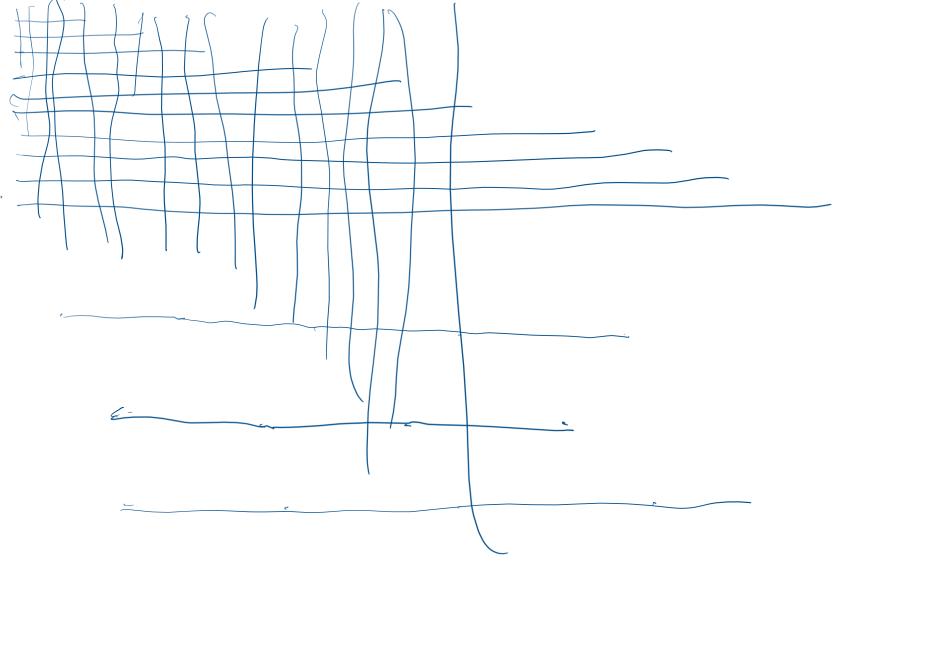
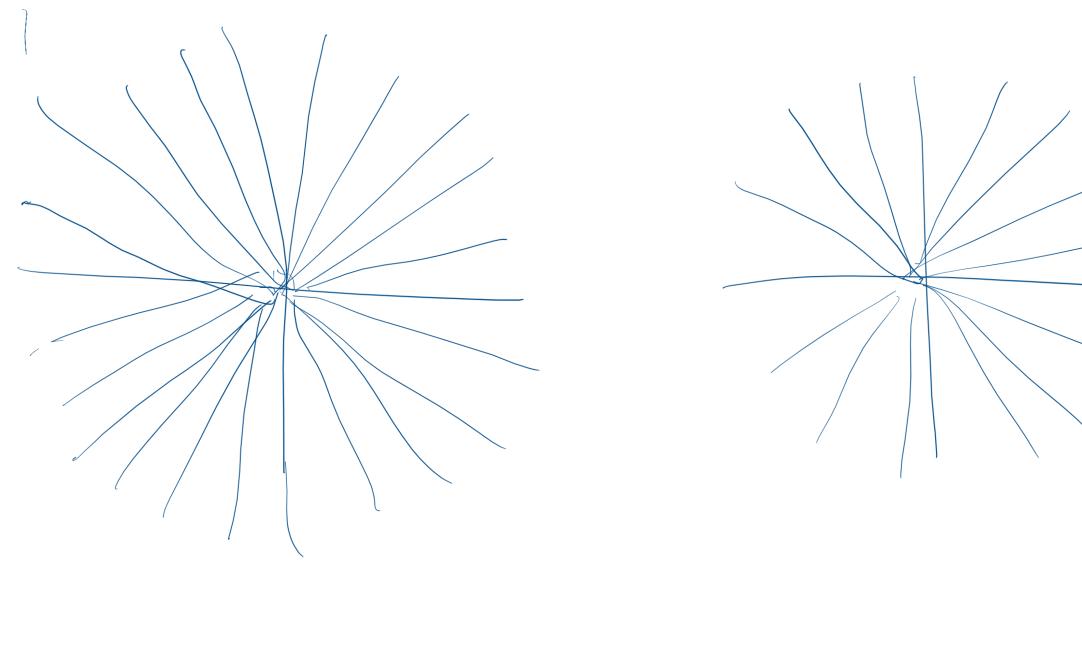
