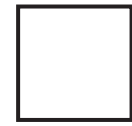
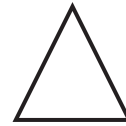
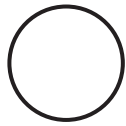


MATRIX 9

# MATRIX 9



LINE



LAYERS



GRADUATION



## TRIANGULAR LINE

HAIR IS CUT AT ONE LENGTH AND DIRECTED  
ALONG ITS NATURAL GROWTH WITHOUT ELEVATION

RANGE OF LENGTHS

MINIMAL LENGTH – THE EDGE OF HAIR GROWTH

MAXIMUM LENGTH – BELOW THE SHOULDERS

LINE FUNCTIONALITY – THE DESIGN IS FLAT AND STABLE

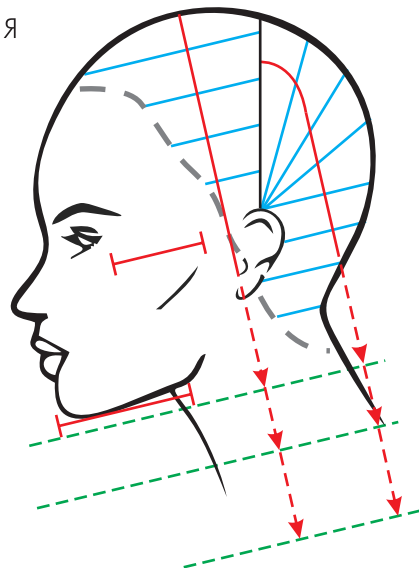
TRIANGULAR LINE DYNAMICS IS FROM  
THE BACK OF THE HEAD TO THE FACE

THE ORIENTING POINT FOR TRIANGULAR GEOMETRY  
IS THE CHEEKBONE SLOPE

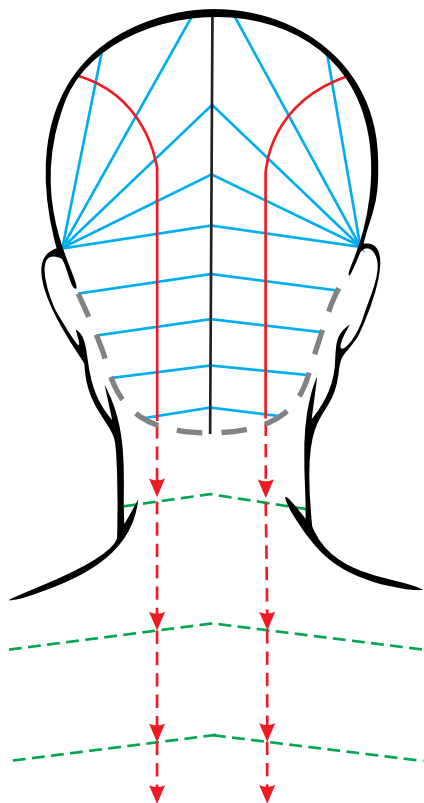
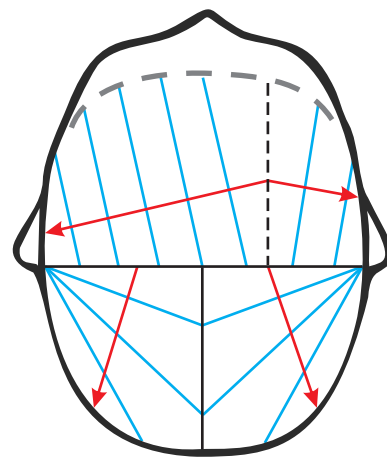
LINE IS CONSTRUCTED WITH THE NATURAL PARTING



