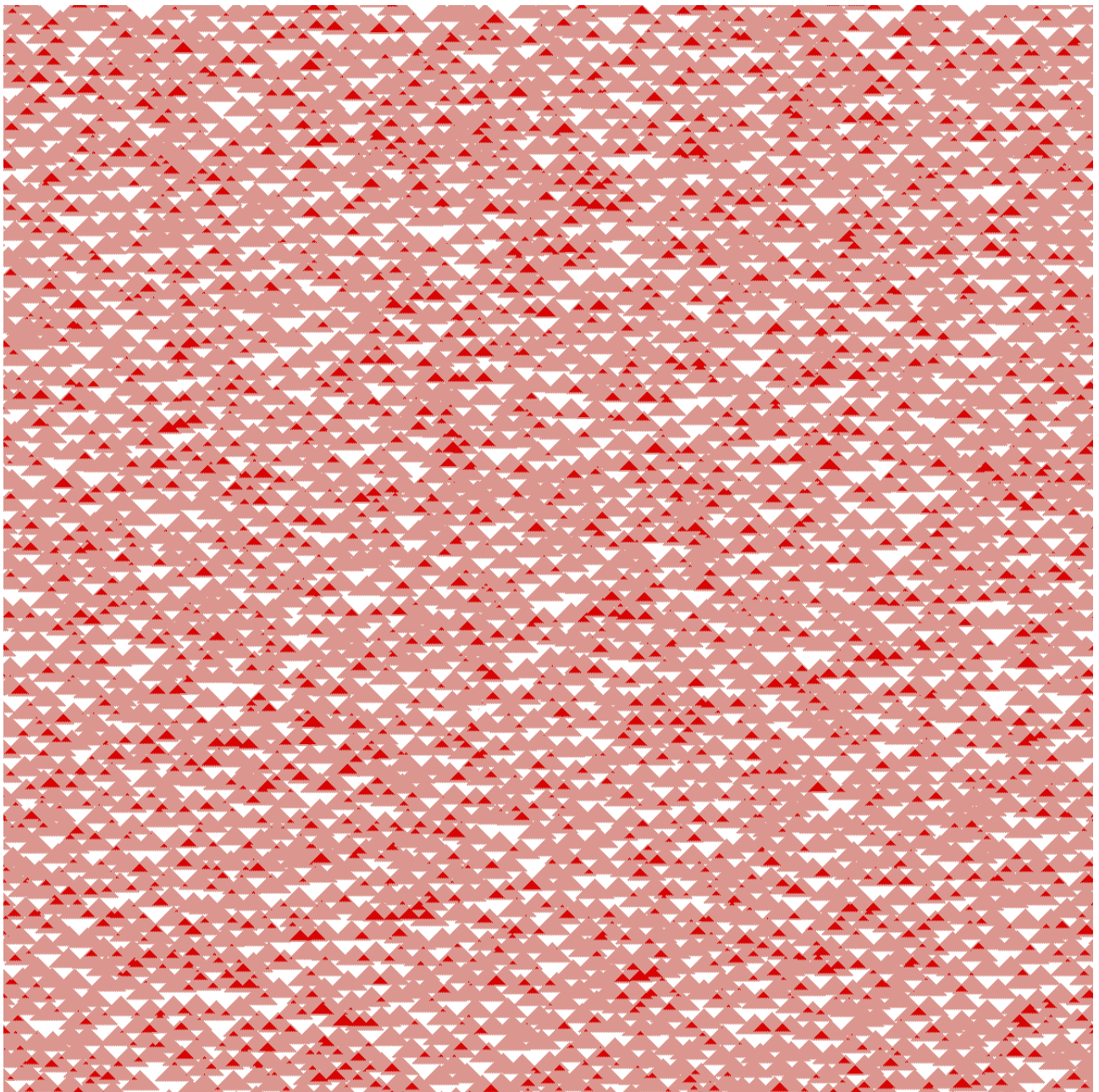III.

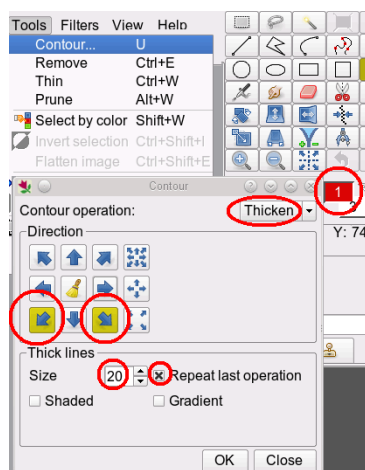Make sure that "View" is set to "Repeat" !
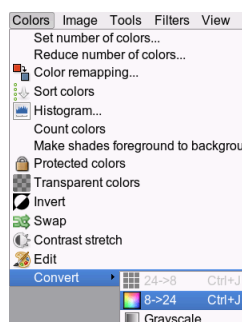
... THE WOODS

Image size: 1200 x 1200 pixels

First two steps are the same as on previous page (pattern "Christmas"). Choose red color instead of green .
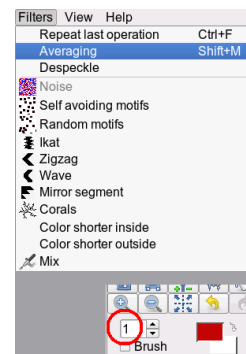
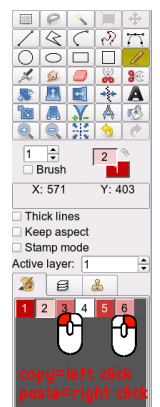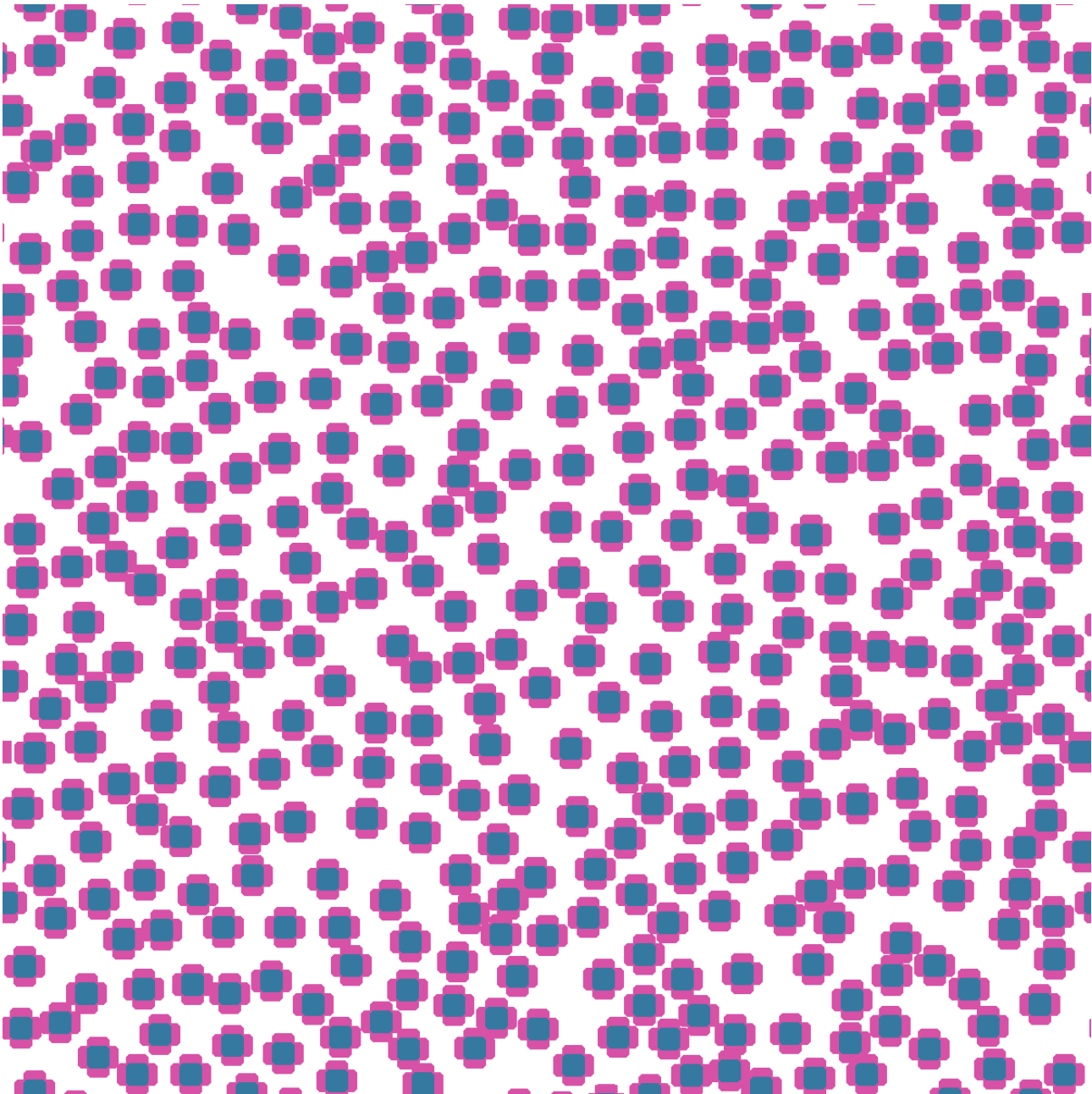Make sure that "View" is set to "Repeat" !
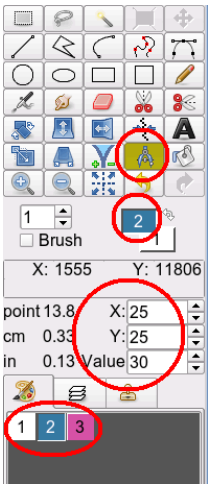
III.

IV.

V.

VI.

Press "ctrl" and "J"
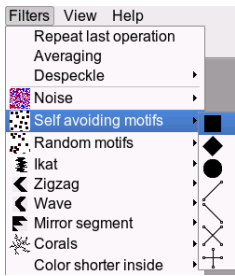
VII.

Copy color no. 3 to colors no. 2, 5 and 6.
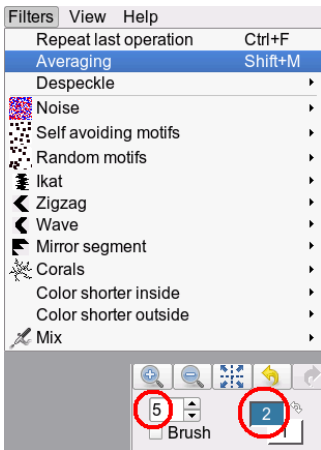
Remembering grandma

Image size: 1200 x 1200 pixels

I.

II.
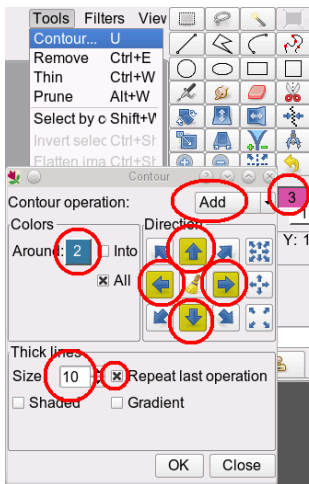
III.

IV.

Make sure that
"View" is set to
"Repeat" !