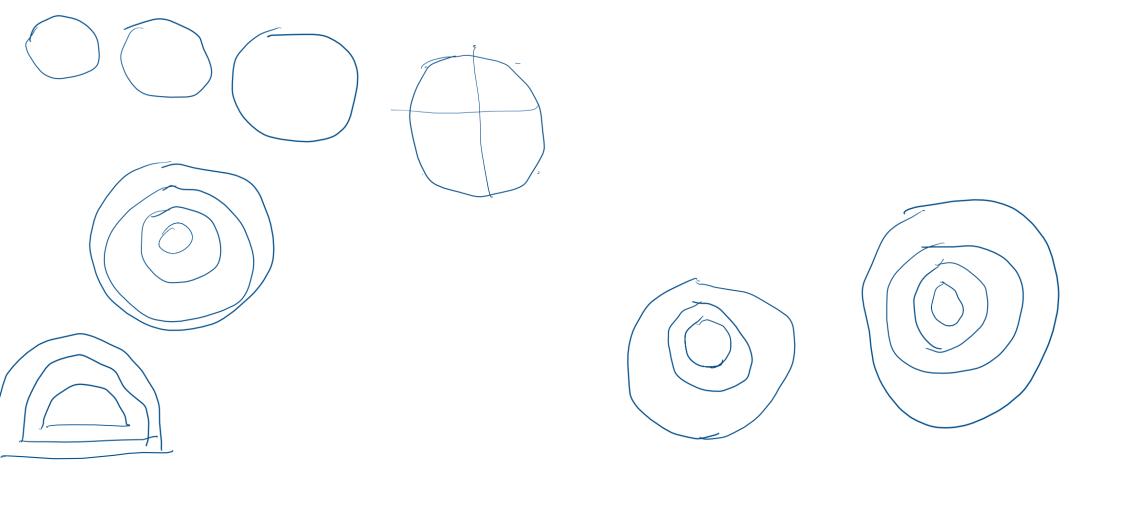
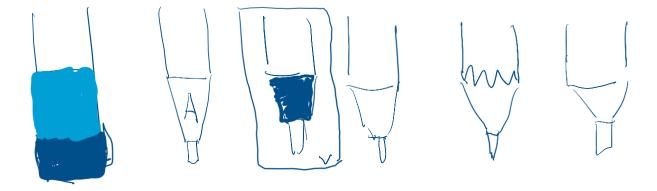
<u>.</u>	

