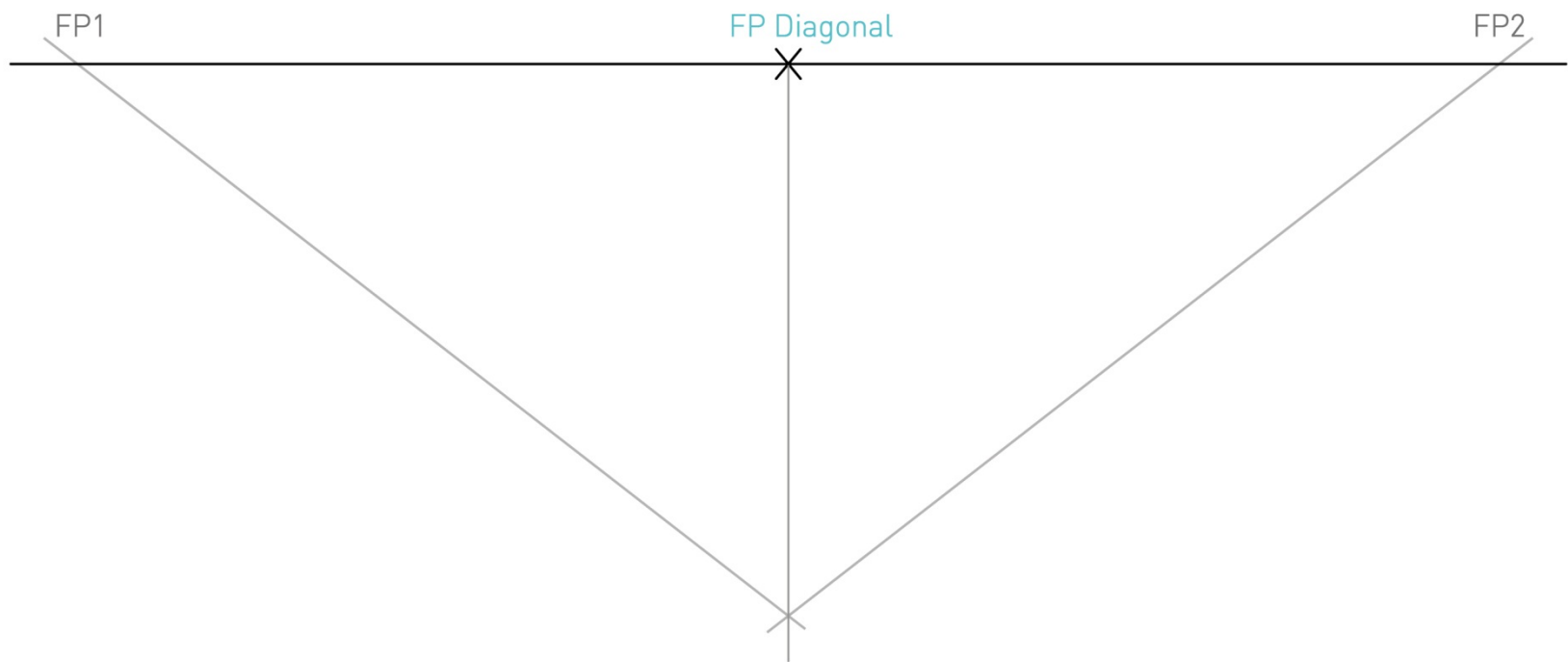
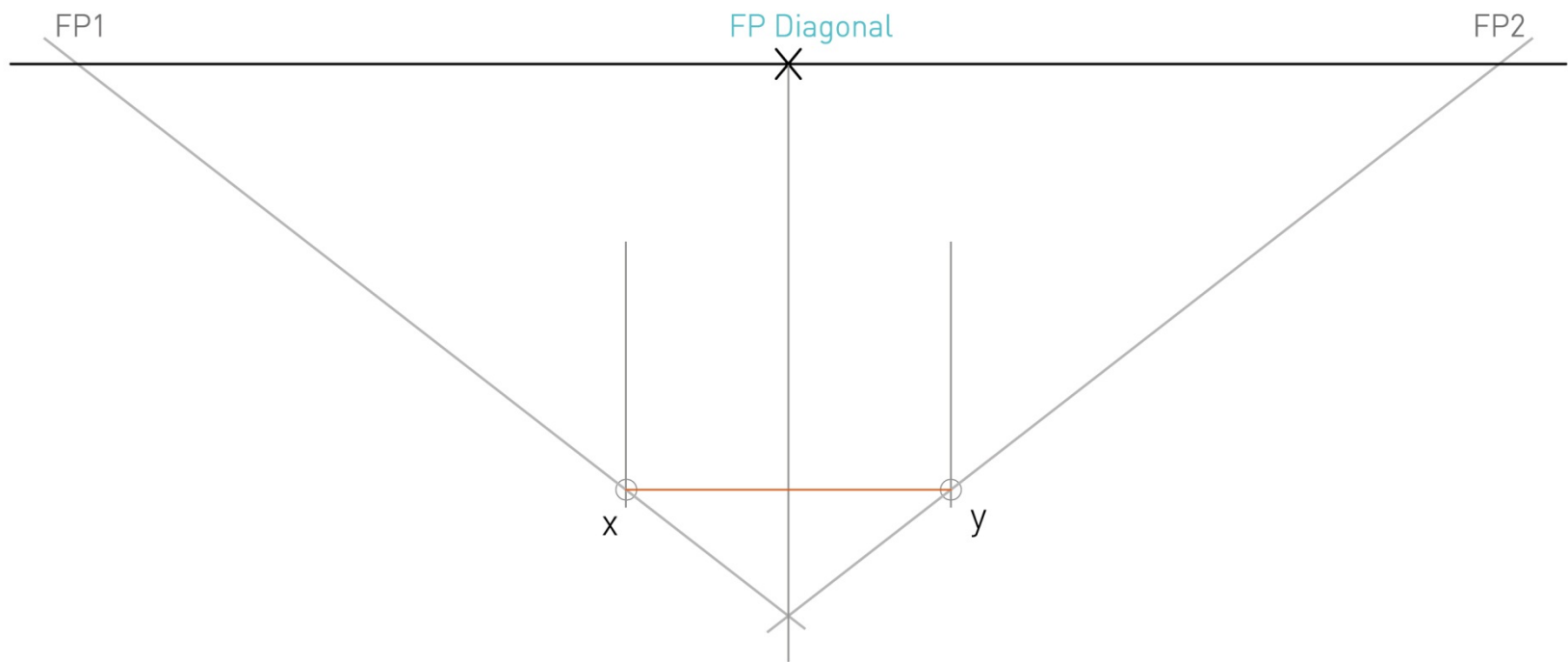
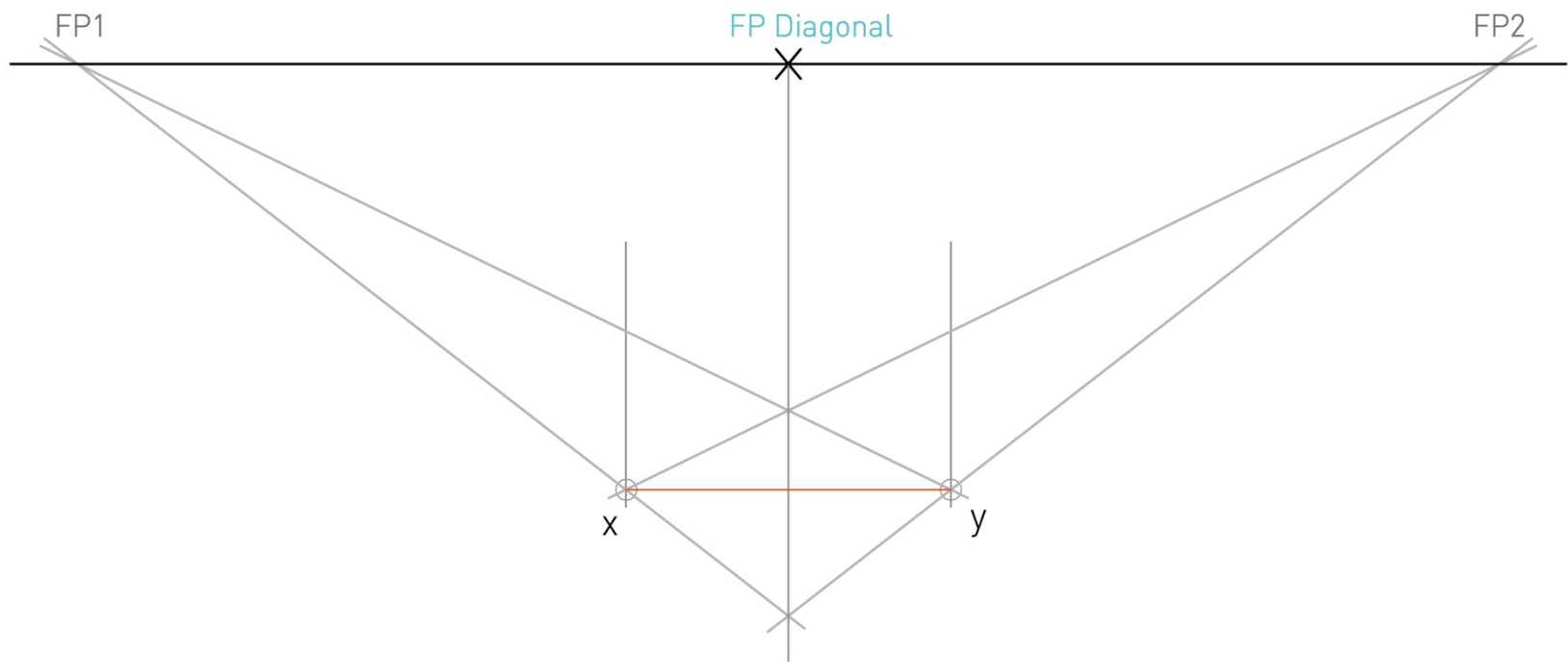


