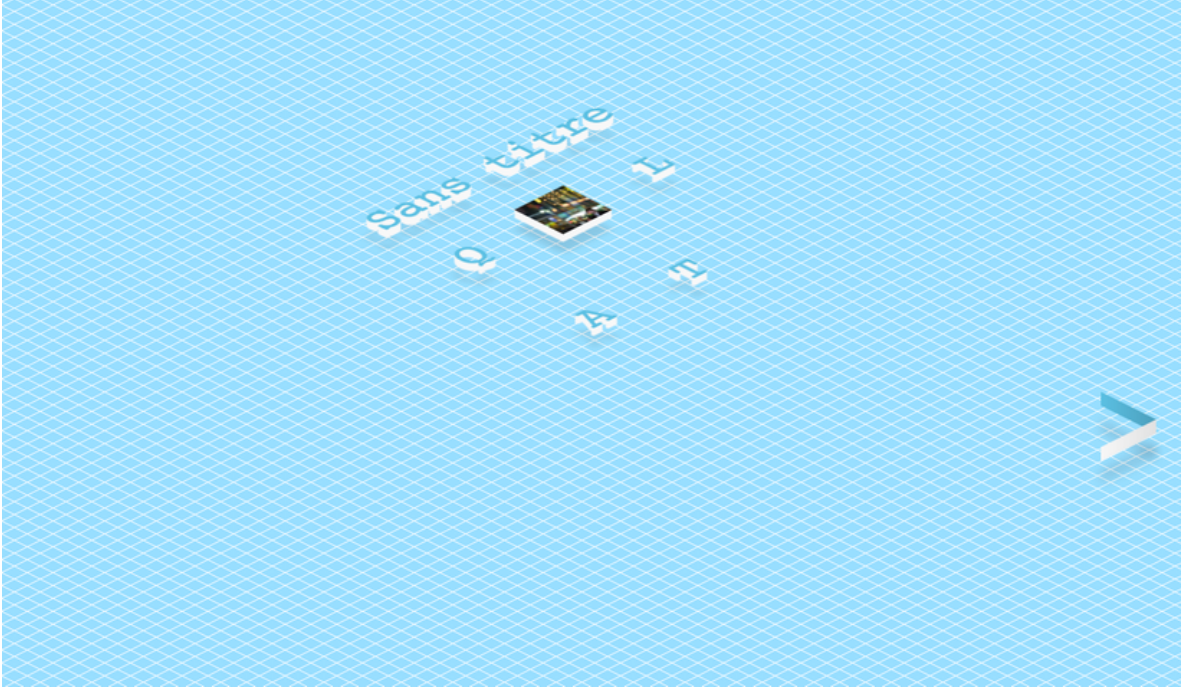


**Create an isometric grid. PDF.**

**The space for the part1 of commission is in progress.**

The space will evolves with more keys to push-on.



As this design is atypical, it was a bit difficult and it had alot of bug so I still had to wait to add music. What now is done



[baby blue version video](#)

## **About The isometric perspective.**

As I have write, here a guide showing - in a few easy steps - how to make a very useful isometric grid.

You will learn how to use the Rectangular Grid tool with the SSR technique, and in less than few minutes you will be ready to draw your isometric drawings.

A certain number of video games such as Zaxxon, MarbleMadness, or Crafton and Xunk using characters use an objective view in isometric perspective; its often write in this area: Perspective 3/4

From a practical point of view, this allows you to move the graphic elements: Sprites, without changing their size, which was essential when computers were weak, and is still of great interest for pocket consoles.

It's for why I have choose this design. I find it cool to write more about.

+ Create an isometric grid. Pdf

+ Analog Algorithms. 54 Slides created for a submission to

[sciartmagazine.com/june2020contents.html](http://sciartmagazine.com/june2020contents.html)

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