XEROX

Xerox Corportation
Palo Alto Research Center
3333 Coyote Hill Road
Palo Alto, California 94304

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.

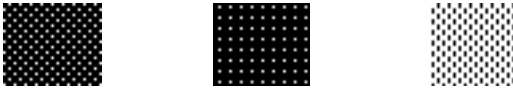*WARNING: This file is only usable in Lyric.*

Shades

BITMAP-GALLERY

Some Basic Shades

Use (IL:EDITSHADE) to create your own.

IL:PLAINSHADE, IL:GRAYSHADE, IL:GRAYSHADE1, IL:GRAYSHADE2
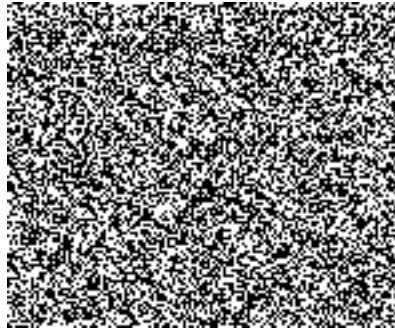
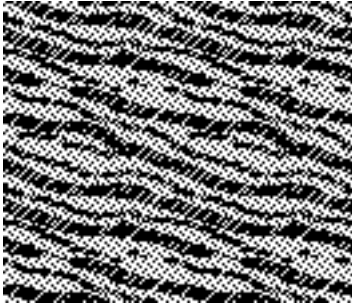IL:GRAYSHADE3, IL:GRAYSHADE4, IL:DEFAULTSCREENSHADE
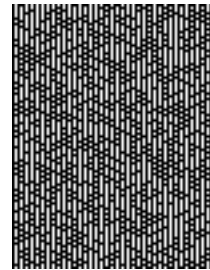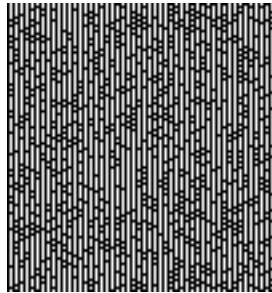
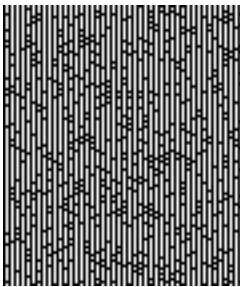IL:WAVE-TEXTURE, IL:WAVE2-TEXTURE, IL:MESH-TEXTURE

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.]
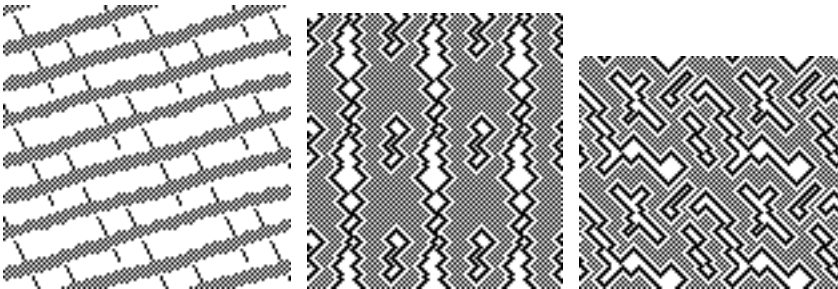
From Stanley's Tool Works
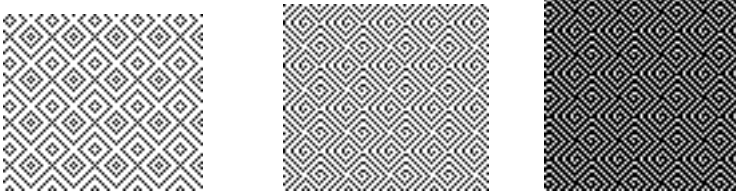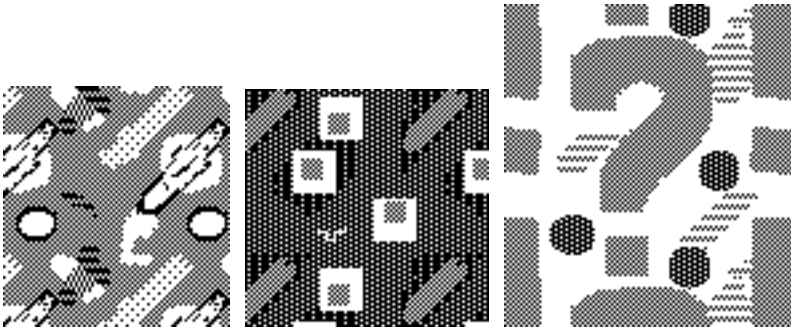