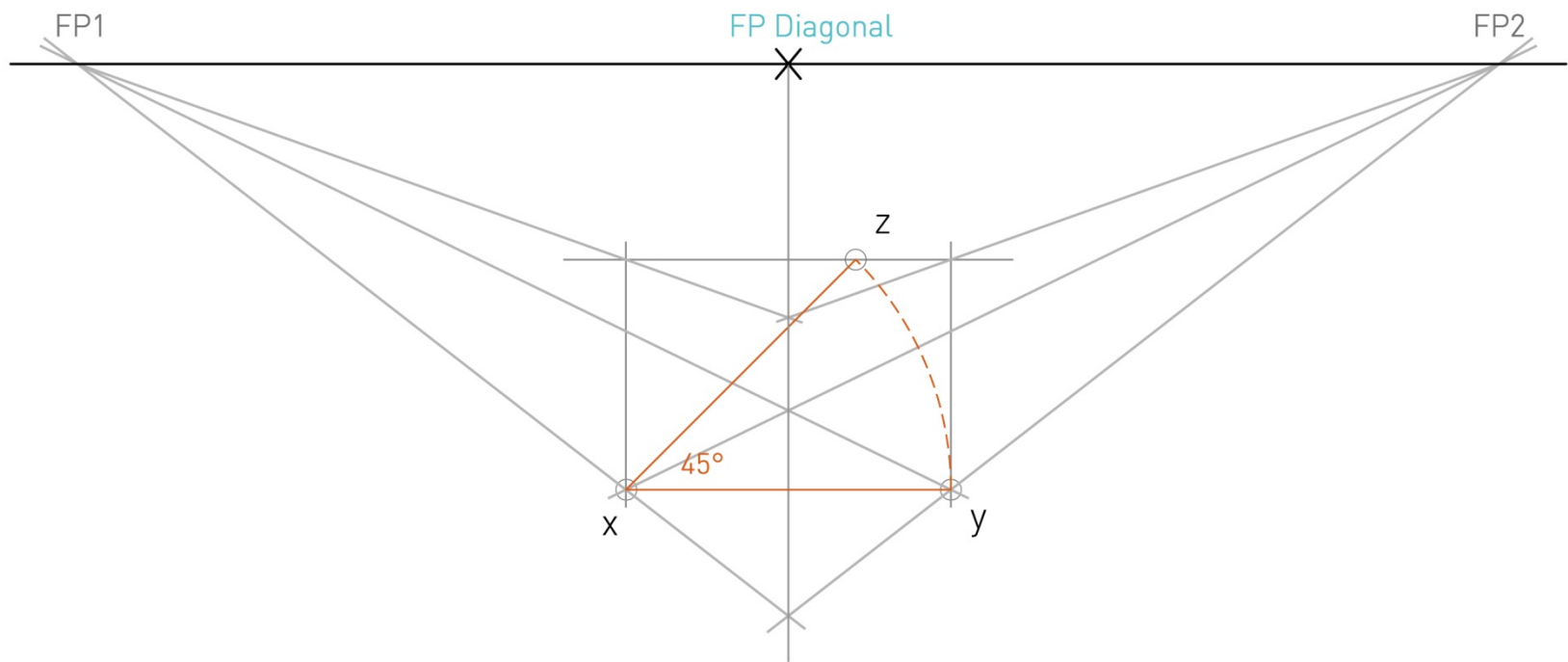
Grundlagen Skizzieren und Design

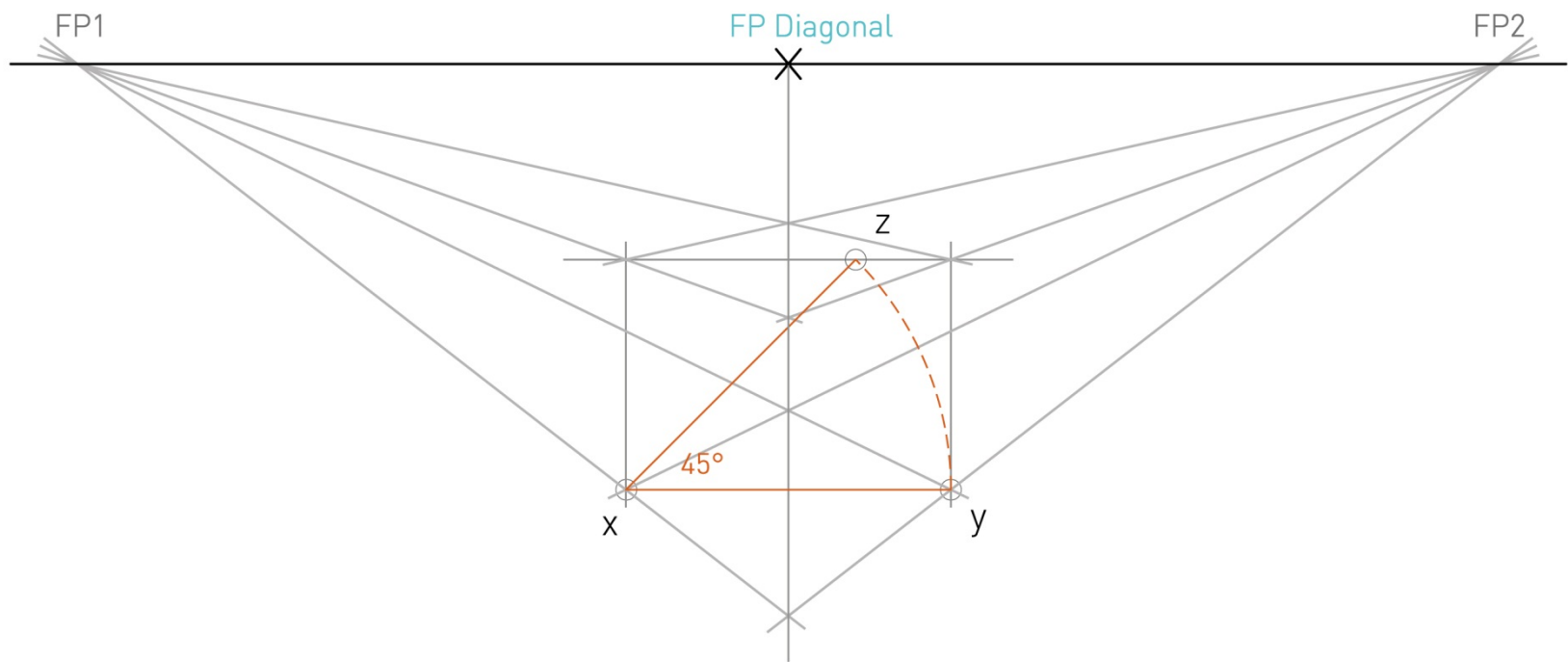
Prof. Dipl.-Des. Melih Gürleyik

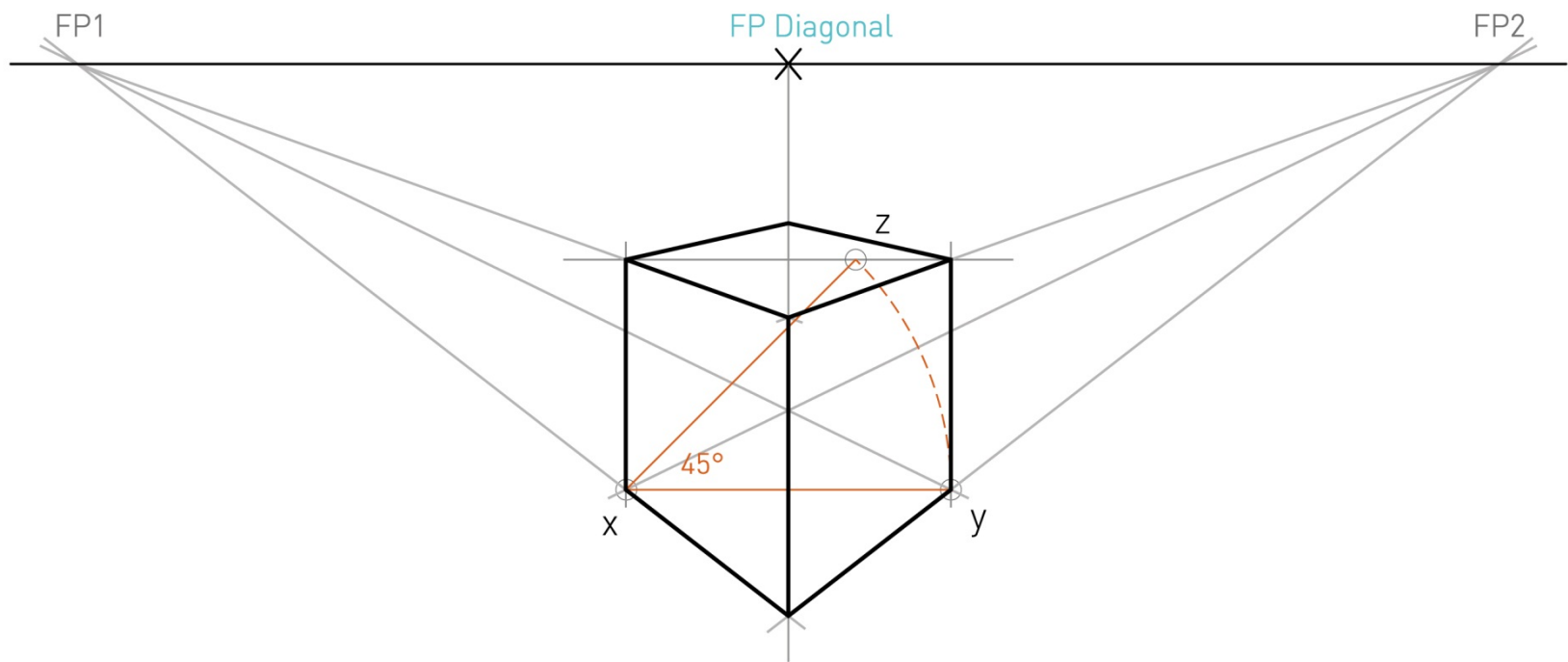




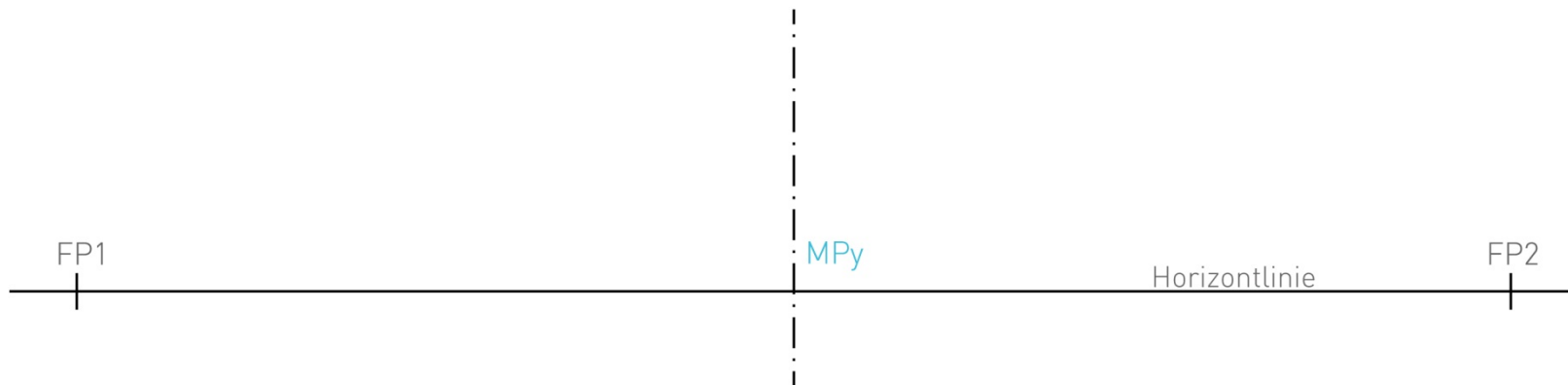


