

XEROX

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Bitmap-Gallery

Sampler and Documentation for bitmaps, especially those useful as screen background.

Eventually I'll rationalize the names and packages. Most of these bitmaps have been snapped from the screen and are smaller than they might appear. They usually look better on screen than they do on paper. Please send suggested additions to Foster.PA.

WARNING: This file is only usable in Lyric.

Shades

Author: Gregg Foster et al <Foster.pa>
Filed on: {FS8:PARC:XEROX}<FOSTER>LISP>USERS>BITMAP-GALLERY.TEDIT;5
Last filed: March 23, 1988 18:07 PDT (Wednesday)
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BITMAP-GALLERY

Some Basic Shades

Use (IL:EDITSHADE) to create your own.



IL:PLAINSHADE, IL:GRAYSHADE, IL:GRAYSHADE1, IL:GRAYSHADE2



IL:GRAYSHADE3, IL:GRAYSHADE4, IL:DEFAULTSCREENSCHADE

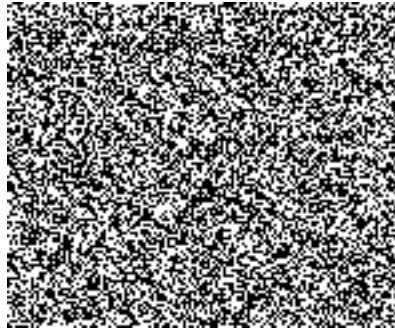
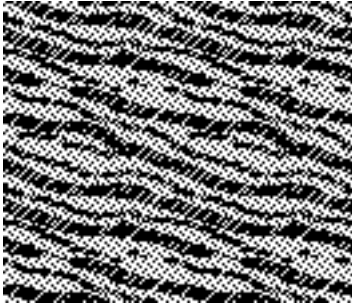


IL:WAVE-TEXTURE, IL:WAVE2-TEXTURE, IL:MESH-TEXTURE

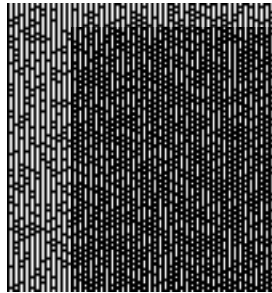
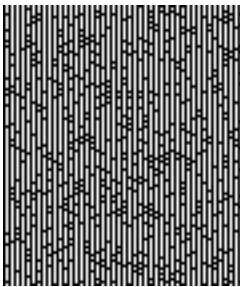


IL:DI-TEXTURE, IL:DARK-DI-TEXTURE

From Gregg Foster



XCL-USER::~*TESSEL-BM*, XCL-USER::~*RANDOM-BM*

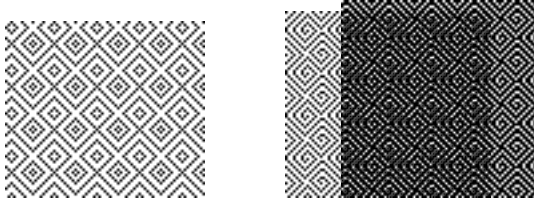


XCL-USER::~*GRANITE-LIGHT-BM*, ...-MEDIUM-..., ...-DARK-...

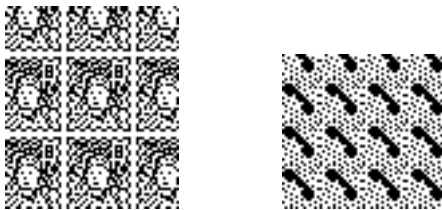
From {PHYLUM}<Foster>Lisp>Users>GRANITE, using the function `il:|MakePseudoRandomBitmap|` you get bitmaps that look something like the above (they come in three shades, LIGHT, MEDIUM, and DARK (symbols for 3, 2, 1, respectively); and large variety. The three bitmaps above are examples of the kind of thing you get.

[Example usage: `(setq my-bitmap (il:|MakePseudoRandomBitmap| NIL 64 64 3))`, makes a 64x64 light PseudoRandom bitmap.]