Diameter
Diameter
Frequency
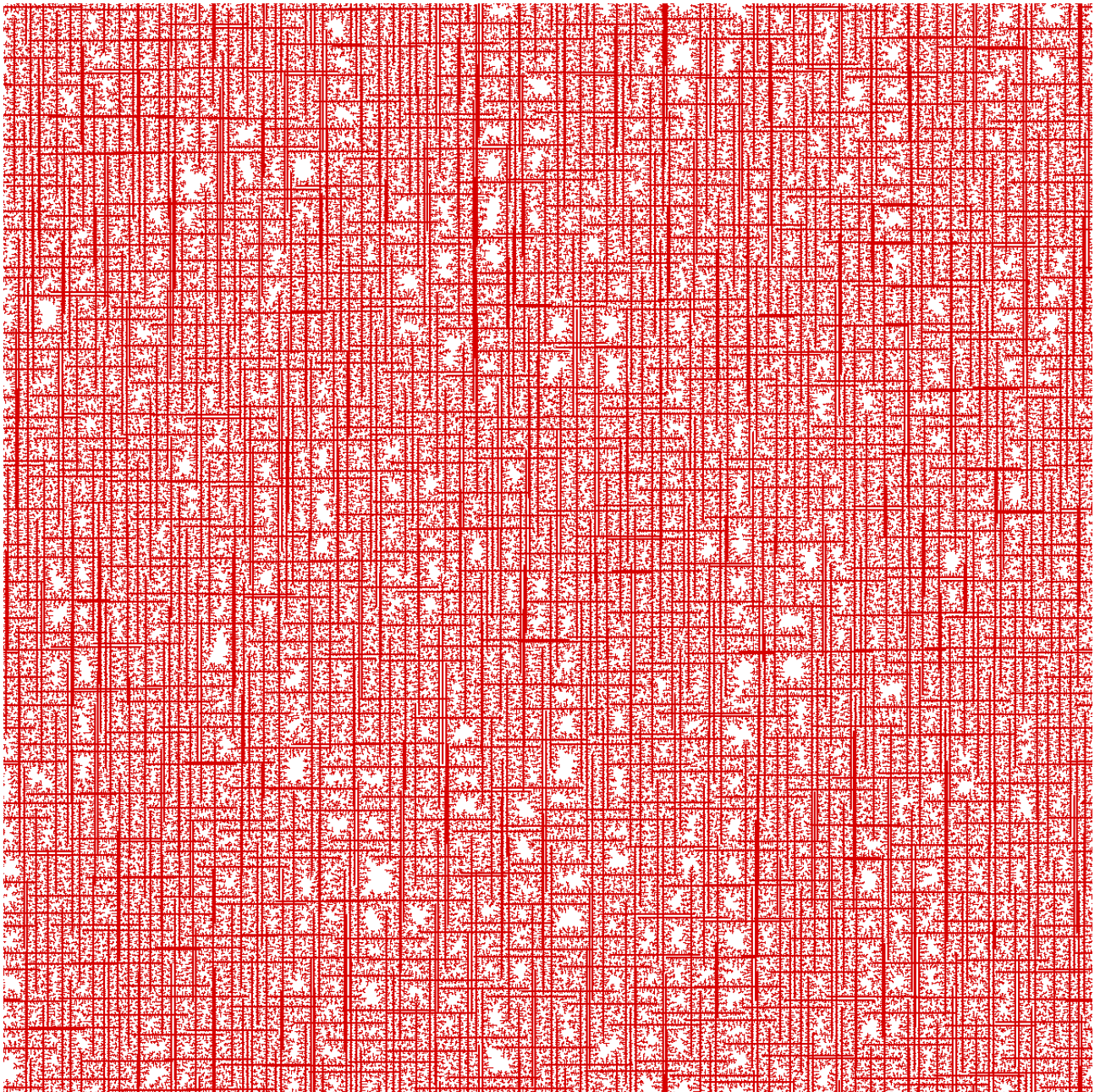
Minion

Image size: 1200 x 1200 pixels

| I. | II. | III. | IV. | V. | VI. |

Diameter
Diameter
Frequency

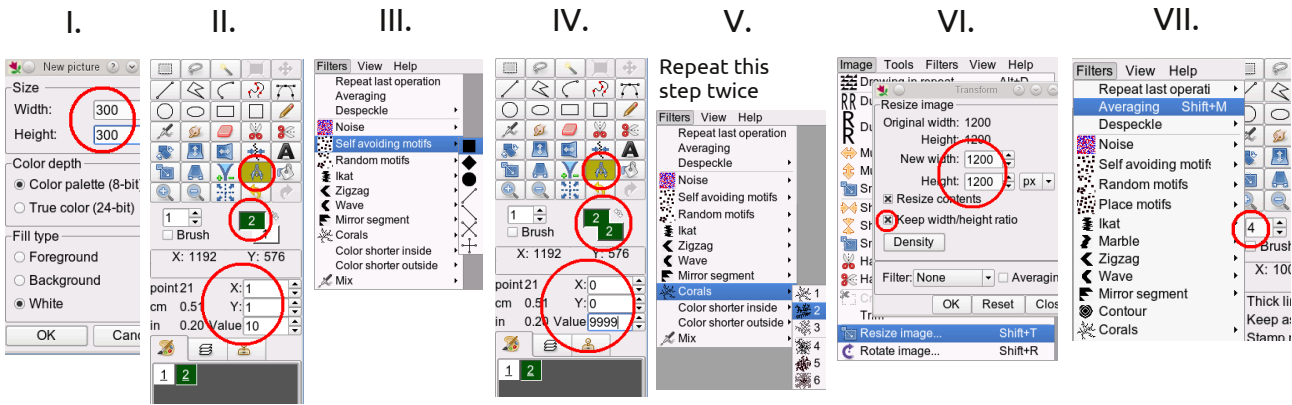
Diameter
Diameter
Frequency

Frequency
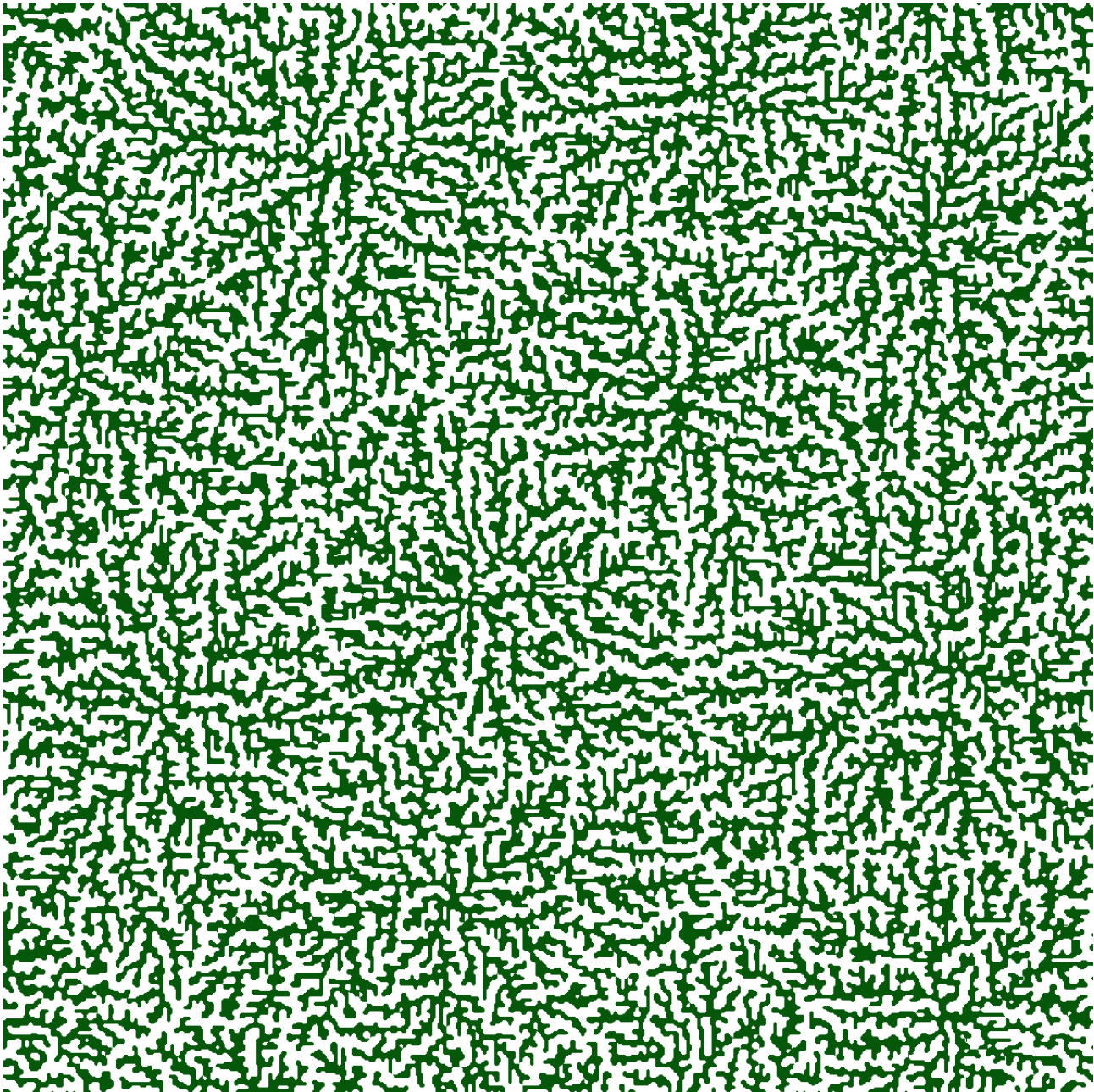
Termite

Image size: 1200 x 1200 pixels
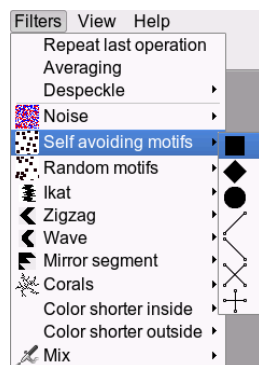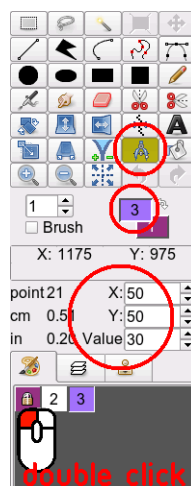
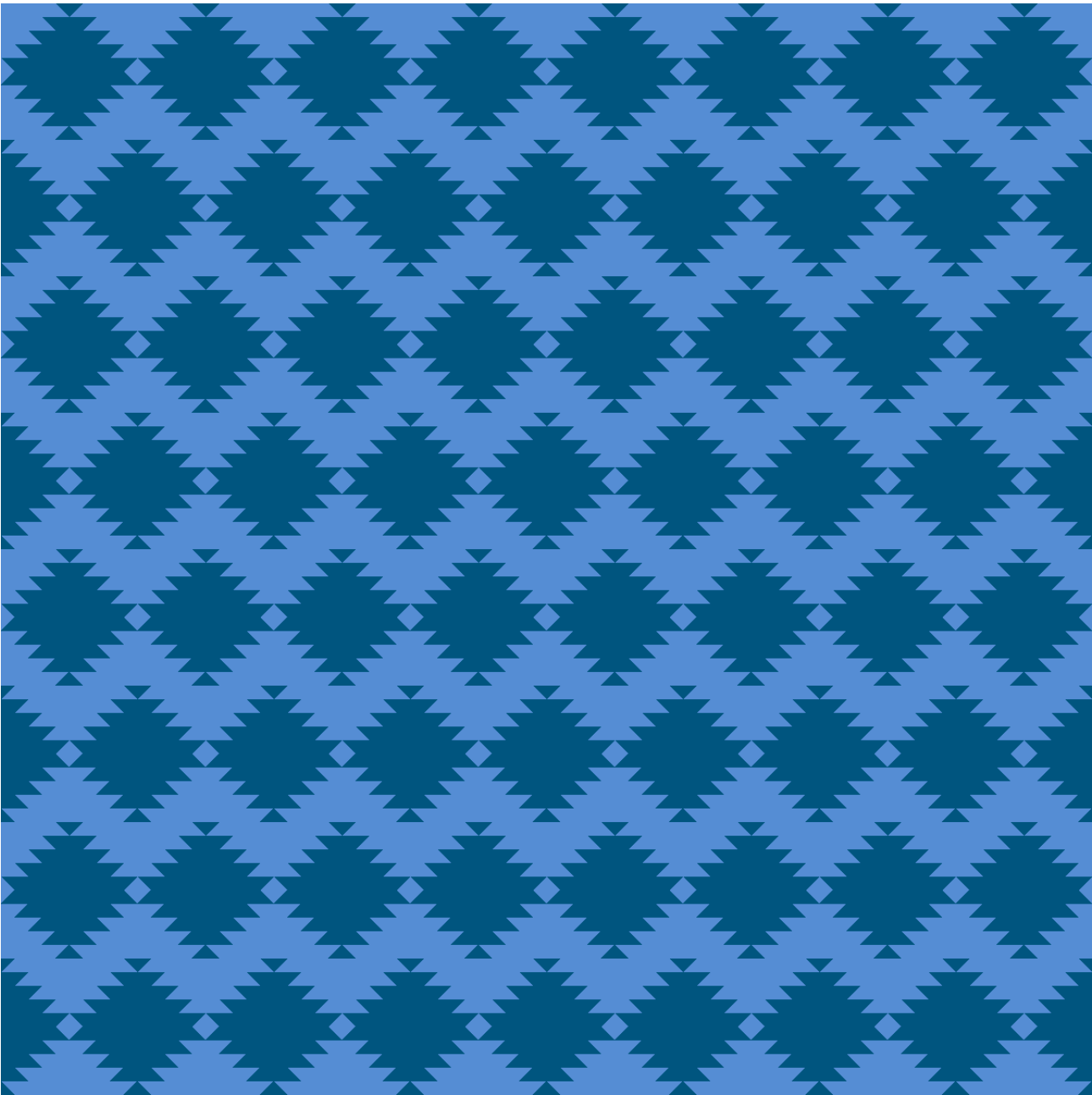I.   II.   III.   IV.   V.   VI.   VII.

ON THE SIDEWALK

I.
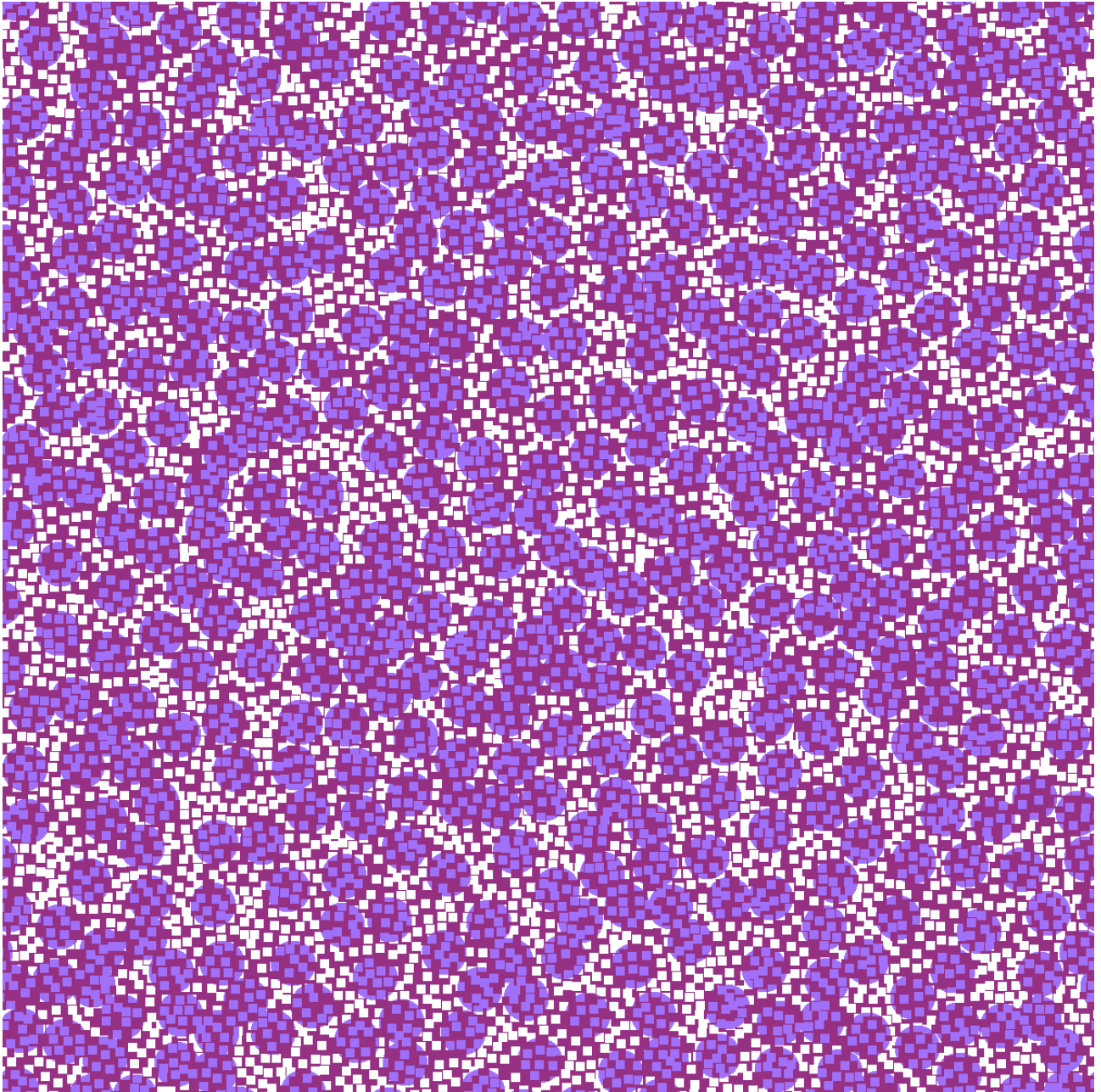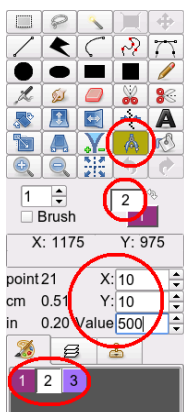
II.

III.

IV.
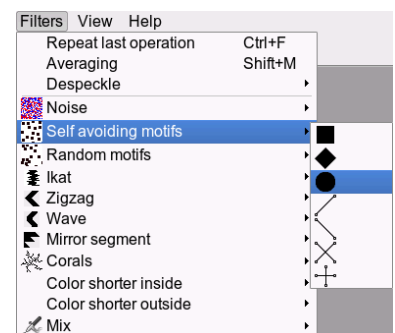
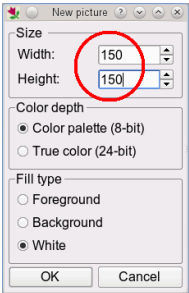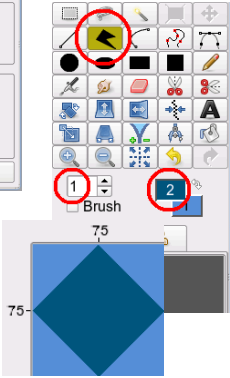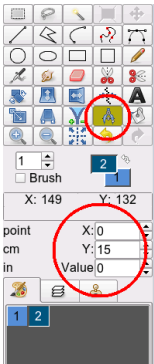## CERAMICS

Image size: 1200 x 1200 pixels
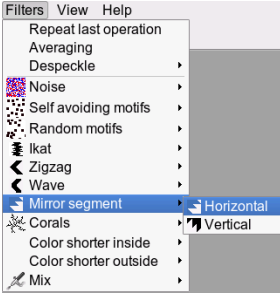
I.

II.
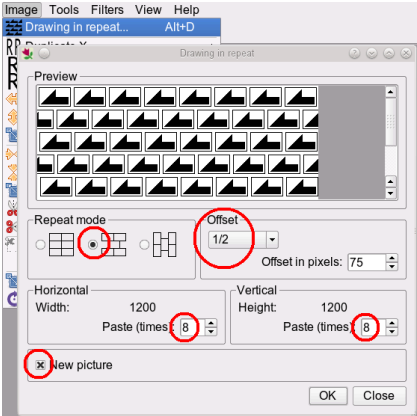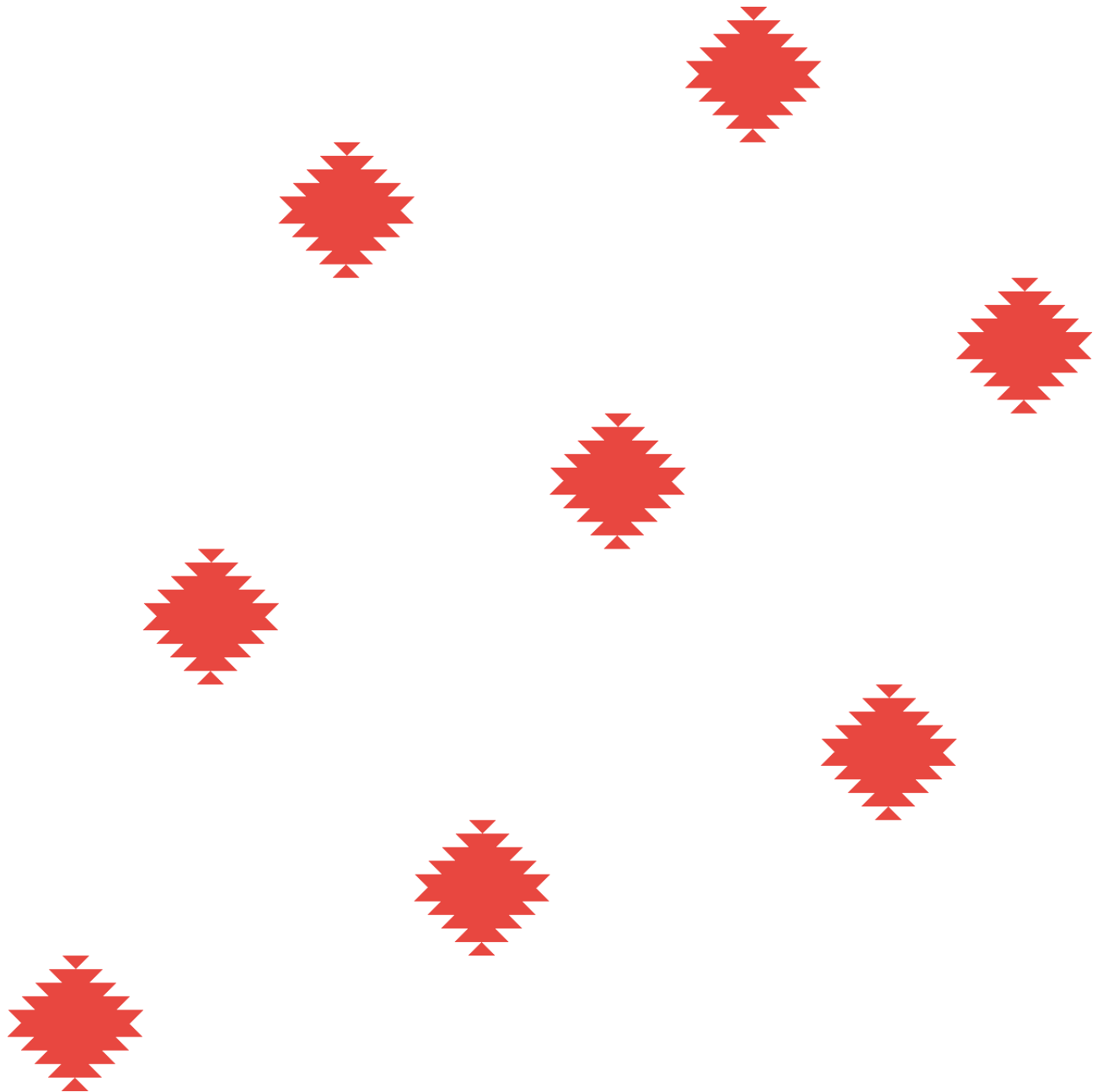
Draw a diamond shape with edges on the 75 pixel.

III.

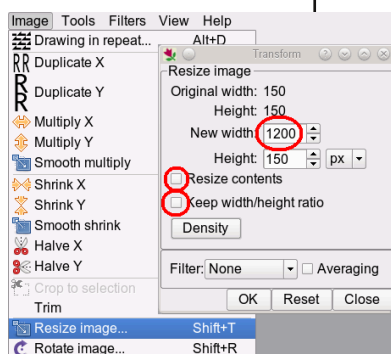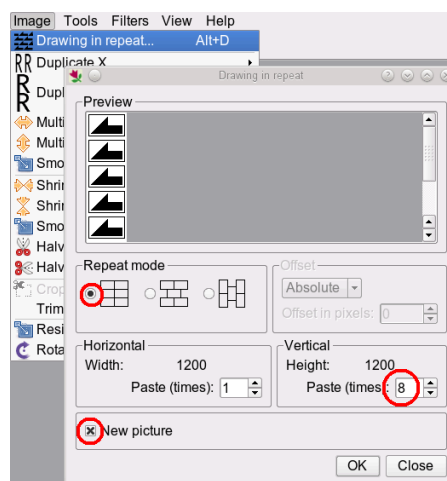Hight of segments when Value=0

IV.

V.

... Satin

Image size: 1200 x 1200 pixels

First four steps
are the same as
on previous
page (pattern
"Ceramics").

V.

Image Tools Filters View Help

Drawing in repeat...   Alt+D
Duplicate X
Duplicate Y
Multiply X
Multiply Y
Smooth multiply
Shrink X
Shrink Y
Smooth shrink
Halve X
Halve Y
Crop to selection
Trim
Resize image...   Shift+T
Rotate image...   Shift+R

Transform

Resize image
Original width: 150
        Height: 150
    New width: 1200
       Height: 150   px
☐ Resize contents
☐ Keep width/height ratio
   Density

Filter: None   ☐ Averaging
        OK   Reset   Close

VI.

Image Tools Filters View Help

Drawing in repeat...   Alt+D
Duplicate X
Dupl
Multi
Multi
Smo
Shri
Shri
Smo
Halv
Halv
Crop
Trim
Resi
Rota

Drawing in repeat

Preview

Repeat mode   Offset
                               Absolute
                               Offset in pixels: 0

Horizontal   Vertical
Width: 1200   Height: 1200
Paste (times): 1   Paste (times): 8

☒ New picture

                        OK   Close

VII.

1
☐ Brush   2
                        1

X: 1177   Y: 1200

point 2   X: 150   Motif height
cm   0.03   Y: 0
in   0.01 Value 450   Lenght shift

1 2

SIXTIES ...

Image size: 1200 x 1200 pixels

I.

II.
Line width
Line width
Value zero makes lines

III.
Number of peaks
Number of peaks
Amplitude

IV.

V.
Number of peaks
Number of peaks
Amplitude

VI.
Repeat step IV.

... Seventies
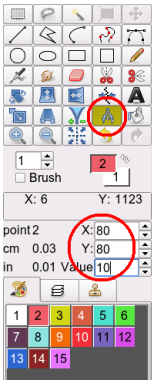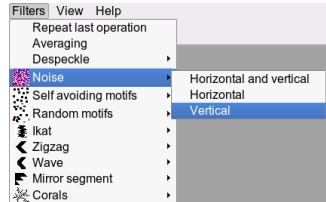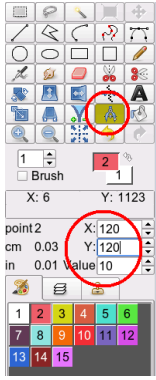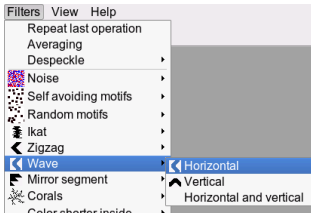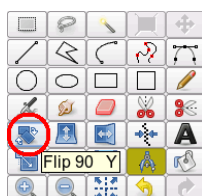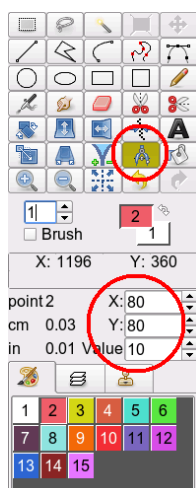
Image size: 1200 x 1200 pixels

Start from the
image "Sixties" on
previous page

VII.
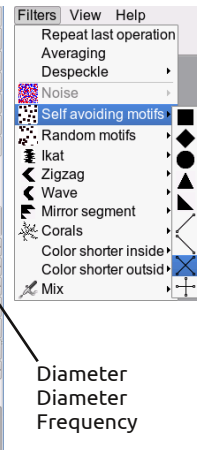
Flip 90 Y

VIII.

1
☐ Brush

2
1

X: 1196   Y: 360

point 2   X: 80   Number of peaks
cm   0.03   Y: 80   Number of peaks
in   0.01 Value 10   Amplitude

IX.