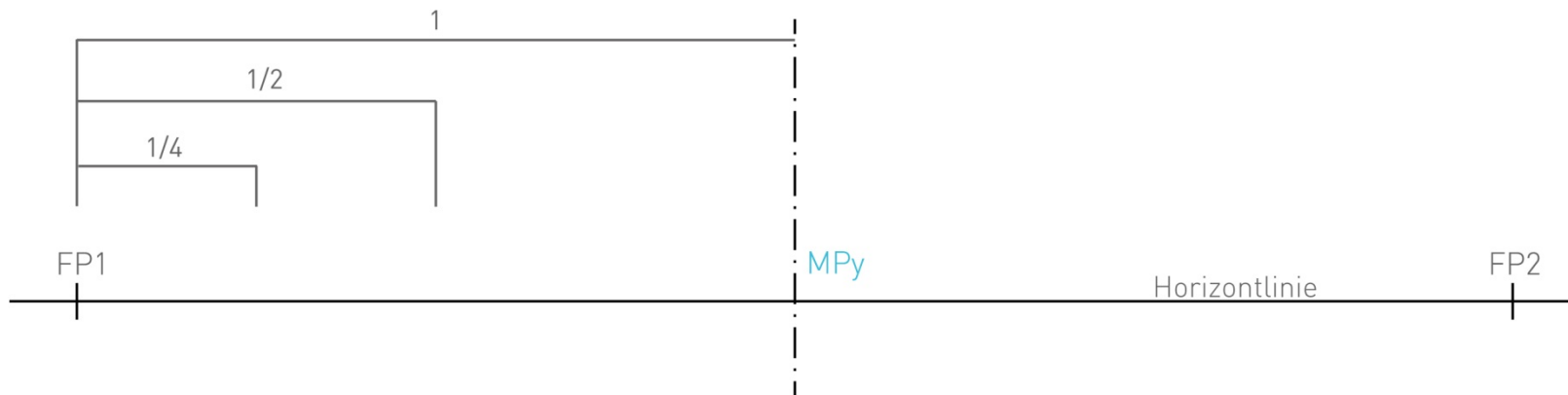


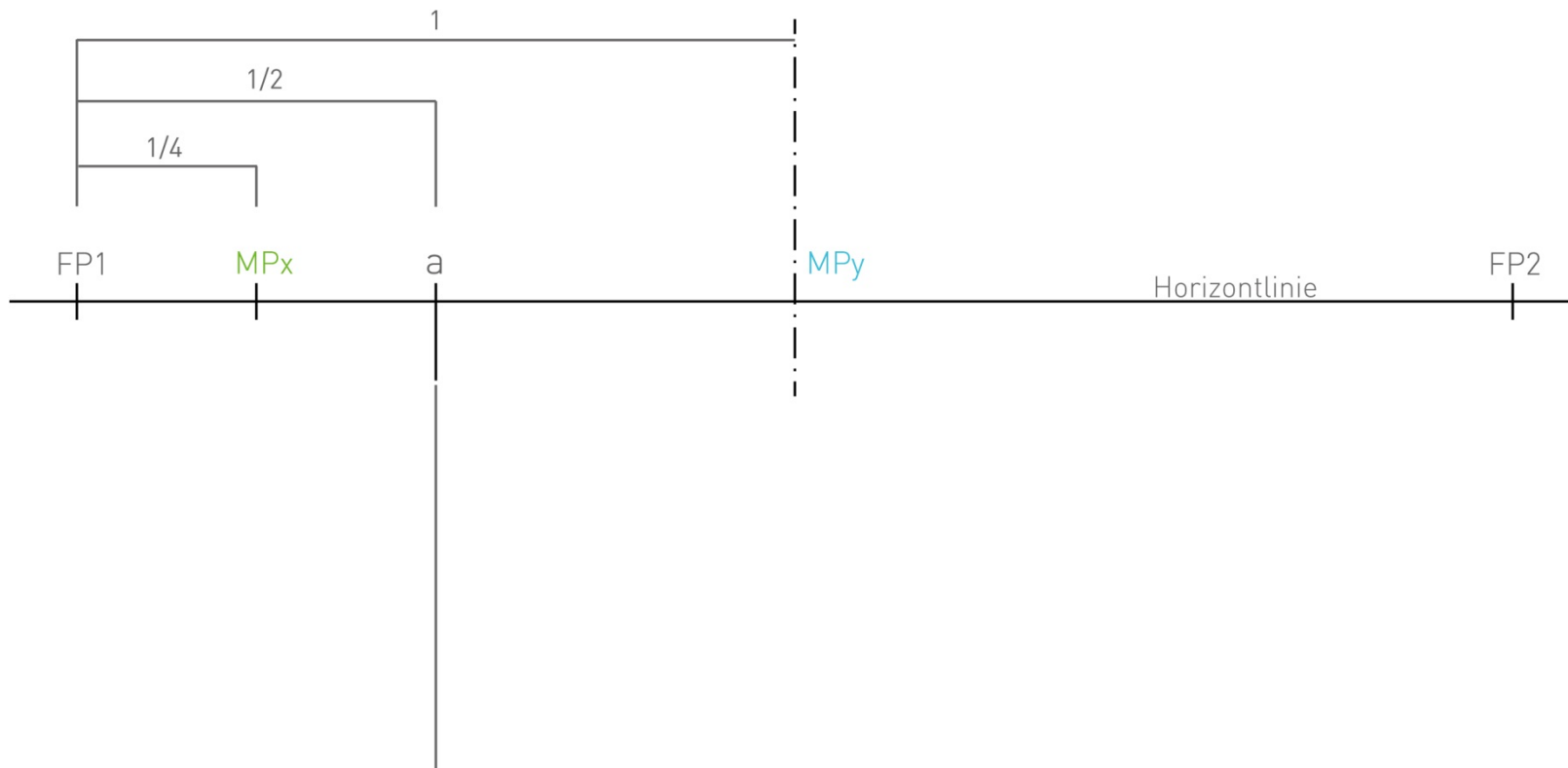


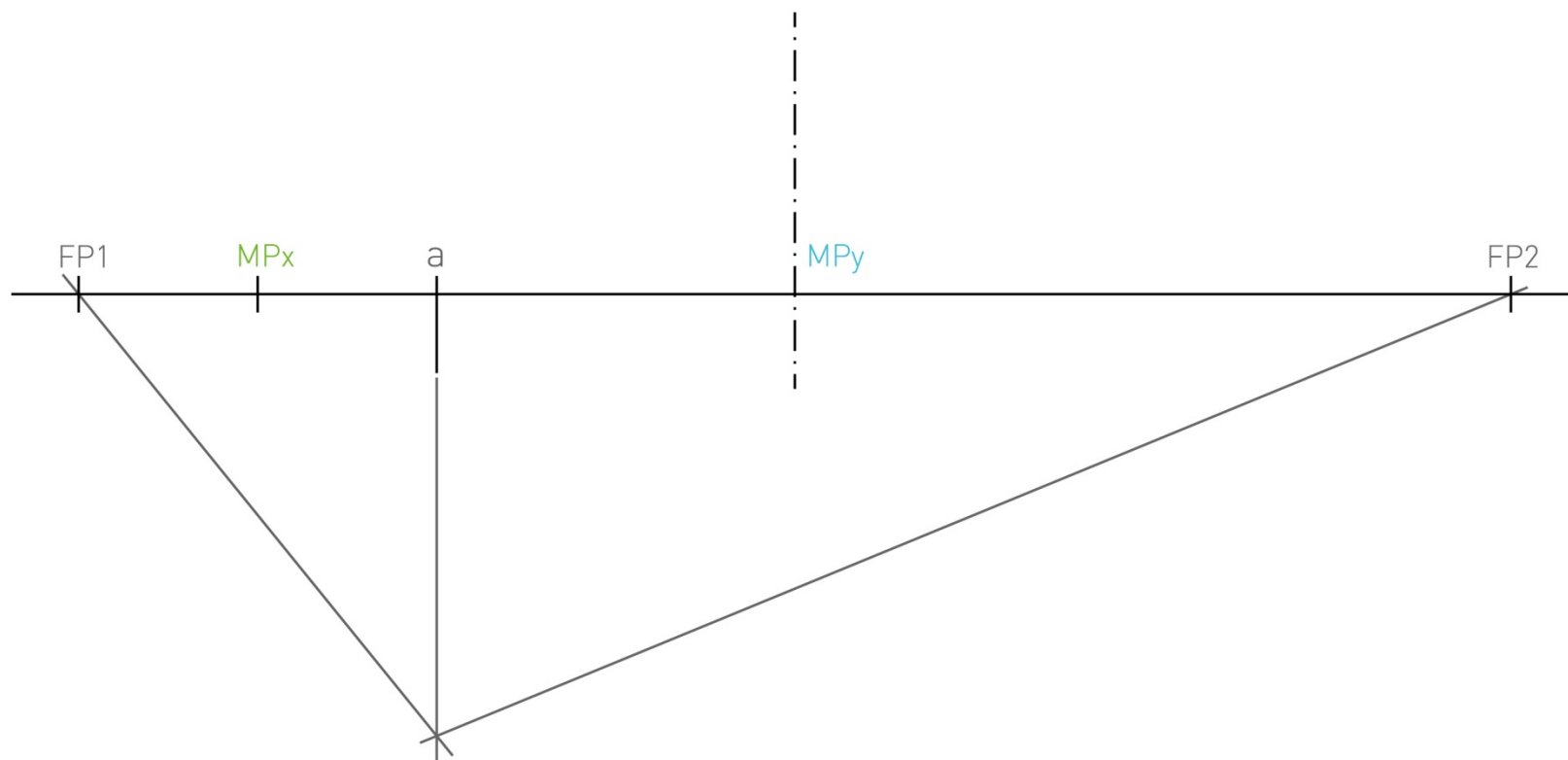


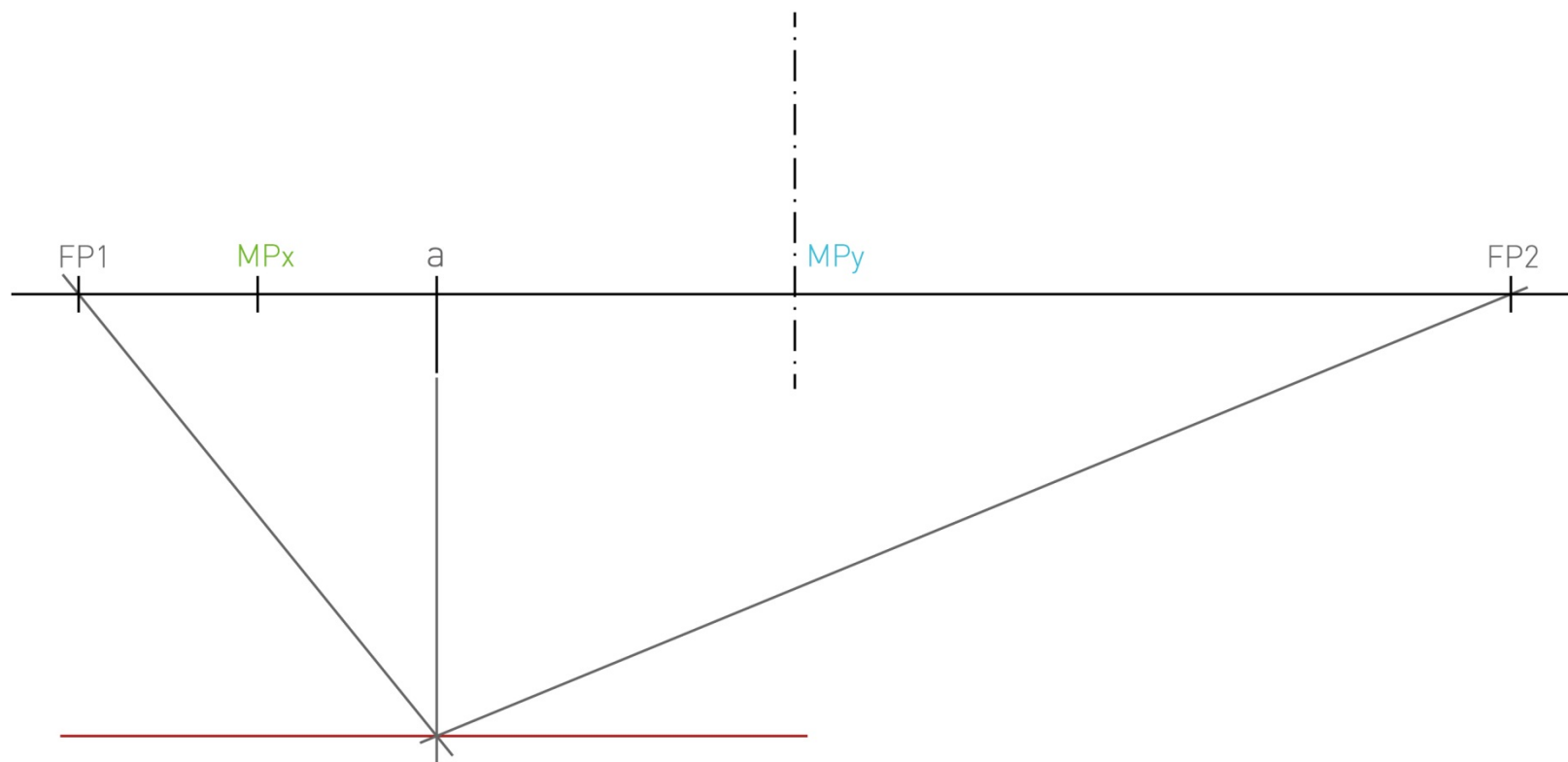
Zwei - Fluchpunktperspektiven, Schrägperspektive, $\frac{3}{4}$ Perspektive
„30°-60°“ Würfel

