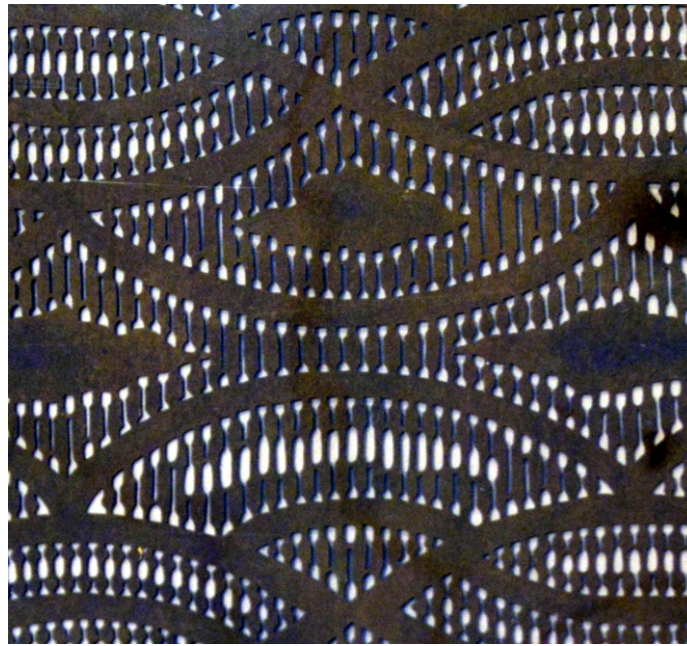
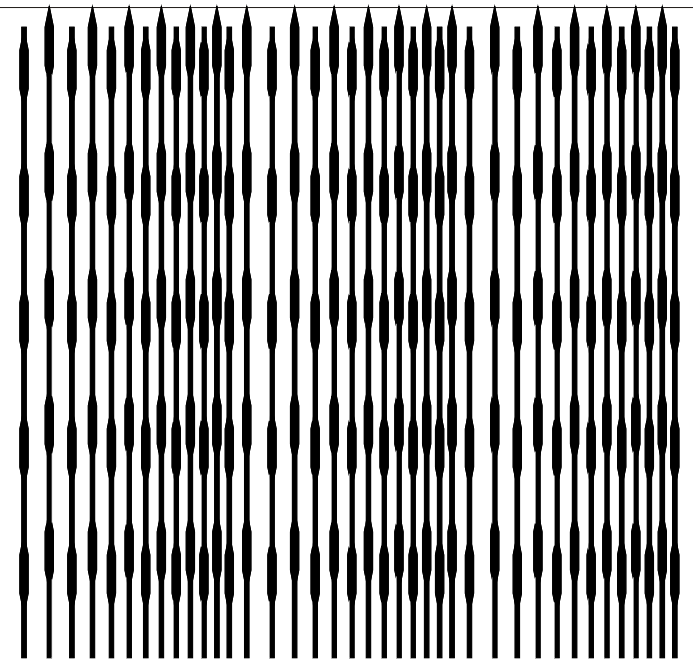


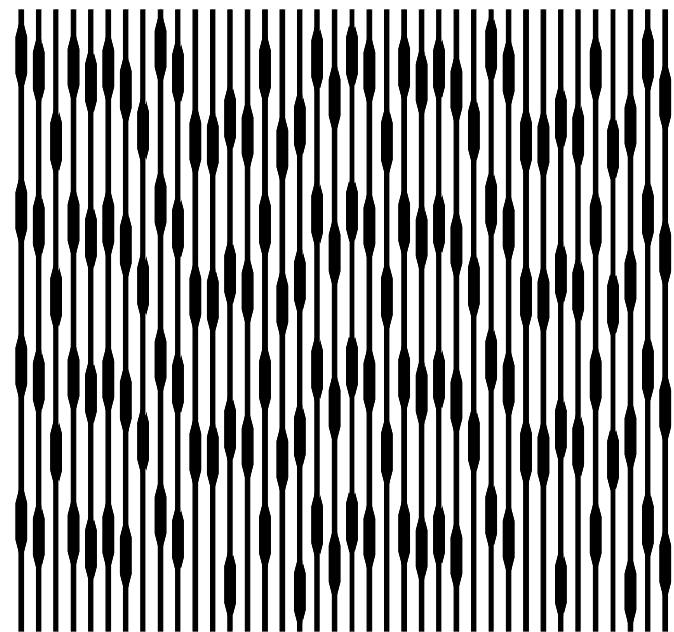
Detail from katagami (MoDA K2.9).