Filters View Help

Repeat last operation
Averaging
Despeckle   ▶
Noise   ▶
Self avoiding motifs   ▶
Random motifs   ▶
Ikat   ▶
Zigzag   ▶
Wave   ▶   Horizontal
Mirror segment   ▶   Vertical
Corals   ▶   Horizontal and vertical
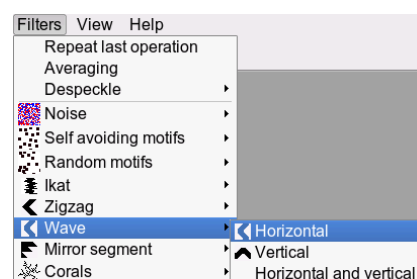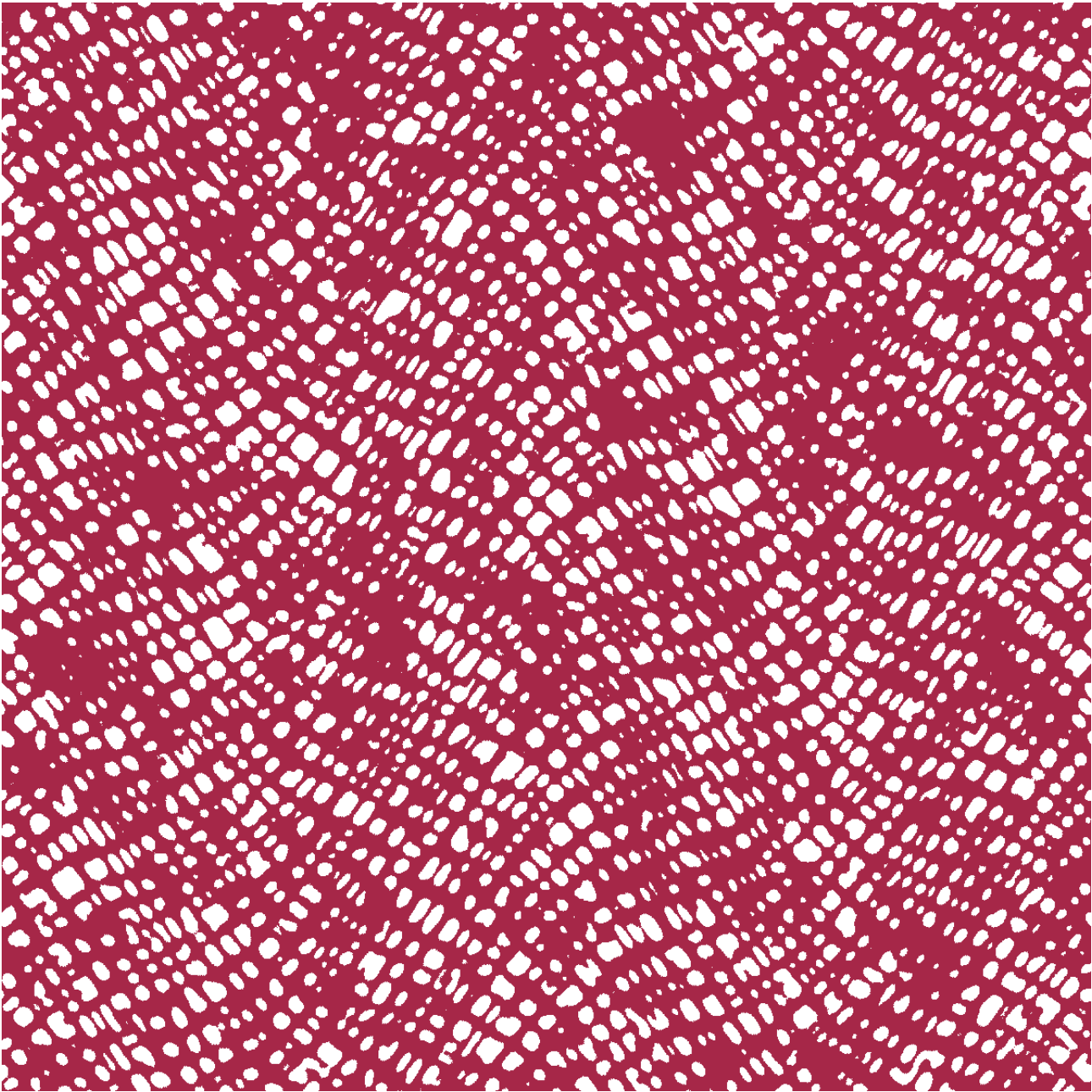
SNAKE SKIN

Image size: 1200 x 1200 pixels
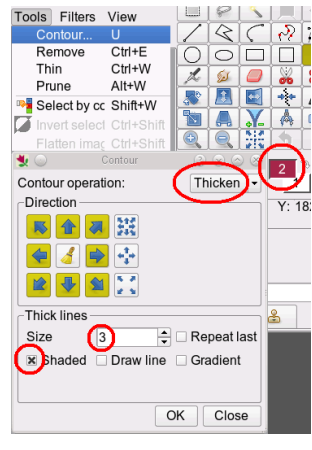
I.

II.

III.

Diameter
Diameter
Frequency

IV.

Make sure that
"View" is set to
"Repeat" !

V.

VI.
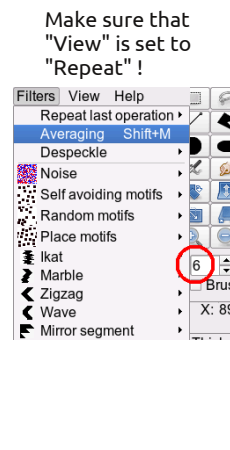
Make sure that
"View" is set to
"Repeat" !

Number of peaks
Number of peaks
Amplitude

Noise ...

Image size: 1200 x 1200 pixels
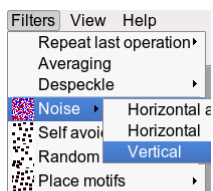
I.

Line length
Line length
Value one makes short lines

II.

III.

IV.

Make sure that "View"
is set to "Repeat" !

V.

Make sure that "View"
is set to "Repeat" !
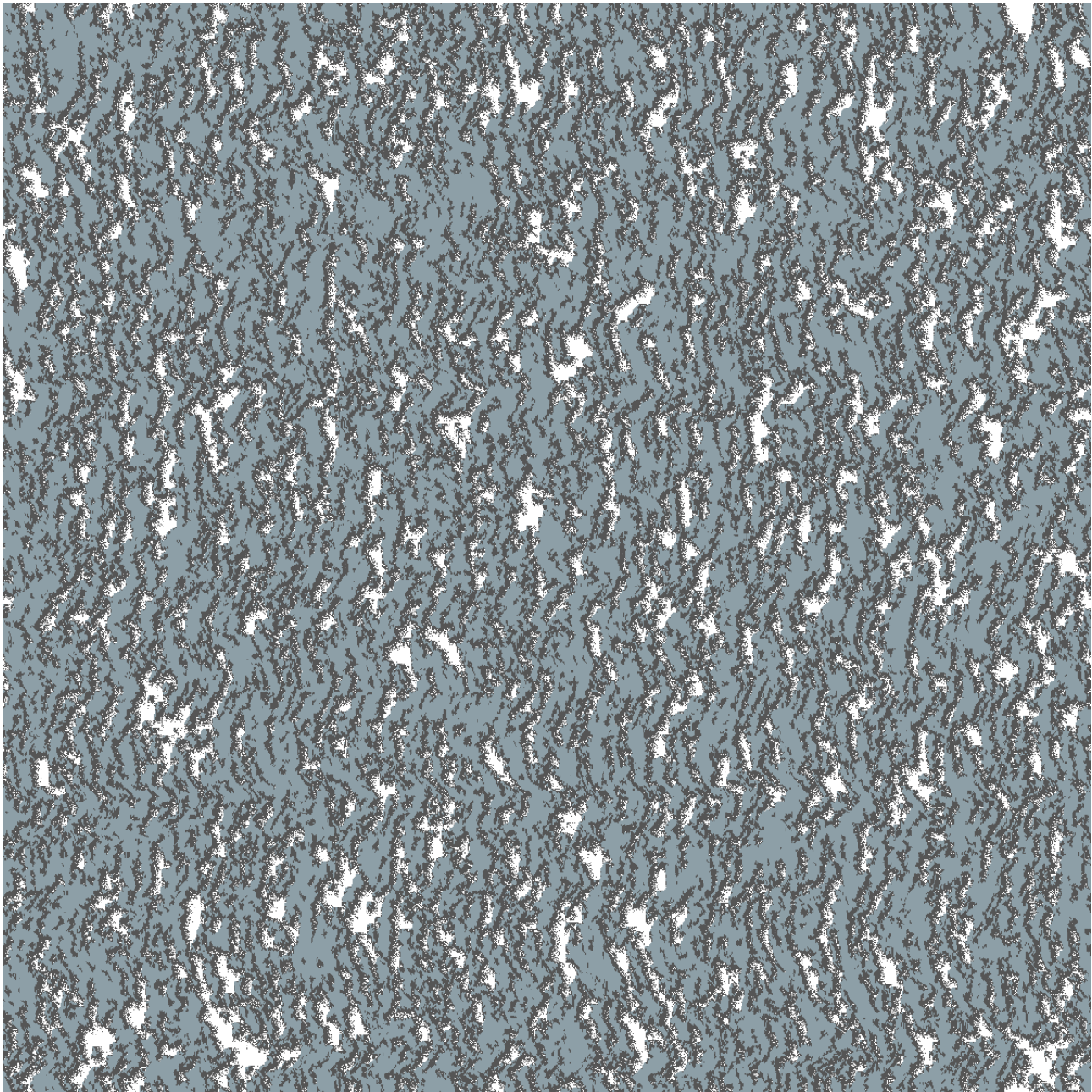
... Bark

Image size: 1200 x 1200 pixels
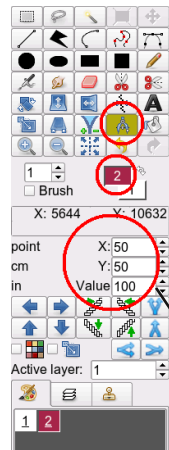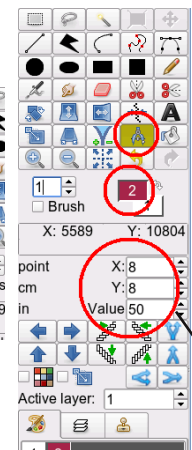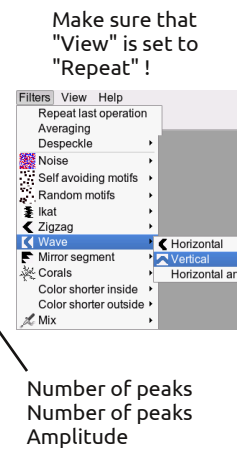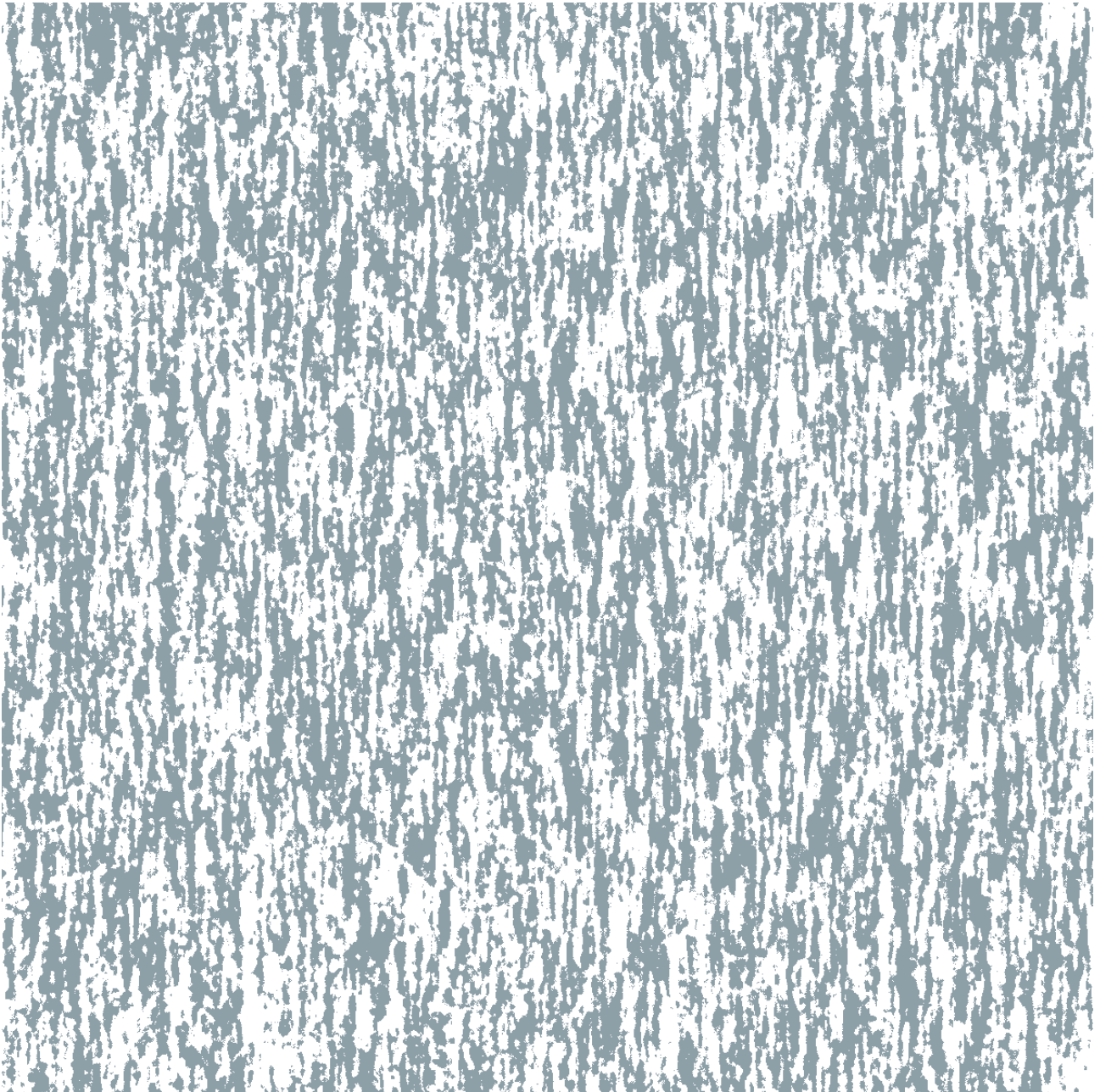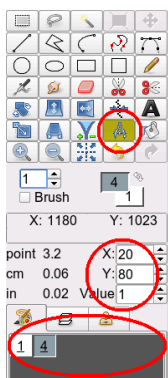
Start from the image "Noise" on previous page

VI.

Filters View Help
Repeat last operation
Averaging   Shift+M
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave
Mirror segment
Contour
Corals
Color shorter inside
Color shorter outside
Mix

1

Brush
X: 971
point 3.2
0.06
0.02

VII.

1
2
1
Brush
X: 1173   Y: 901
point 3.2   X: 0
cm   0.06   Y: 0
in   0.02   Value 100

1   2

VIII.

Make sure that "View" is set to "Repeat" !

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble   Horizontal
Zigzag   Vertical
Wave   Horizontal and vertical

Amplitude

1   2   3

IX.

X.

Tools Filters View Help
Contour...   U
Remove   Ctrl+E
Thin   Ctrl+W
Prune   Alt+W
Select by co Shift+W
Invert selecti Ctrl+Shift+I
Flatten imag Ctrl+Shift+E

3

Contour

Contour operation: Add

Colors   Direction
Around: 2   Into
            All

Thick lines
Size   10   Repeat last operation
Shaded   Draw line   Gradient

Y: 438

OK   Close

FLAME STITCH

Image size: 1200 x 1200 pixels

I.

Line width
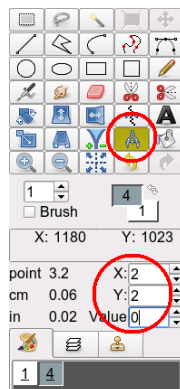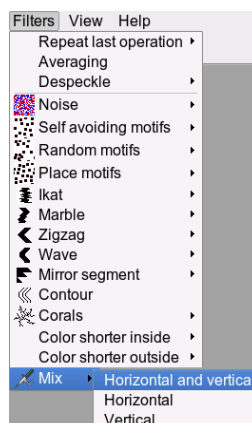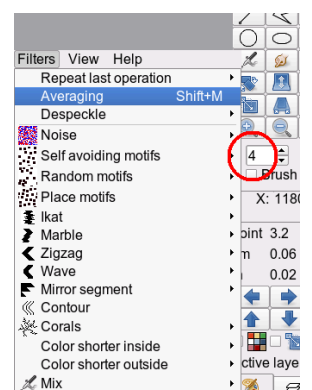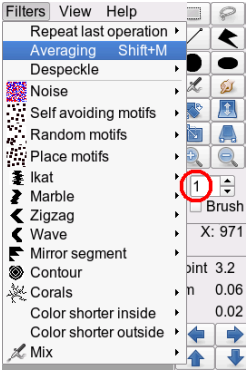Line width
Value zero makes lines

II.

III.

Amplitude

IV.

Make sure that "View"
is set to "Repeat" !

V.
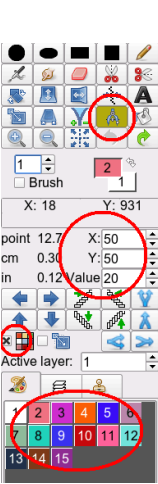
Make sure that "View"
is set to "Repeat" !
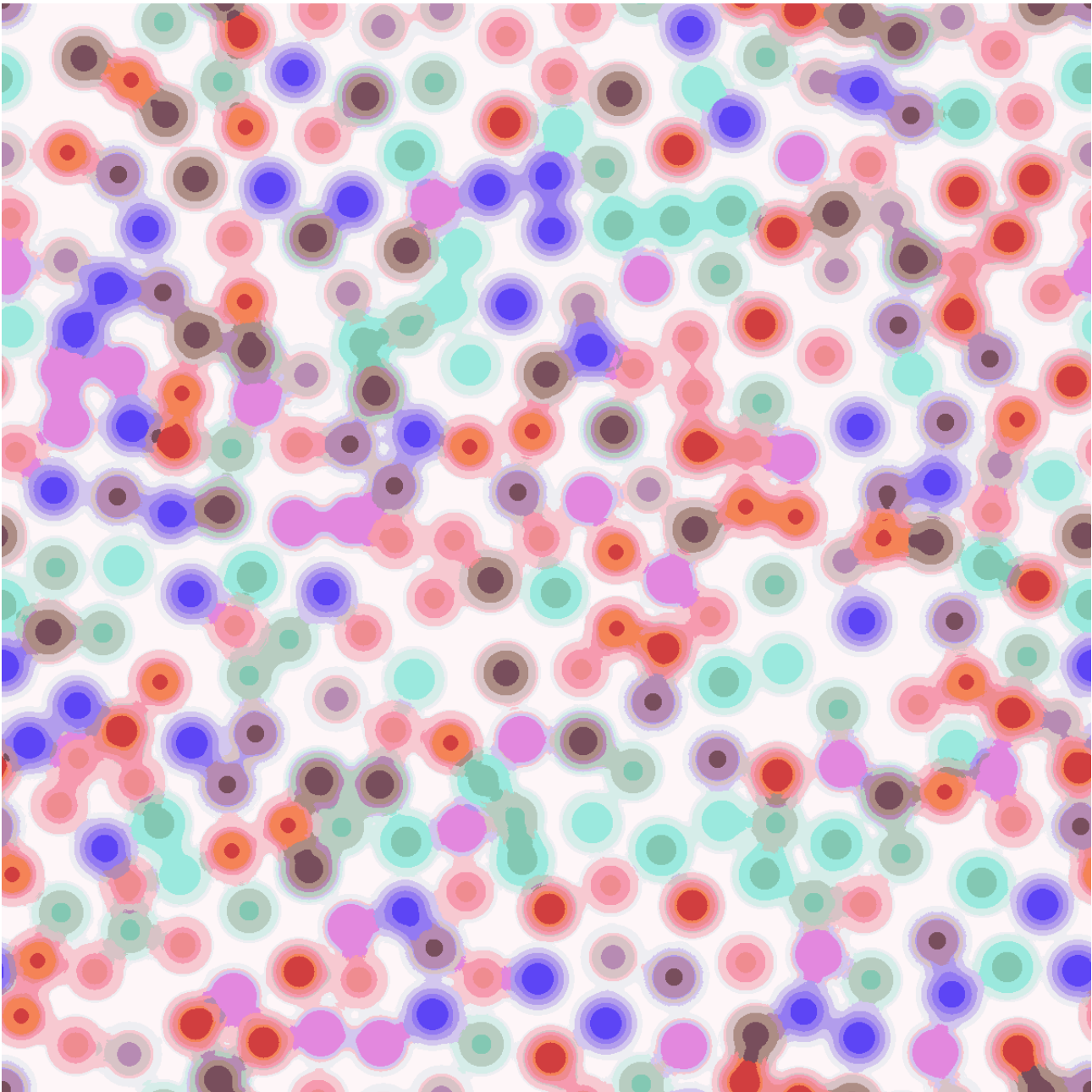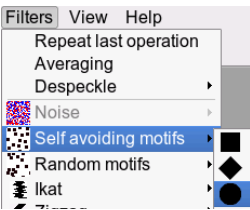
Bacteria

Image size: 1200 x 1200 pixels

I.

Diameter
Diameter
Frequency

II.

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Ikat
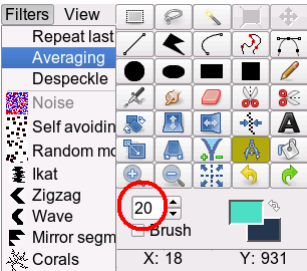
III.

Press "Ctrl" and "J"

IV.
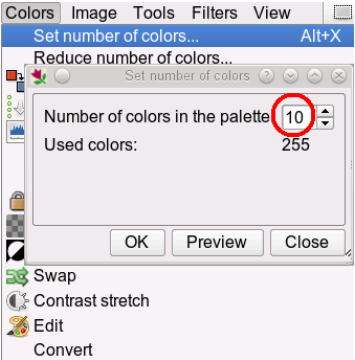
Make sure that
"View" is set to
"Repeat" !

V.

Press "Ctrl" and "J"

VI.

Colors Image Tools Filters View
Set number of colors...   Alt+X
Reduce number of colors...
Set number of colors
Number of colors in the palette 10
Used colors: 255
OK   Preview   Close
Swap
Contrast stretch
Edit
Convert

WALLPAPER ...

