

Representing Temporal Information Using a 3D Graphic Model

by

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Drawing Basics

- Line
- Shade
- Overlap
- Tracing

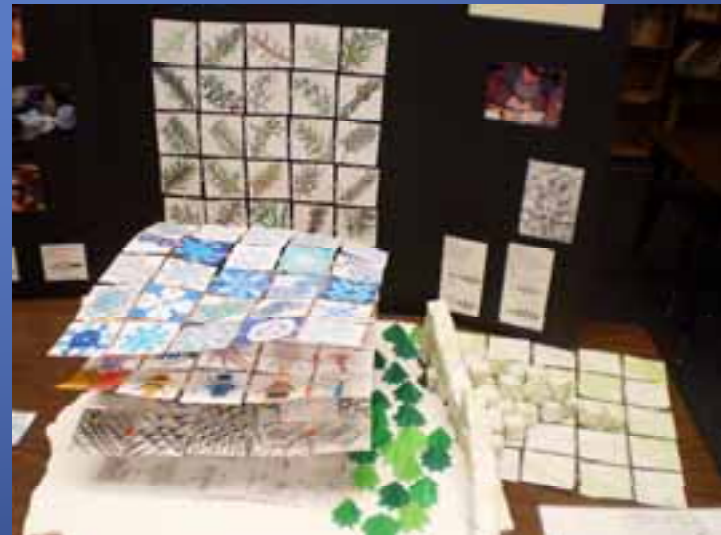


Design Principles

- Unity
- Focal Point
- Scale
- Proportion
- Balance



The Legends of Cache County



Acknowledgement

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