IL:LIGHTWALLPAPER, IL:WALLPAPER, IL:DARKWALLPAPER

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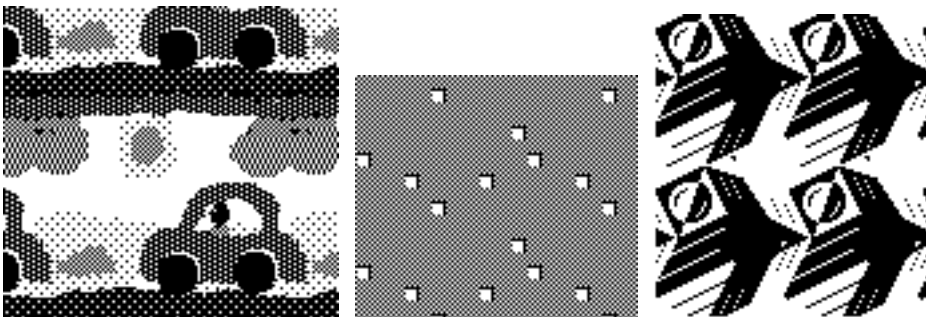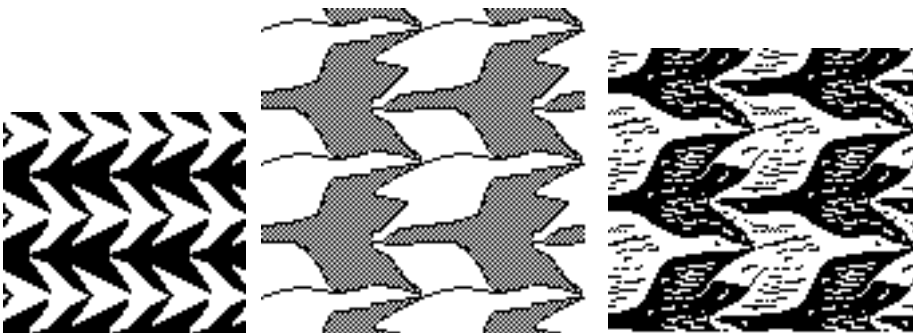
Wickberg

From Andreas Wickberg

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

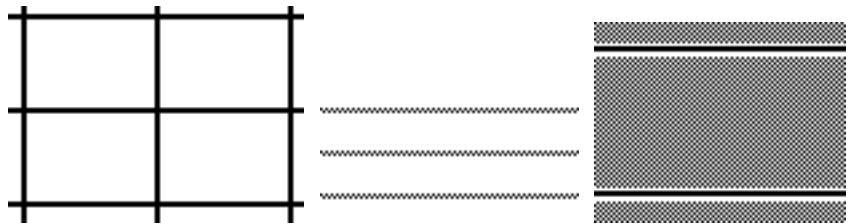IL:AVANTBACKGROUND3, ...4, ...5

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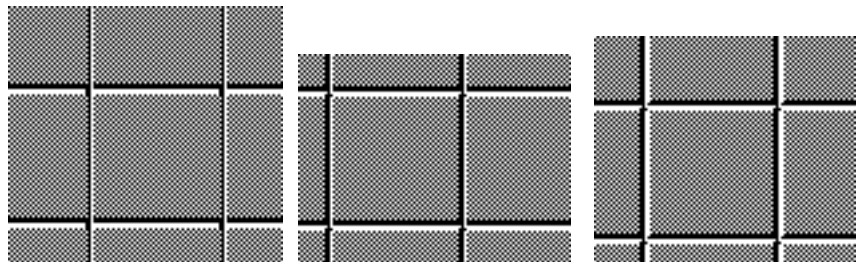