Image size: 120 x 120 pixels (ten repeats horizontally and vertically)

I.   II.   III.   IV.   V.   VI.   VII.

Start with image size 60 x 60 pixels

Diameter
Diameter
Frequency

... Pᴀᴛɪɴᴀ ᴏɴ ᴡᴀʟʟᴘᴀᴘᴇʀ

Image size: 1200 x 1200 pixels

Start from the image "Wallpaper" on previous page

VIII.

IX.

X.

Diameter
Diameter
Frequency

XI.

Make sure that "View" is set to "Repeat" !

Mosaic

Image size: 1200 x 1200 pixels

I.

II.

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise ▸ Horizontal and vertical
Self avoiding motifs ▸ Horizontal
Random motifs ▸ Vertical
Place motifs ▸

Diameter
Diameter
Value one makes
rectangles

III.
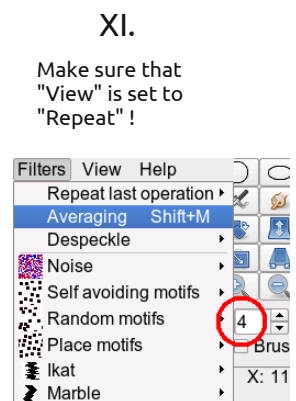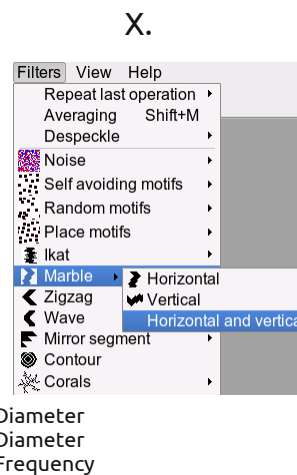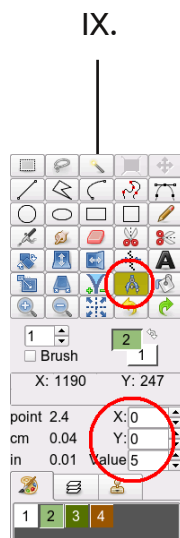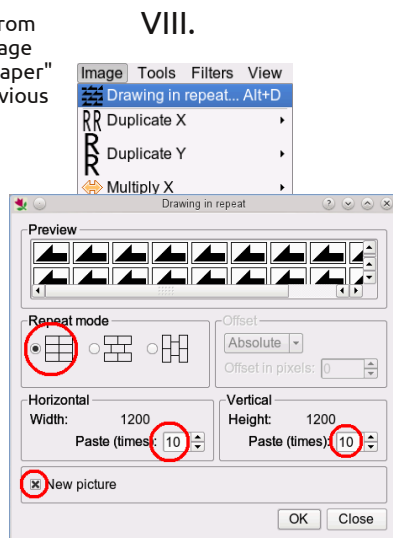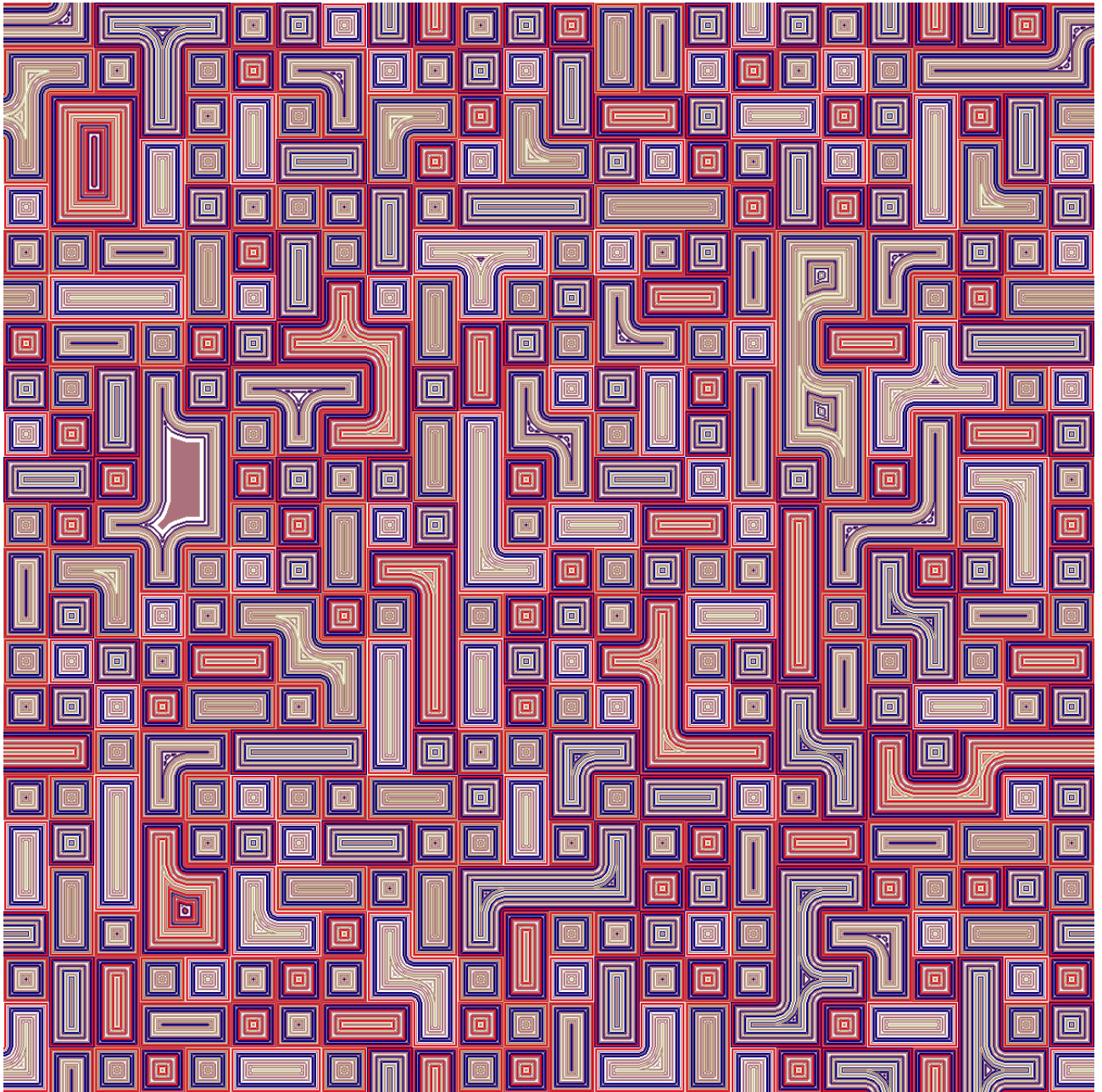
Make sure
that "View" is
set to
"Repeat" !

Distance

Max. contour
width

IV.

Filters View Help
Repeat last operation ▸
Averaging
Despeckle ▸
Noise ▸
Self avoiding motifs ▸
Random motifs ▸
Place motifs ▸
Ikat ▸
Marble ▸
Zigzag ▸
Wave ▸
Mirror segment ▸
Contour
Corals ▸
Color shorter inside ▸
Color shorter outside ▸
Mix ▸

V.

Filters View Help
Repeat last operation ▸ X 1   Ctrl+F
Averaging   X 10 Ctrl+Shift
Despeckle ▸
Noise ▸
Self avoiding motifs ▸
Random motifs ▸
Place motifs ▸
Ikat ▸
Marble ▸
Zigzag ▸
Wave ▸
Mirror segment ▸
Contour
Corals ▸
Color shorter inside ▸
Color shorter outside ▸
Mix ▸
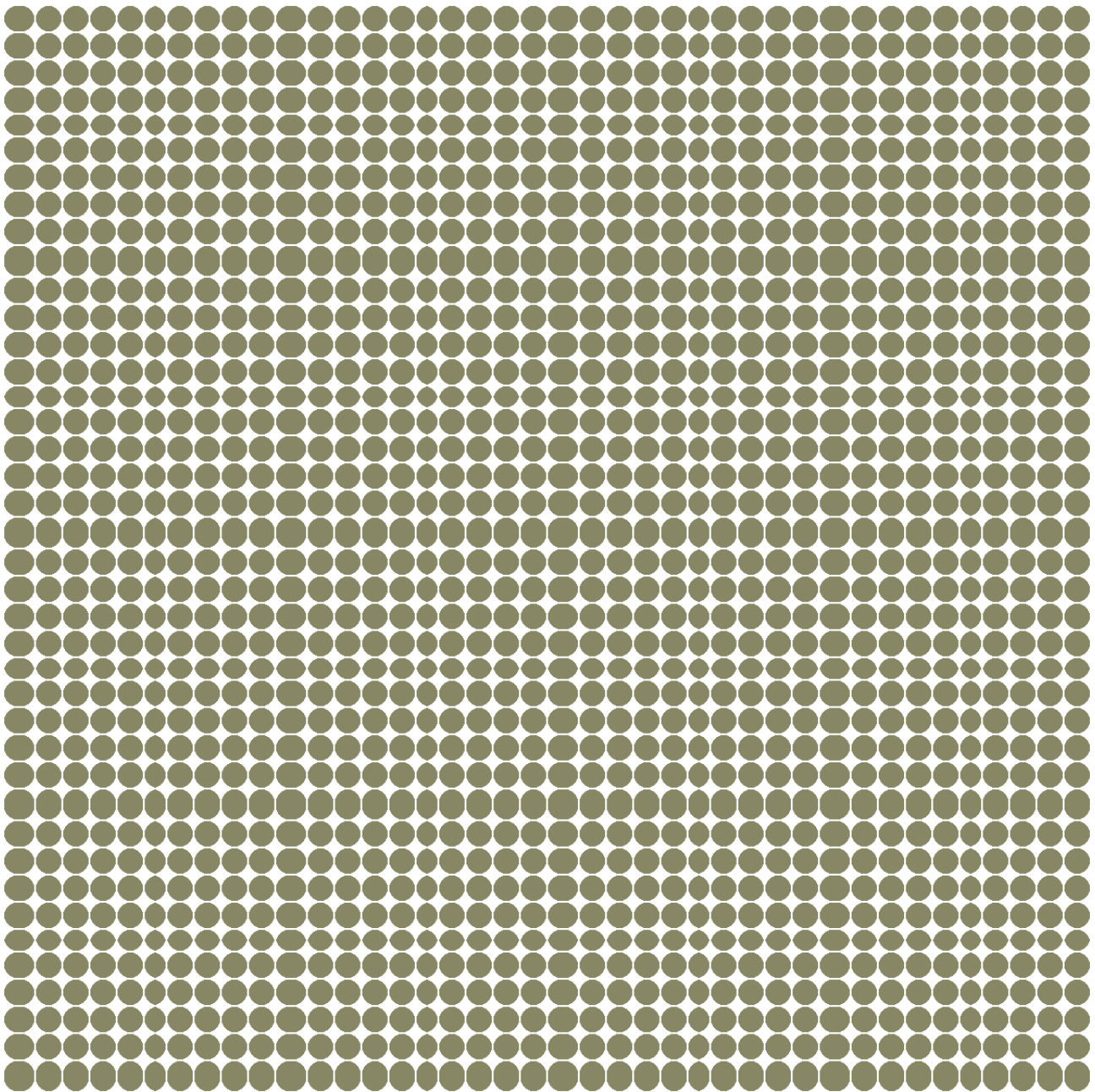
Nonna

Image size: 300 x 300 pixels (four repeats horizontally and vertically)

I.

II.

III.

IV.

V.

VI.

Start with image size 30 x 30 pixels

Draw a circle from the centre (pixels X=16 and Y=15). Leave some white background on each side

Repeat steps IV and V, but in horizontal direction

Soil

Image size: 1200 x 1200 pixels

I.   II.   III.   IV.   V.   VI.

Min. Line width
Max. Line width
Value zero makes lines

Amplitude

BLANKET

Image size: 1200 x 1200 pixels

I. II. III. IV. V. VI. VII.

Start with image size 600 x 1200 pixels

ENCODING ...

Image size: 1200 x 1200 pixels

I.

point 2   X: 30   Diameter
cm   0.03   Y: 30   Diameter
in   0.01   Value 1   Value one makes rectangles

II.

III.

Make sure that "View"
is set to "Repeat"!

... PUDDLES

Image size: 1200 x 1200 pixels

Start from the image
"Encoding" on
previous page

IV.

V.
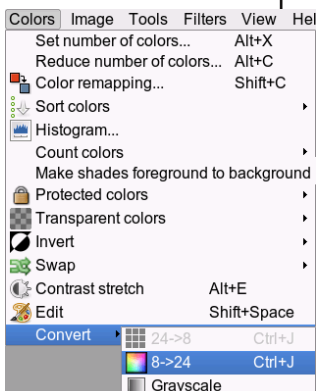
Make sure that "View"
is set to "Repeat" !
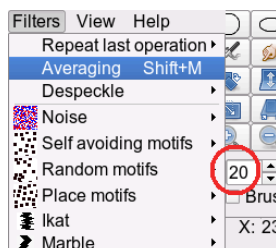
VI.

VII.
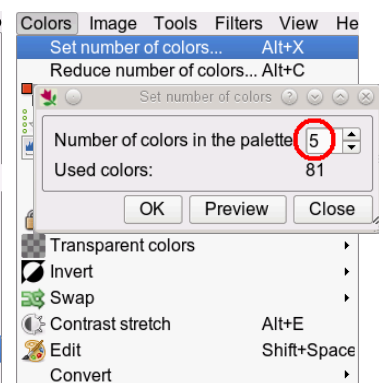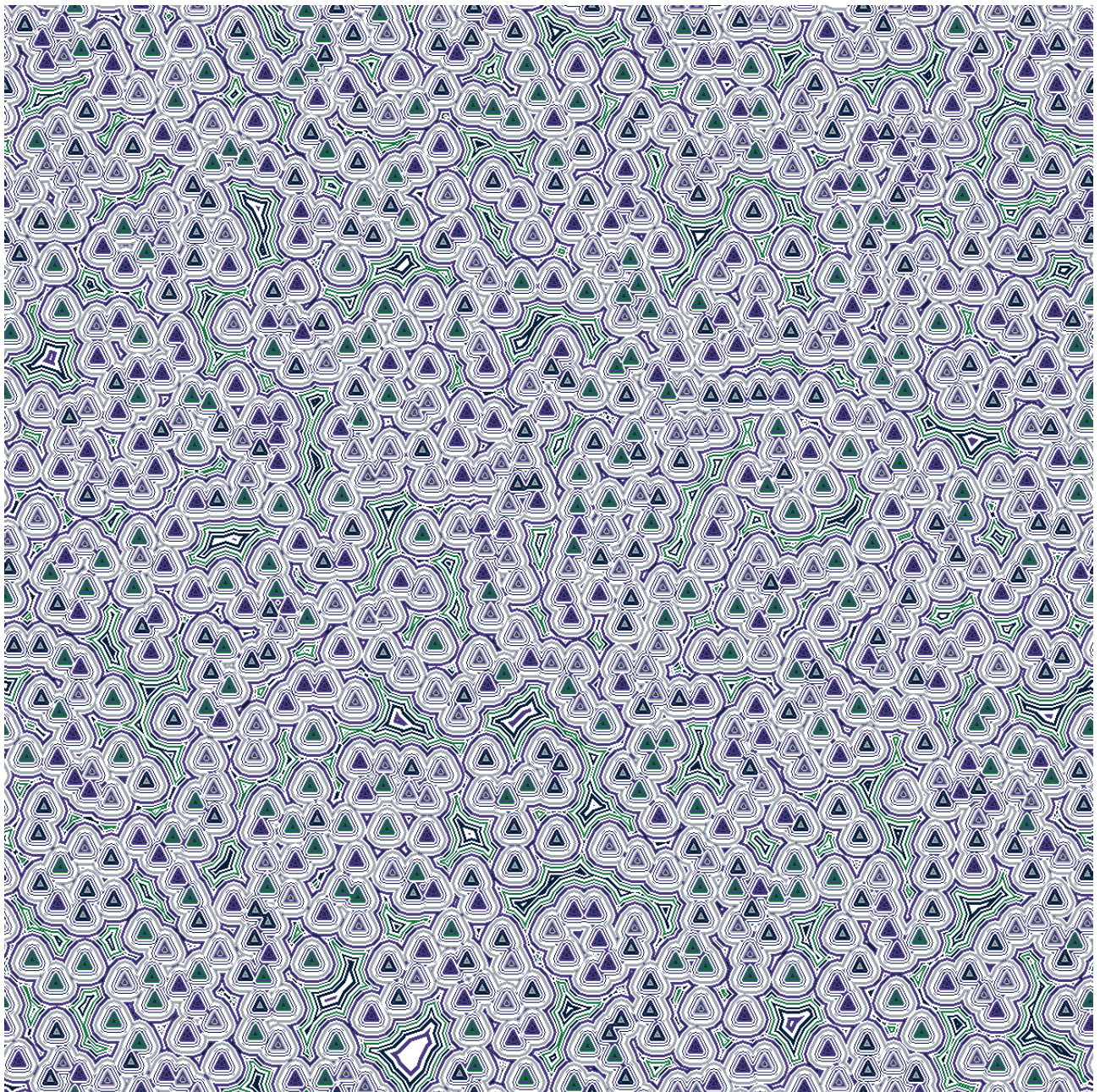
AMOEBAS

Image size: 1200 x 1200 pixels

I.

Diameter
Diameter
Frequency

II.

III.

Make sure that "View"
is set to "Repeat" !

IV.
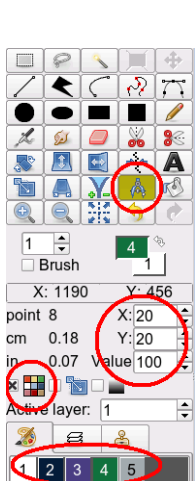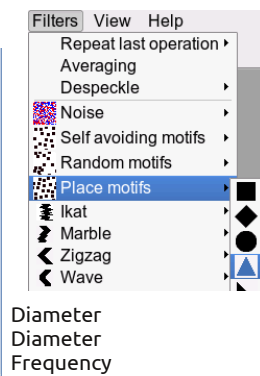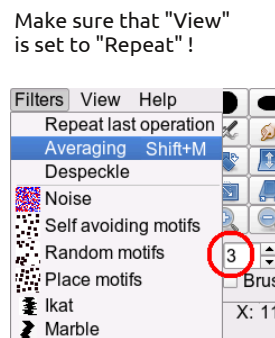
Max. Distance
Min. Distance
Max. Contour width

V.
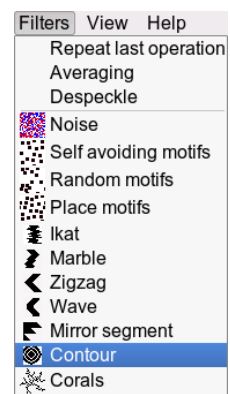
VI.
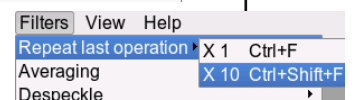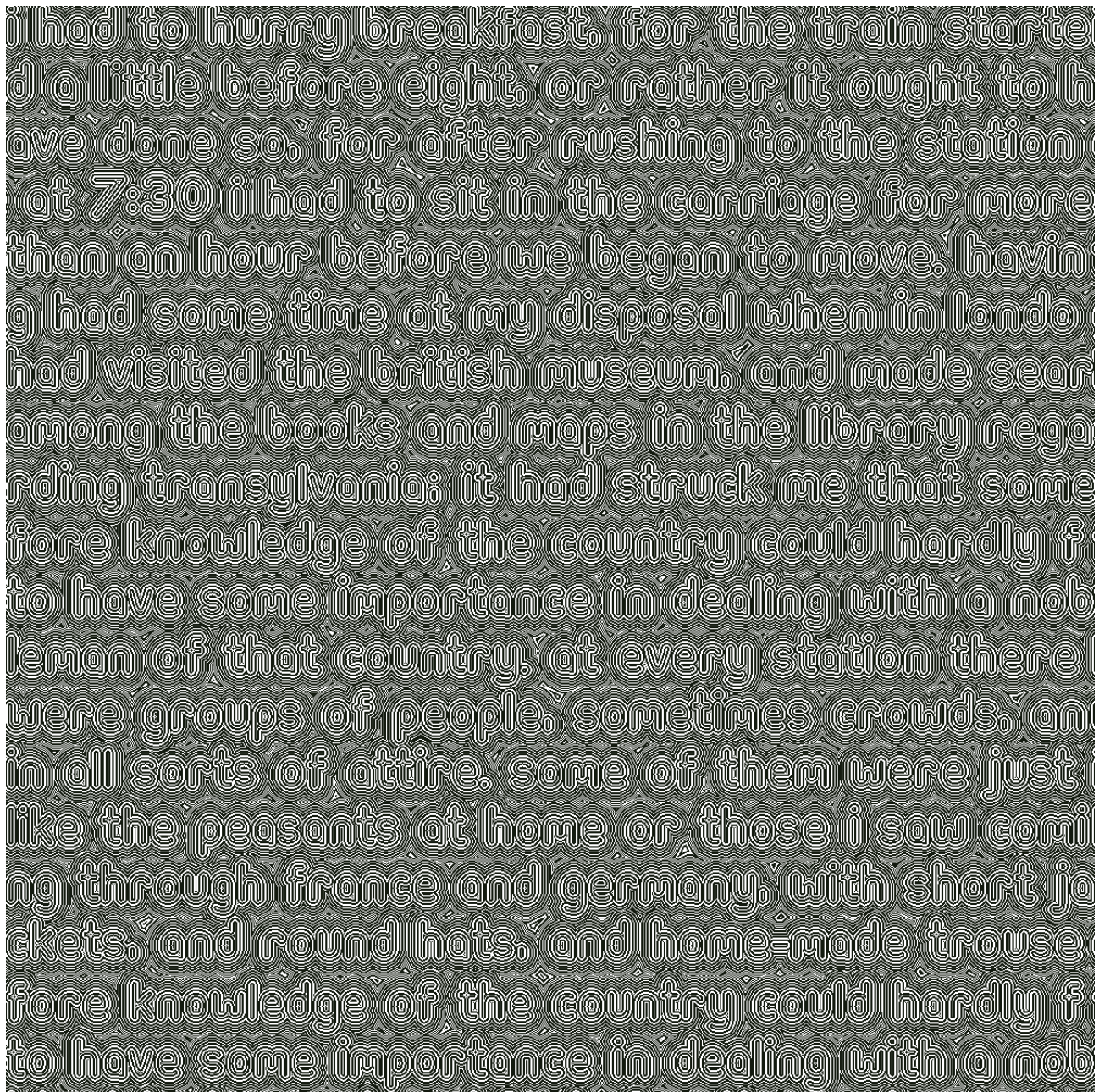
TYPEWRITER

Image size: 1200 x 1200 pixels

I.
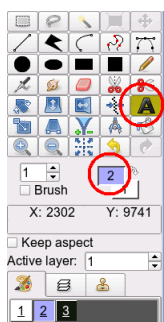
Insert some text
(in this image
"Ubuntu Title",
48 pt)

II.
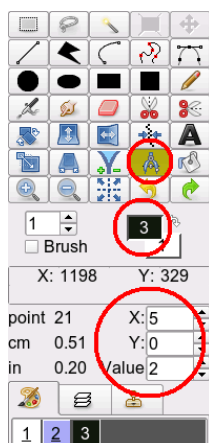
Max. Distance

Contour width

III.