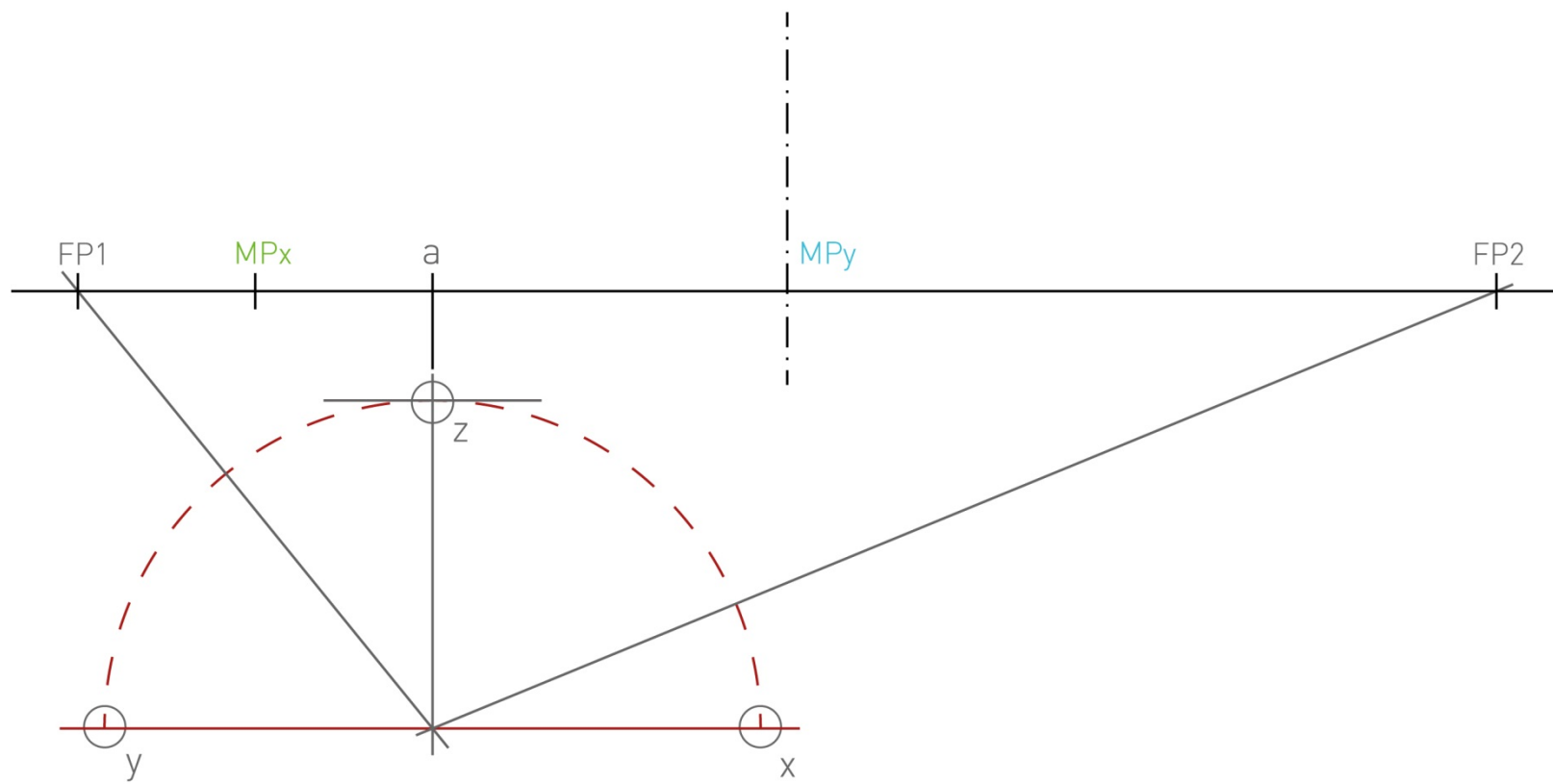


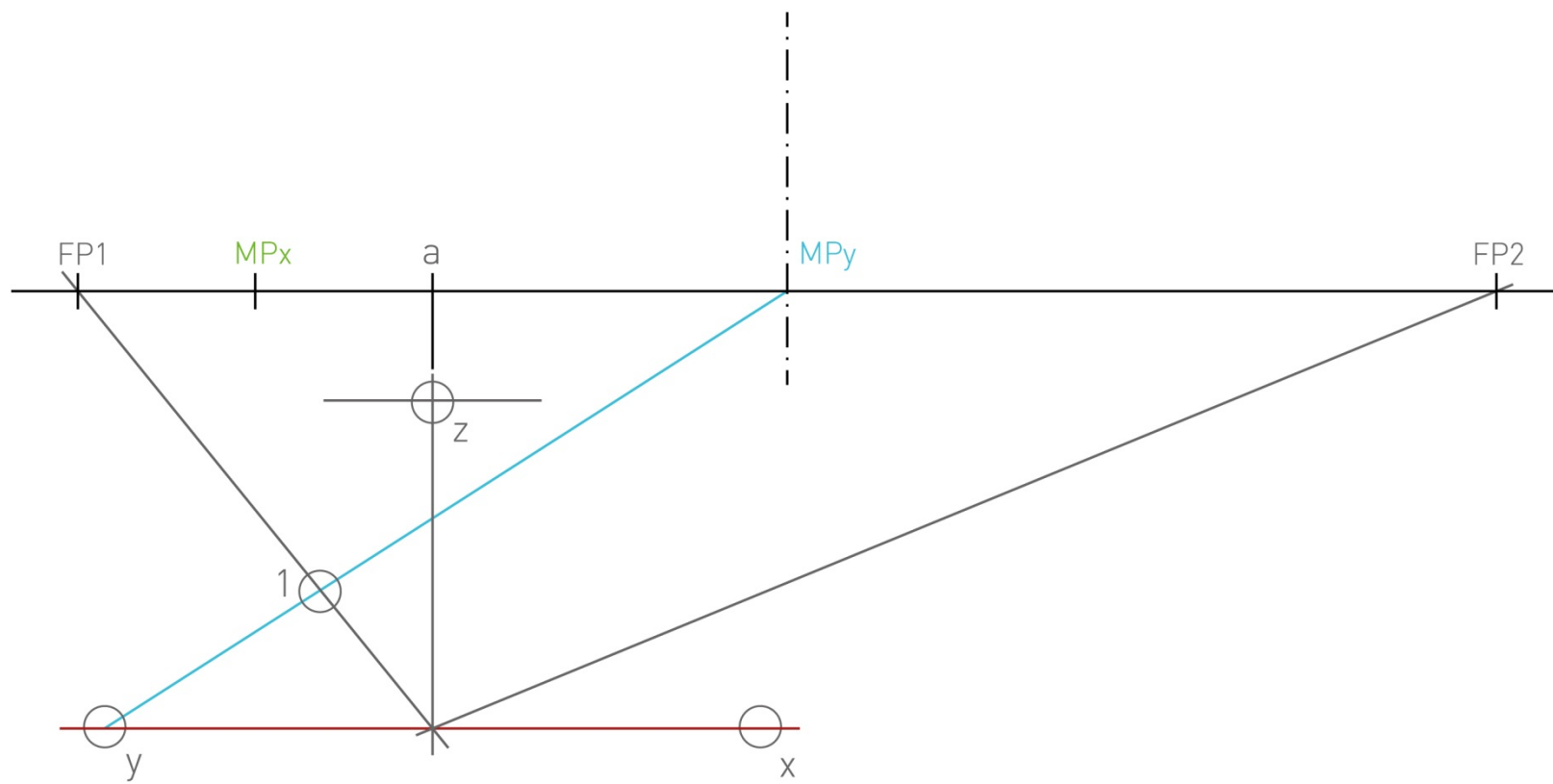


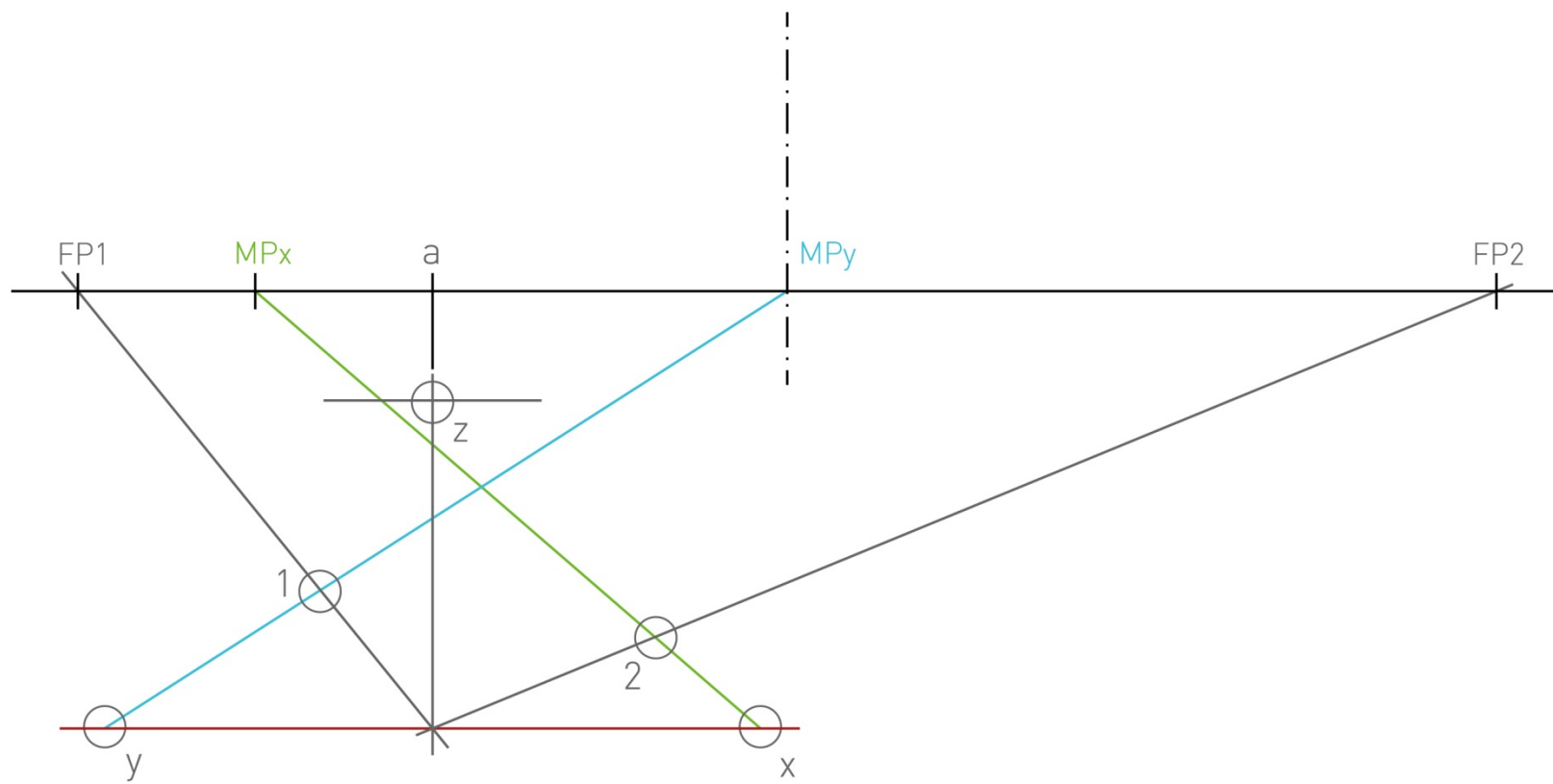


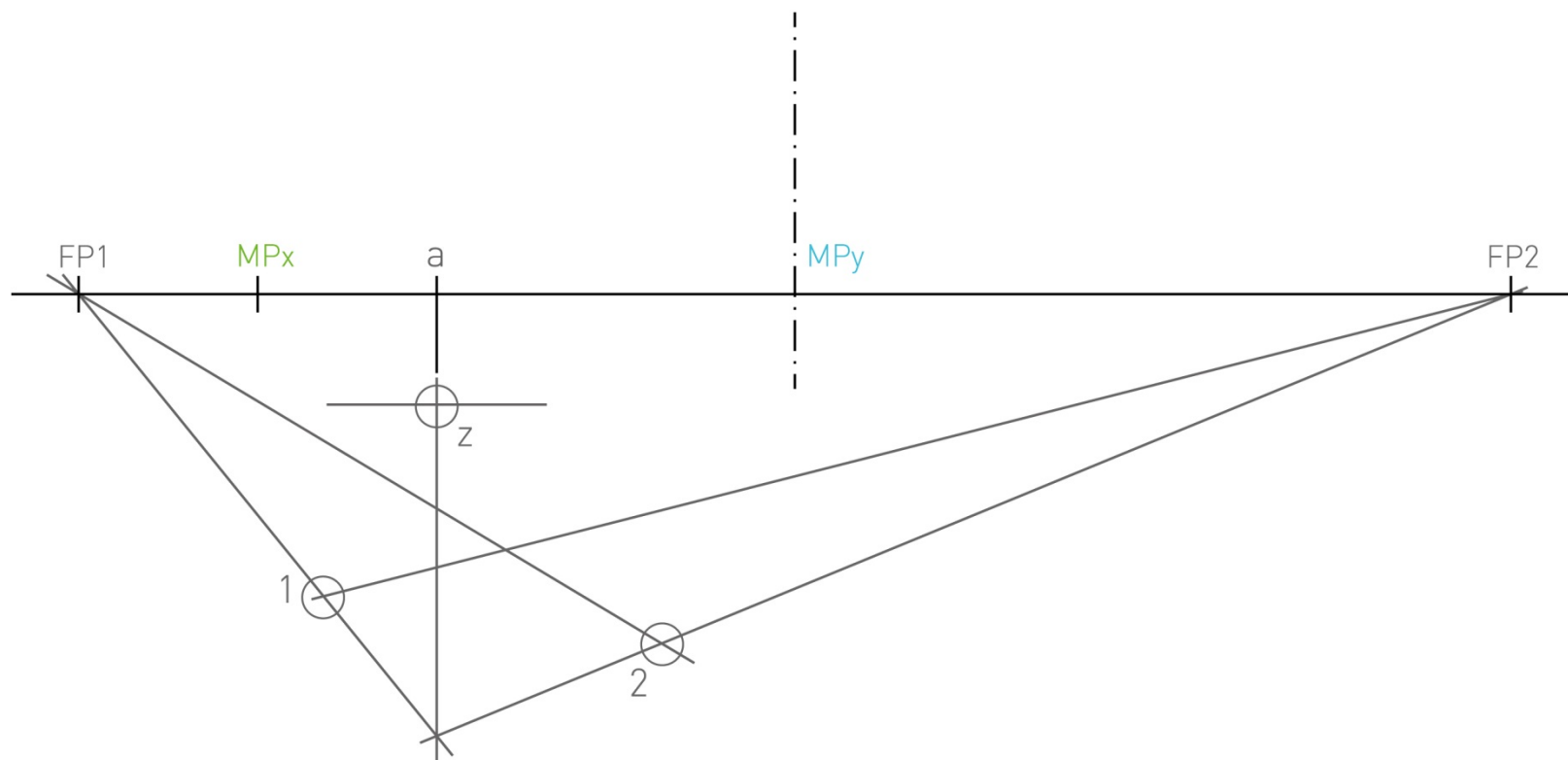


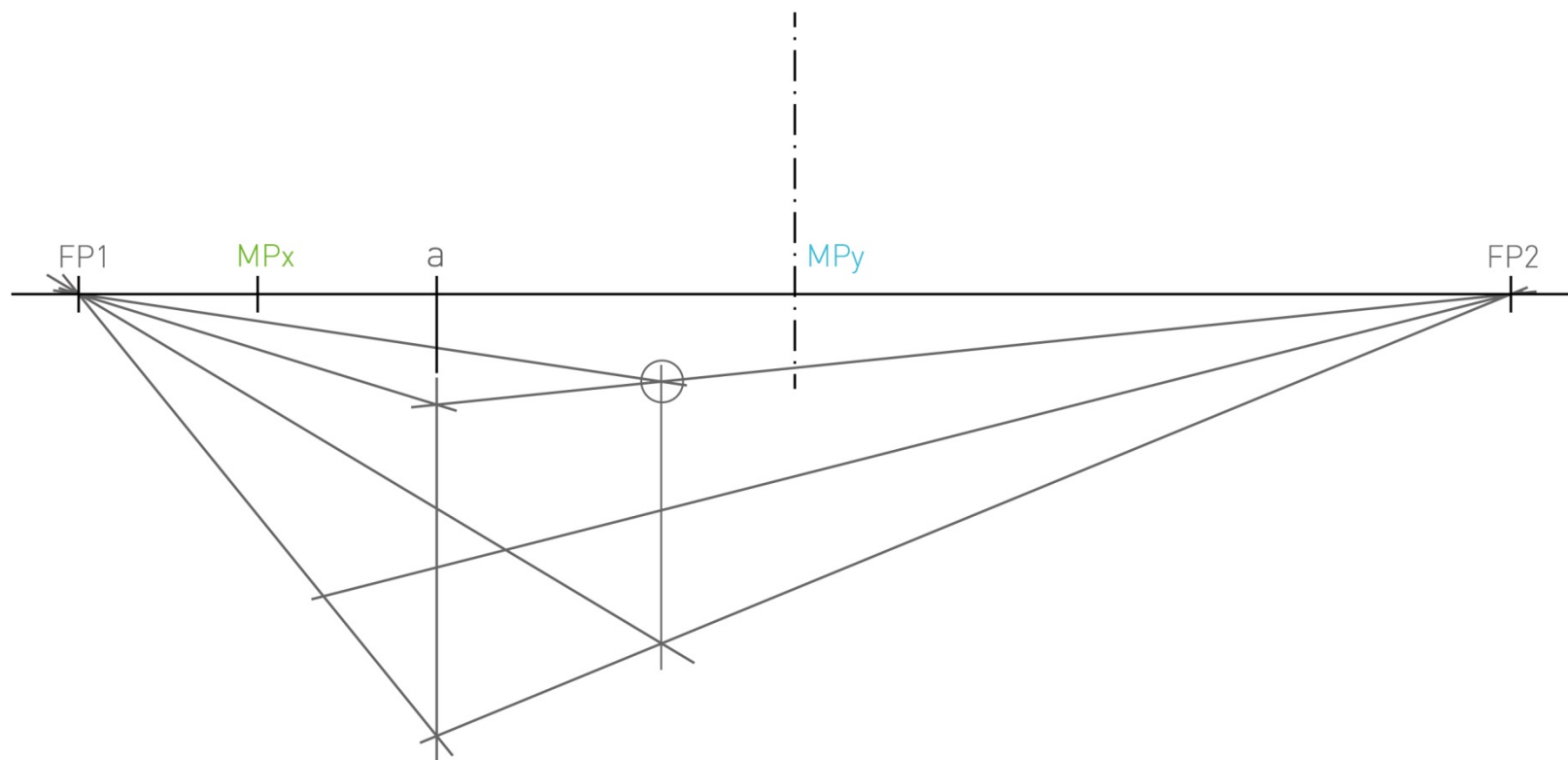


