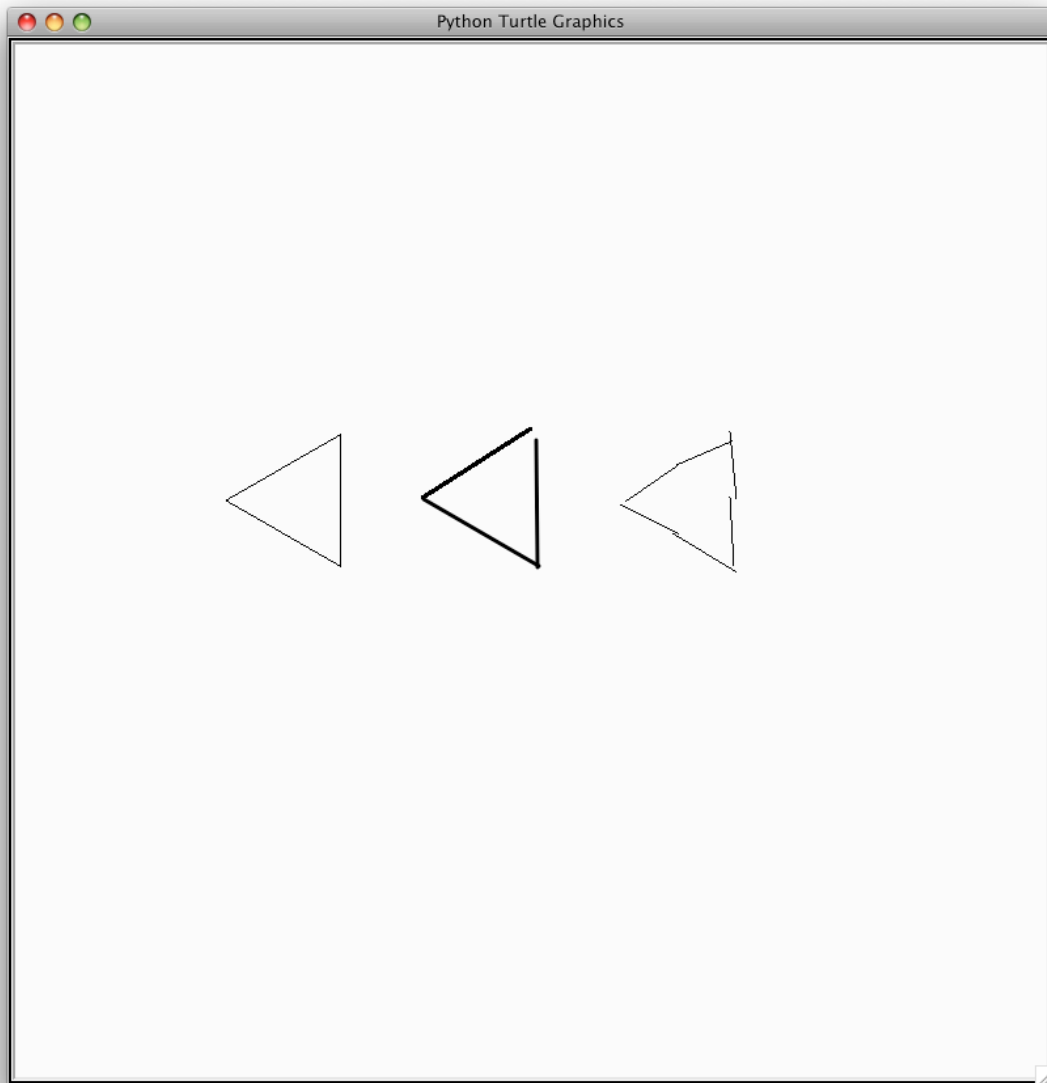


Project 10

The point of this lab was to learn how to make different line styles and implement them into scenes and shapes. Also the **purpose** is to learn how to make more realistic rendered drawings.