Make sure that "View"
is set to "Repeat" !

Filters View Help

Repeat last operation
Averaging
Despeckle

Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave
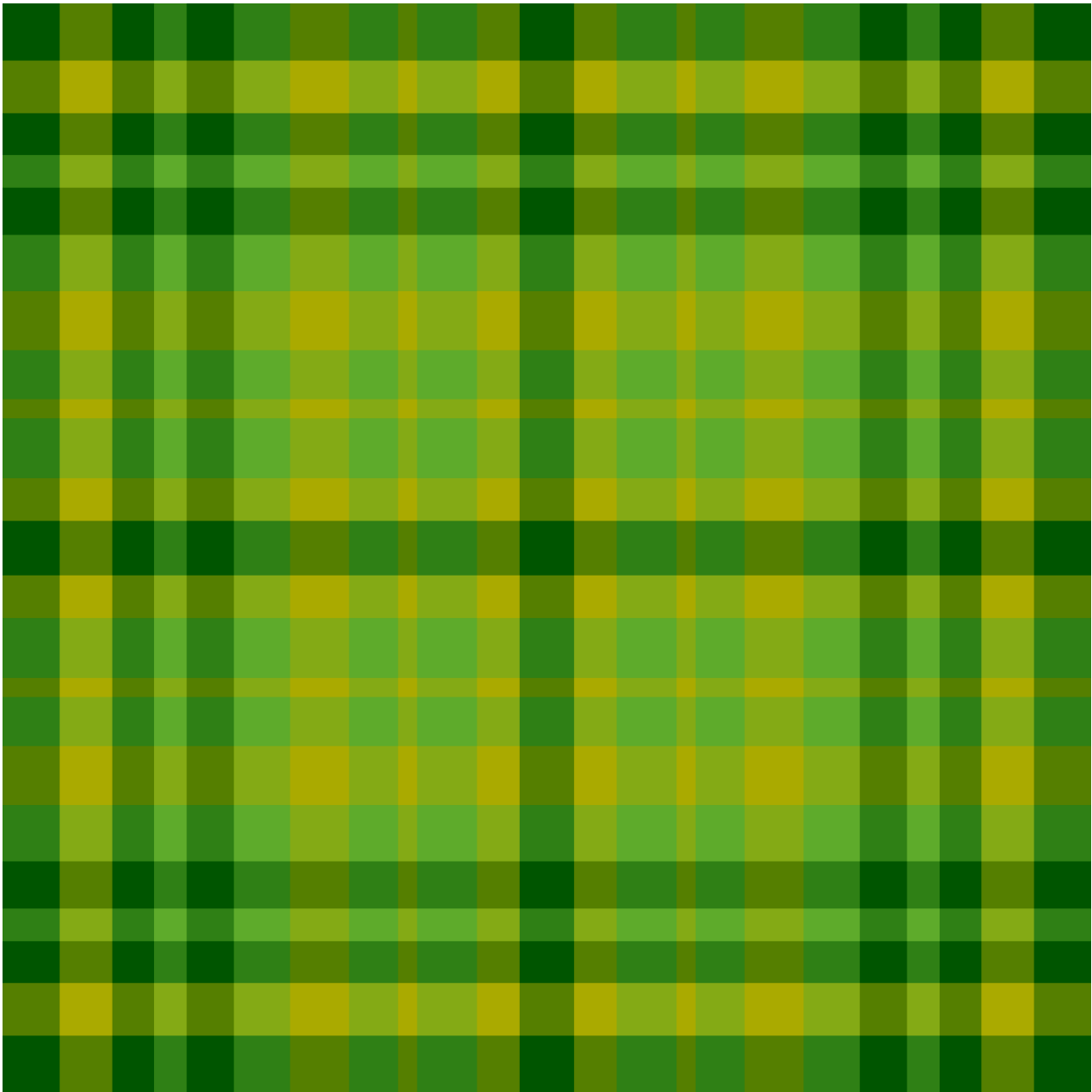Mirror segment
Contour
Corals
Color shorter inside
Color shorter outside
Mix

IV.

Filters View Help
Repeat last operation   X 1   Ctrl+F
Averaging   X 10 Ctrl+Shift+F
Despeckle

V.
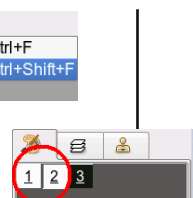
Copy color No. 1
to color No. 2, to
change blue color
to white

HOOKS

Image size: 1200 x 1200 pixels

I.

point 21   X: 30   Diameter
cm   0.51   Y: 30   Diameter
in   0.20   Value 100 Frequency

II.

Filters View Help

Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave
Mirror segment
Contour
Corals
Color shorter in
Color shorter ou
Mix

III.

Make sure that "View"
is set to "Repeat" !

Tools Filters View Help

Contour...   U
Remove   Ctrl+E

Contour

Contour operation: Add

Colors
Around: 2   Into
All

Direction

Thick lines
Size 15   Repeat last operation
Shaded   Gradient

OK   Close

Under the water ...

Image size: 1200 x 1200 pixels

I.

Diameter
Diameter
Frequency

Min. Distance
Max. Distance
Contour width

II.

III.

Make sure that
"View" is set to
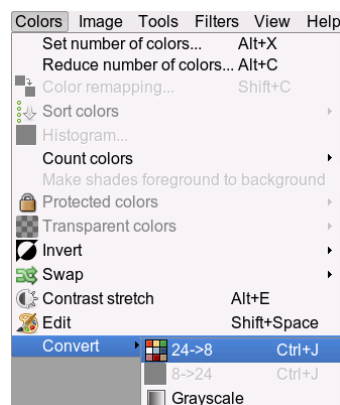"Repeat" !
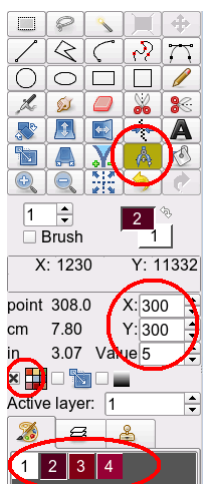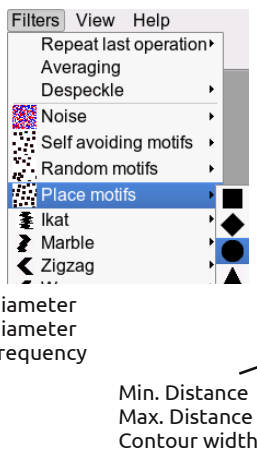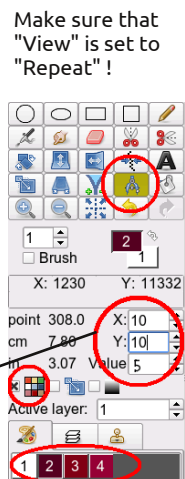
IV.
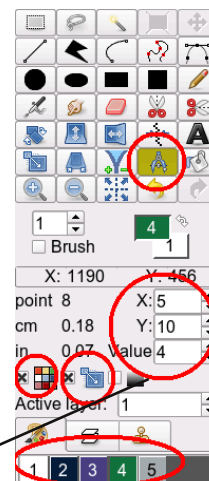

V.
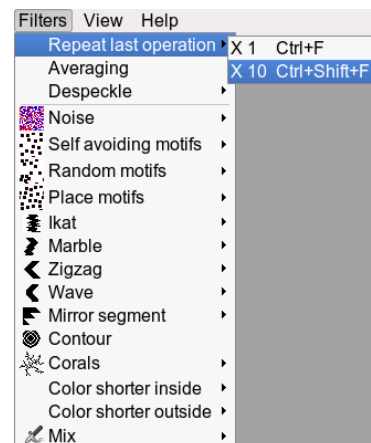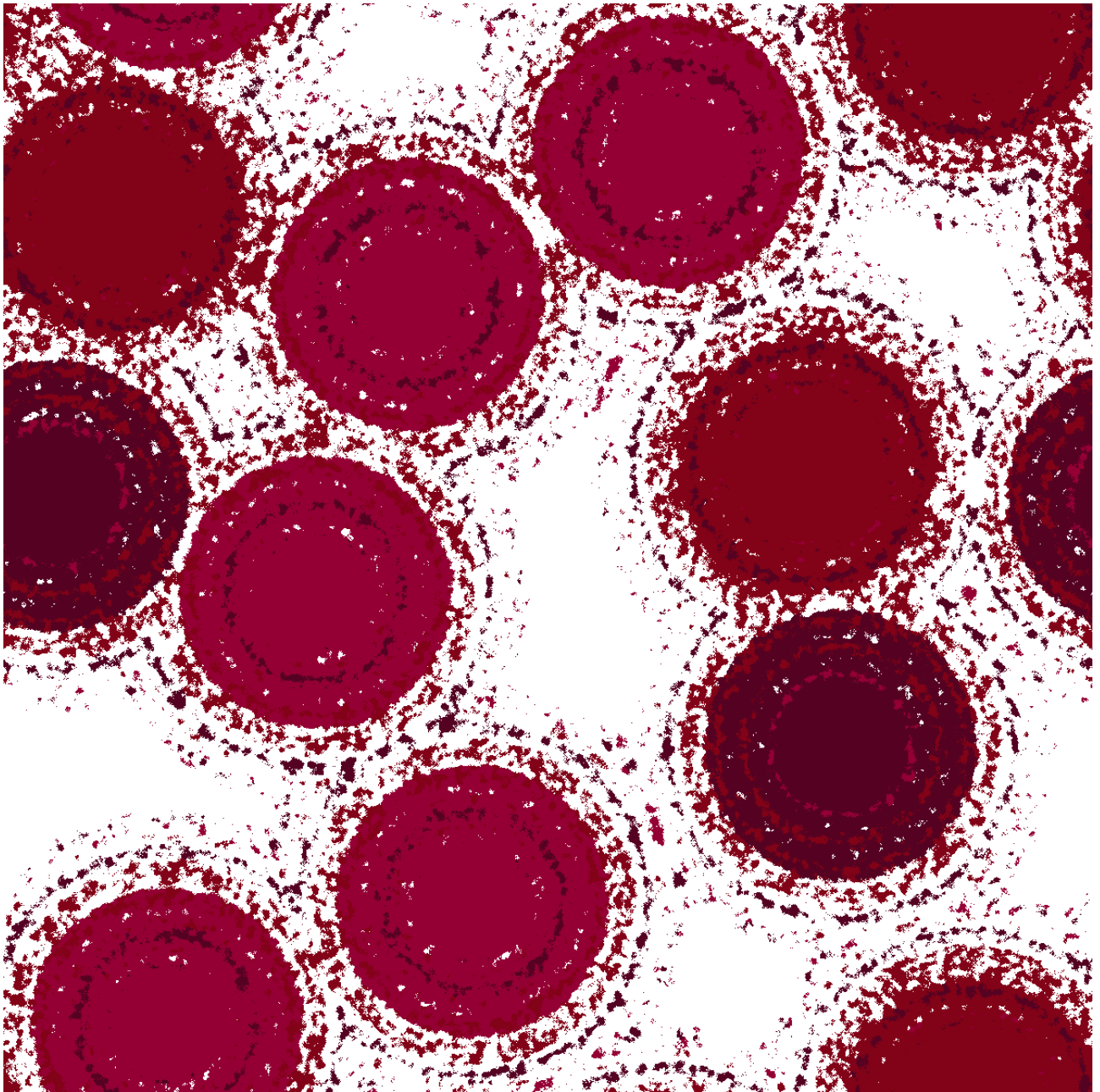
... GLASS STAINS

Image size: 1200 x 1200 pixels

Start from the
image "Under
the water" on
previous page

VI.

1
2
☐ Brush   1

X: 1157   Y: 657

point 21   X: 10   Diameter
cm   0.51   Y: 10   Diameter
in   0.20   Value 0

1 2 3

VII.

Filters   View   Help
    Repeat last operation ▸
    Averaging
    Despeckle   ▸
 Noise   ▸
 Self avoiding motifs   ▸
 Random motifs   ▸
 Place motifs   ▸
 Ikat   ▸
 Marble   ▸
 Zigzag   ▸
 Wave   ▸
 Mirror segment   ▸
 Contour   ▸
 Corals   ▸
    Color shorter inside   ▸
    Color shorter outside   ▸
 Mix   ▸   Horizontal and vertical
                    Horizontal
                    Vertical

VIII.

Make sure that "View" is
set to "Repeat" !

Filters   View   Help
    Repeat last operation   ▸
    Averaging   Shift+M
    Despeckle   ▸
 Noise   ▸
 Self avoiding motifs   ▸
 Random motifs   5
 Place motifs   ▸
 Ikat
 Marble   ▸
 Zigzag   ▸
 Wave   ▸
 Mirror segment   ▸
 Contour
 Corals   ▸
    Color shorter inside   ▸
    Color shorter outside   ▸
 Mix   ▸

STREET LIFE ...

Image size: 1200 x 1200 pixels

I.
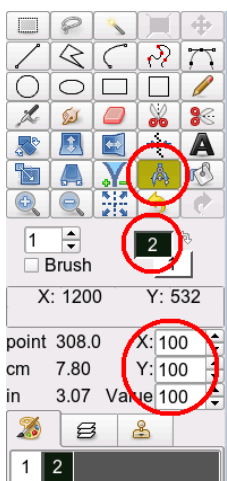
Diameter
Diameter
Frequency

II.
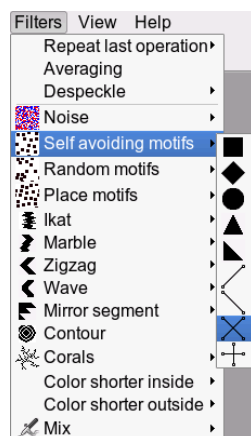
III.
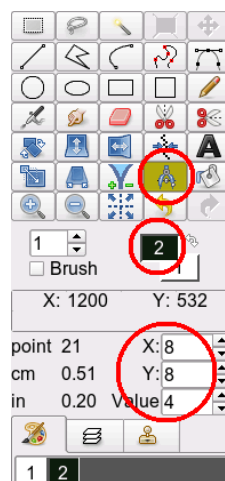
Min. Distance
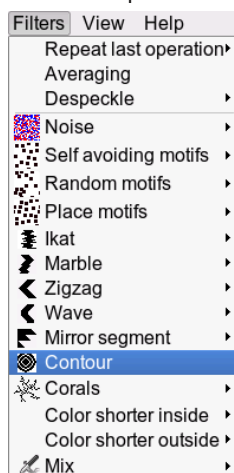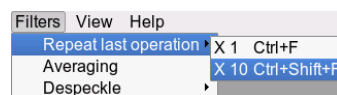Max. Distance
Contour width

IV.

