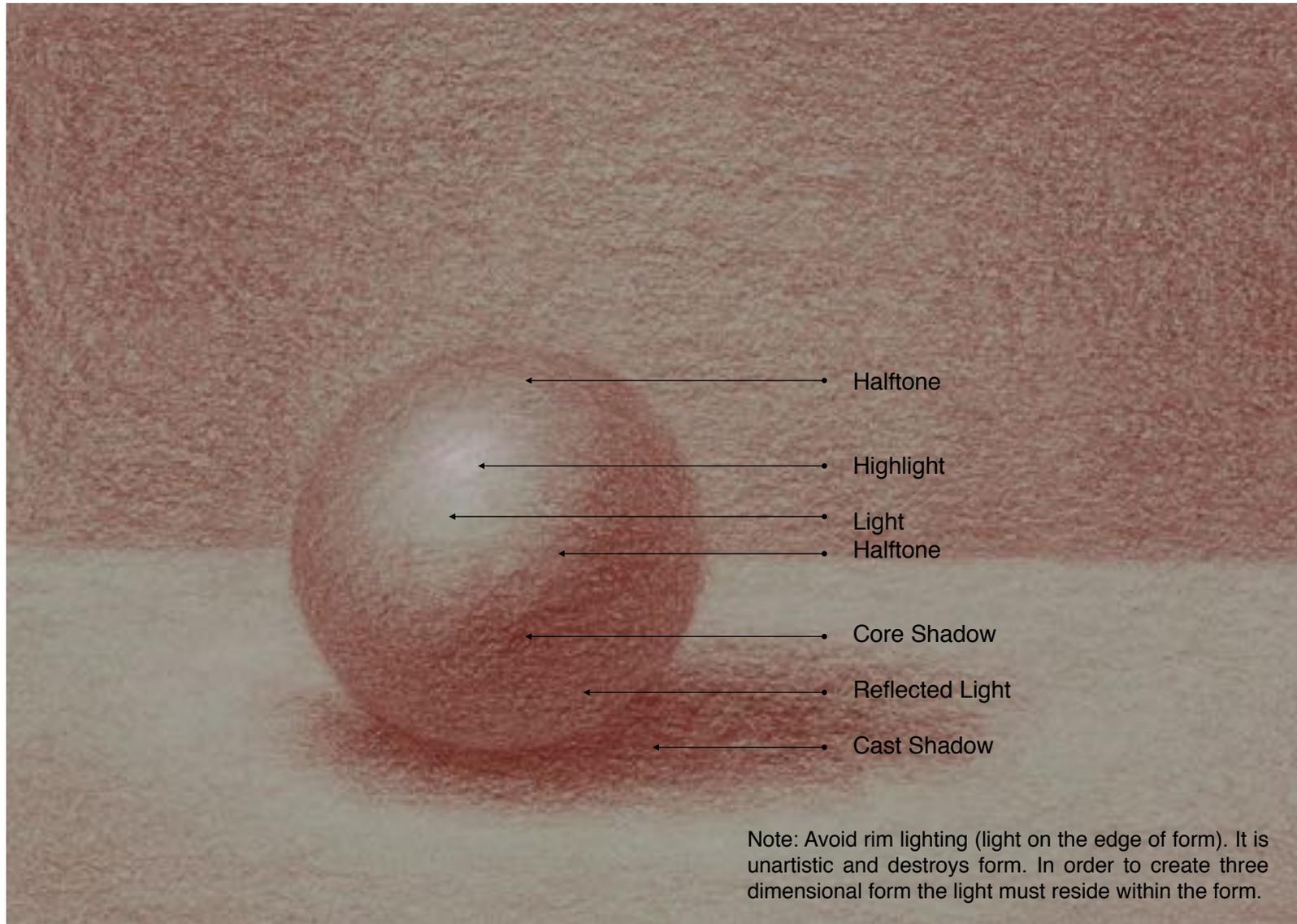
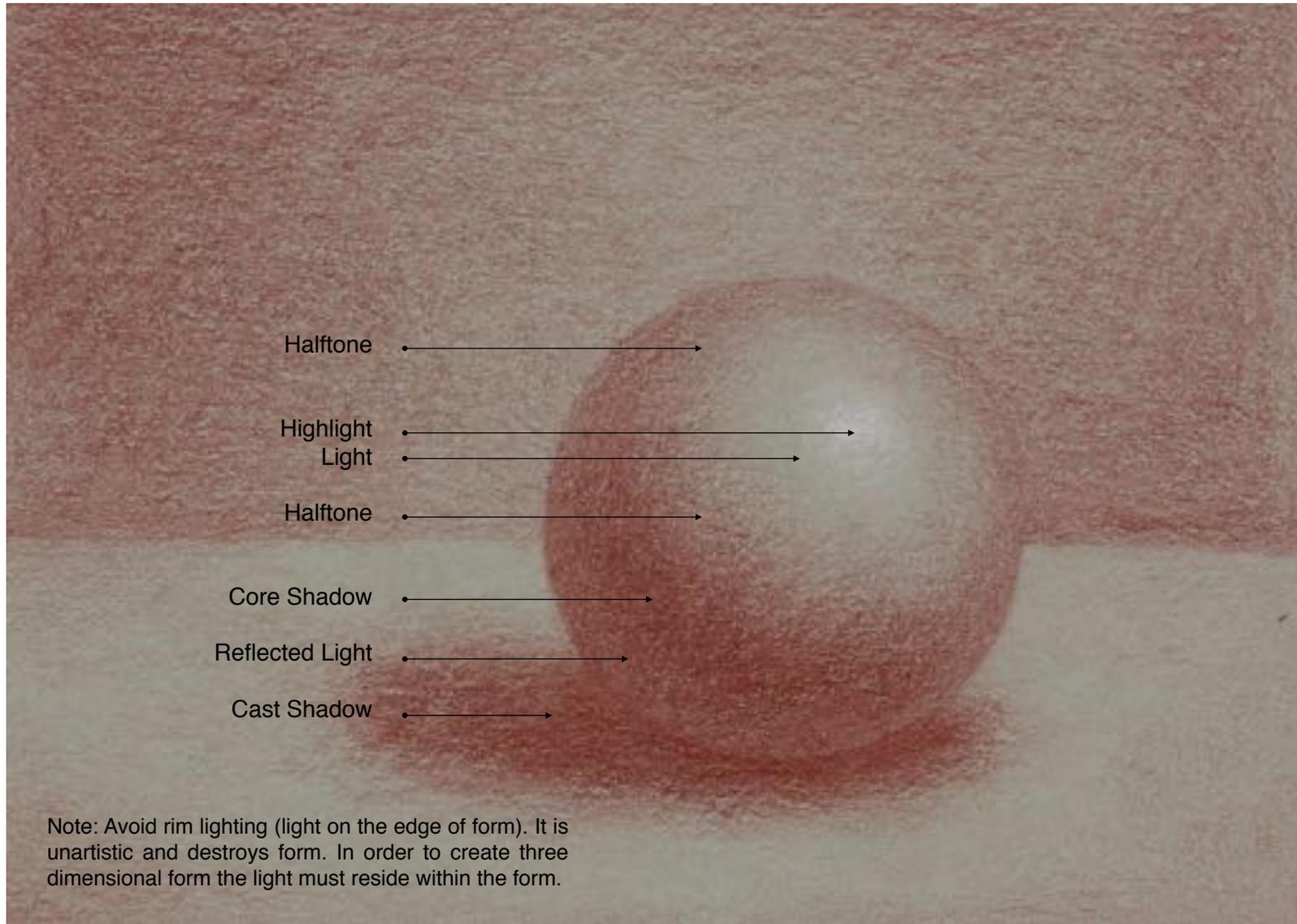


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