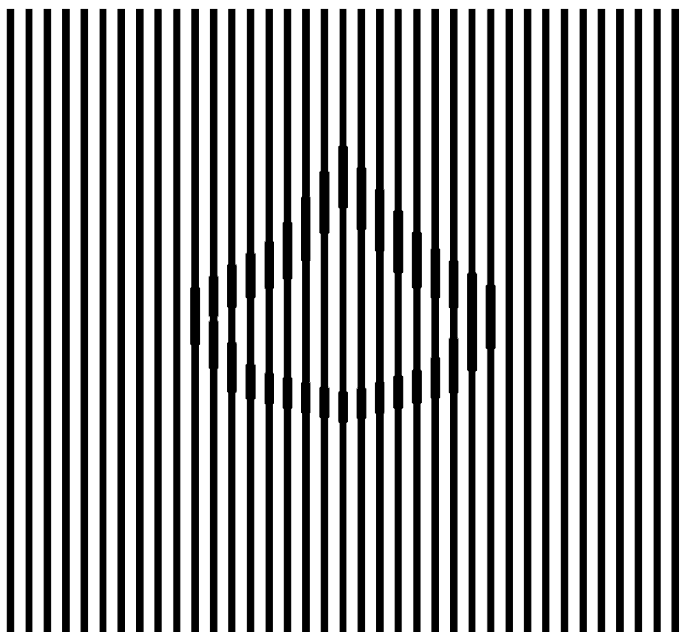
Detail from katagami (MoDA K3.31).



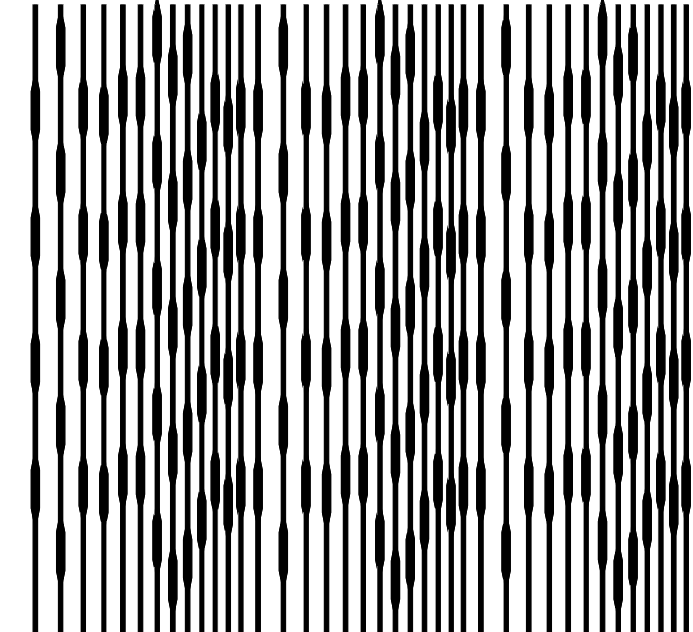
Stripes using parabolic gradient rhythm with regular ripple bars.



Stripes with random ripple bars.



Stripes with random ripple bars placed in a hollow polygon.



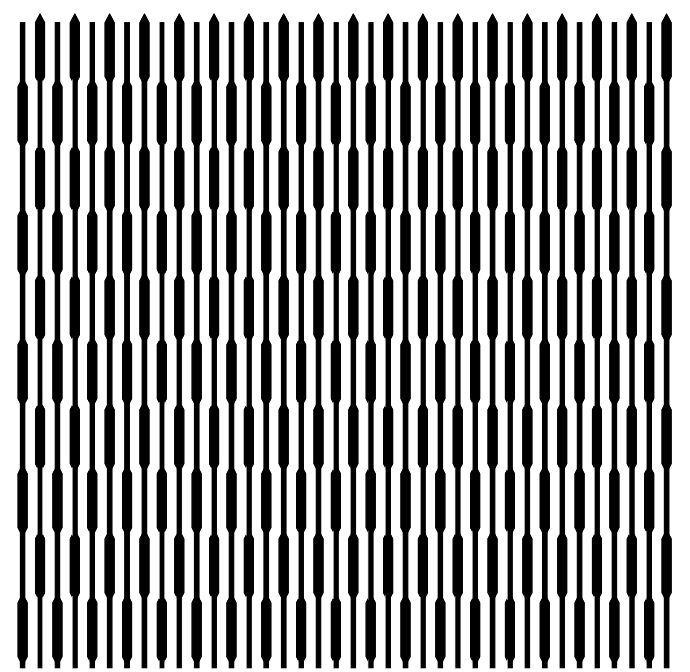
Stripes using parabolic gradient rhythm with random ripple bars.