From Stanley's Tool Works



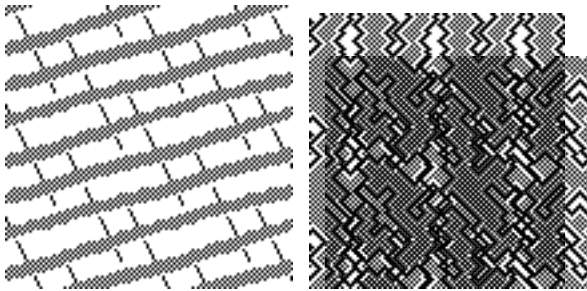
IL:LIGHTWALLPAPER, IL:WALLPAPER, IL:DARKWALLPAPER



IL:*STAMP-BITMAP*, IL:*PHONE-BITMAP*

Wickberg

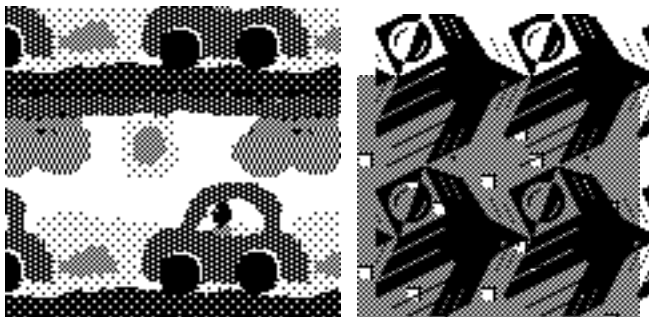
From Andreas Wickberg



IL:AVANTBACKGROUND0, ...1, ...2



IL:AVANTBACKGROUND3, ...4, ...5



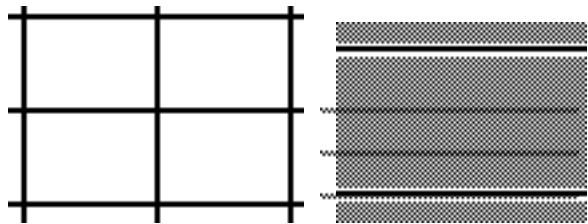
IL:AVANTBACKGROUND6, ...7, ...8



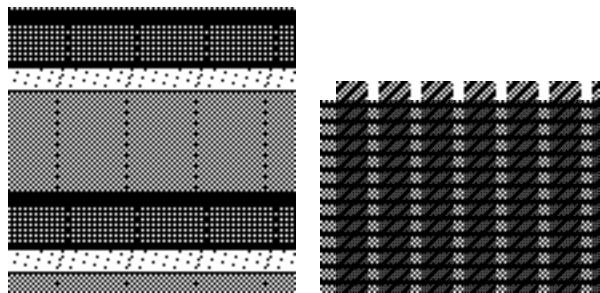
IL:AVANTBACKGROUND9, ...10, ...11

Card

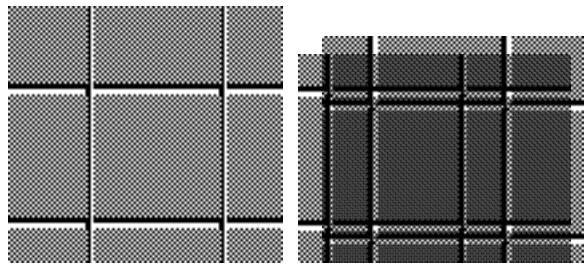
From Stu Card



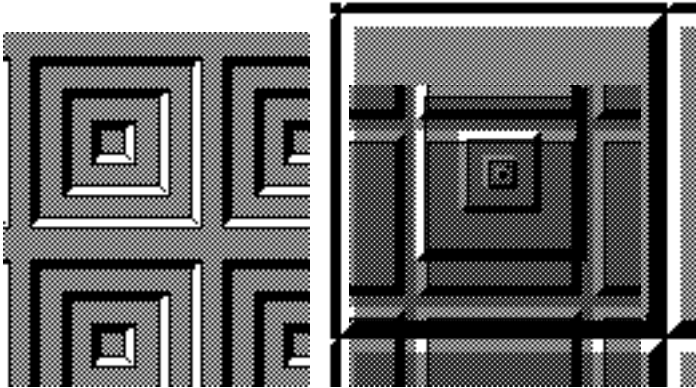
IL:ROOM.BM, IL:LINE1.BM, IL:LINE2.BM,



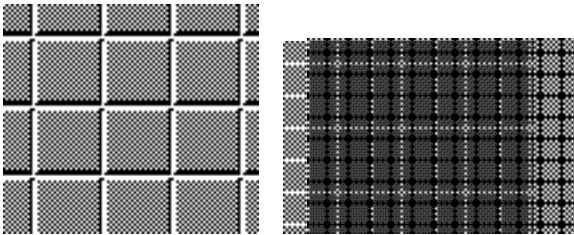
IL:LINE3.BM, IL:LINE4.BM, IL:LINE5.BM



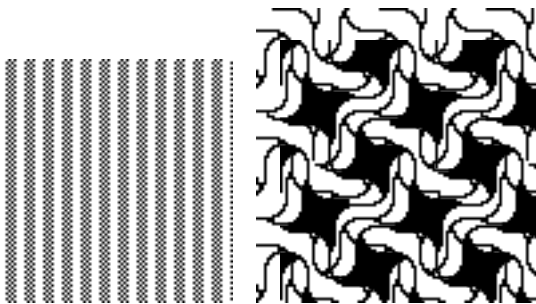
IL:SQUARE1, IL:SQUARE2, IL:SQUARE3.BM, ■



IL:SQUARE4.BM, IL:SQUARE5.BM, IL:SQUARE6.BM