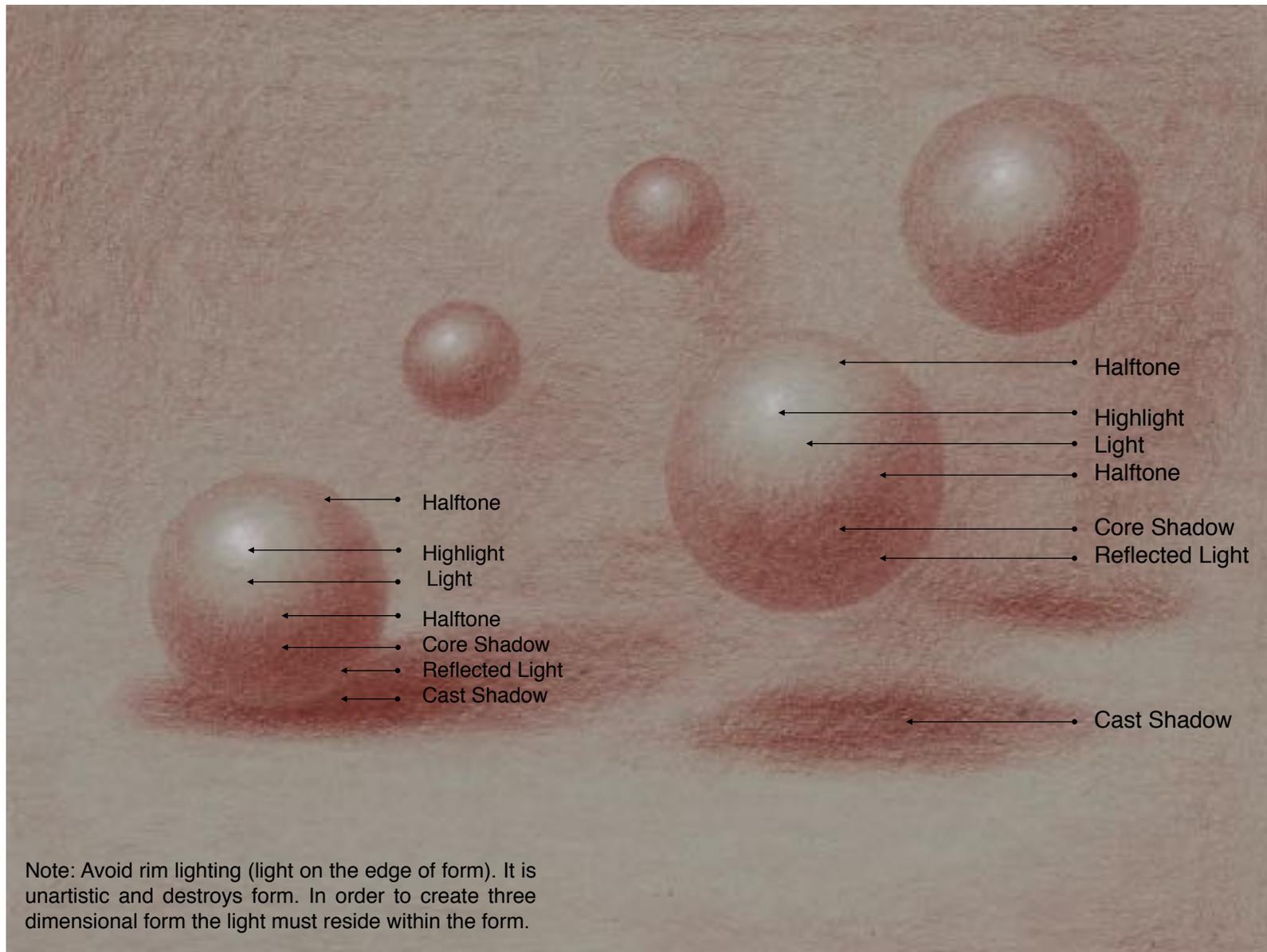


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