Drawing Type An Introduction To Illustrating Letterforms

An introduction to playful typography features projects and examples from seventy-two designers, focuses on four styles of typographic work, and includes sixteen specimen sheets with which to practice drawing typefaces.

Provides instruction on drawing objects and environments from the imagination, constructing accurate perspective grids, and experimenting with various mediums.

Table of Contents Introduction: Hands Supplies needed How to study and prepare for drawing Proportions Shading Color Different Hand Exercises Blind Contour Drawing Drawing Techniques Grid Blocks and Cylinders Contour Drawing Gesture Drawing Rendering Publisher Introduction: Hands Our hands, they can be quite a useful thing in everyday life; from eating to typing, drawing, writing, and also they can be a way to express ourselves. Sadly many take hands for granted both in having them and in drawing them, many starting artists think they are easy and something they will land the very first time, but unfortunately very few, if any, are an art genius from the start. I have seen many starting artist hide the hands of the person in their art piece, behind the back, in their pants pockets, etc. If you think about it you may have played this trick before as well, probably one of the reasons you need this book. But do not worry or fret it might take a little bit of time topped with some good old practice to draw this vital part of the human body. Hands can be difficult because they can assume hundreds of different shapes and positions with a very complex muscular and skeletal structure in them. Not to mention the angle at which they are viewed will change the whole process of drawing them. In this book we are going to talk about how to draw hands. We're going to

see how to capture the complexities of the hand and draw them on paper, a canvas, or anything you can possibly imagine, you're the artist after all!

First published in 1988. Routledge is an imprint of Taylor & Francis, an informa company.

This edition has been thoroughly revised and updated in order to remain in conformity with the course requirements and provide the recent and contemporary technological progress in the respective areas. In all, the text would serve as the most updated one in the field of CAD/CAM.

This is Book II of "Augsburg's Drawing", a series designed for school students within which Augsburg's Drawing System is explained and taught. Intended for the use of students in grades four to eight, it contains the essentials of Free Hand Drawing and was designed to be used as a text book. Each subject is treated topically and is arranged so as to give the greatest flexibility in teaching. Contents include: "General Outline", "The Perspective Principle", "The Box as a Type Form", "The Cube as a Type Form", "Application of the Box Form", "Outline Drawing", "Exact Drawing", "The Cylinder as a type Form", "Application of the Cylinder", "Object Drawing", "The Triangle Prism as a type Form", "Reflections", et cetera. Many vintage books such as this are becoming increasingly scarce and expensive. We are republishing this book now in an affordable, high-quality, modern edition complete with a specially commissioned new introduction on drawing and illustration.

An introduction to maritime prints, drawings and watercolours which is written for experts and enthusiasts alike. The text includes a historical survey tracing the development of marine art and exploring the technique and subject-matter of the pictures. Although the most famous seventeenth century Dutch maritime painters are covered, the author concentrates on lesser known (and less expensive) works from 1800

onwards that are readily available to the collector. The book addresses important questions about maritime drawings and prints, from the subject and location to larger questions of connoisseurship.

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Drawing Fashion is an introduction to drawing the proportions of the female fashion figure. Our models are size inclusive and cover the ever-changing fashion industry. Fashion is created for all sizes and shapes. Drawing Fashion follows that principle, focusing on the fashion figure and proportion of three models of varying sizes and shapes. Learn to draw the fashion figure for all aspects of the fashion industry.

Helps the reader gain access to right-brain functions, which affect artistic and creative abilities, by teaching the skills of drawing through unusual exercises designed to increase visual skills

THE CLASSIC GUIDE TO DRAWING FOR DESIGNERS, REVISED AND UPDATED TO INCLUDE CURRENT DIGITAL-DRAWING TECHNIQUES Hand drawing is an integral part of the design process and central to the architecture profession. An architect's precise interpretation and freedom of expression are captured through hand drawing, and it is perhaps the most fundamental skill that the designer must develop in order to communicate thoughts and ideas effectively. In his distinctive style, world-renowned author Francis D. K. Ching presents Design Drawing, Third Edition, the classic guide to hand drawing that clearly demonstrates how to use drawing as a practical tool for formulating and

