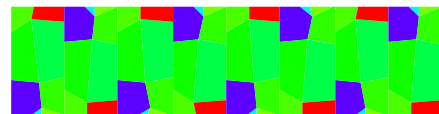
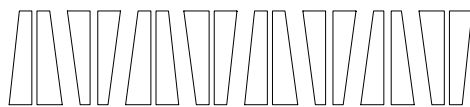
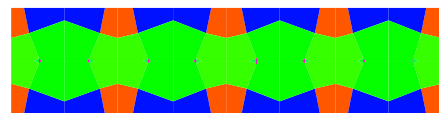
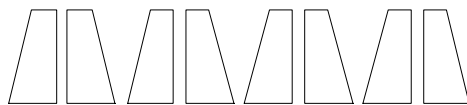
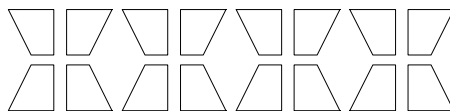
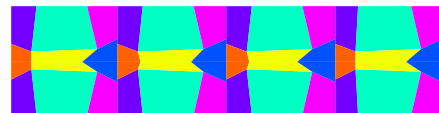
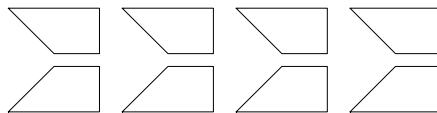
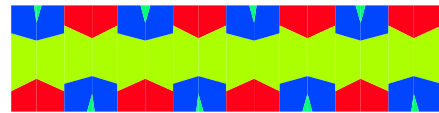
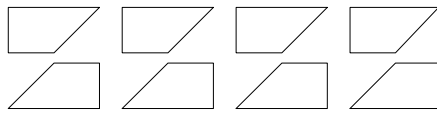
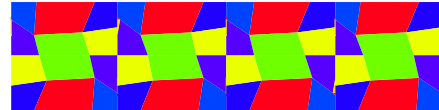
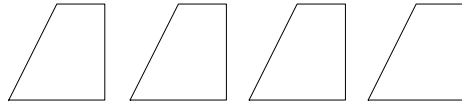


Pobarvanka

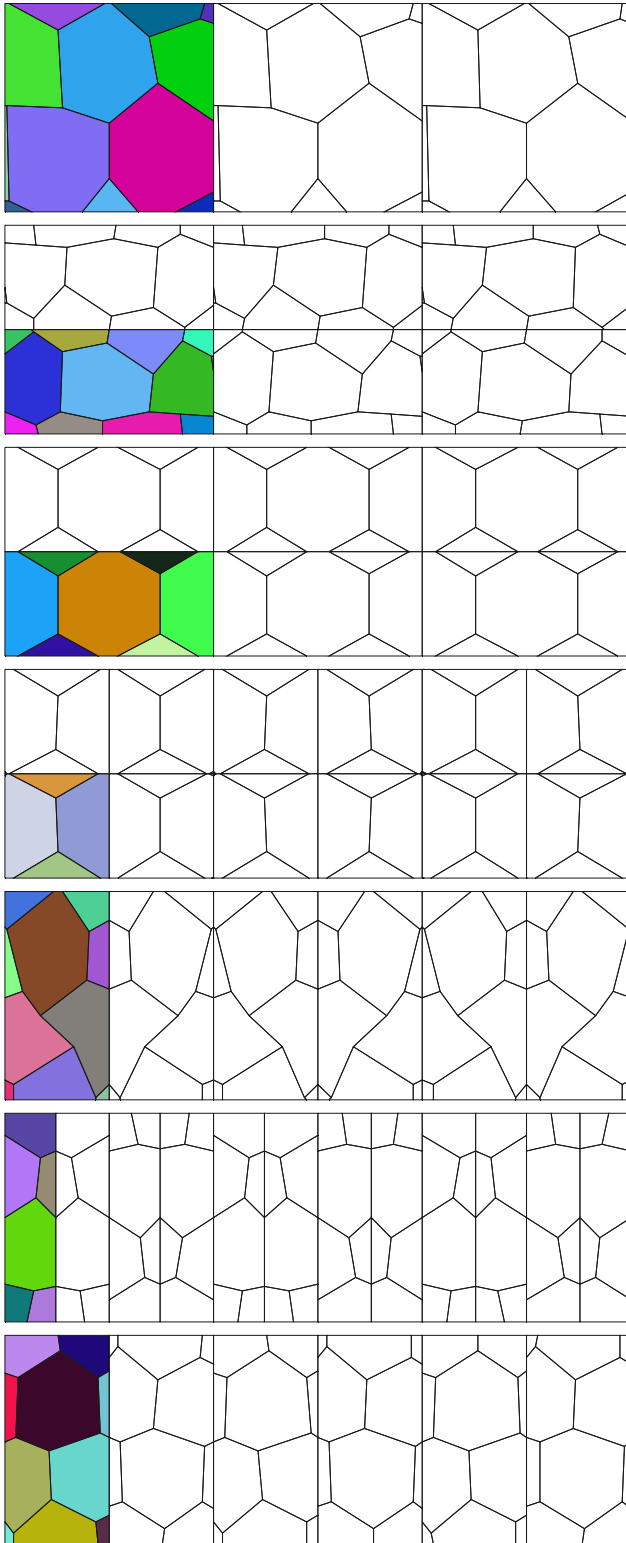
Frizne oblike

Izidor Hafner

Obstaja natanko 7 grup, v katere lahko razvrstimo frizne oblike (okrase arkad).
Desna slika prikazuje trapezni motiv znotraj osnovnega področja. Na ta motiv delujejo preslikave. Tako smo okrasili osnovno celico, ki se nato ponavlja.



Osnovno področje je pobarvano. Ustrezno pobarvaj osnovno celico (skladne like z isto barvo). Nato pobarvaj ponavljajoče osnovne celice.



Najprej določi osnovno področje in ga pobarvaj. Nato pobarvaj celotno osnovno celico, tako da skladne like pobarvaš z isto barvo. Nato pobarvaj še ponavljajoče celice.