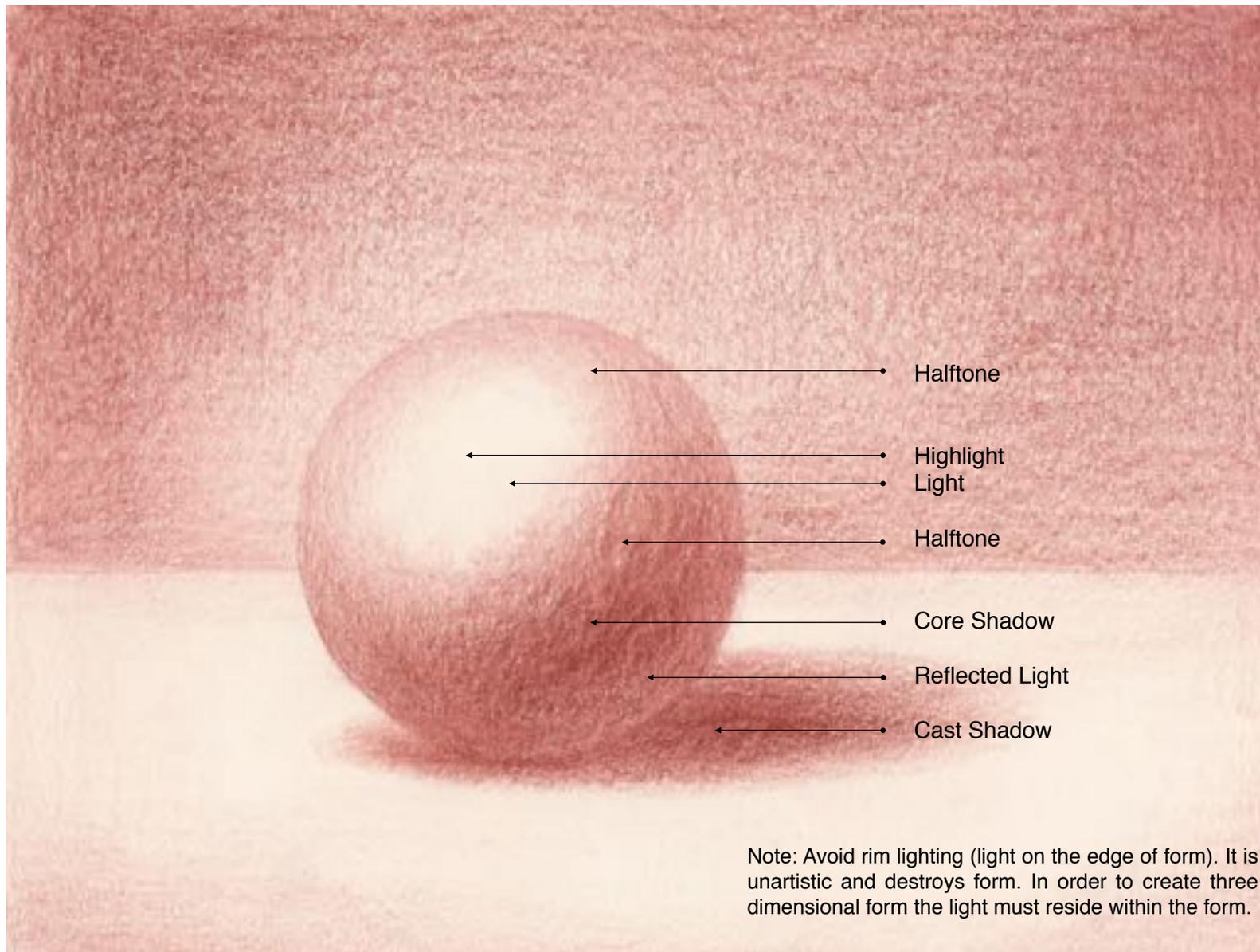
Note: Avoid rim lighting (light on the edge of form). It is unartistic and destroys form. In order to create three dimensional form the light must reside within the form.