working through design problems. While digital tools continue to evolve, this Third Edition includes new illustrations and information on the latest digital-drawing techniques. Design Drawing, Third Edition covers the basics of drawing, including line, shape, tone, and space. Guiding the reader step-by-step through the entire drawing process, this Third Edition also examines different types of drawing techniques such as multiview, paraline, and perspective drawings—and reveals how the application of these techniques creates remarkable results. In addition, Design Drawing, Third Edition: • Features over 1,500 hand drawings—stunning illustrations in the author's signature style that reinforce the concepts and lessons of each chapter • Offers new exercises and illustrative examples that range in complexity • Presents all-new digital drawing topics, such as hybrid floor plans, digital models and fabrication, and hand-to-digital fluency • Includes access to a new website featuring videos of the author demonstrating freehand techniques in a step-by-step manner in the studio and on location Written and illustrated for professional architects, designers, fine artists, illustrators, instructors and students, Design Drawing, Third Edition is an all-in-one package and effective tool that clearly demonstrates drawing concepts and techniques in a visually stimulating format that outshines other works in the field.

Now in dynamic full color, ENGINEERING FUNDAMENTALS: AN INTRODUCTION TO ENGINEERING, 5e helps students develop the strong problem-solving skills and solid foundation in

fundamental principles they will need to become analytical, detail-oriented, and creative engineers. The book opens with an overview of what engineers do, an inside glimpse of the various areas of specialization, and a straightforward look at what it takes to succeed. It then covers the basic physical concepts and laws that students will encounter on the job. Professional Profiles throughout the text highlight the work of practicing engineers from around the globe, tying in the fundamental principles and applying them to professional engineering. Using a flexible, modular format, the book demonstrates how engineers apply physical and chemical laws and principles, as well as mathematics, to design, test, and supervise the production of millions of parts, products, and services that people use every day. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

How to Draw Cool Stuff: Holidays, Seasons and Events is a step-by-step drawing guide that illustrates popular celebrations, holidays and events for your drawing pleasure. From the Chinese New Year to April Fools' Day, Father's Day to Halloween, Christmas and New Year s Eve - this book covers over 100 fun days, holidays, seasons and events, and offers simple lessons that will teach you how to draw like a pro and get you in the spirit of whichever season it may be! The third book in the How To Draw Cool Stuff series, this exciting new title will teach you how to create simple illustrations using basic shapes and a drawing technique that simplifies the process of drawing, all while helping you construct

height, width and depth in your work. It will guide you through the creative thought process and provide plenty of ideas to get you started. The lessons in this book will also teach you how to think like an artist and remind you that you are only limited by your imagination! Architectural Graphics focuses on the techniques, methodologies, and graphic tools used in conveying architectural ideas. The book takes a look at equipment and materials, architectural drafting, and architectural drawing conventions. Discussions focus on drawing pencils, technical drawing pens, set squares/templates, circle templates/compasses, line weight/line types, drafting technique, drawing circular elements, floor plan, doors and windows in plan, stairs, wall indications, plan grids, and site boundaries. The manuscript examines rendition of value and context and graphic symbols and lettering. Topics include tonal values, media and techniques, value/texture rendition, material rendition, shades and shadows, people, furniture, graphic representation symbols, and hand lettering. The text explores freehand drawing and architectural presentations, including freehand sketching, graphic diagraming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.
Engineering Graphic Modelling: A Practical Guide to Drawing and Design covers how engineering drawing relates to the design activity. The book describes modeled properties, such as the function, structure, form, material, dimension, and surface, as well as the coordinates, symbols, and types of projection of the

drawing code. The text provides drawing techniques, such as freehand sketching, bold freehand drawing, drawing with a straightedge, a draughting machine or a plotter, and use of templates, and then describes the types of drawing. Graphic designers, design engineers, mechanical engineers, and draughtsmen will find this book invaluable.