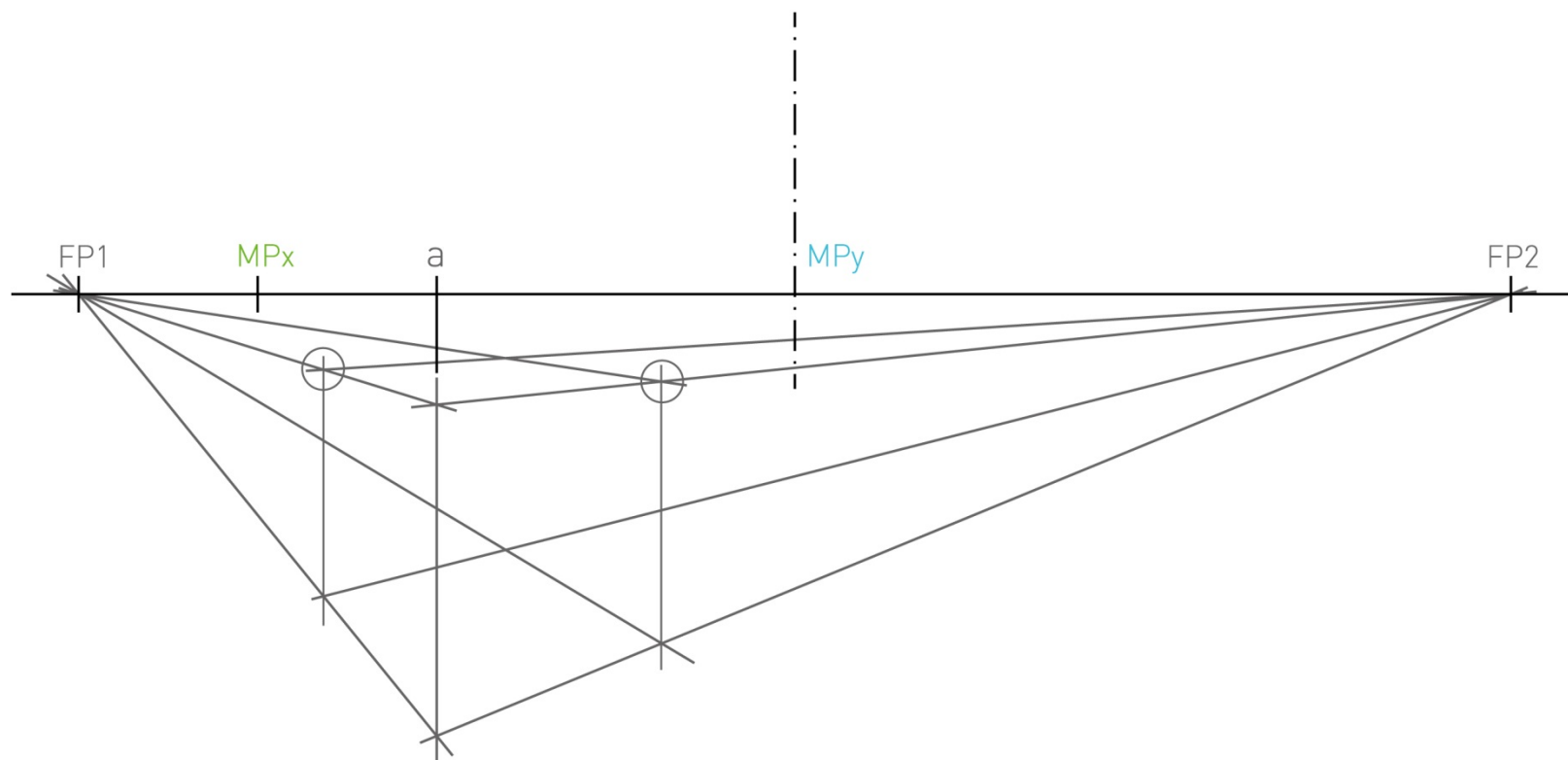


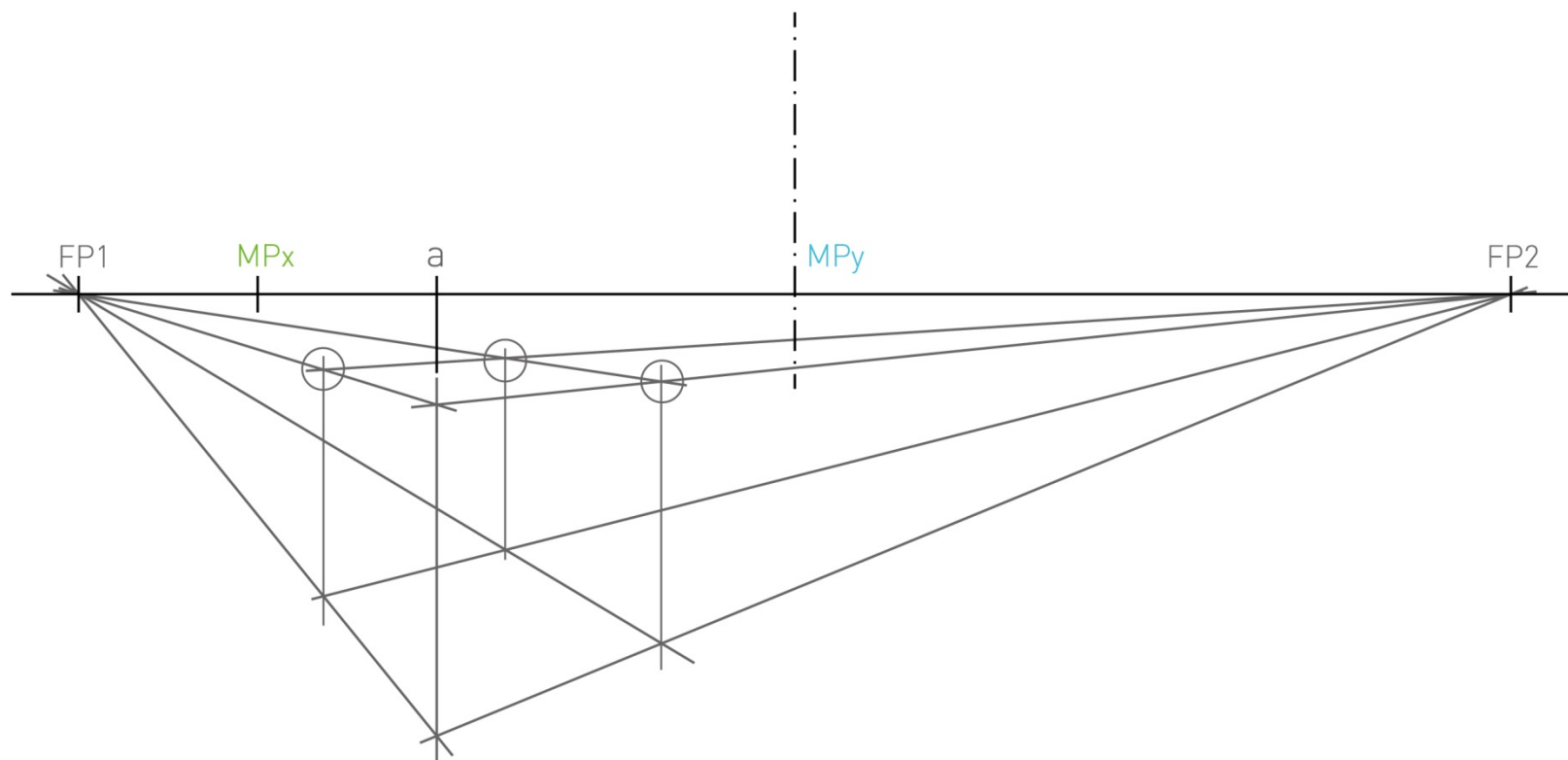


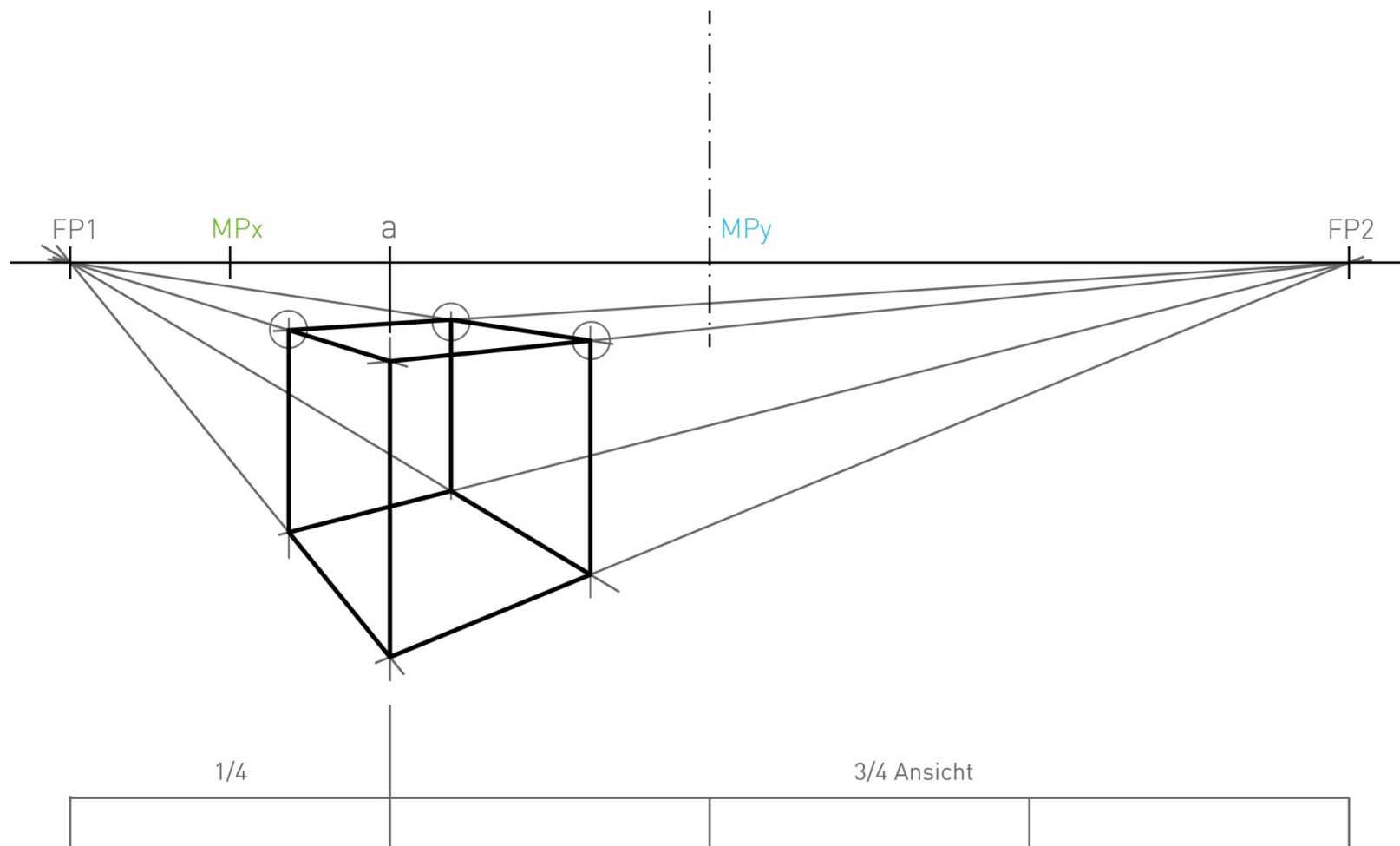




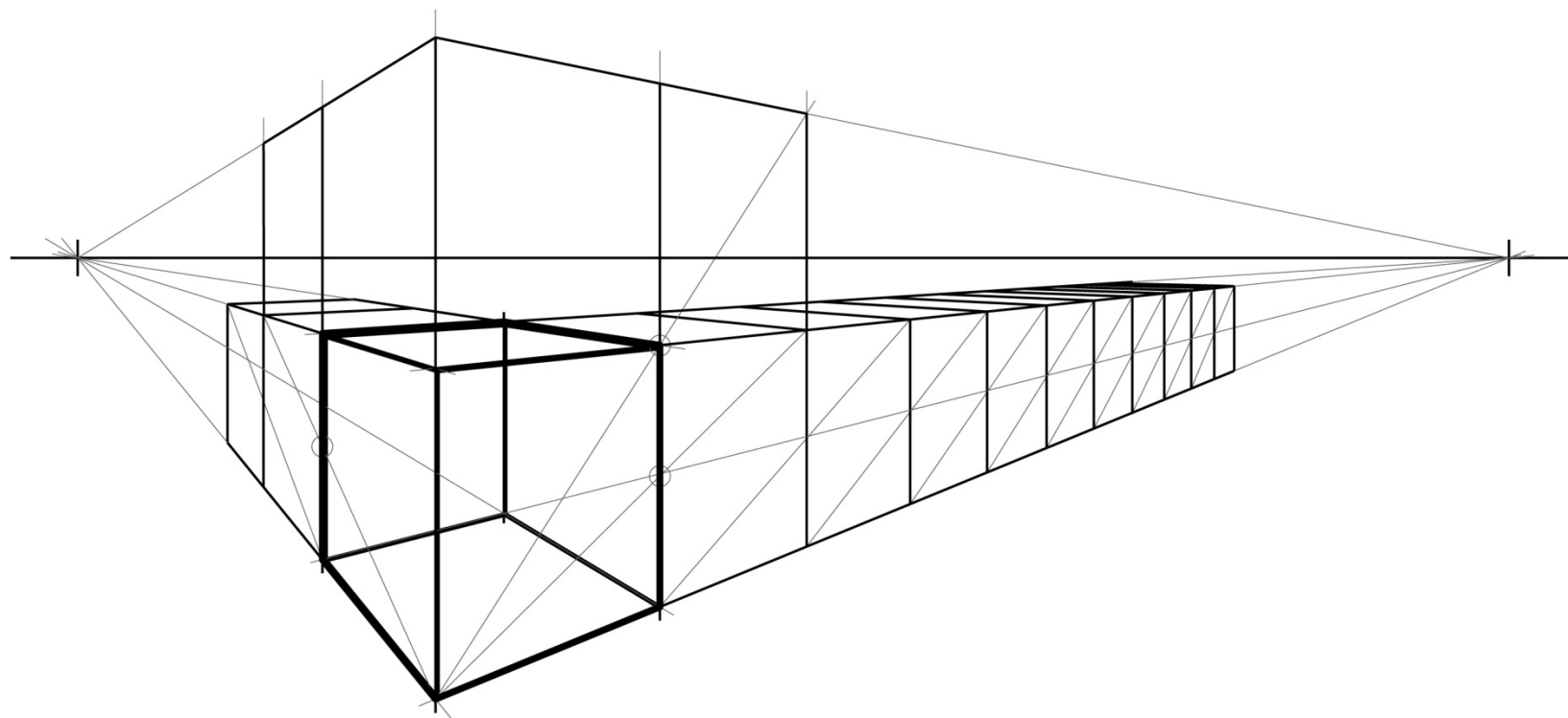