Make sure that "View"
is set to "Repeat" !
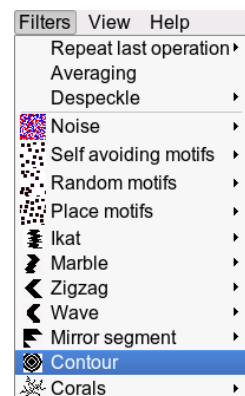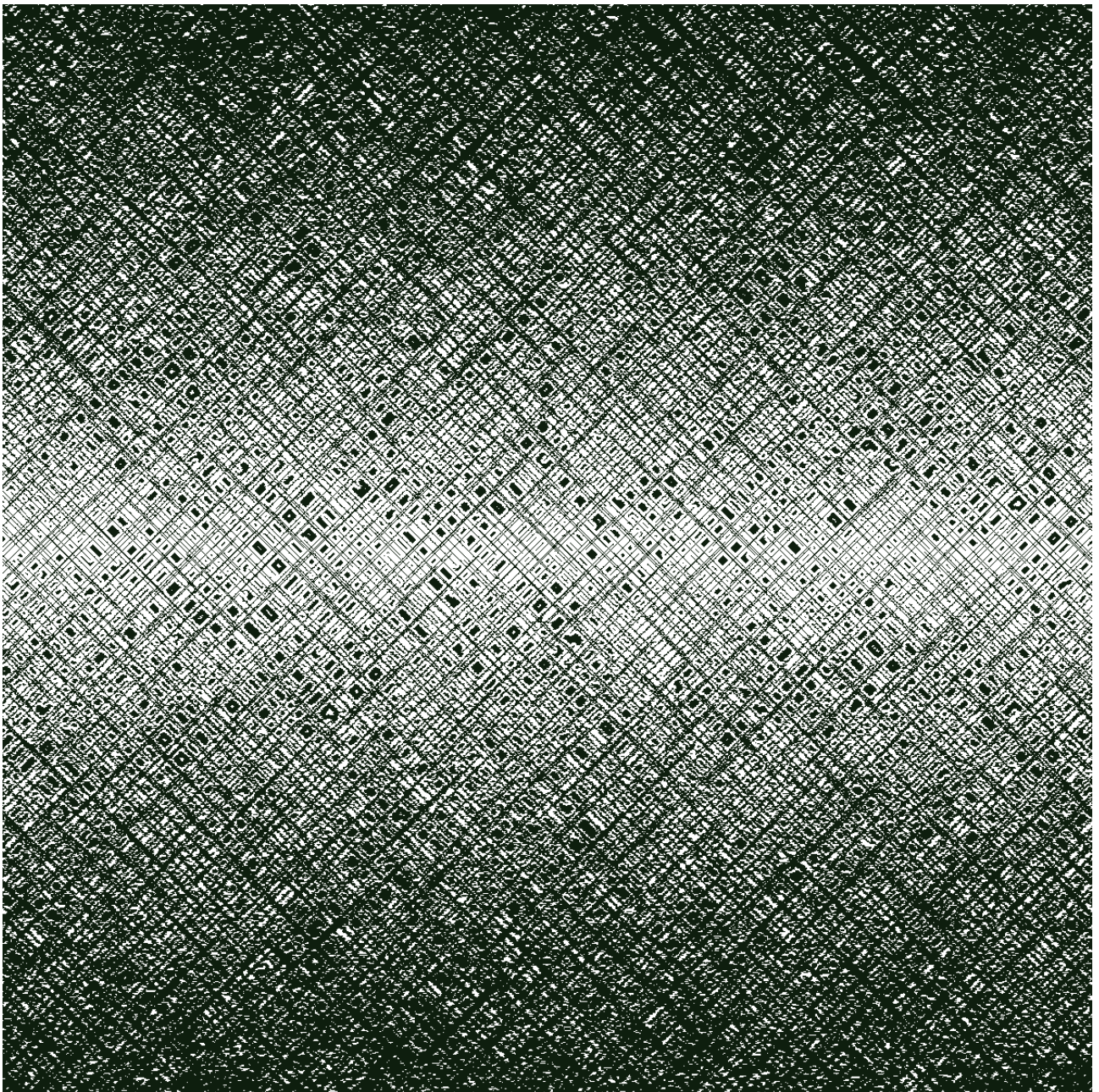
... By night
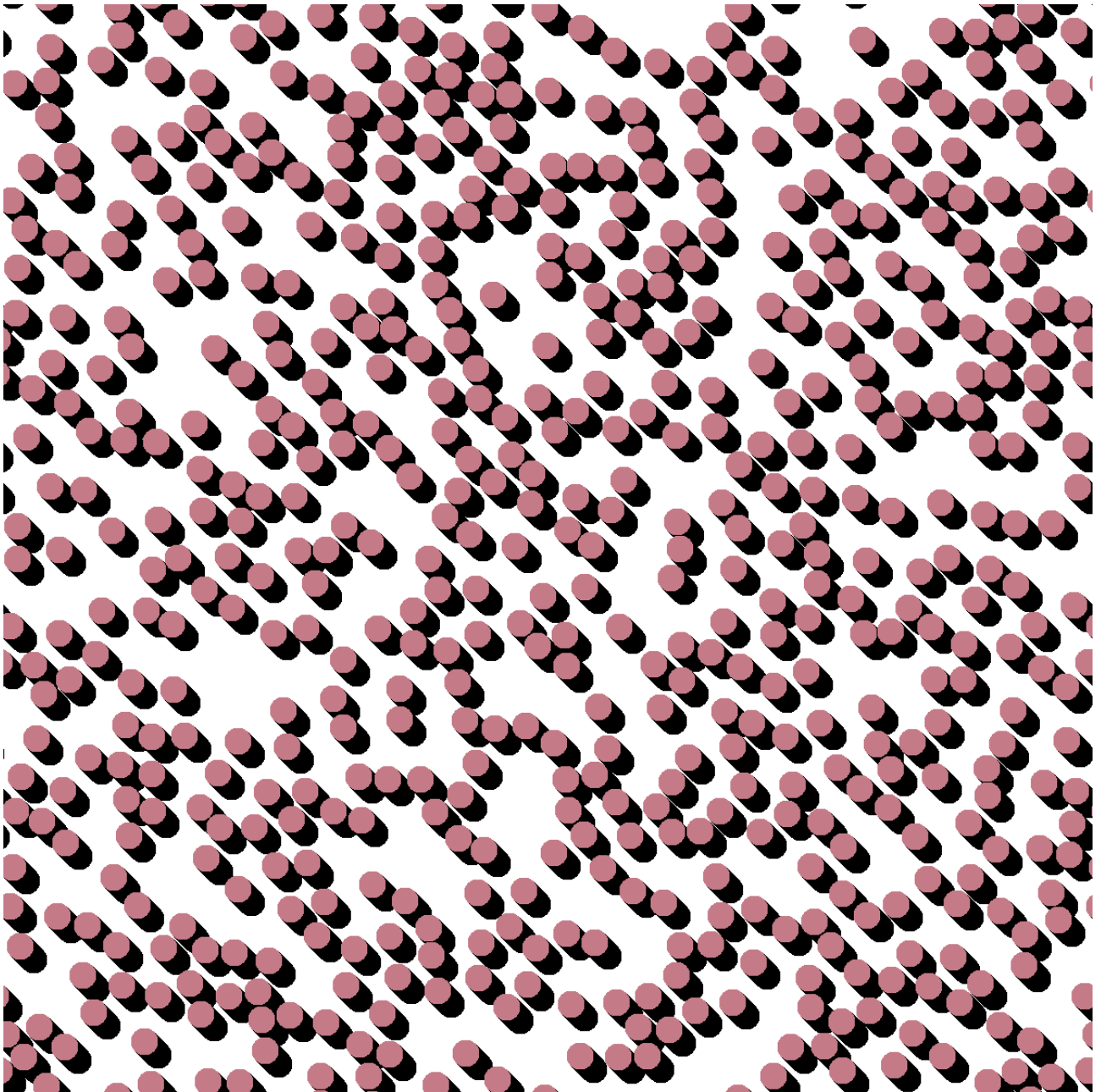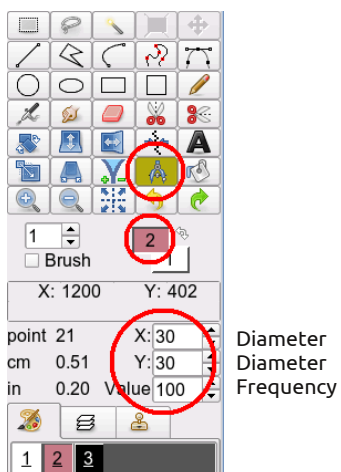
Image size: 1200 x 1200 pixels
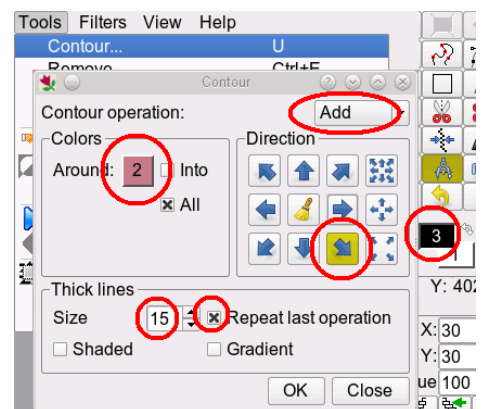
Start from the image "Street life" on previous page

V.

VI.
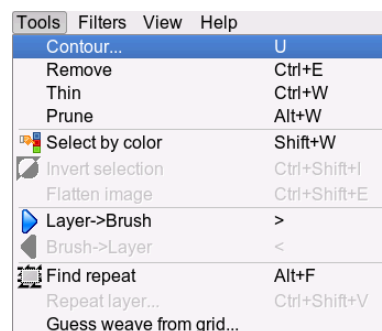
Make sure that "View" is set to "Repeat" !
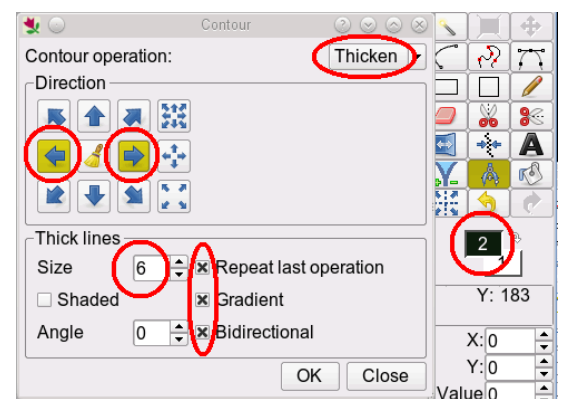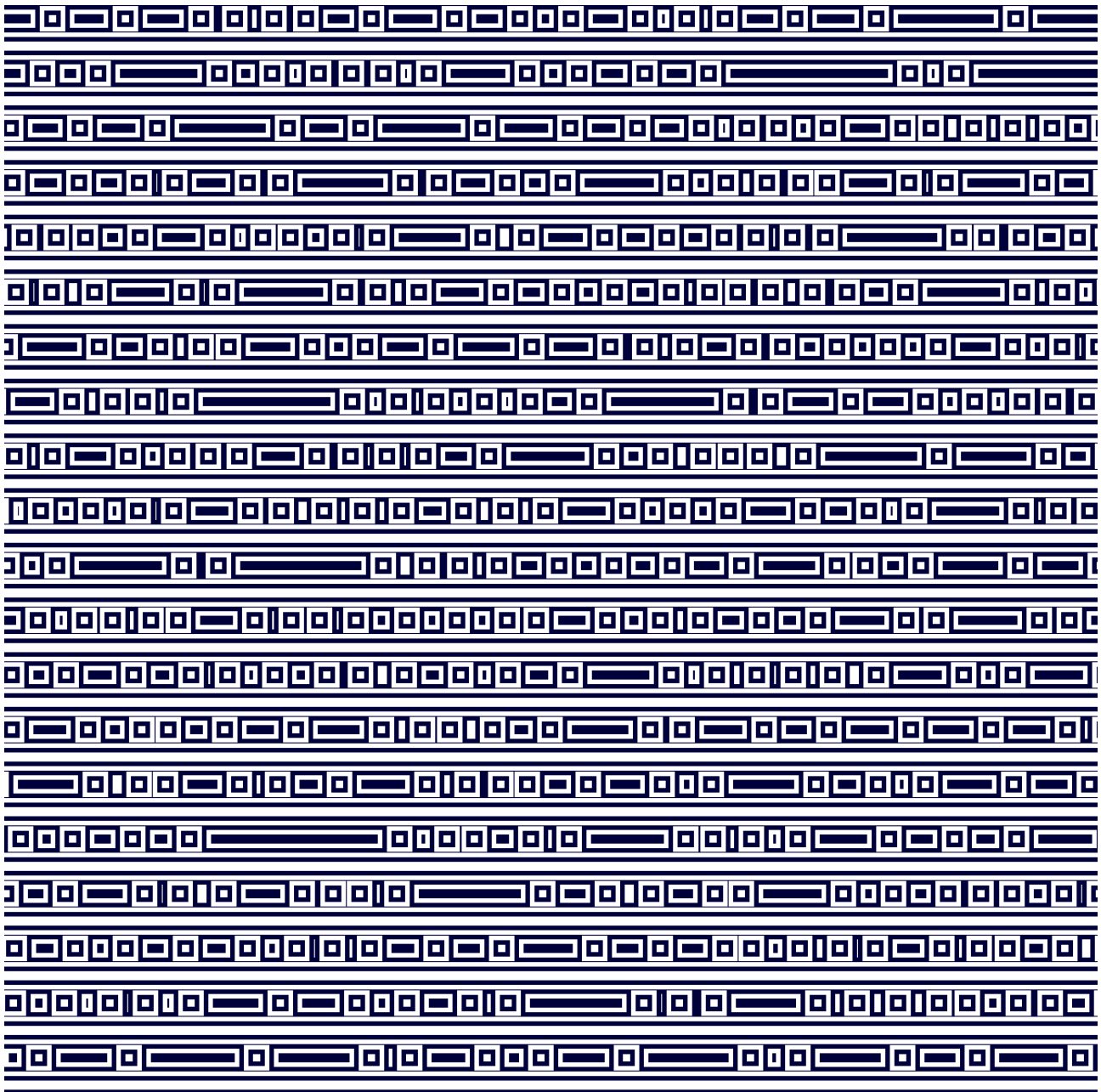
# CHARACTERS

Image size: 1200 x 1200 pixels

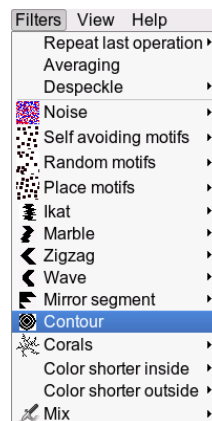I. II. III. IV. V. VI. VII. VIII.
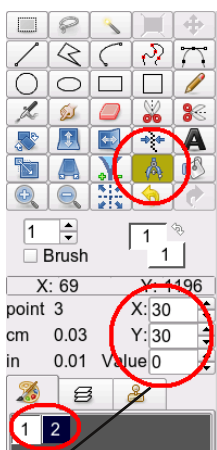
I.
Diameter
Diameter
Value zero makes lines
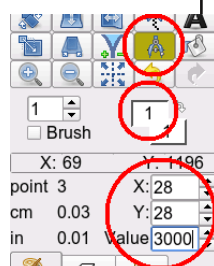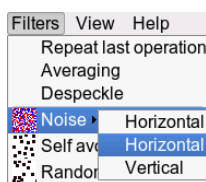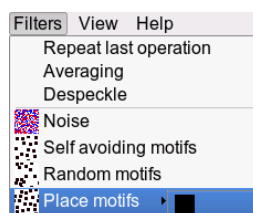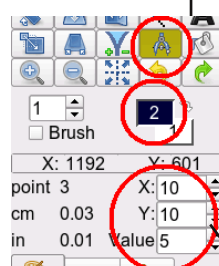
II. / **III.**
Filters View Help
Repeat last operation
Averaging
Despeckle
Noise — Horizontal
Self avo— Horizontal
Randor— Vertical

Diameter
Diameter
Frequency

IV.
Filters View Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs

V.
Min. Distance
Max. Distance
Contour width

VI.
Make sure that "View" is set to "Repeat" !

Filters View Help
Repeat last ope
Averaging
Despeckle
Noise
Self avoiding mo
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave
Mirror segment
Contour
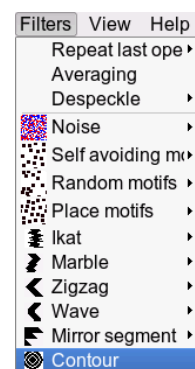
VII.

VIII.
Repeat step VI.
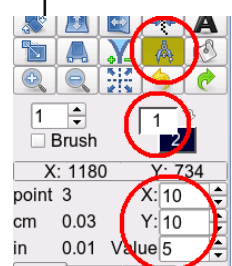
WHY CORALS

Image size: 1200 x 1200 pixels

I.

point 2   X: 10   Diameter
cm   0.03   Y: 10   Diameter
in   0.01   Value 8 Frequency
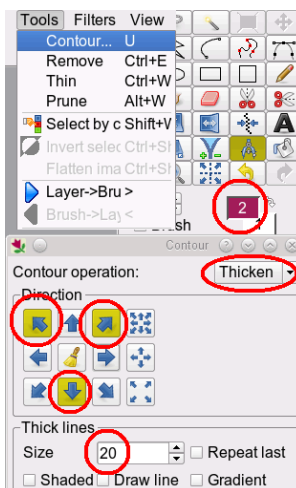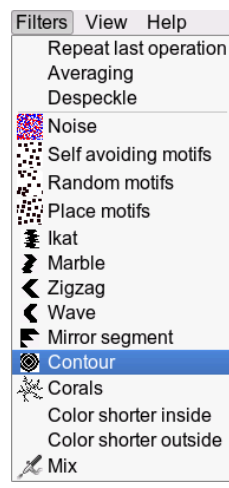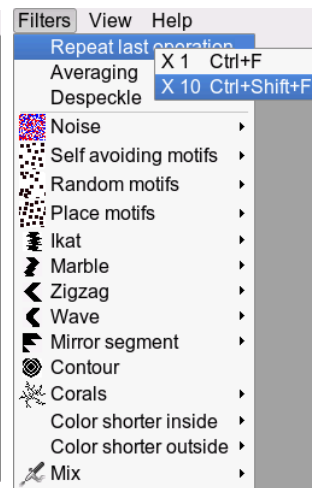
Keep this settings for step IV!

II.

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat

III.

Tools Filters View
Contour... U
Remove Ctrl+E
Thin Ctrl+W
Prune Alt+W
Select by c Shift+V
Invert selec Ctrl+Sh
Flatten ima Ctrl+Sh
Layer->Bru >
Brush->Lay <

Contour operation: Thicken

Direction

Thick lines
Size 20   Repeat last
Shaded Draw line Gradient

Make sure that "View" is set to "Repeat" !

IV.

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave
Mirror segment
Contour
Corals
Color shorter inside
Color shorter outside
Mix

V.

Filters View Help
Repeat last operation
Averaging X 1   Ctrl+F
Despeckle X 10 Ctrl+Shift+F
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave
Mirror segment
Contour
Corals
Color shorter inside
Color shorter outside
Mix

LIVING ROOM ...

Image size: 1200 x 1200 pixels

I. II. III. IV. V. VI.

Diameter
Diameter
Frequency
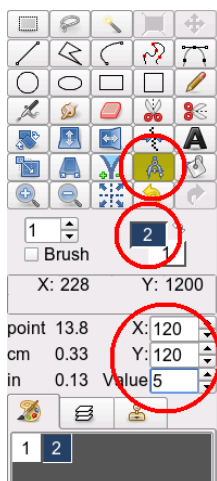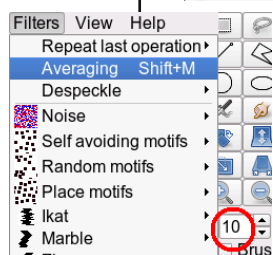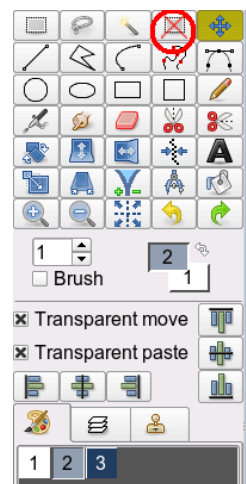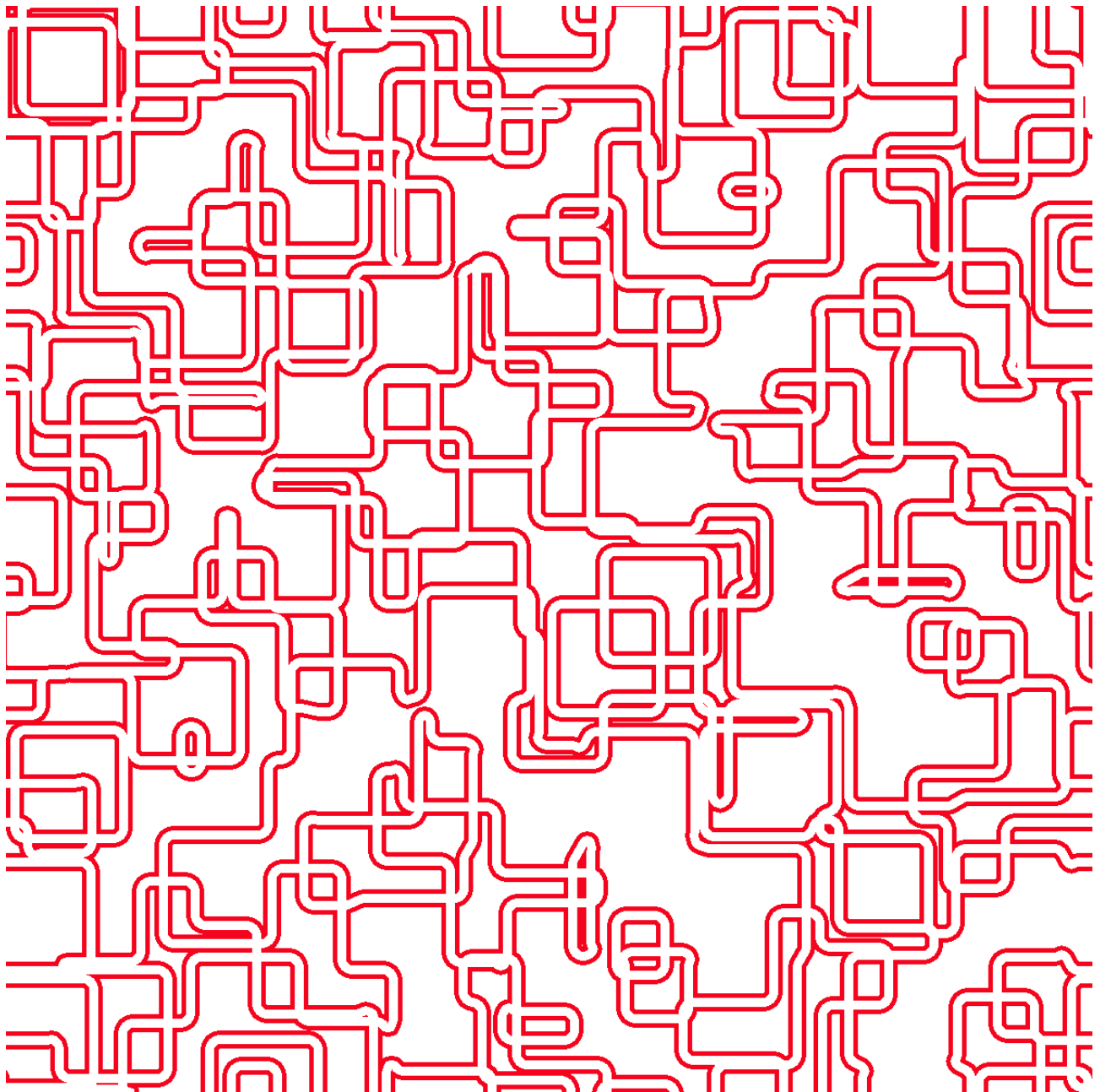
... Underground map

Image size: 1200 x 1200 pixels

Start from the image "Living room" on previous page

VII.



VIII.

Make sure that "View" is set to "Repeat" !

X: 1306   Y: 8797

point 21   X: 10   Distance
cm   0.51   Y: 10   Distance
in   0.20   Value 5   Contour width

IX.

