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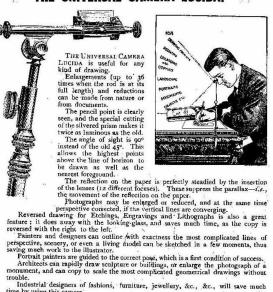
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THE UNIVERSAL CAMERA LUCIDA.



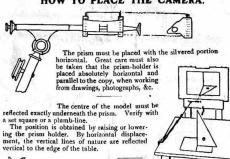
trouble.
Industrial designers of fashions, furniture, jewellery, &c., &c., will save much time by using this camera.

Engineers and surveyors will find it most useful for copying maps, plans, or any document, to any scale.

For amateurs, it provides a charming pastime for in and outdoor sketching, without mevious study.

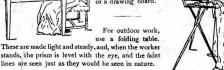
Instructions and Principal Applications of the Universal Camera Lucida.

HOW TO PLACE THE CAMERA.





For indoor drawing, fix the sliding bar with the vice to the edge of a table or a drawing board.



HOW TO LOOK THROUGH THE PRISM.

The prism reflects the rays of 90°; therefore, when the rays are directed ertically from the top to the bottom, they go out horizontally to find the model.

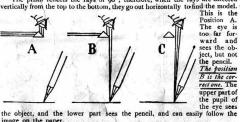


image on the paper.

In position C, the pencil is seen, but not the object.

To see the top of the image, slightly draw back the eye and advance the pencil.

To see the lower part, look slightly more forward.

The eye not in use may remain open.

Keep the lenses clean; chamois leather is best for this purpose.

DRAWING TO NATURAL SIZE.

Do not commence to draw until you have carefully focused the object and obtained a sharp picture on the paper, which is done by moving the object nearer or farther from the prism, as the case requires.

ENLARGING.

Lengthen the sliding bar according to requirement. The nearer the prism is to the model, or the further the prism is from the table, the greater the enlargement. Use one of the

lenses Nos. 7 to 12, according to instructions.

Great enlargements may be made by sections, with care taken that the object in each case is an equal distance from the prism.

CORRECTING PHOTOGRAPHS.

Correcting a photograph in which the vertical

tines are converging, it will generally be prefer able to use a studio easel and fix the sliding bar on a box with the model; then incline the drawing board until the model; then incline the drawing board until the model. vertical lines are projected parallel. Use one of the lenses according to instructions.

REVERSED DRAWING.





Particularly of interest to engravers and lithographers. prism slowly forward, turn the model upside down, but no higher than the prism; put the necessary lens in the first groove CD, and the object is reflected upright, reversed with the right now to the left.

position

EXAMPLES OF HOW TO USE THE LENSES.

- When the model and the paper are at equal distance from the prism, the drawing will be the same size; in this case no lens is required.
- When the model is further away from the prism than the paper, it reduces the size, and one of the lenses Nos. 1 to 6 is used.
- When the model is closer to the prism than the paper, it enlarges the size, and one of the lenses 7 to 12 is used.

According to the height of the prism above the paper, 12 inches, 16 inches, 20 inches, find out the distance of the model, and from the scales below, read underneath the number of lens to be used.

EXAMPLES

Suppose the prism is 16 inches from the paper.

If the model is more than 7 feet away from the prism, the drawing will be a reduction, and lens No. 3 is used.

If the model is 32 inches away, also a reduction, lens No. 5 is used.

If the model is 16 inches away, use no lens. The drawing will be size of original.

If the model is 8 inches away, the drawing will be an enlargement, and lens No. 8 is used.

Distance from Prism of object or drawing being copied.

