Designing by computer plane

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Abstract

If we design a computer with two axes horizontal and vertical and take a,b,..,z along both the axes or if we follow the language plane then we can get different images of a shirt or pants for different arranged letters or numbers. If we take a graph paper and join the points taking horizontal and vertical axes we can get different images and by drawing we can get different locations of points and then comparing that graph paper with the computer screen's pixel wise division we can get different images.

Let us take a figure of a man who wears a shirt. If we imagine the particular shirt as x-shirt or 1-shirt and relate a geometrical shape on the computer screen where we will draw a language plane with alphabets of English language or other languages as per our own choice then each directed word maps or relates each distinct figure . Now on the language plane ((a,b),(b,u),(c,v)) ="abbucv " a particular word with meaning or without gives a directed image . Now if we assign a figure with it then that figure must be unique with that word.

So if we draw a language plane or number plane with vertical and horizontal axes then when we draw a design on the computer then it must be unique . If we start to join from one point to the next word by word or number by number then we can get different types of things or design all the time but their identity will be different. So by joining point to point on a screen designed with a language plane or number plane we can draw a big directed figure with a particular word or number then we can relate that screen with a small pixel wise screen in which the design will look better. So my thinking of attaching the number plane with numbers 0 to 9 along different axes we can get a number image of different things . If we take all the keys of the keyboard then assign them on a two dimensional computer screen then also we get different images for different arranged keys.

When we draw easily on that type of plane then we can cut the piece of a shirt , pant for different arranged things also. We just need to design it on paper but if we draw it on graph paper then put the point's name as directed words we can get a design which is ready for the computer also.

If you design a paper with co- ordinate axes as x coordinate and y coordinate then each point will be of different coordinates. Now if we join points as our choice then we can construct a figure. Similarly if we draw the coordinate plane on a computer screen and if we plot two perpendicular axes on the screen then all the horizontal and vertical lines must have all the characters of our choice and we can find different types of figures by joining points of our choices. After joining some points we get different pictures for that we get different designs as well as different types of memory locations. If we plot or scan the paper also then we can get different views by interchanging the numbers of points to be more denser or far according to our choice.

If we arrange all the letters in a two dimensional inclined plane or take two axes inclined with an angle less than 90 degrees then we can draw the other lines parallel to the two coordinate axes and we will get different pictures for different ordered pairs of letters. Now if we draw a design on the plane then we can get different pictures for different ordered pairs joined lines. As we draw different types of joining lines the pictures will be different. The closer the lines are, the closer the joining lines are. So we can also draw different types of methods to draw. Now the speed of drawing will be equal to the speed of cutting the design also.