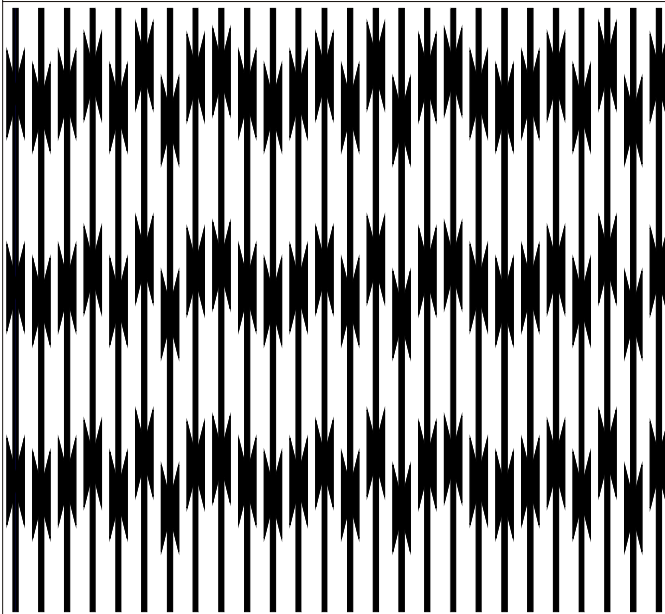
Detail from katagami (MoDA K2.31).



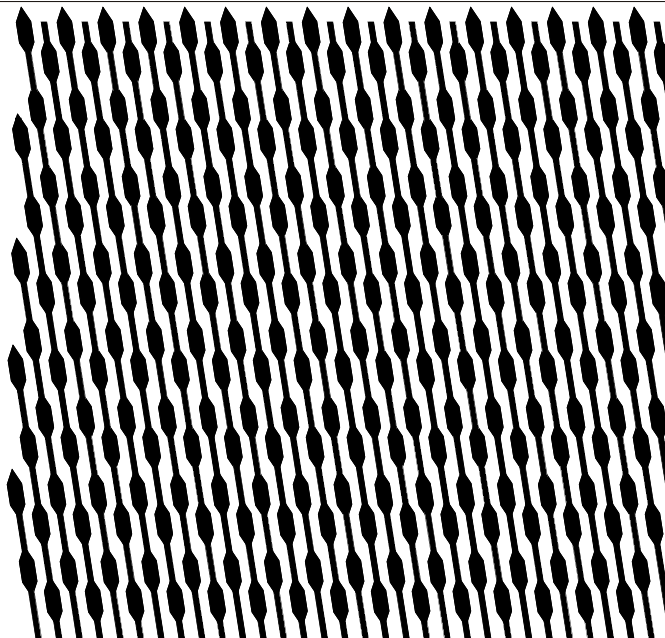
Detail from katagami (ULITA 487).



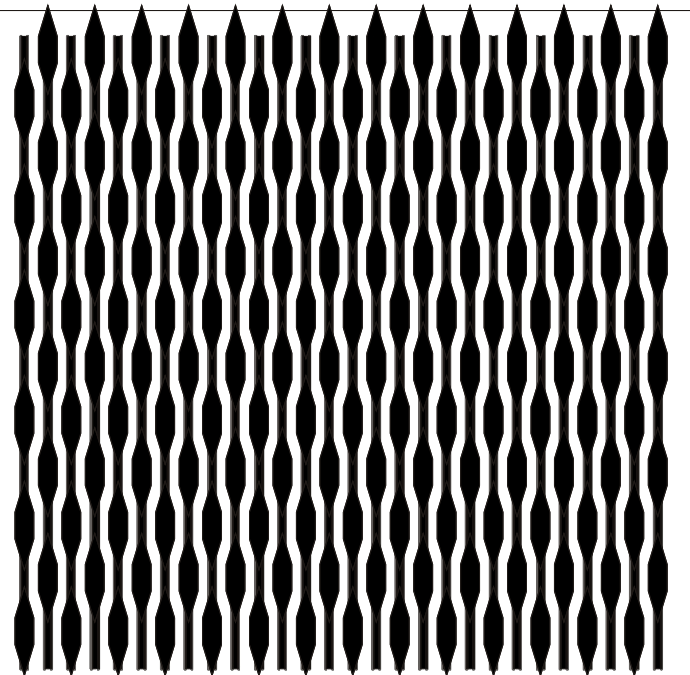
Regular offset ripple bars with short mitre.