For more than 25 years, students have relied on this trusted text for easy-to-read, comprehensive drafting and design instruction that complies with the latest ANSI and ASME industry standards for mechanical drafting. The Sixth Edition of ENGINEERING DRAWING AND DESIGN continues this tradition of excellence with a multitude of real, high-quality industry drawings and more than 1,000 drafting, design, and practical application problems—including many new to the current edition. The text showcases actual product designs in all phases, from concept through manufacturing, marketing, and distribution. In addition, the engineering design process now features new material related to production practices that eliminate waste in all phases, and the authors describe practices to improve process output quality by using quality management methods to identify the causes of defects, remove them, and minimize manufacturing variables. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Introduction and explanation of each print by the artist. Introductory Engineering Graphics concentrates on the main concepts and principles of technical graphics. The chapters and topics are organized in a sequence that makes learning a

gradual transition from one level to another. However, each chapter is presented in a self-contained manner and may be studied separately. Chapter 1 discusses guidelines for drafting and Chapter 2 presents the principles and techniques for creating standard multiview drawings. Chapter 3 discusses auxiliary view creation, whereas Chapter 4 focuses on section view creation. Basic dimensioning is covered in Chapter 5. Isometric pictorials are presented in Chapter 6. Working drawings are covered in Chapter 7 and the Appendices provide introductory discussions about screw fasteners, general and geometric tolerancing, and surface quality and symbols. The book is designed as a material for instruction and study for students and instructors of engineering, engineering technology, and design technology. It should be useful to technical consultants, design project managers, CDD managers, design supervisors, design engineers, and everyone interested in learning the fundamentals of design drafting. The book is in accord with current standards of American National Standards Institute/American Society for Mechanical Engineers (ANSI/ASME). Its principal goal is meeting the needs of first- and second-year students in engineering, engineering technology, design technology, and related disciplines. Learn to use colored pencils and watercolor pencils to create vibrant, exciting works of art! Modern Colored Pencil delves into all the basic techniques and concepts required to create fresh, colorful works of colored pencil art. Talented artist and author of Your Year in Art and Modern Drawing (both from Walter Foster Publishing) Chelsea Ward takes you on a lively, easy-to-follow exploration of colored pencils in this book. It is packed with creative exercises and projects designed to show you how to work with the versatile, approachable colored pencil medium. The Modern series of books offers a fun, contemporary approach to working with traditional art media,

demonstrating that with the right type of instruction, encouragement, and tips, drawing and painting success can be achieved by any artist or creative type. Modern Colored Pencil begins with a brief introduction to various tools, such as pencils (including colored pencils, graphite pencils, and watercolor pencils), papers, and other tools. This handy book also demonstrates often-complicated concepts, such as color mixing, shading, texture, and more, in an easy, approachable manner. Once you have a handle on the basics, explore how to create dynamic color palettes, use basic shapes and techniques to render a range of subjects, and create various marks and textures. From beautiful florals and nature motifs to animals and everyday items, Modern Colored Pencil provides a fresh, contemporary, and enjoyable approach to learning how to create vivid artwork in colored pencil. Master the complexities of the world's bestselling 2D and 3D software with Alf Yarwood's new Introduction to AutoCAD 2012. Ideally suited to new users of AutoCAD, this book will be a useful resource for drawing modules in both vocational and introductory undergraduate courses in engineering and construction. Alf Yarwood has once again produced a comprehensive, step-by-step introduction to the latest release of AutoCAD. Covering all the basic principles and acting as an introduction to 2D drawing, it also contains extensive coverage of all 3D topics, including 3D solid modelling and rendering. A fold-out list of frequently used keyboard shortcuts will help you perform actions quickly while working through the book, and an appendix of ribbon references clearly describes all the software tools that are used throughout the book. Further education students in the UK will find this an invaluable textbook for City and Guilds AutoCAD qualifications as well as the relevant Computer Aided Drawing units of BTEC National Engineering, Higher National Engineering and Construction courses from Edexcel.