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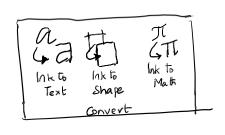


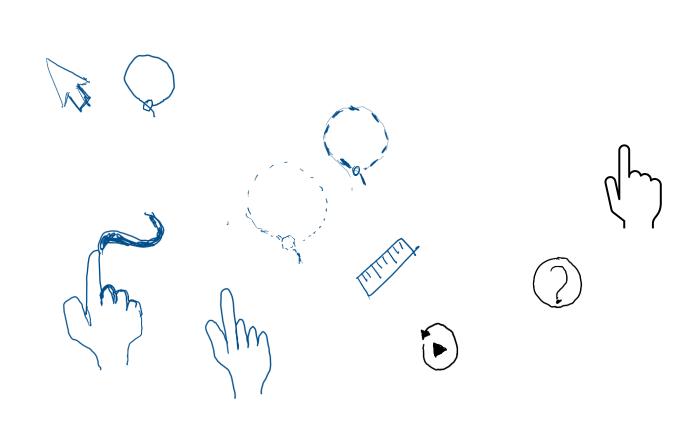




Drawing Tools



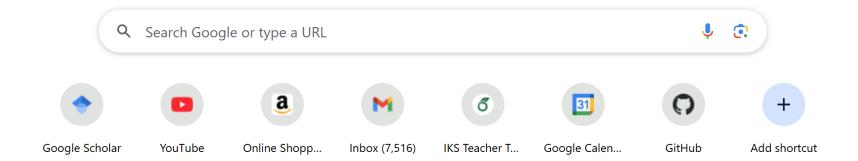






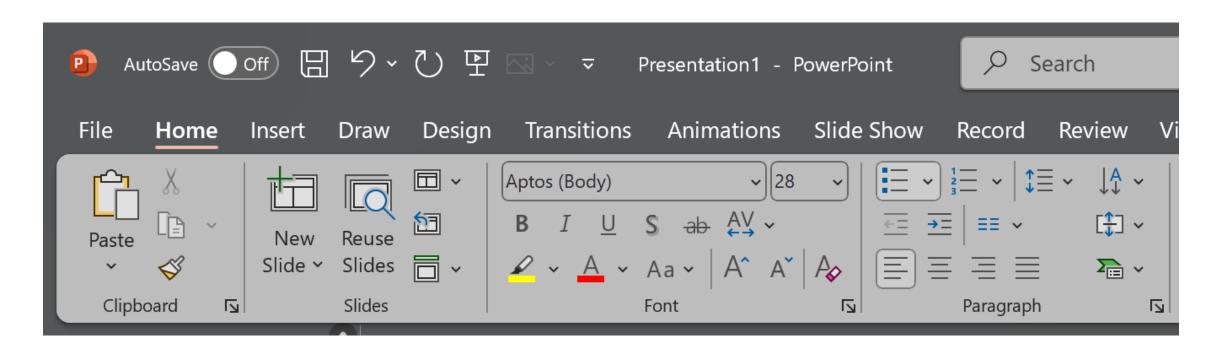


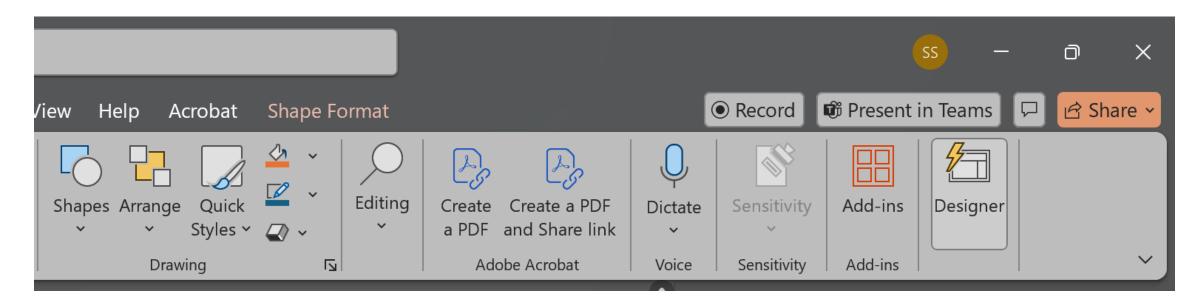






Trick is to draw the outline shapes and then fill in inside details. Use shades of grey in place of colors, to achieve same effect.





## **Fonts**

- Pay attention to proportions
- How far tall letters go above / below the centre line.
  - E.g., dot on top of i, how low g/f/p go, how high l,t,capitals go.
- How wide some characters go (W, M, N, V, A, B)
- The nature of curvature on B, C, D, O (b, c, d, o)
- Serif
- Size of one text item relative to other icons/texts
- In general, print unless specialized fonts.



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## Some reading

- https://www.toptal.com/designers/ux/guide-to-ux-sketching
- https://www.nngroup.com/articles/draw-wireframe-even-if-youcant-draw/
- <a href="https://design.tutsplus.com/tutorials/the-basics-of-drawing-type-creating-your-own-handwritten-font--cms-23089">https://design.tutsplus.com/tutorials/the-basics-of-drawing-type-creating-your-own-handwritten-font--cms-23089</a>