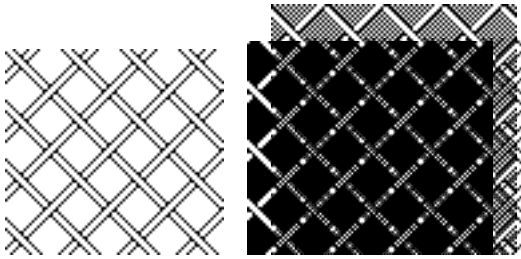


IL:SQUARE7.BM, IL:SQUARE8.BM, IL:SQUARE9.BM



IL:SHIRT1.BM, IL:CURLY, IL:CURLY1

BITMAP-GALLERY



IL:WOVEN, IL:WOVEN1, IL:WOVEN2, IL:WOVEN3

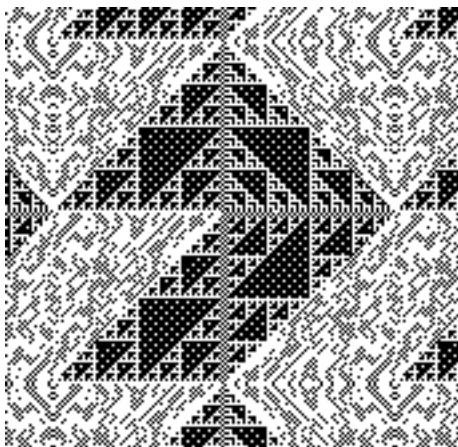
From Harley Davis



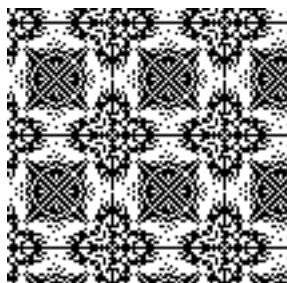
XCL-USER::*EYE-BM*

Corbett

From John Corbett



XCL-USER::*FRACT-BM*



XCL-USER::*MANDALA-BM*



XCL-USER::*STATIC1-BM*



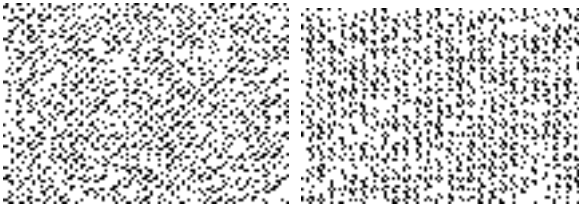
XCL-USER::*STATIC2-BM*

Fabrics

Fabrics (from John Corbett and Gregg Foster)



XCL-USER::*TWEED-BM* XCL-USER::*CHAMBRAY-BM*



XCL-USER::*CANVAS-BM* XCL-USER::*CORDUROY-BM*



XCL-USER::*SEERSUCKER-BM* XCL-USER::*BURLAP-BM*

You can use the function FABRICIZE (included in this file) on an arbitrary bitmap to return a fabric-like bitmap (the original bitmap is unaltered).

USAGE: (FABRICIZE BITMAP)