Students enrolled in Foundation Degree courses containing CAD modules will also find this a very useful reference and learning aid. Readers will also be able to visit a free companion website at: www.introtoautocad2012.com where they will find worked solutions and AutoCAD drawing files of stages, and results for the exercises in this book, as well as further exercises and multiple-choice questions with answers. By applying philosophical and historical perspectives to drawing instruction, this volume demonstrates how diverse teaching methods contribute to cognitive and holistic development applicable within and beyond the visual arts. Offering a new perspective on the art and science of drawing, this text reveals the often-unrecognized benefits that drawing can have on the human mind, and thus argues for the importance of drawing instruction despite, and even due to contemporary digitalization. Given the predominance of visual information and digital media, visual thinking in and through drawing may be an essential skill for the future. As such, the book counters recent declines in drawing instruction to propose five Paradigms for teaching drawing – as design, as seeing, as experience and experiment, as expression, and as a visual language – with exemplary curricula for pre-K12 art and general education, pre-professional programs across the visual arts, and continuing education. With the aid of instructional examples, this volume dispels the misconception of drawing as a talent reserved for the artistically gifted and posits it as a teachable skill that can be learned by all. This text will be of primary interest to researchers, scholars, and doctoral students with interests in drawing theory and practice, cognition in the arts, positive psychology, creativity theory, as well as the philosophy and history of arts education. Aligning with contemporary trends such as Design Thinking, STEAM, and Graphicacy, the text will also have appeal to visual arts educators at all levels, and other

educators involved in arts integration.
TECHNICAL DRAWING FOR ENGINEERING
COMMUNICATION, 7E offers a fresh, modern approach to
technical drawing that combines the most current industry
standards with up-to-date technologies and software,
resulting in a valuable, highly relevant resource you won't
want to be without. The book builds on features that made its
previous editions so successful: comprehensive coverage of
the total technical drawing experience that explores both the
basic and advanced aspects of engineering and industrial
technology and reviews both computer modeling and more
traditional methods of technical drawing. Enhancements for
the seventh edition include updates based on industry trends
and regulations, an all-new chapter on employability skills,
and additional content on SolidWorks 3D modeling software
for drafting technicians. The end result is a tool that will give
you the real-world skills needed for a successful career in
CAD, drafting, or design. Important Notice: Media content
referenced within the product description or the product text
may not be available in the ebook version.
A Concise Introduction to Engineering Graphics is a focused
book designed to give you a solid understanding of how to
create and read engineering drawings. It consists of thirteen
chapters that cover all the fundamentals of engineering
graphics. Included with your purchase of A Concise
Introduction to Engineering Graphics is a free digital copy of
Technical Graphics and video lectures. This book is unique in
its ability to help you quickly gain a strong foundation in
engineering graphics, covering a breadth of related topics,
while providing you with hands-on worksheets to practice the
principles described in the book. The bonus digital copy of
Technical Graphics is an exhaustive resource and allows you
to further explore specific engineering graphics topics in
greater detail. A Concise Introduction to Engineering

Graphics is 274 pages in length and includes 40 exercise sheets. The exercise sheets both challenge you and allow you to practice the topics covered in the text. Video Lectures The author has recorded a series of lectures to be viewed as you go through the book. In these videos the author presents the material in greater depth and using specific examples. The PowerPoint slides the author used during these presentations are also available for download. Technical Graphics Included with your purchase of this book is a digital version of Technical Graphics, a detailed, 522-page introduction to engineering graphics. The inside front cover of this book contains an access code and instructions on how to redeem this access code. Follow these instructions to access your free digital copy of Technical Graphics and other bonus materials.

"An Introduction to Visual Research Methods in Tourism", is the first book to present, discuss and promote the use of a range of visual methods, including still images (such as photographs, postcards, drawings) and moving images (such as video) within the context of tourism research. The book focuses on key issues important for students, researchers and academics actively doing visual tourism research or those who are contemplating using these methods. These range from the questions surrounding philosophical approaches, (inter)disciplinary location, range and choice of methods, implementation and data analysis techniques to provide an essential guide to using visual methods in tourism research. While recognising that visual methods are predominantly employed within qualitative research, this text will discuss various philosophical approaches and academic disciplines indicating how these influence a particular choice of visual method, mode of implementation and type of analysis. In this regard this book will incorporate perspectives from a range of disciplines including anthropology, geography

and sociology, demonstrating how these might be applied within the context of studies in tourism. The discussions surrounding these key issues are supplemented with international case studies from existing research to show how these methods are used in practice. In addition to this practical tip boxes are included to help avoid some of the pitfalls associated with visual research. This book is an essential guide for tourism students, academics and researchers embarking on research using visual methodology in this field.

