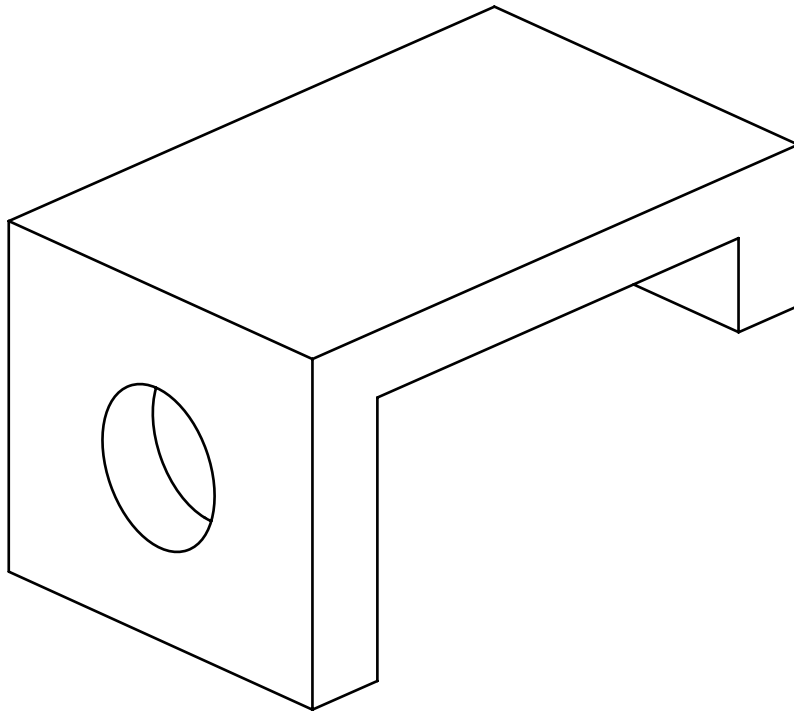
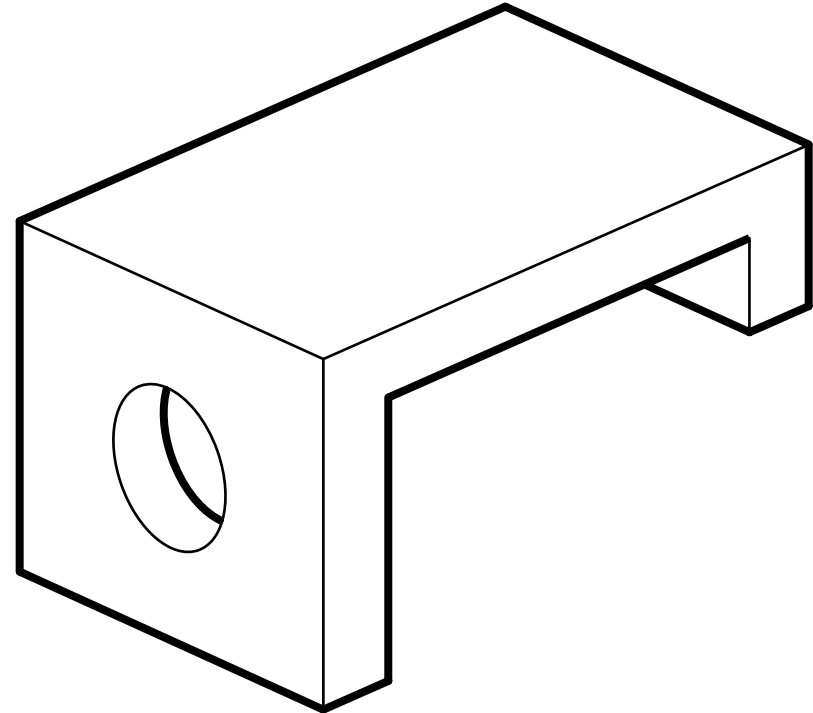


Two Lineweight Rendering



Using just one line weight does not allow for enough visual distinction between the object and the background. In the image on the left, interior lines have the same visual dominance as exterior lines.

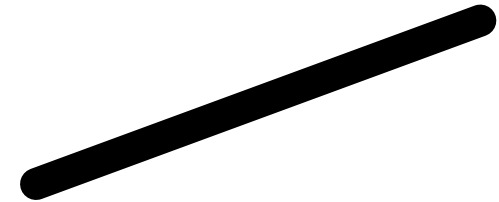
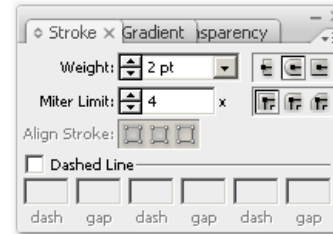


In the image on the right, all exterior lines have been given a line weight 3 times heavier than the interior lines. The image on the right 'pops' out from the background and it is more effective at communicating a sense of depth to your eye.

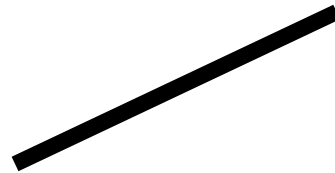
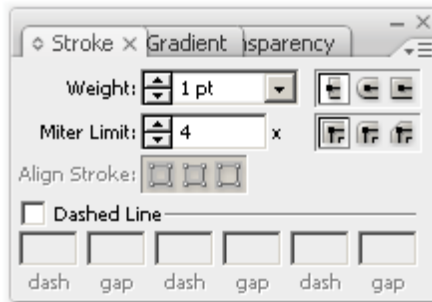
Two Lineweight Rendering

Line properties are controlled in the **Stroke** Window. Become familiar with changing a line's Weight and its Cap type. The **Stroke** Window is also where you can build dashed lines. Remember that line weight is a fixed measurement; it does not scale.