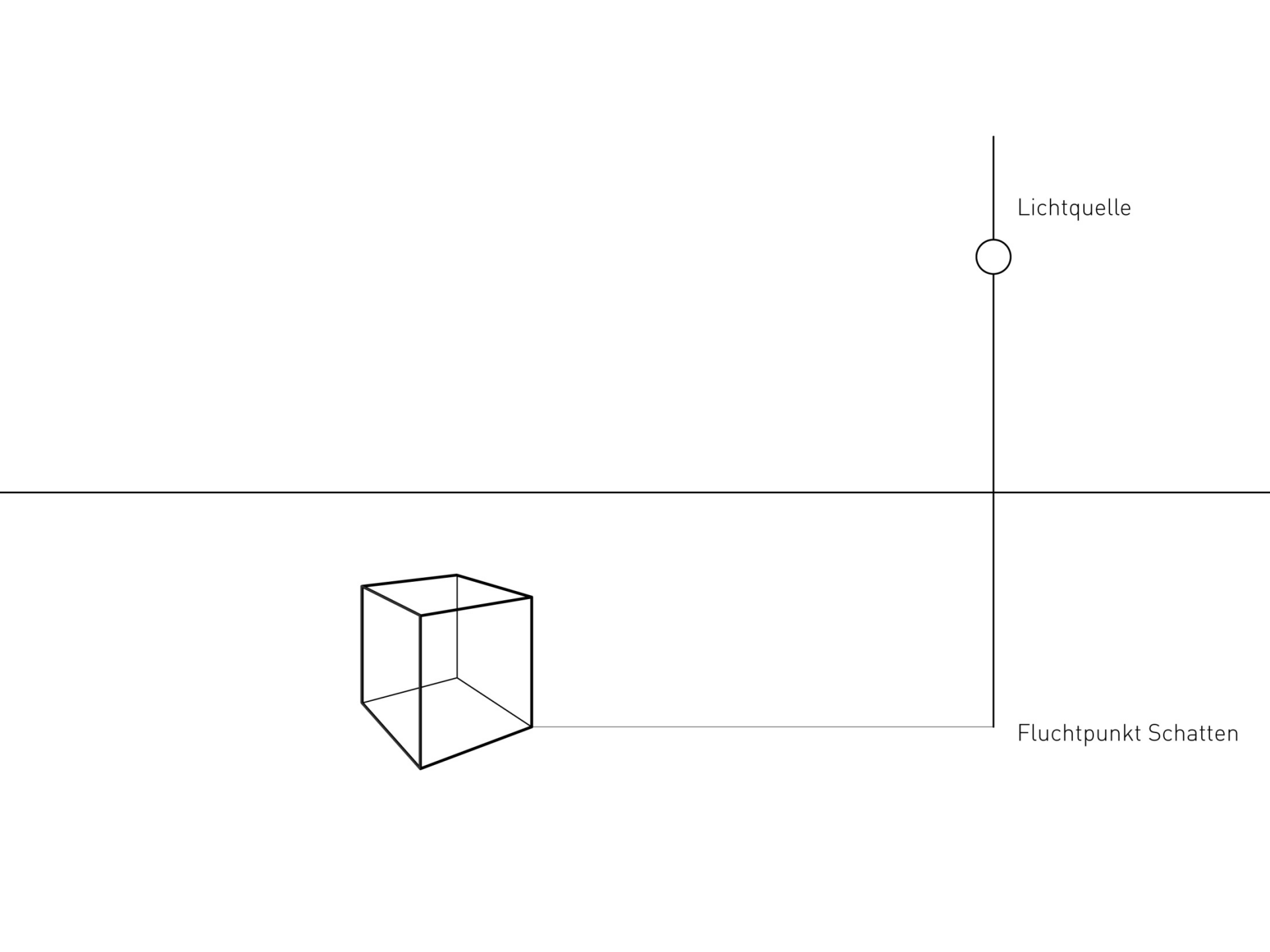






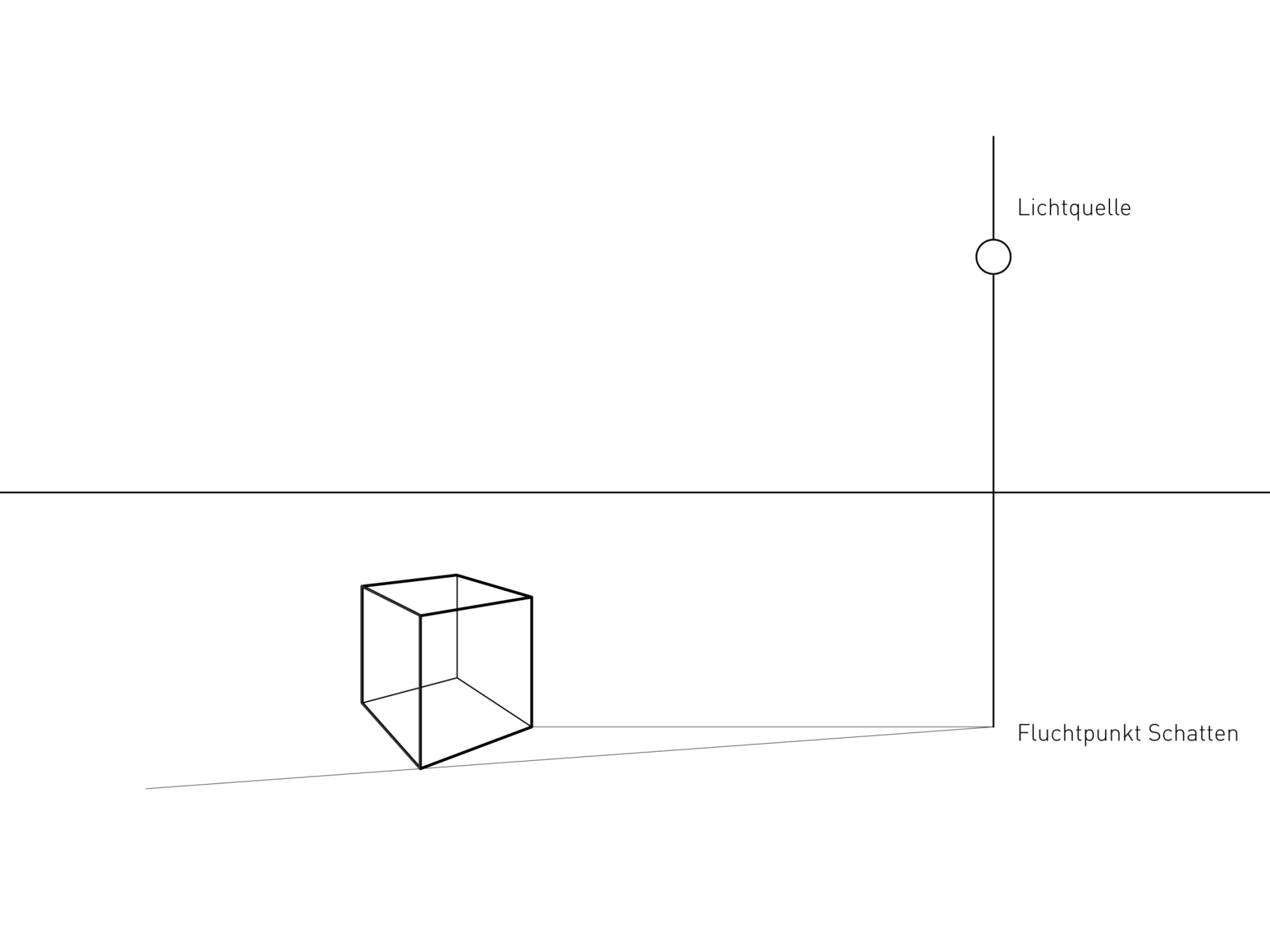
Zwei - Fluchpunktperspektiven, Schrägperspektive
„30°-60°“ Würfel Reihung, perspektivische Verkürzung