To clear their minds and organize their ideas, artists will often start projects by drawing sketches. Drawing asks why artists and designers use drawing in that way to kick-start their creative thinking, considering the application of drawing and its various uses across disciplines. From the interdisciplinary perspectives of archaeology, jewelry design, illustration, and landscape architecture, this innovative volume highlights how drawing is used in the professional world. With examples from both contemporary and historical contexts, Drawing will be an invaluable resource for practitioners and scholars seeking a rationale for why we draw.

Looks at the basic techniques of drawing people, covering proportion, perspective, and composition, along with step-by-step instructions for drawing specific body parts.

A step-by-step guide to creative expression through water colors including advice for sketching on-site, sketching in the studio, and choosing colors.

This proven guide provides students with the knowledge and skills they need to complete AWS SENSE Level I and Level II programs, create Workmanship Qualification

Specimens, and earn professional certification. Advancing rapidly from basic concepts and processes to today's most complex, cutting-edge welding technologies and practices, this comprehensive text features valuable information on topics such as welding metallurgy, metal fabrication, weld testing and inspection, joint design, job costing, and environmental and conservation tips. The author opens each section by introducing students to the materials, equipment, setup procedures, and critical safety information they need to execute a specific process successfully, while subsequent chapters focus on individual welding tasks leading to SENSE certification. In addition to hundreds of new photos showcasing current welding tools and techniques, the Ninth Edition includes new and updated information on GTAW cup walking, induction welding machine operations, innovations in PAC equipment, and other industry advances relevant to today's welding professionals. Available to complement the text and enhance learning, online MindTap resources include useful skills simulations and up-to-date welding videos. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Now in dynamic full color, SI ENGINEERING FUNDAMENTALS: AN INTRODUCTION TO ENGINEERING, 5e helps students develop the strong problem-solving skills and solid foundation in fundamental principles they will need to become analytical, detail-oriented, and creative engineers. The book opens with an overview of what engineers do, an

inside glimpse of the various areas of specialization, and a straightforward look at what it takes to succeed. It then covers the basic physical concepts and laws that students will encounter on the job. Professional Profiles throughout the text highlight the work of practicing engineers from around the globe, tying in the fundamental principles and applying them to professional engineering. Using a flexible, modular format, the book demonstrates how engineers apply physical and chemical laws and principles, as well as mathematics, to design, test, and supervise the production of millions of parts, products, and services that people use every day. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book is made to introduce a person to the principles, elements, and rules of art, through hands on pencil or graphite drawing. It is made to begin with the ability of scribbling and making lines. Each section progresses in logical order, building upon earlier skills. Scribbling, lines, curves, shapes, shading, textures, forms, contours, space, simple-to-realistic spectrum, lines of action/positioning, beginning simple cartooning, one & two point perspectives both interior and exterior, aerial perspective, and gestalt laws of sensory data are briefly covered. It also introduces several designing skills. The goal of this book is to better your understanding of art principles through a hands on approach. You can also experience the joys of art, no matter what your skill level is currently.

Learn to draw a variety of dogs and puppies in graphite

pencil from basic shapes. Drawing: Dogs & Puppies teaches artists everything they need to know to achieve realistic pet portraits in graphite pencil. From choosing the right drawing paper and tools to understanding how to blend and shade, Drawing: Dogs & Puppies features valuable information for learning to draw in graphite pencil. Aspiring artists will learn about composition, value, and contrast, as well as how to render various fur textures; expressive eyes; and realistic noses, ears, and mouths. The book opens with an introduction to the basic drawing tools and materials, including pencils, erasers, supports, and blending tools. With simple step-by-step projects that start with basic shapes and progress to detailed, realistic final drawings, readers will learn to draw a variety of interesting canines, including a Labrador puppy, a Great Dane, a Pug, a Beagle, a West Highland White Terrier, Dachshunds, a Border Collie puppy, and more. Expert instruction from artist Cynthia Knox, a breadth of subject matter, helpful tips, and inspirational artwork make Drawing: Dogs & Puppies the perfect addition to any dog-loving artist's library. Designed for beginners, the How to Draw & Paint series offers an easy-to-follow guide that introduces artists to basic tools and materials and includes simple step-by-step lessons for a variety of projects suitable for the aspiring artist. Drawing: Dogs & Puppies allows artists to develop their drawing skills, demonstrating how to start with basic shapes and use pencil and shading techniques to create varied textures, values, and details for a realistic, completed drawing.
Describes the materials and techniques used in drawing,

