












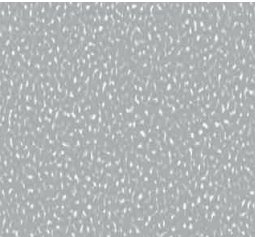

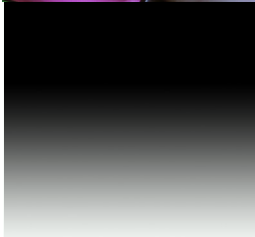









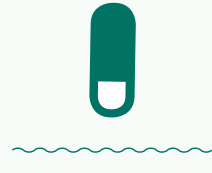
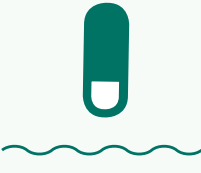

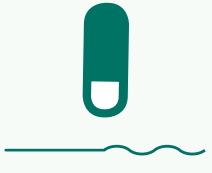


RoughSketch

Paul Bucci
Brenna Li
Gordon Minaker
Oliver Schneider



TOOL	 ERASER	 PEN	 AIRBRUSH	 PAN/ZOOM	 TOUCHFINGER	 PAINT
INSPIRATION						
TEXTURE						
<p>×</p> ENVELOPE AMPLITUDE	 SINUSOIDAL	 CONSTANT	 CONSTANT	 RAMP UP	 CONSTANT	 RAMP UP
<p>=</p> RENDERED FRICTION					DEPENDENT ON PICTURE	
DESCRIPTION	<p>The eraser mimics real life, like bits rubbing off as you use it.</p>	<p>The pen texture is constant but slightly grainy, as if it's rolling across paper.</p>	<p>The airbrush feels like the mark it is making.</p>	<p>The zoom tool uses a 'pinching rubber' metaphor; pan is like moving a page.</p>	<p>The touchfinger renders the current canvas image as a friction map.</p>	<p>The paintbrush starts slippery and gains texture as you 'lose paint'</p>