Random ripple bars with low offset and inverted mitre on ends.

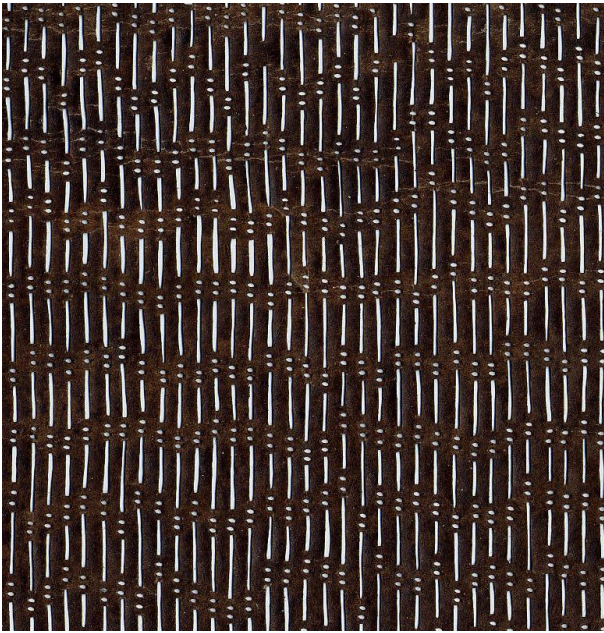


Regular ripple bar effect, angled stripes with no gradient pattern.

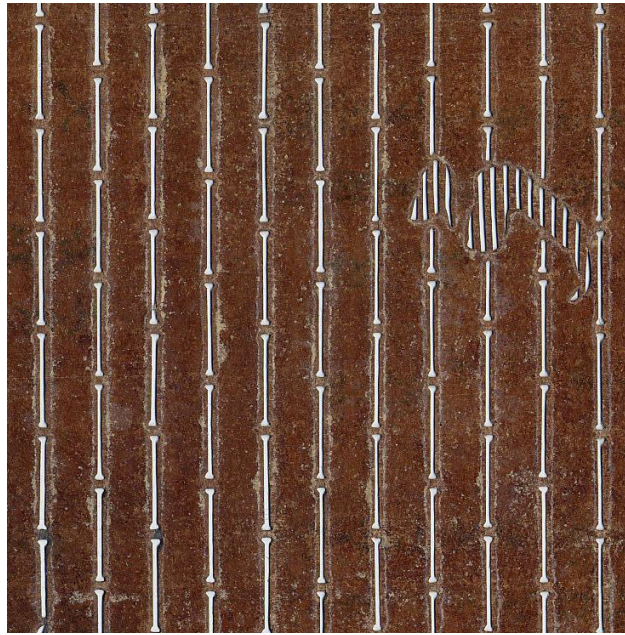


Regular offset wide ripple bars with long mitre.