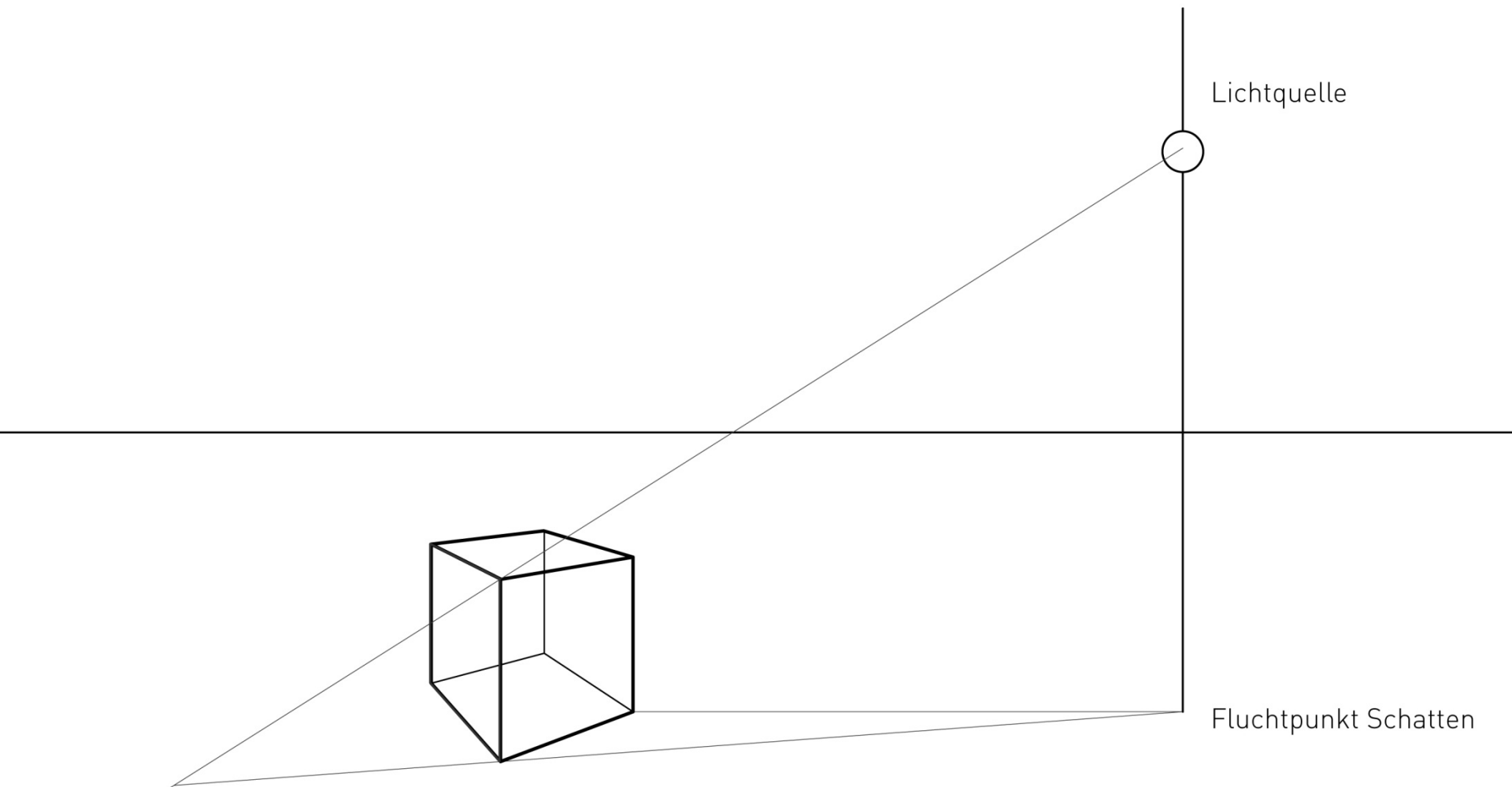
Lichtquelle

Fluchtpunkt Schatten



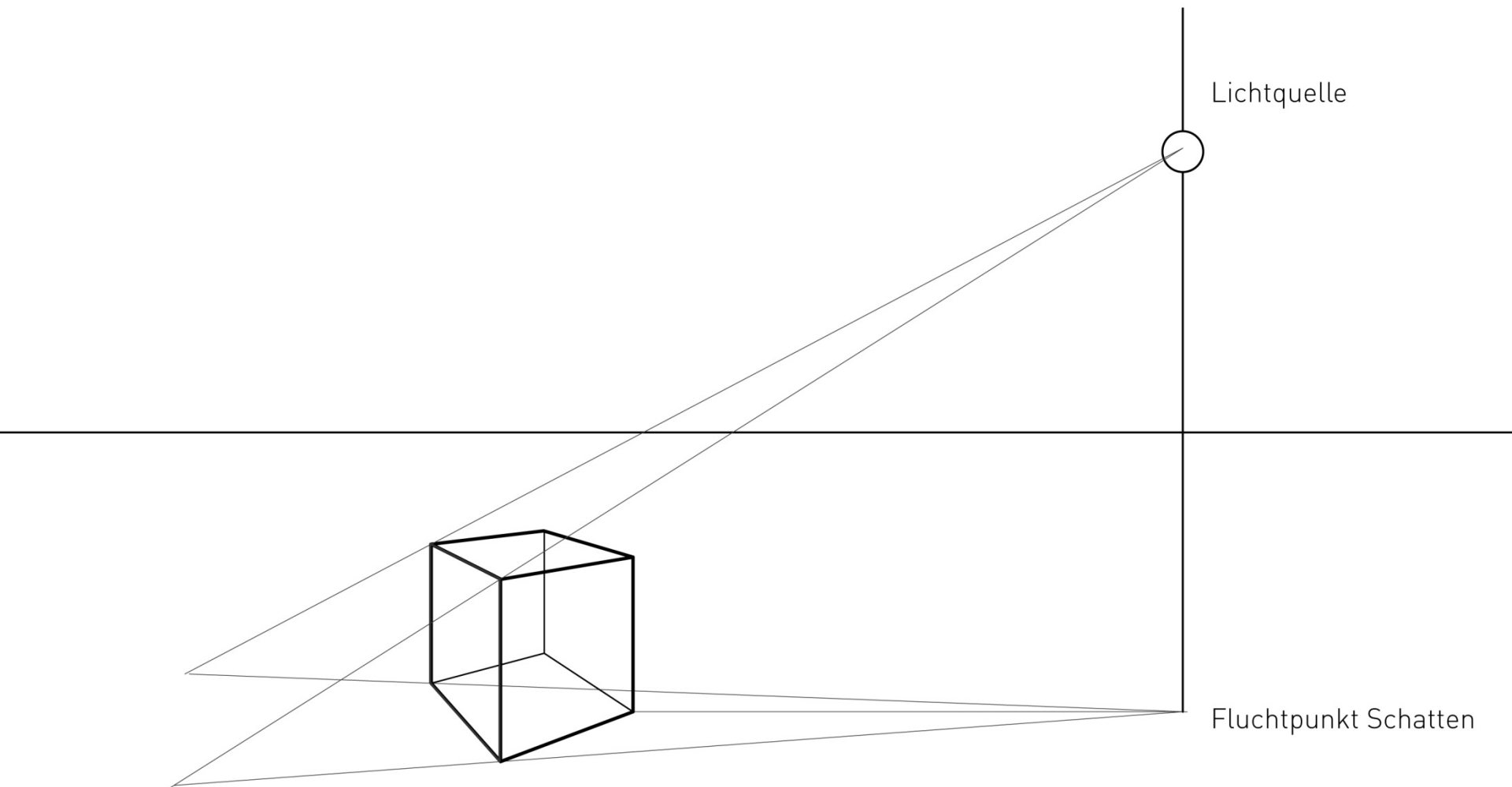
Lichtquelle

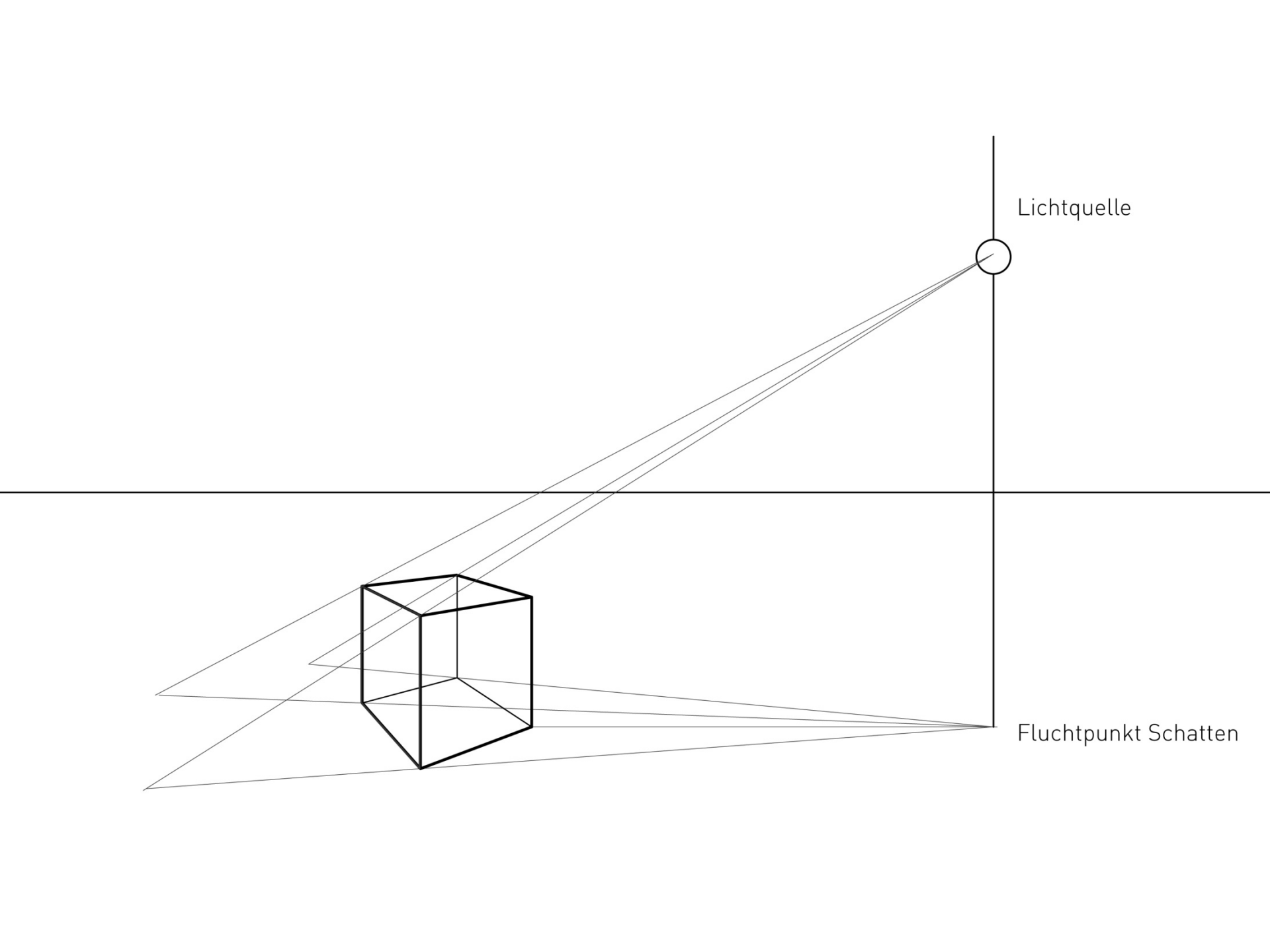
Fluchtpunkt Schatten



Lichtquelle

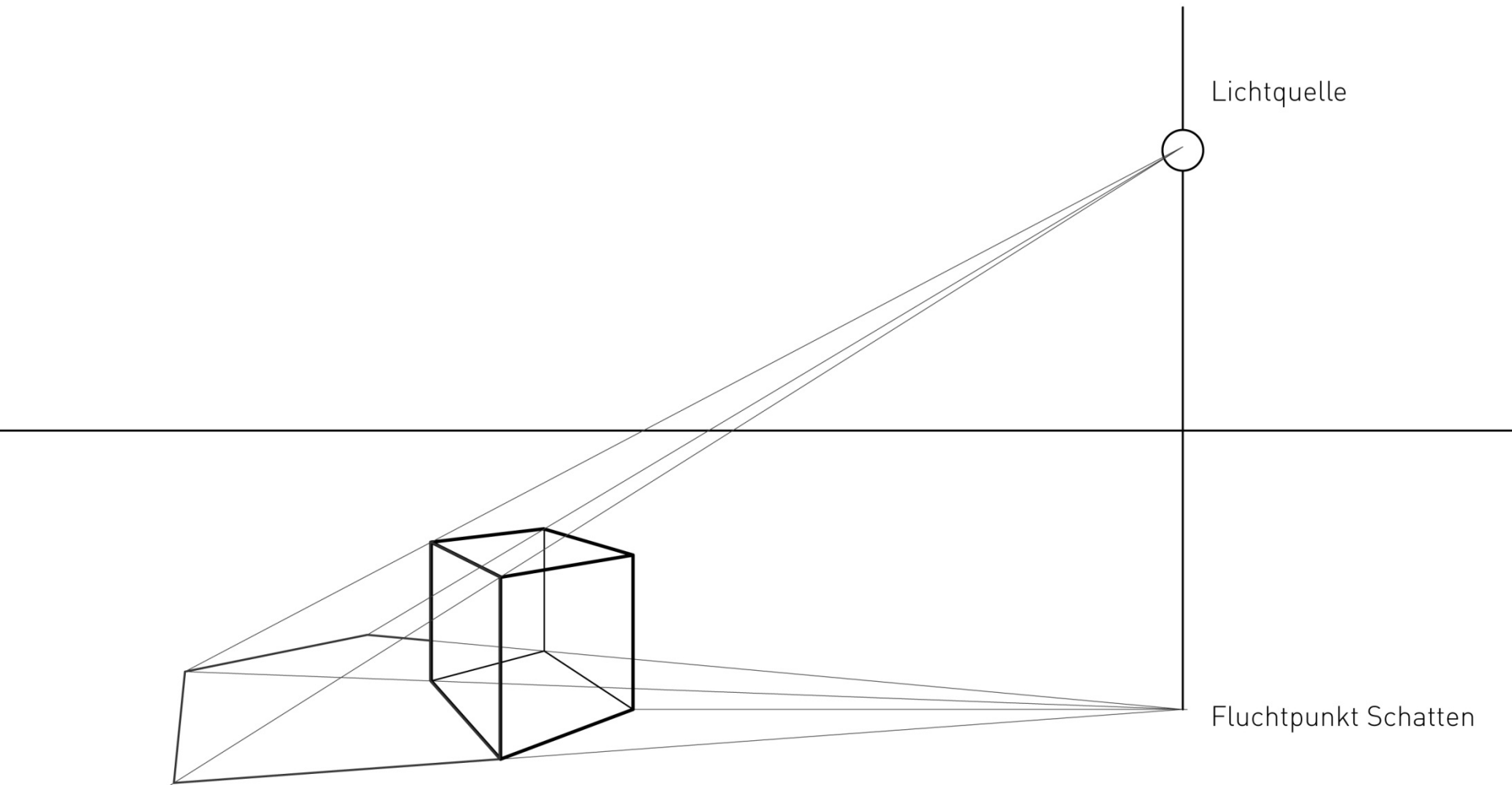