and presents practice exercises
How do you design a landscape book suitable for its intended uses? How can the natural qualities of a landscape be enhanced with new features and focal points? How can you make pedestrians stay on the footpath? What kind of plant, path or wall should you put where, and what sort of contract should you choose for your client's contractor? This refreshingly down-to-earth introduction to the vast subject of landscape design and construction answers all these questions, guiding new students through the many facets of professional practice and welding together the artistic, legal, financial, environmental and management issues which can seem so dauntingly disconnected. Illustrated with original drawings, photographs, sample plans and facsimiles, including a new colour plate section, this readable classic has been fully revised and updated throughout. It opens with a completely new chapter which explains design and aesthetic principles, explores the history of our relationship to landscape, and shows how design principles can be applied to influence reactions to the finished site. The author then considers different elements of hard landscape and their relative merits in different situations. The soft landscape section includes coverage of the effects of mass and form, natural and abstract planting, and the difficult subject of plant selection. A step-by-step guide through all the stages of managing a project, from initial discussions with clients, site inspection, surveying and quoting, through tendering, contracting, contractual agreements, development from concept design to final plans and

drawings, as well as maintenance, now includes the current information on CDM regulations and provides readers with a plain-speaking reference on client management and contractual administration. Added to the guide to drawing and lettering is an extensive section on computer-aided design. A bibliography and list of useful organization are also included.

Turn simple doodles into beautifully designed floral illustrations with How To Draw Modern Florals, a step-by-step guide that teaches everything you need to know about drawing modern florals, including: • Tools of the trade • The anatomy of a flower • The basic shapes for drawing a flower • Where to find inspiration You'll feel as though you're sitting down with author Alli Koch at a coffee shop as she walks you through the process of drawing and designing classic favorites like the rose to today's trendiest florals, as well as succulents and cacti. How to Draw Modern Florals is an introduction to drawing, so no experience is needed! If you can draw an S or a C with a pen, then Alli can teach you how to draw a beautiful, modern floral design!

Introduction to Intelligent Simulation of Complex Discrete Systems and Processes: RAO Language focuses on a unique approach in modeling and simulation of complex systems. In this volume are considered features of complex systems and processes, their mathematical description, and modeling. Theoretical foundations of the RAO (Resource-Action-Operation) language as well as its syntax and utilisation are given. Examples of simulation models of different complexity levels, related to different fields, are also presented. The RAO

intelligent modeling system, introduced and described in Introduction to Intelligent Simulation of Complex Discrete Systems and Processes is unique because: (1) it makes simulation modeling universal for the classes of systems and processes modeled; (2) it is simple to modify the models; and (3) it has the capacity to model complex control systems together with the object controlled (including simulation modeling for on-line control). The RAO tool allows the user to use a language very similar to his professional language and rids him of intermediary, supplementary description of the system modeled. In fifteen chapters this volume provides an overview of general modeling trends, and hence serves the research community in guiding their modeling methods; intelligent simulation modeling is introduced to solve complex systems and processes.

#1 NEW YORK TIMES BESTSELLER · WALL STREET JOURNAL BESTSELLER · USA TODAY BESTSELLER "The Boy, the Mole, the Fox and the Horse is not only a thought-provoking, discussion-worthy story, the book itself is an object of art."- The New York Times From the revered British illustrator, a modern fable for all ages that explores life's universal lessons, featuring 100 color and black-and-white drawings. "What do you want to be when you grow up?" asked the mole. "Kind," said the boy. Charlie Mackesy offers inspiration and hope in uncertain times in this beautiful book based on his famous quartet of characters. The Boy, the Mole, the Fox, and the Horse explores their unlikely friendship and the poignant, universal lessons they learn together. Radiant with Mackesy's warmth and gentle wit, The

Boy, the Mole, the Fox, and the Horse blends hand-written narrative with dozens of drawings, including some of his best-loved illustrations (including "Help," which has been shared over one million times) and new, never-before-seen material. A modern classic in the vein of The Tao of Pooh, The Alchemist, and The Giving Tree, this charmingly designed keepsake will be treasured for generations to come.

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