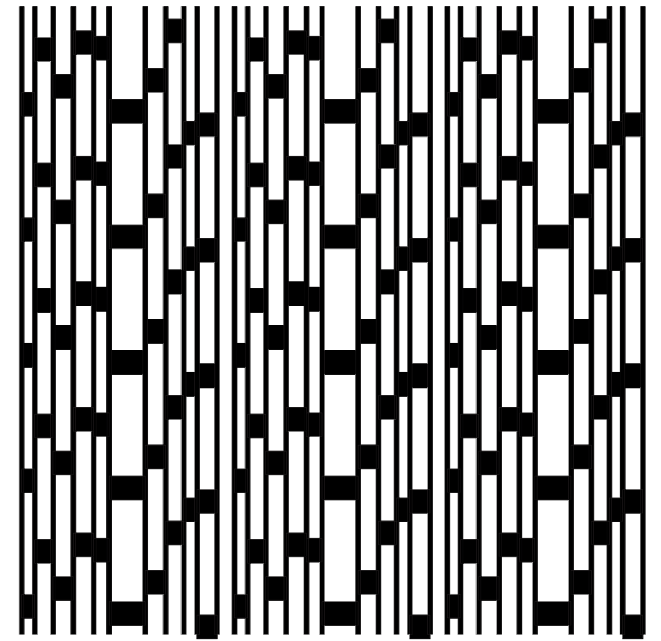




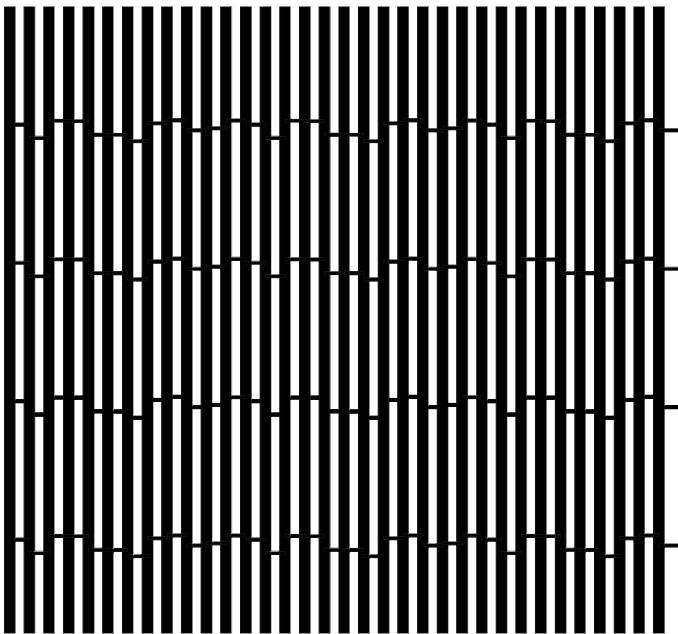
Detail from katagami (ULITA 493).



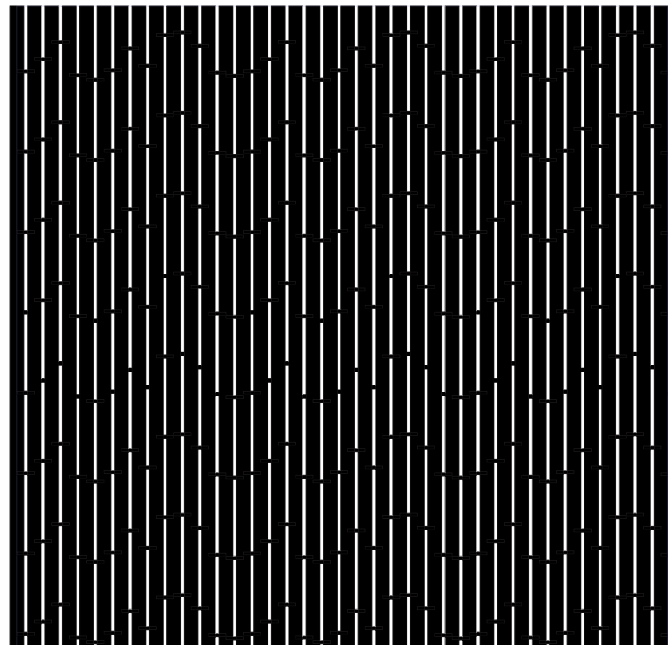
Detail from katagami (ULITA 492).



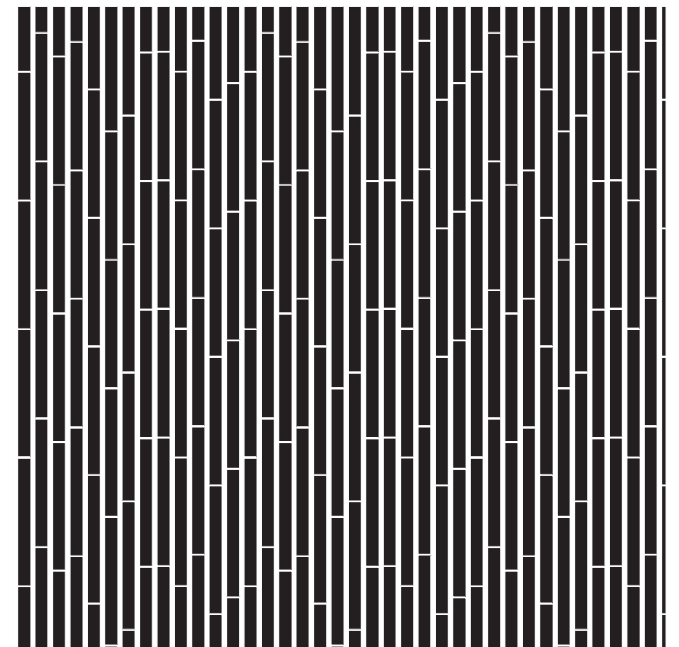
Stripes using sine gradient rhythm with wide tie bars.