IL:AVANTBACKGROUND9, ...10, ...11

From Stu Card

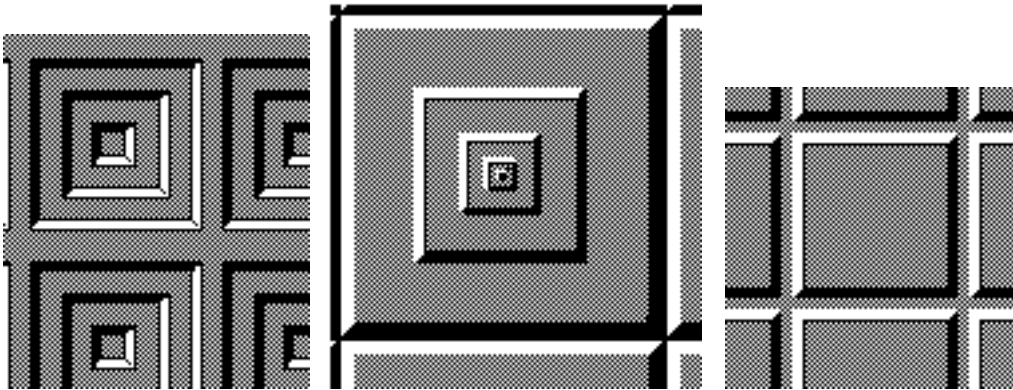IL:ROOM.BM,   IL:LINE1.BM,   IL:LINE2.BM,
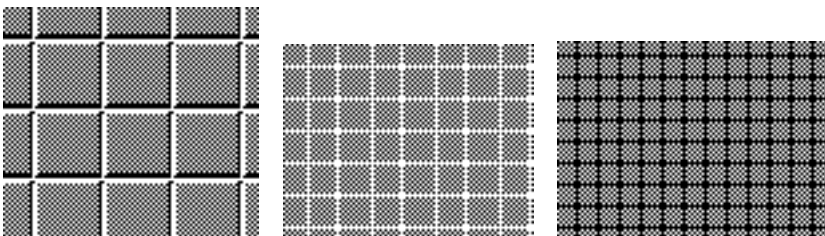
IL:LINE3.BM,   IL:LINE4.BM,   IL:LINE5.BM
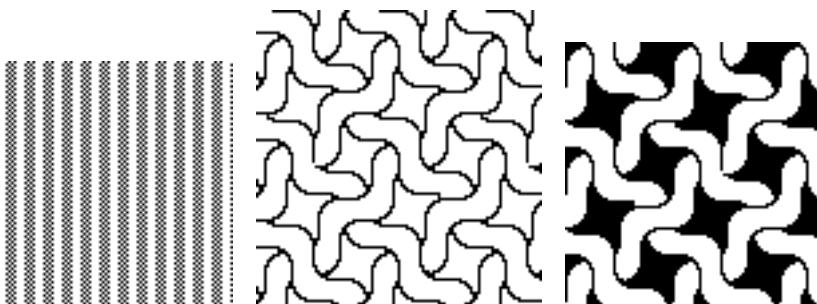
IL:SQUARE1,   IL:SQUARE2,   IL:SQUARE3.BM, ■
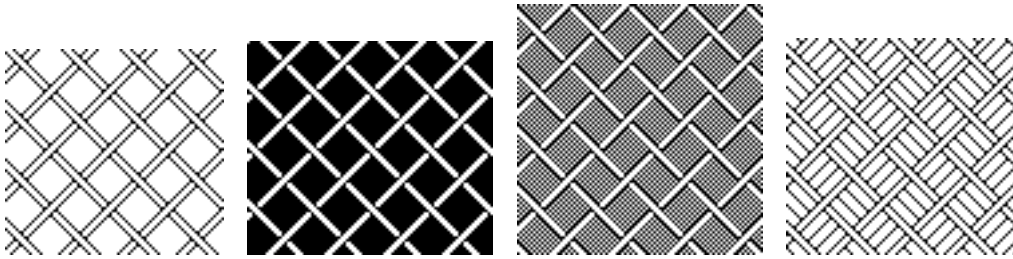
IL:SQUARE4.BM,   IL:SQUARE5.BM,   IL:SQUARE6.BM

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

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

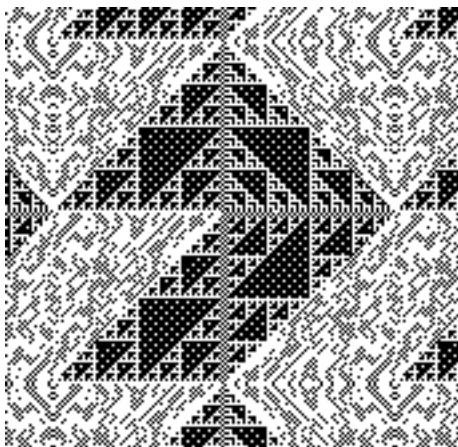IL:WOVEN,   IL:WOVEN1,   IL:WOVEN2,   IL:WOVEN3

From Harley Davis

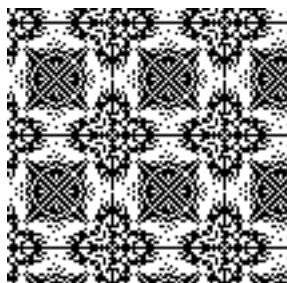

XCL-USER::*EYE-BM*

From John Corbett

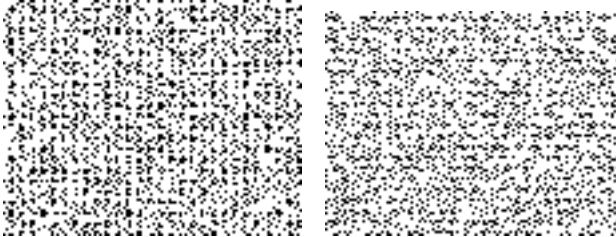XCL-USER::*FRACT-BM*   XCL-USER::*MANDALA-BM*
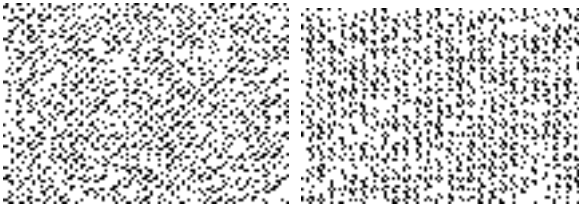

XCL-USER::*STATIC1-BM*   XCL-USER::*STATIC2-BM*

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)