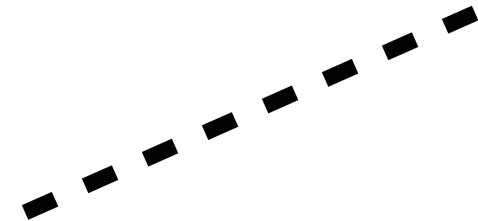
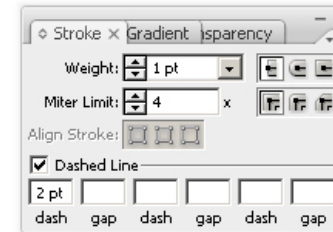
Two pt with Butt Caps



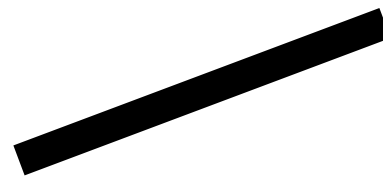
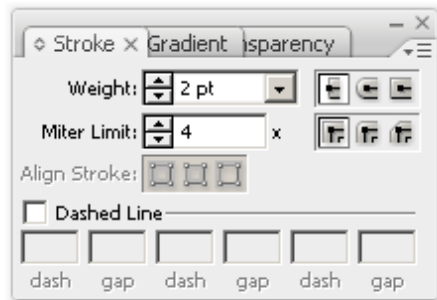
One pt with Butt Caps



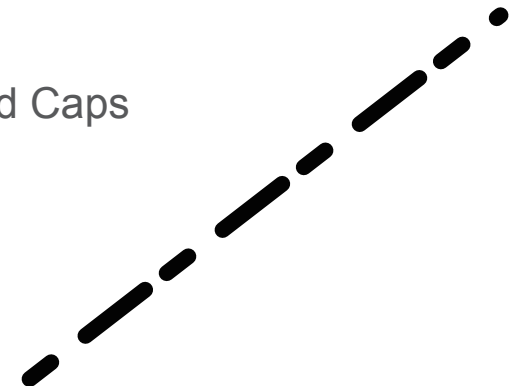
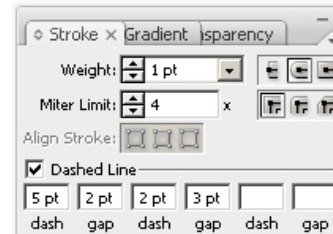
Dashed with Butt Caps



Two pt with Butt Caps



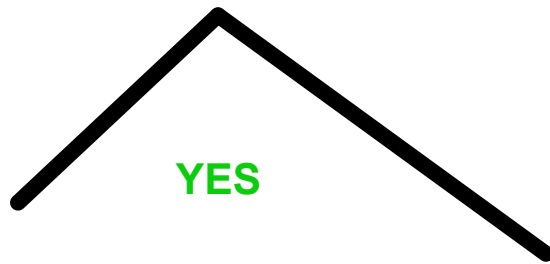
Dashed with Round Caps



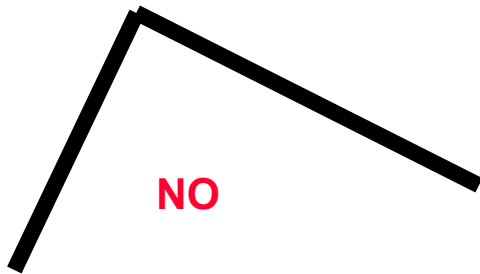
Two Lineweight Rendering

When two lines of the same weight meet they should have Round Caps. When they have different weights you should use Butt Caps. Keep those intersections tidy. Remember that some exterior lines might run to the inside of your form. Exterior lines are those which have empty space behind them.

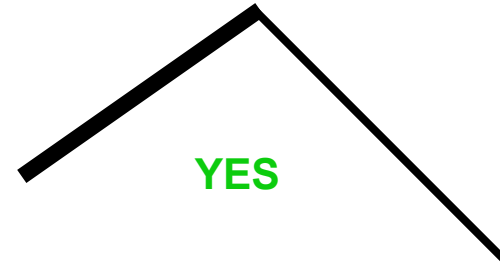
Round Caps on Same Weight



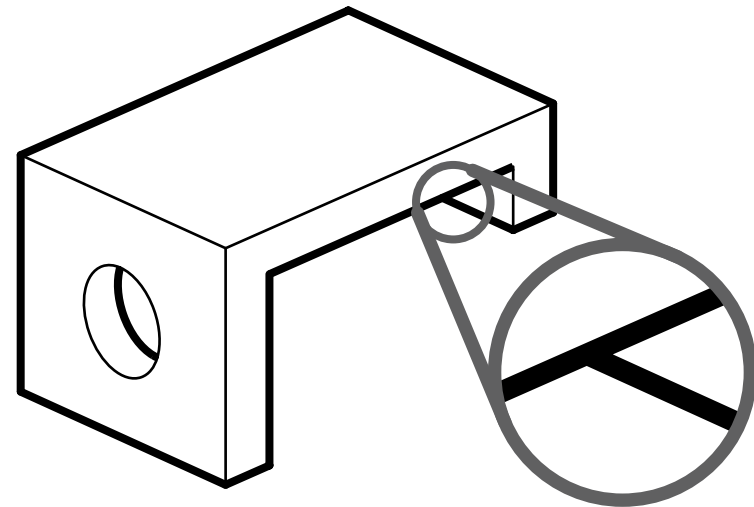
Butt Caps on Same Weight



Butt Caps on Different Weights



Round Caps on Different Weights



Exterior Line Inside Form