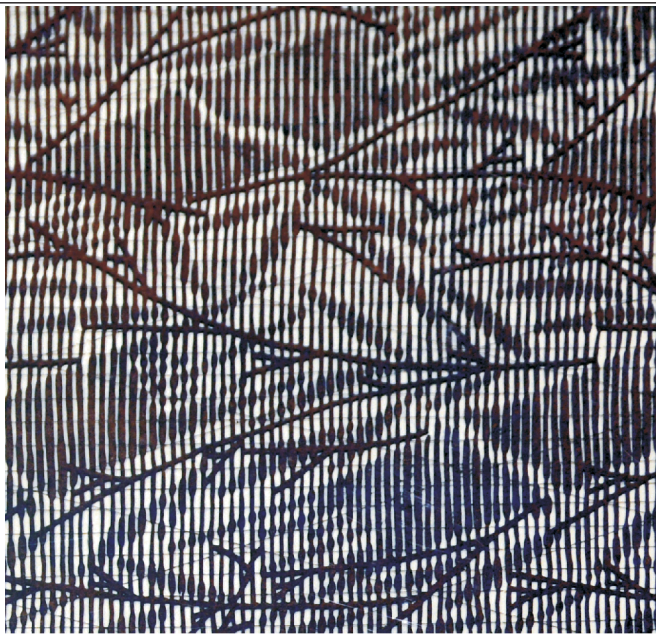
Random tie bars with low offset.



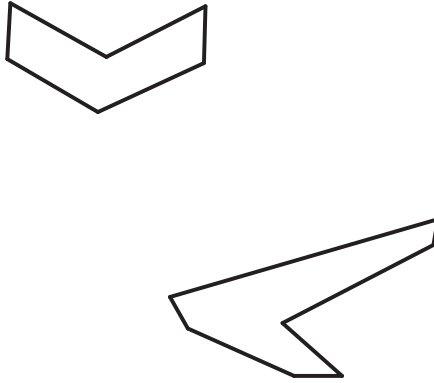
Wide stripes with tie bars.