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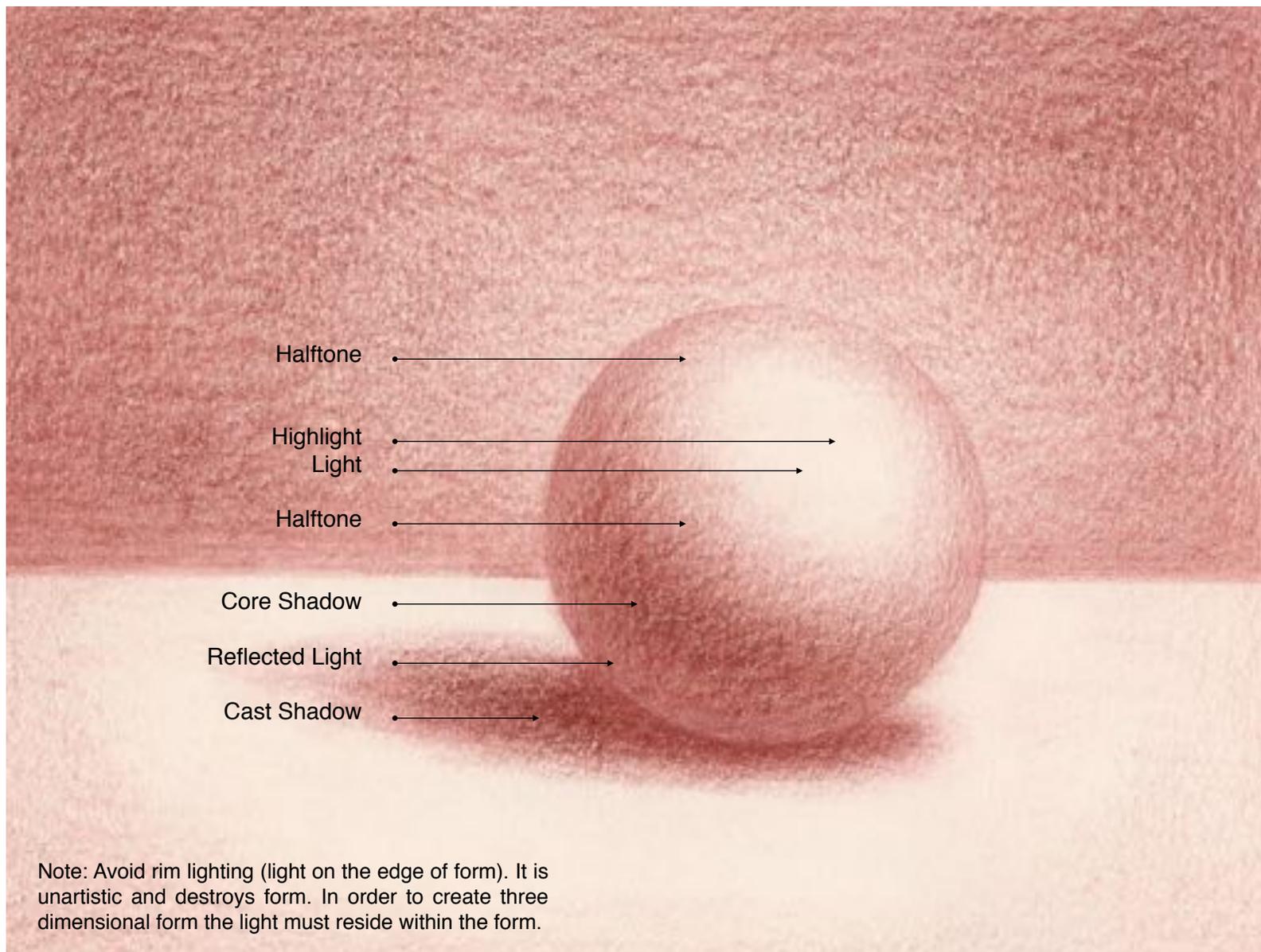