Filters View Help
Repeat last operatio
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave
Mirror segment
Contour
Corals
Color shorter inside
Color shorter outside
Mix
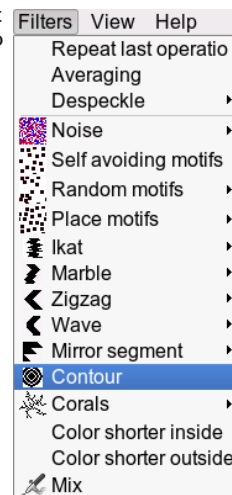
X.
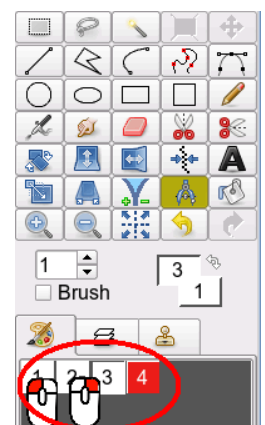
Copy color No. 1 to color No. 2 and No.3, to change both blue colors to white

EIGHTIES SWEATSHIRT ...   Image size: 150 x 150 pixels (eight repeats horizontally and vertically)

I.   II.   III.   IV.   V.

Start with image size 5 x 1 pixel
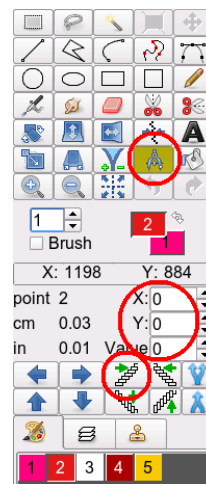
... INDIAN BLANKET

Image size: 1200 x 1200 pixels

Start from the image "Eighties sweatshirt" on previous page

VI.

VII.
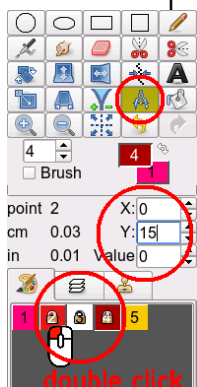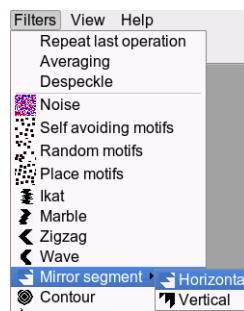
VIII. IX.

X.
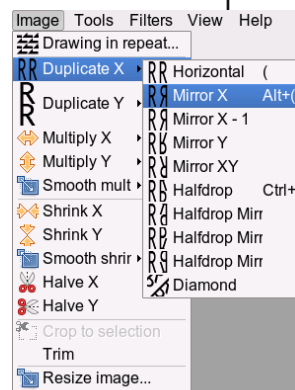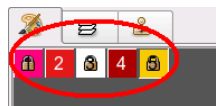
XI. XII.

Repeat step IV.

XIII.

Repeat step IV.

point 2 X: 0
cm 0.03 Y: 15
in 0.01 Value 0

Hight of segments when Value=0

double click

Filters View Help
Repeat last operation
Averaging
Despeckle
Noise
Self avoiding motifs
Random motifs
Place motifs
Ikat
Marble
Zigzag
Wave
Mirror segment ▶ Horizontal
Contour ▶ Vertical

Image Tools Filters View Help
Drawing in repeat...
Duplicate X ▶ RR Horizontal (
Duplicate Y ▶ RR Mirror X Alt+(
Multiply X ▶ RЯ Mirror X - 1
Multiply Y ▶ RR Mirror Y
Smooth mult ▶ RR Mirror XY
Shrink X ▶ RЯ Halfdrop Ctrl+(
Shrink Y ▶ RЯ Halfdrop Mirr
Smooth shrir ▶ Rⴹ Halfdrop Mirr
Halve X ▶ Rⴹ Halfdrop Mirr
Halve Y ▶ Sⴹⴹ Diamond
Crop to selection
Trim
Resize image...

Image Tools Filters View Help
Drawing in repeat...
Duplicate X ▶
Duplicate Y ▶ Vertical)
Multiply X ▶ Mirror Y Alt+)
Multiply Y ▶ Mirror Y - 1
Smooth multi ▶
Shrink X ▶ Mirror X
Shrink Y ▶
Smooth shrin ▶ Mirror XY
Halve X ▶
Halve Y ▶ Halfdrop Mir
Crop to selecti
Trim Halfdrop Ctrl+)
Resize image...
Rotate image... Halfdrop Mir
Halfdrop Mir
Diamond

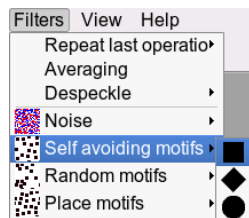Colony ...

Image size: 1200 x 1200 pixels

I.

II.

III.

Make sure that "View" is set to "Repeat" !

IV.
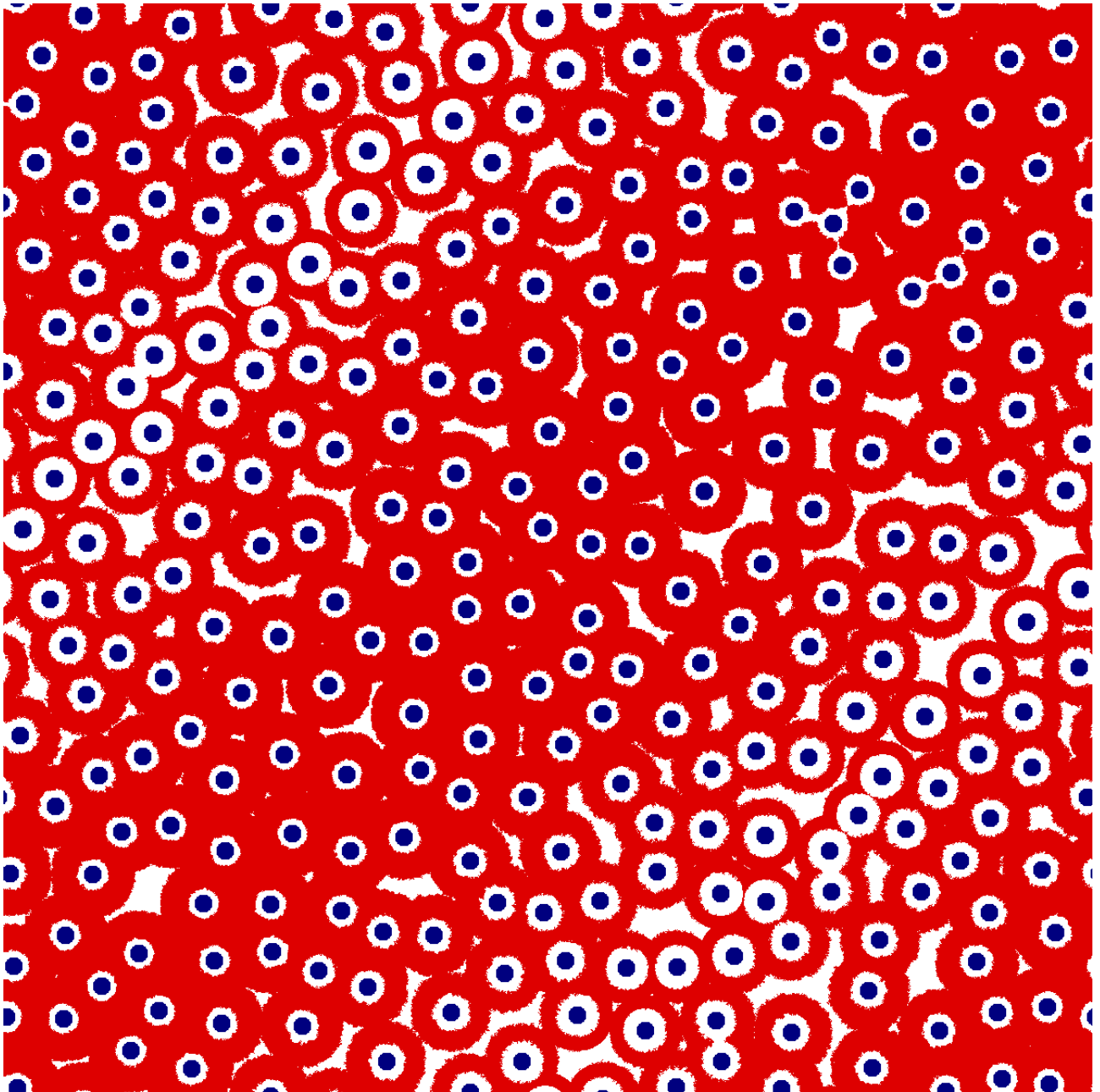
... STRAWBERY FIELD

Image size: 1200 x 1200 pixels

Start from the image "Colony" on previous page

V.
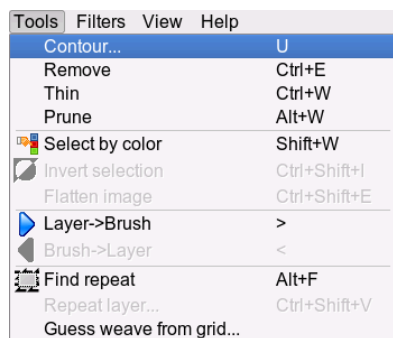
Make sure that "View" is set to "Repeat" !

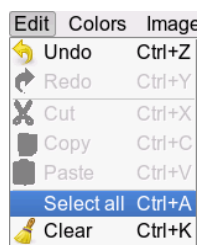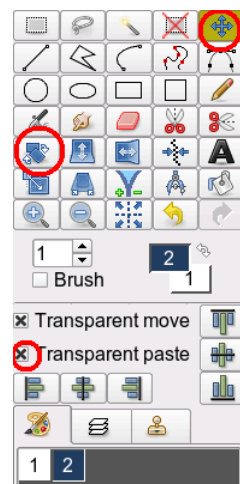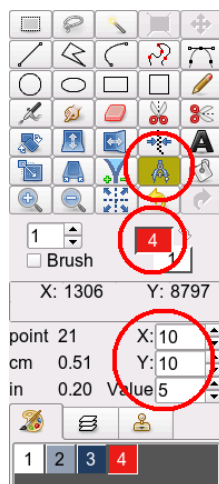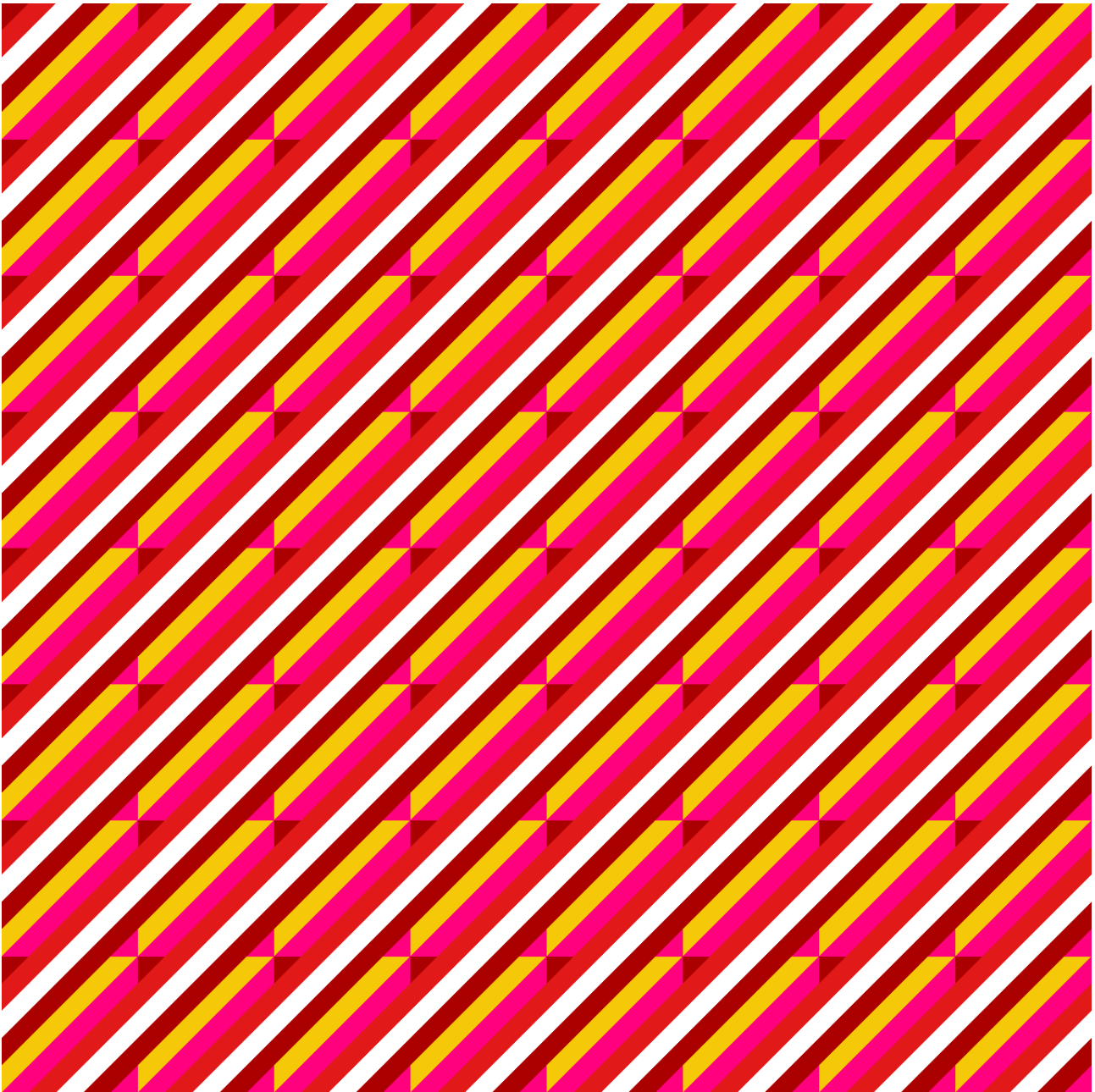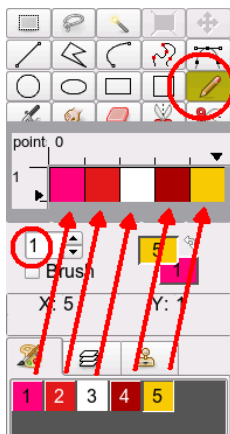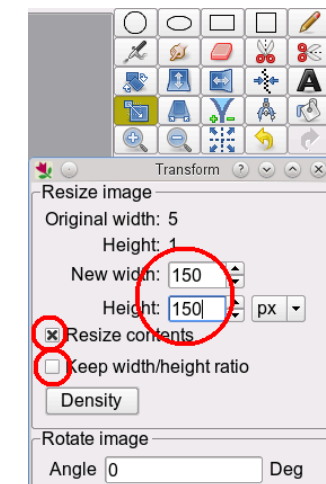### VI.
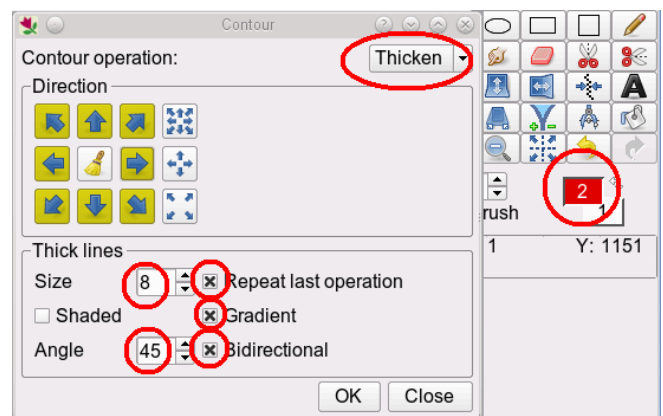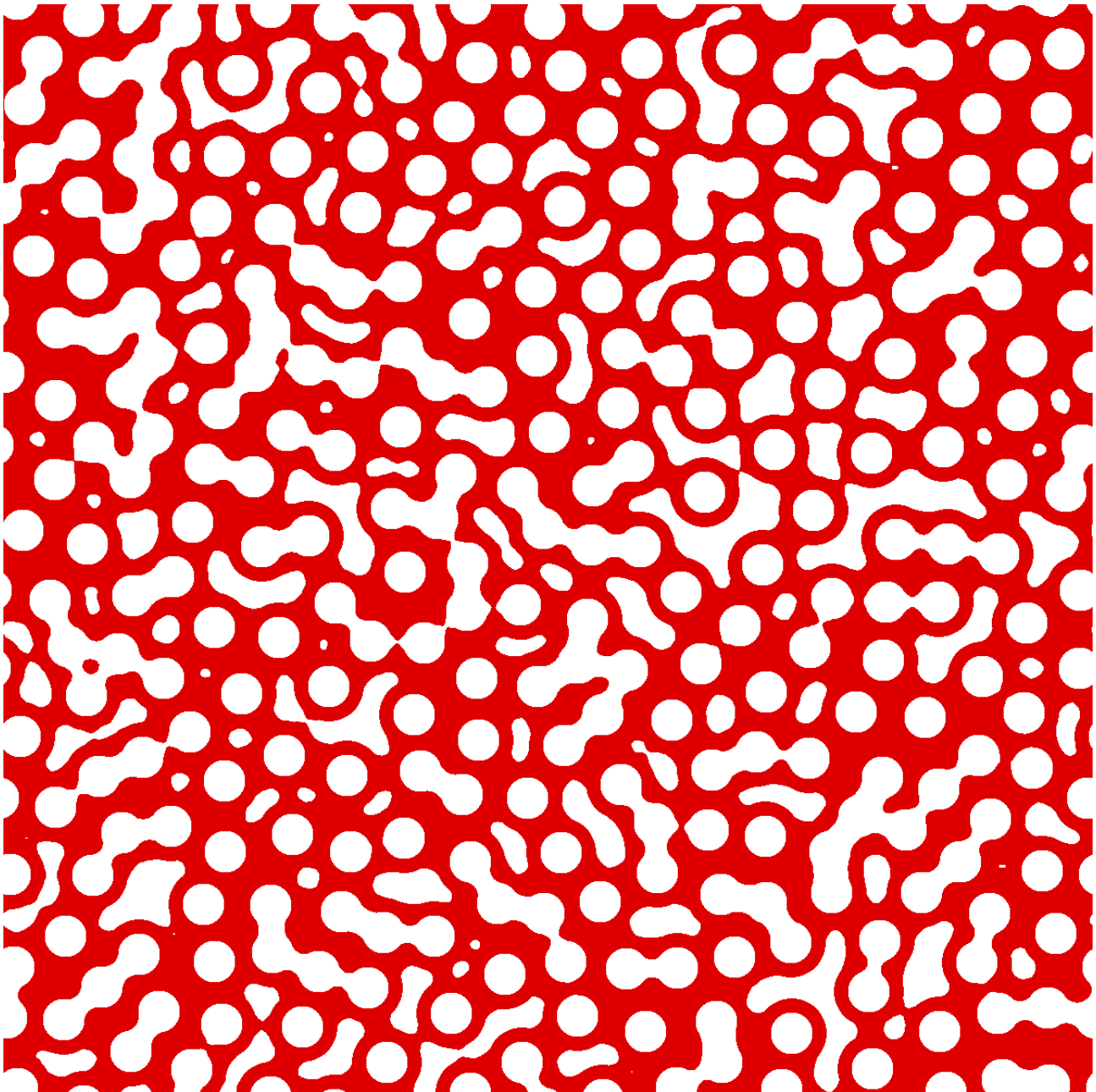
... LACE

Image size: 1200 x 1200 pixels

Start from the
image "Colony"
on page 84

V.

Make sure
that "View" is
set to
"Repeat" !