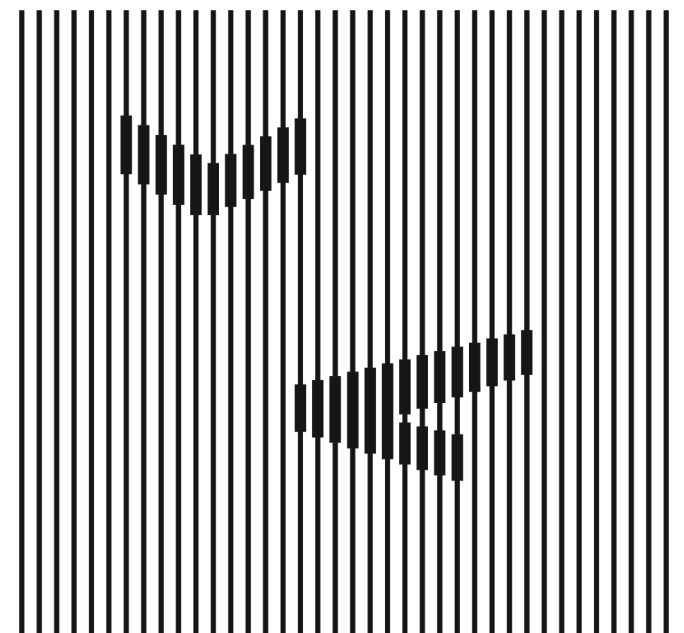
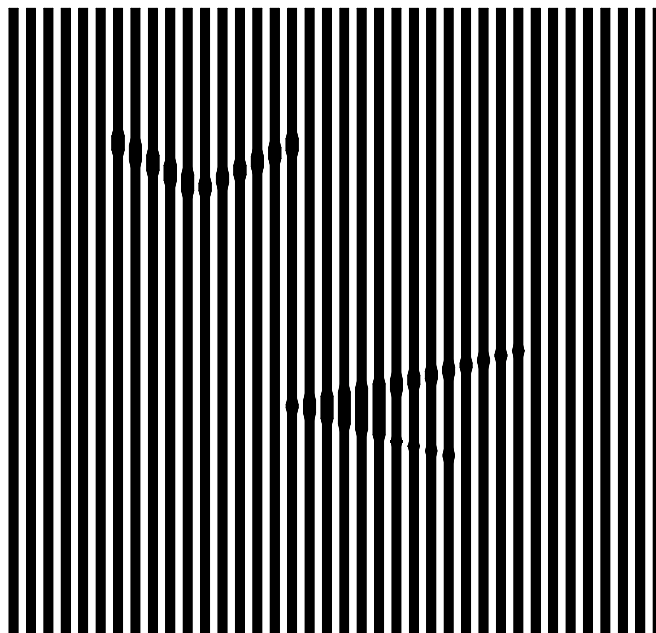
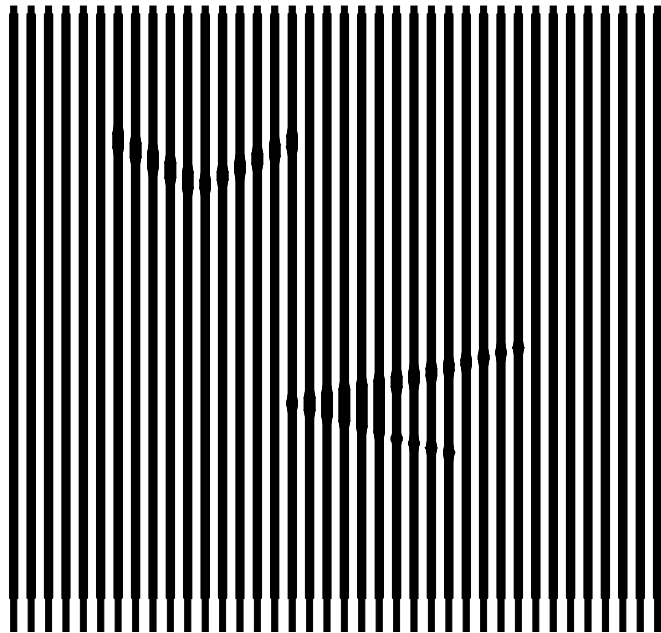
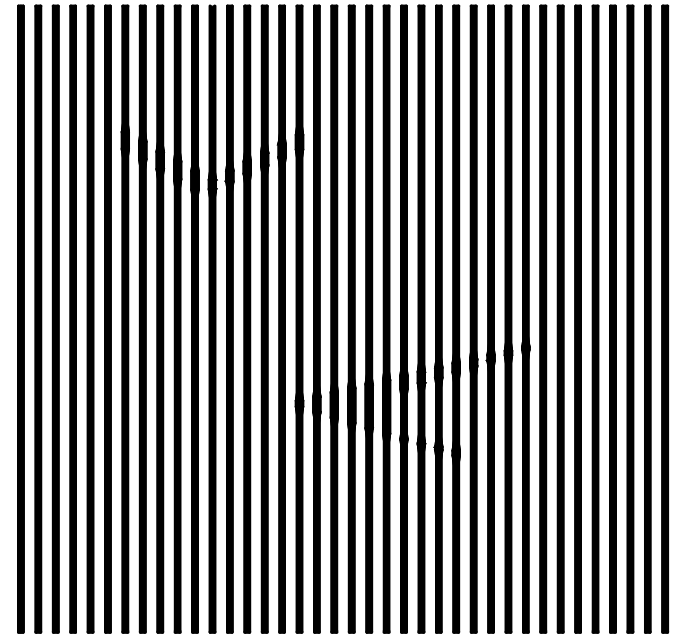
Random tie bars with high offset on inverted background.



Detail from katagami (MoDA K2.32).



Base polygon used for ripple stripes.



Variations of stripe width, ripple bar width and mitre length to create more or less clear motifs.