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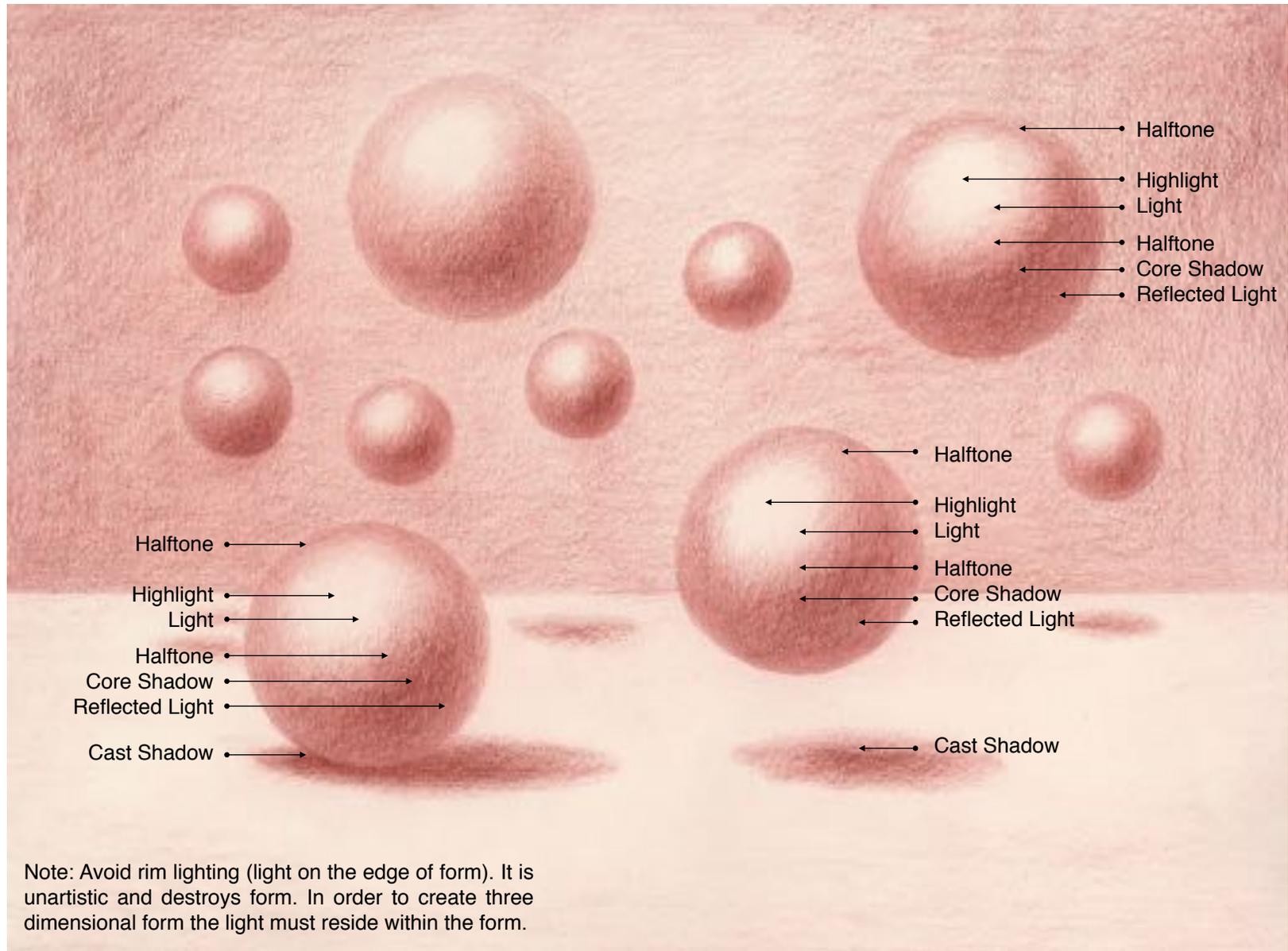


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