Fluchtpunkt Schatten





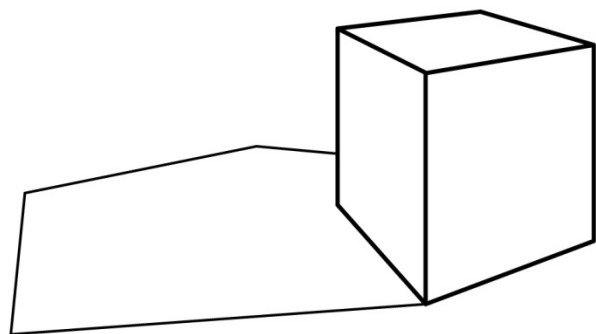
Lichtquelle

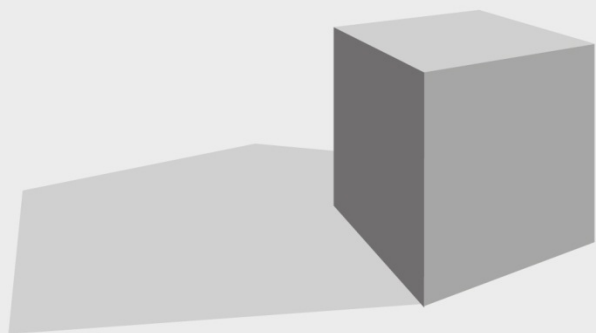
Fluchtpunkt Schatten

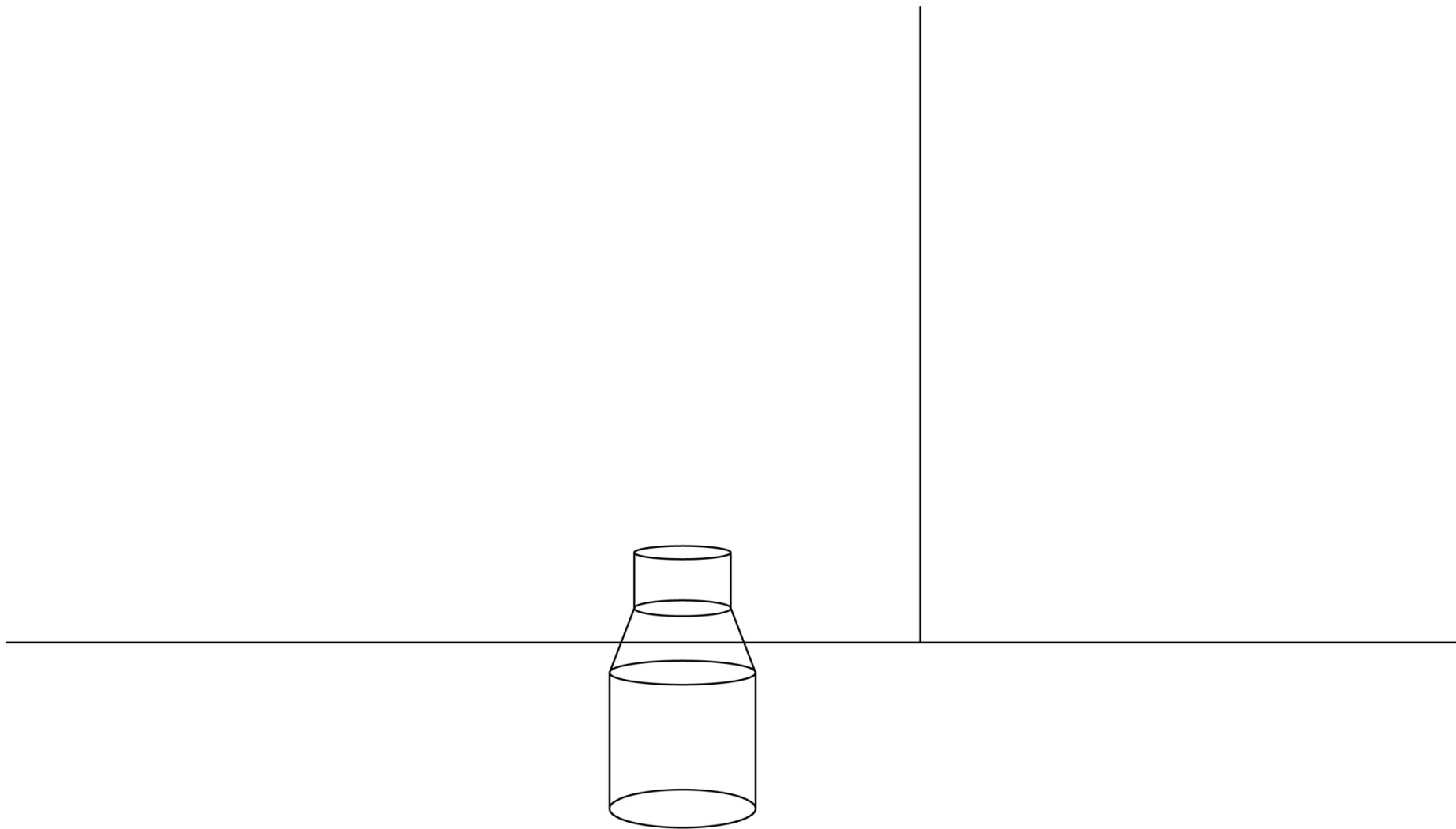


Lichtquelle

Fluchtpunkt Schatten







parallele
Lichtstrahlen

Fluchtpunkt Schatten