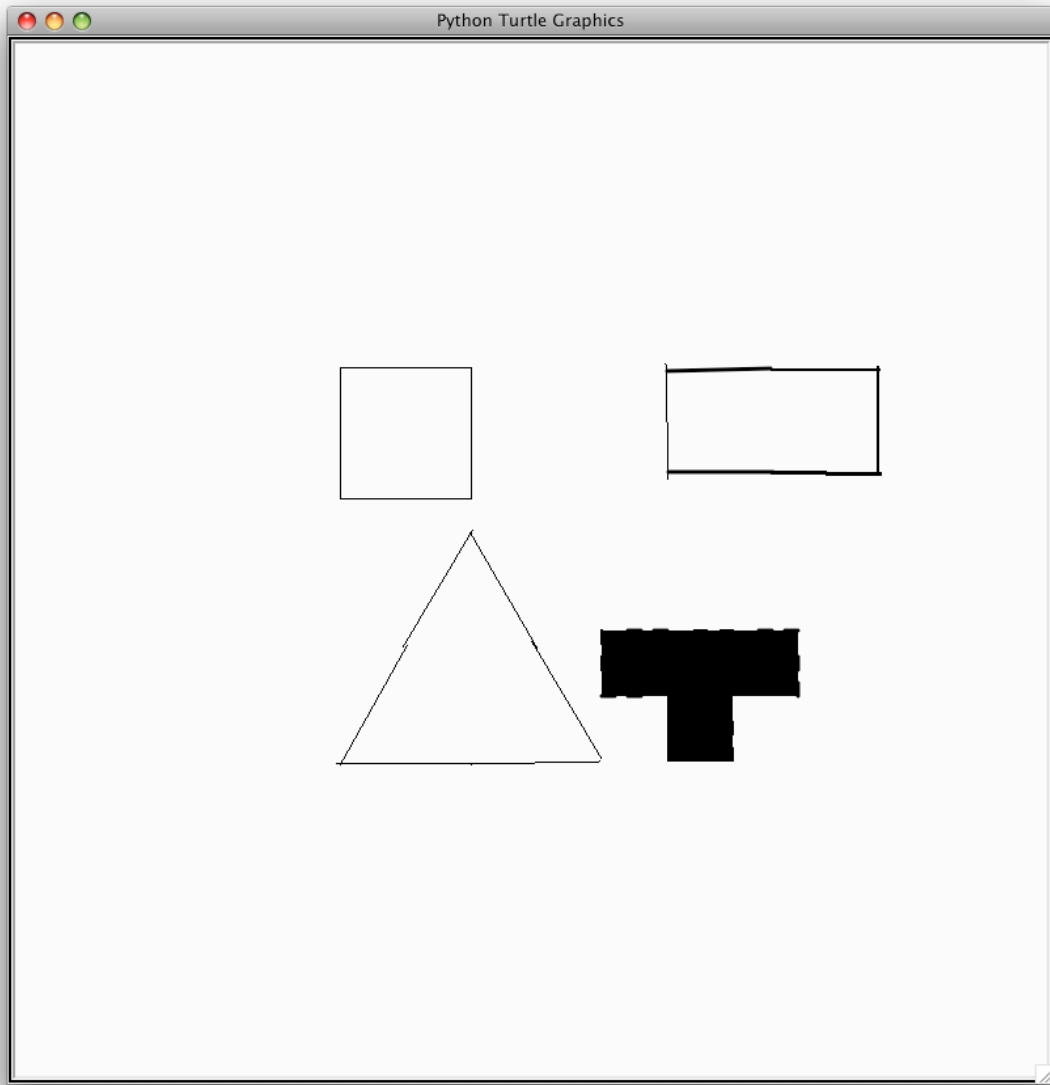
The **first task** was to make a test file to make an image of 3 different line styles: normal, jitter, and broken. To make the new line styles I had to add elif statements to the forward function and I had to update the interpreter file.

image one



The **second task** was to add another line style dash. This style creates dashed lines that are evenly spaced. Image two is like image one creating 4 shapes with different styles to compare the differences.

image two



The **third task** was to edit a copy of my indoor scene from lab9. Using the different line styles on different shapes the indoor scene now looks more realistic or hand drawn.

[image three](#)