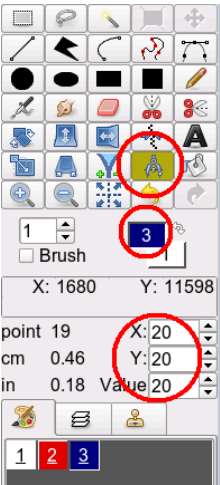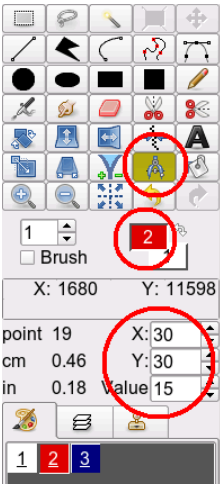| Filters	View	Help
Repeat last operation		▶
Averaging		Shift+M
Despeckle		▶
Noise		▶
Self avoiding motifs		▶
Random motifs		▶
Place motifs		▶
Ikat		▶
Marble		▶
Zigzag		▶
Wave		▶
Mirror segment		▶
Contour		
Corals		▶
Color shorter inside		▶
Color shorter outside		▶
Mix		▶

15

2

Brush   1

X: 1158   Y: 971
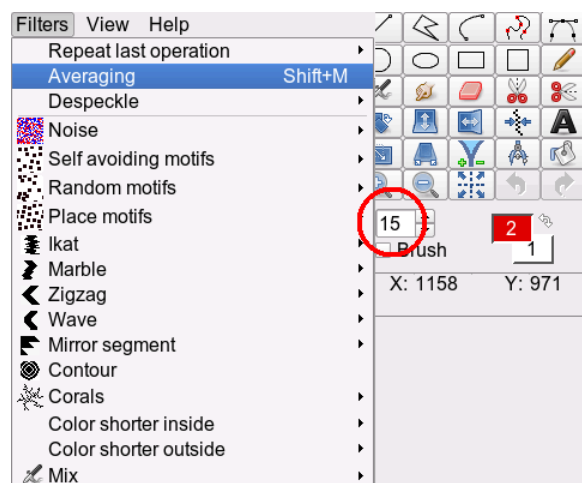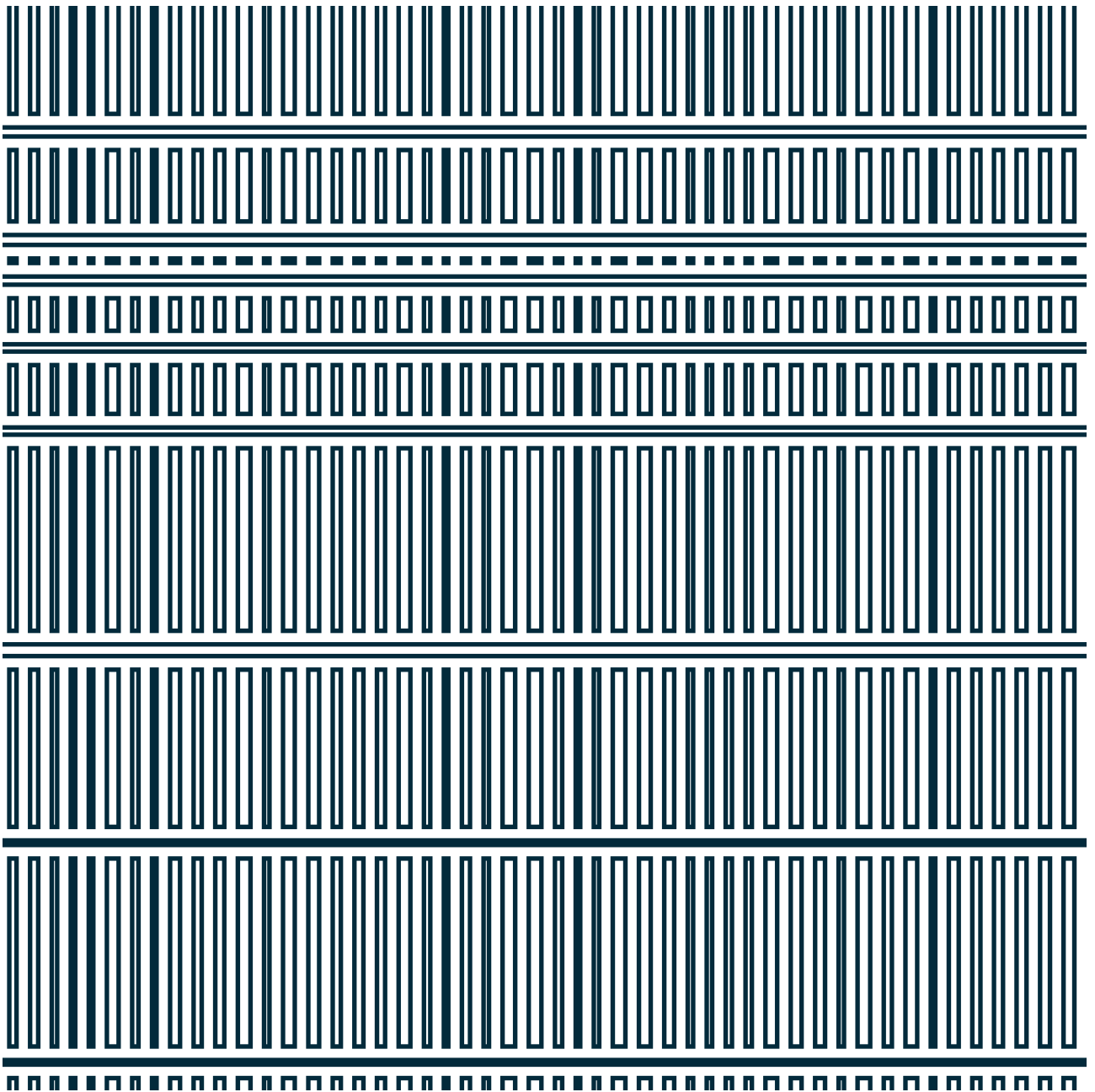
Ancient greek

Image size: 1200 x 1200 pixels

I.

II.

III.

IV.

V.

Make sure that
"View" is set to
"Repeat" !

VI.

I.
point 3
cm 0.03 X: 20 — Line width
in 0.01 Y: 30 — Line width
Value 0 — Value zero makes lines

1 2 3 4 5

II.
Filters View Help
Repeat last operation ▸
Averaging
Despeckle ▸
Noise ▸ | Horizontal a
Self avo | Horizontal
Random | Vertical
Place motifs ▸

1 2 3 4

III.

IV.
Filters View Help
Repeat last operation
Averaging
Despeckle
Noise ▸ | Horizontal ar
Self avoid | Horizontal
Random | Vertical

V.
1
Brush
X: 58 Y: 1199
point 3
cm 0.03 X: 10
in 0.01 Value 5 Y: 10
6
1 2 3 4 5 6

VI.
Filters View Help
Repeat last operation
Averaging
Despeckle ▸
Noise ▸
Self avoiding motifs ▸
Random motifs ▸
Place motifs ▸
Ikat ▸
Marble ▸
Zigzag ▸
Wave ▸
Mirror segment ▸
Contour
Corals ▸
Color shorter inside
Color shorter outside
Mix ▸

GENTLE PASSAGE

Image size: 1200 x 1200 pixels

I.
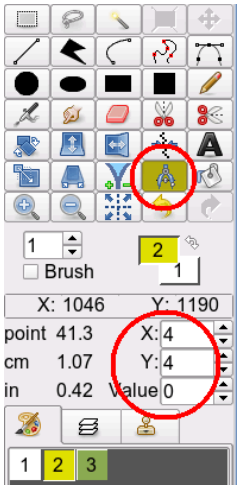
Line width
Line width
Value zero makes lines

II.

III.

Op art

Image size: 1200 x 1200 pixels

I.

II.

Line width
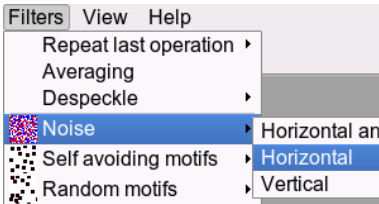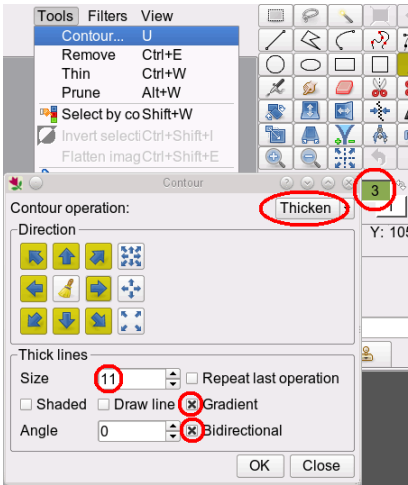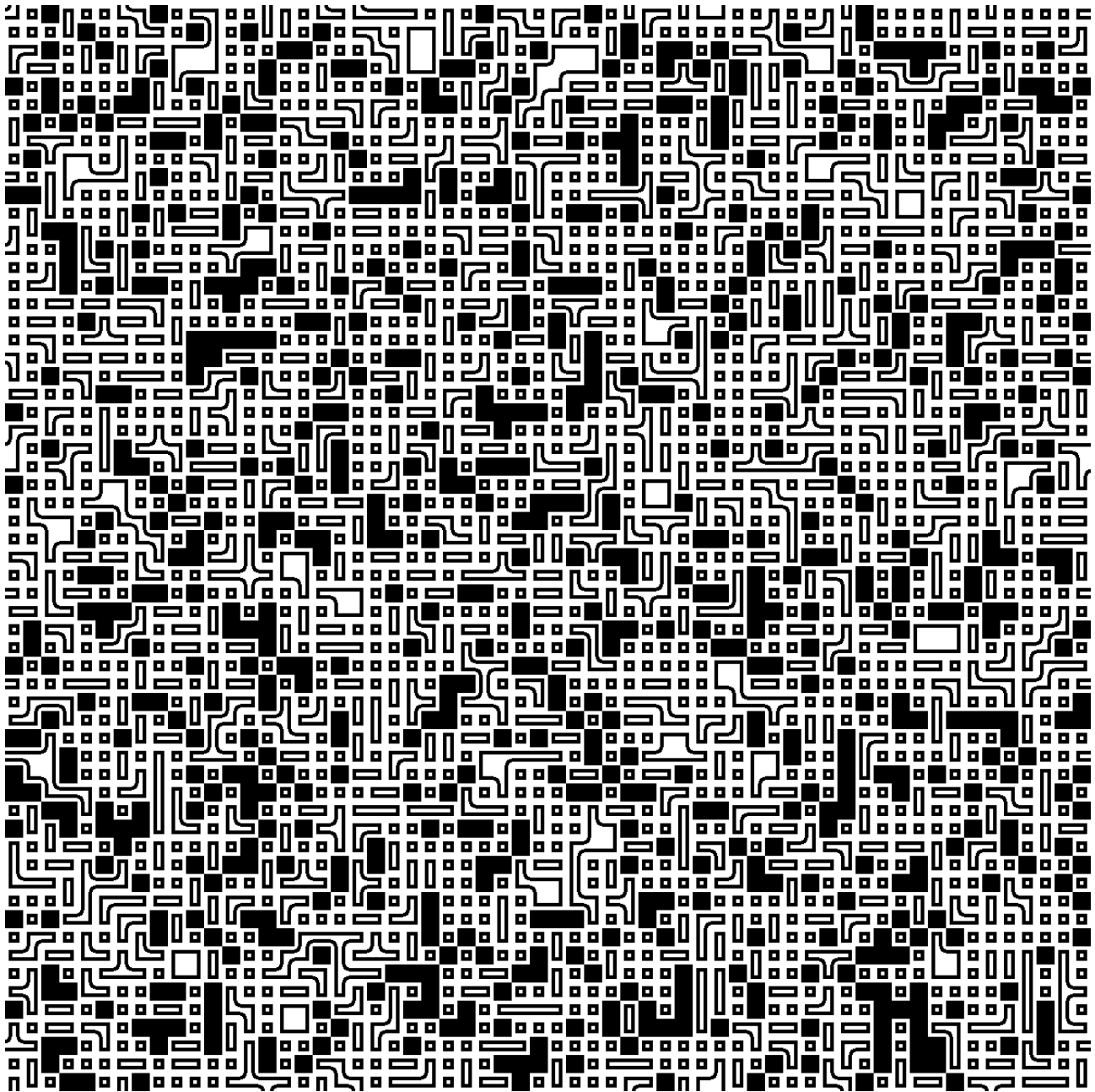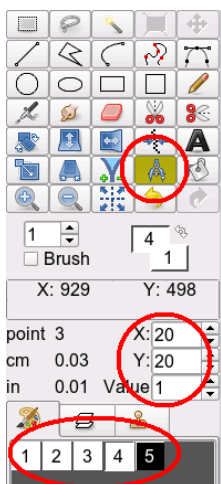Line width
Value zero makes lines

III.

IV.

Number of peaks
Number of peaks
Amplitude

V.

VI.

ARRANGEMENT

Image size: 1200 x 1200 pixels

I.

X: 929   Y: 498

point 3
cm   0.03
in   0.01   Value 1

Horizontal Diameter
Vertical Diameter
Value one makes rectangles

1 2 3 4 **5**

II.

Filters View Help
Repeat last op
Averaging
Despeckle
Noise   ▸ **Horizontal and vertical**
Self avoiding ▸   Horizontal
Random motif   Vertical
Place motifs ▸
Ikat   ▸
Marble   ▸

III.

X: 1182   Y: 925

point 20
cm   0.48
in   0.19   Value 4

X: 8
Y: 8

1 2 3 4 **5**

IV.

Filters View Help
Repeat last operation ▸
Averaging
Despeckle   ▸
Noise   ▸
Self avoiding motifs   ▸
Random motifs   ▸
Place motifs   ▸
Ikat   ▸
Marble   ▸
Zigzag   ▸
Wave   ▸
Mirror segment   ▸
Contour
Corals   ▸
Color shorter inside   ▸
Color shorter outside ▸
Mix   ▸

Summer check

Image size: 1200 x 1200 pixels

I.   II.   III.   IV.   V.   VI.   VII.

Line width
Line width
Value zero makes lines

FAIRYTALE MOUNTAINS

Image size: 1200 x 1200 pixels

I.   II.   III.   IV.   V.   VI.

Line width
Line width
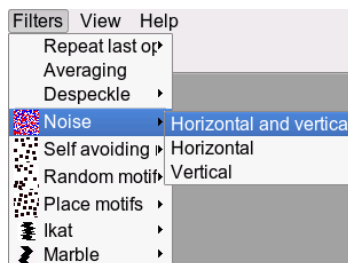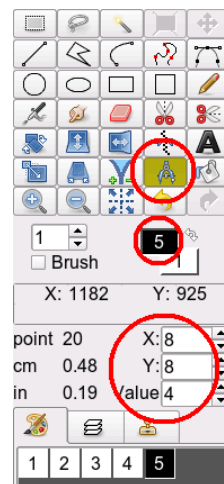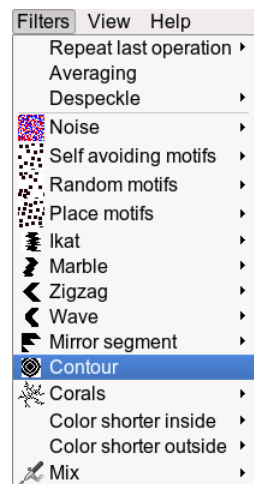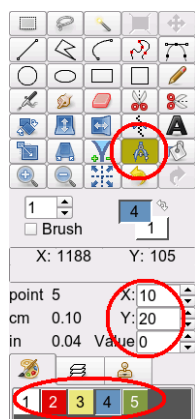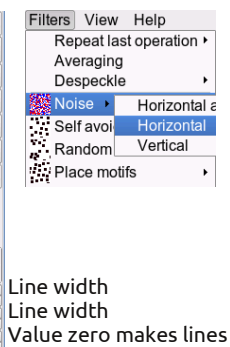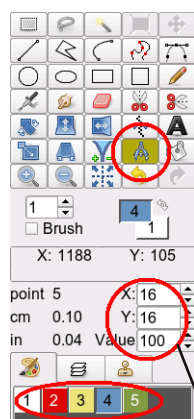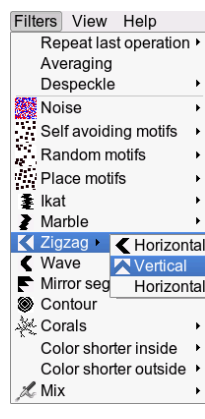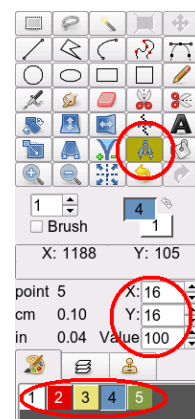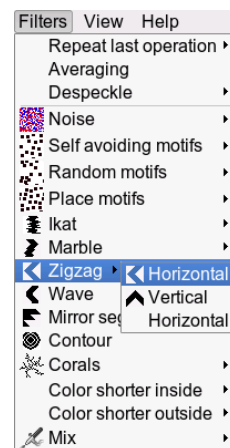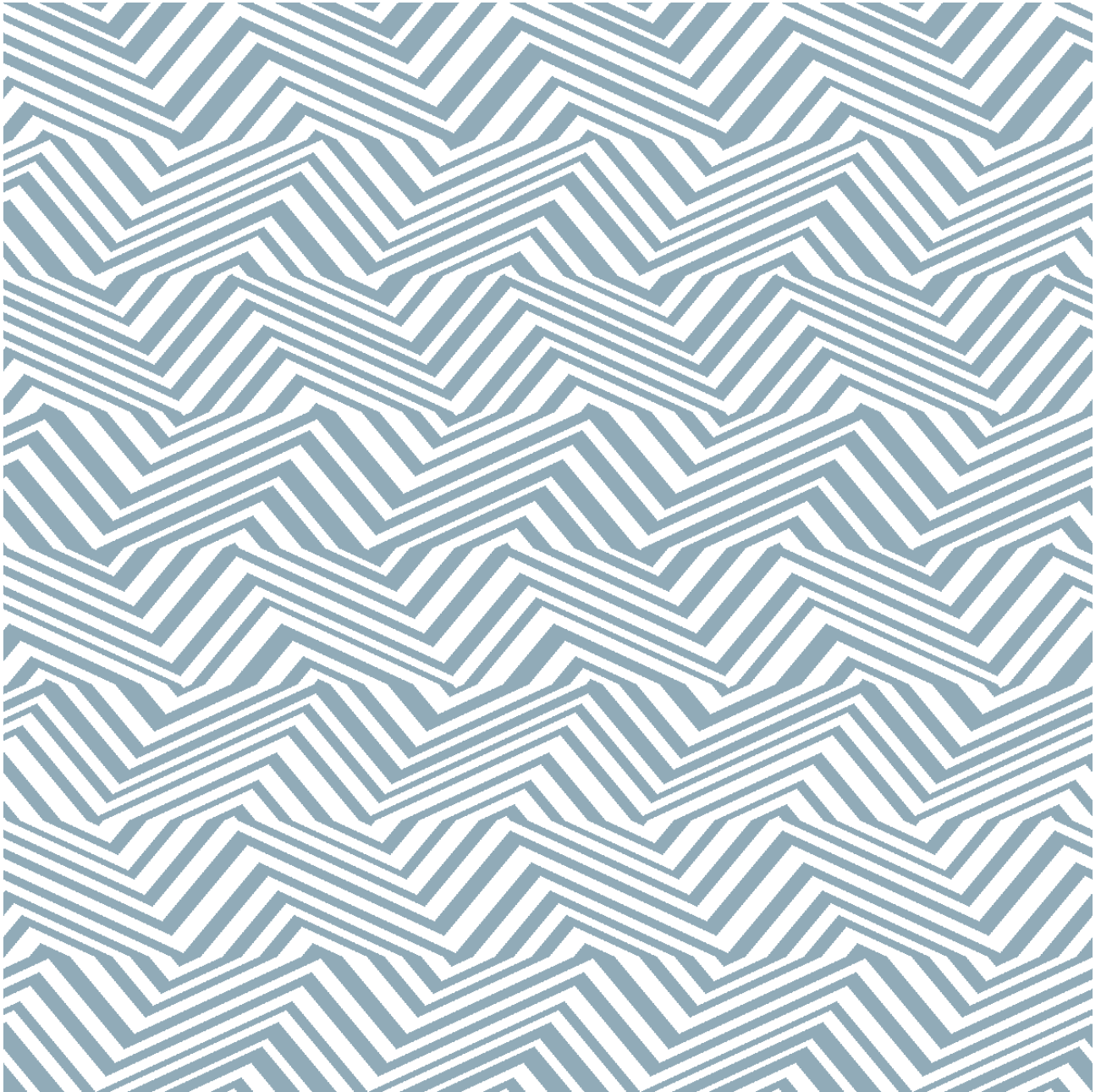Value zero makes lines

Number of peaks
Number of peaks
Amplitude

Three dimensional

Image size: 1200 x 1200 pixels

All the steps are exactly the same as on previous page (pattern "Fairytale mountains").

Instead of five, use only two colors.
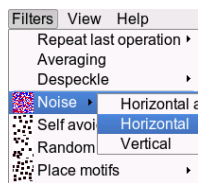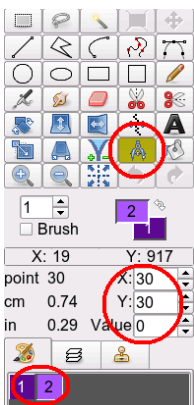
Nouveau

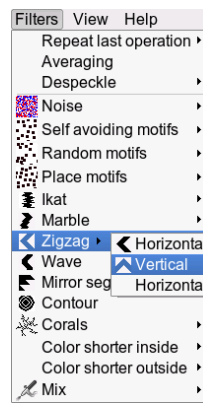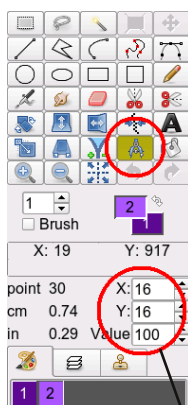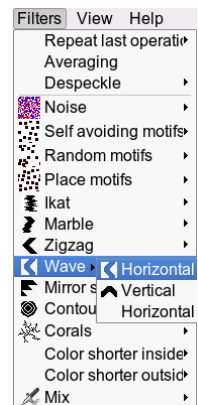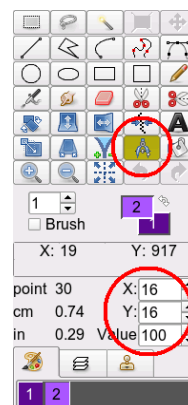Image size: 1200 x 1200 pixels

I.

II.

III.

IV.

V.

VI.

Line width
Line width
Value zero makes lines

Number of peaks
Number of peaks
Amplitude

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