Basic Forms 1
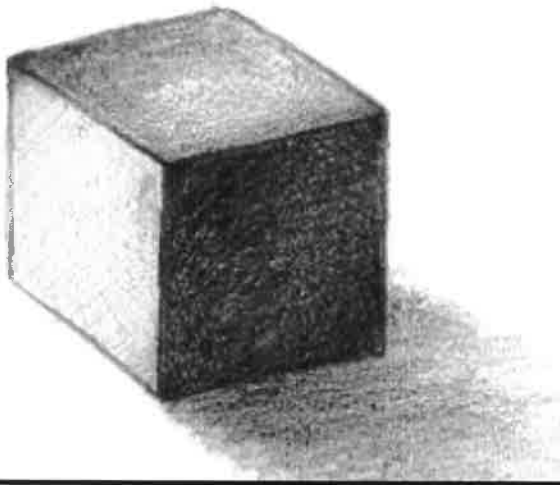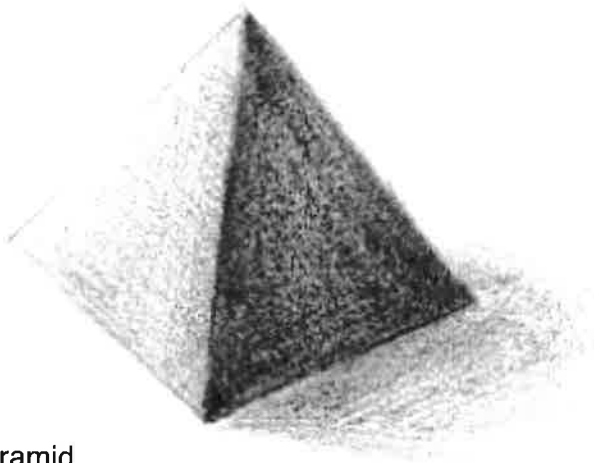## Shading Technique: Blending

Cube

Sphere

Pyramid

Basic Forms 2
Shading Technique: Blending

Cylinder

Cone

Torus