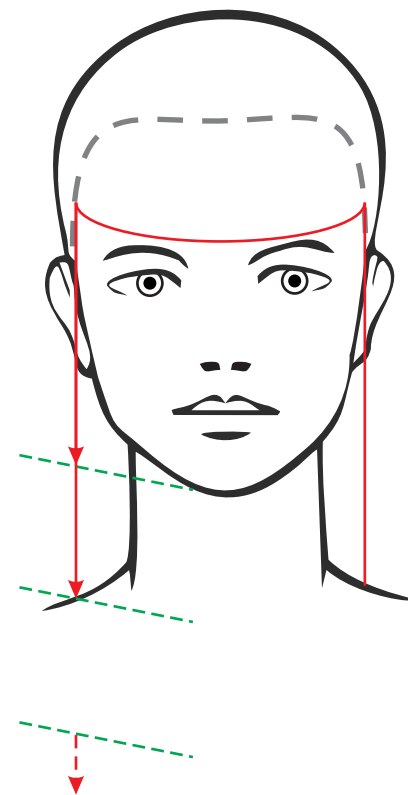
2 LINE  
ЛИНИЯ



3 LINE  
ЛИНИЯ



1 LINE  
ЛИНИЯ



4 LINE  
ЛИНИЯ





# SQUARE LINE

HAIR IS CUT AT ONE LENGTH AND DIRECTED  
ALONG ITS NATURAL GROWTH WITHOUT ELEVATION

RANGE OF LENGTHS

MINIMAL LENGTH – THE EDGE OF HAIR GROWTH

MAXIMUM LENGTH – BELOW THE SHOULDERS

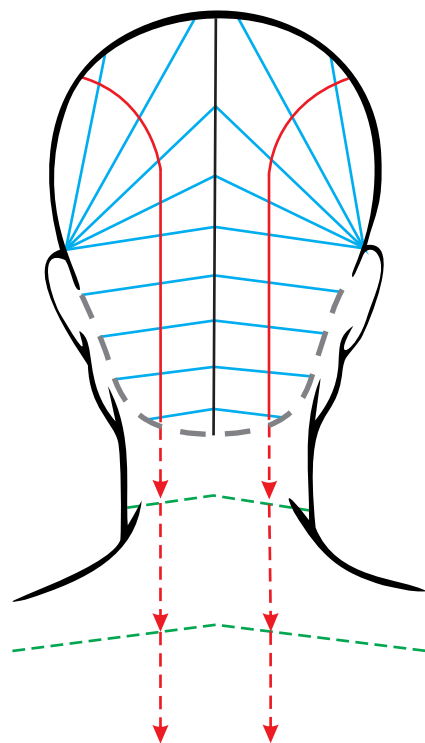
LINE FUNCTIONALITY – THE DESIGN IS FLAT AND STABLE

SQUARE LINE DYNAMICS IS STABLE

THE ORIENTING POINTS ON THE BONE STRUCTURE  
FOR SQUARE GEOMETRY ARE THE CORNER  
OF THE LIPS AND THE CORNER OF THE JAW

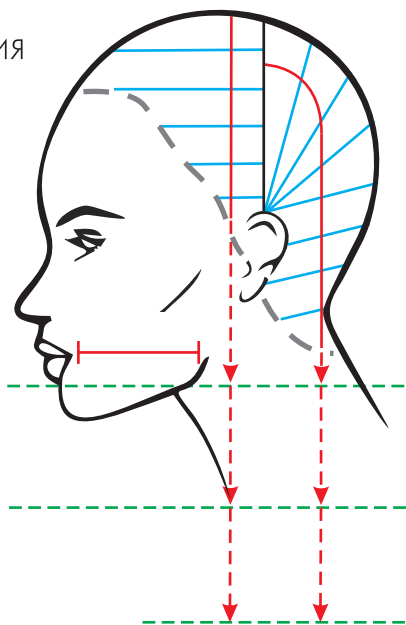
LINE IS CONSTRUCTED WITH THE NATURAL PARTING



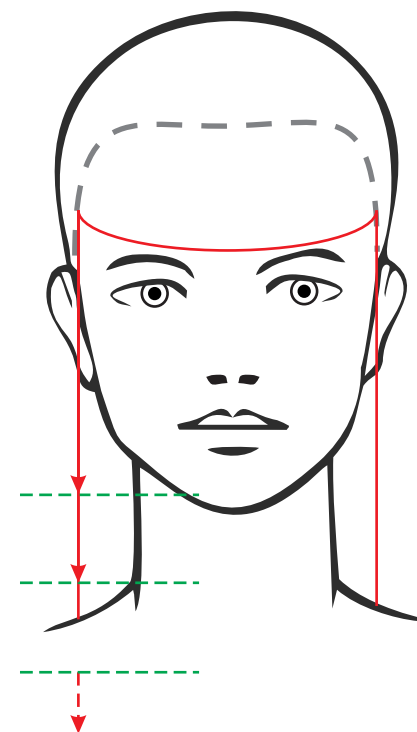
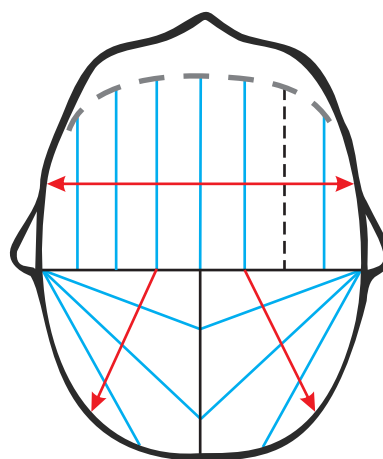


1 LINE  
ЛИНИЯ

2 LINE  
ЛИНИЯ



3 LINE  
ЛИНИЯ



4 LINE  
ЛИНИЯ





## ROUND LINE

HAIR IS CUT AT ONE LENGTH AND DIRECTED  
ALONG ITS NATURAL GROWTH WITHOUT ELEVATION

RANGE OF LENGTHS

MINIMAL LENGTH – THE EDGE OF HAIR GROWTH

MAXIMUM LENGTH – BELOW THE SHOULDERS

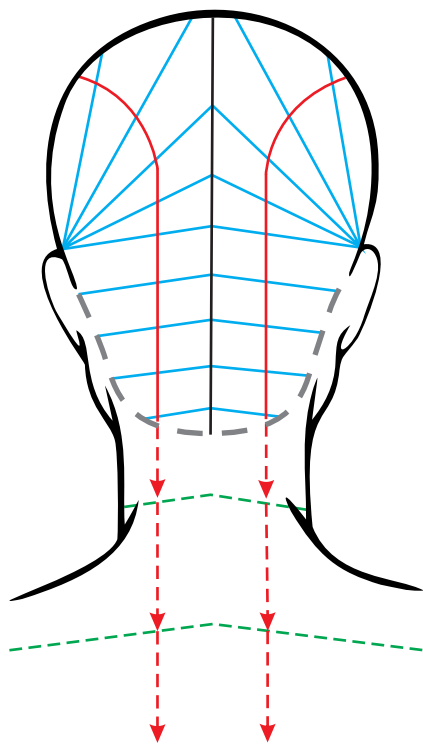
LINE FUNCTIONALITY – THE DESIGN IS FLAT AND STABLE

ROUND LINE DYNAMICS IS FROM  
THE FACE TO THE BACK OF THE HEAD

THE ORIENTING POINTS ON THE BONE STRUCTURE  
FOR ROUND GEOMETRY ARE THE TIP OF THE NOSE  
AND THE CORNER OF THE JAW

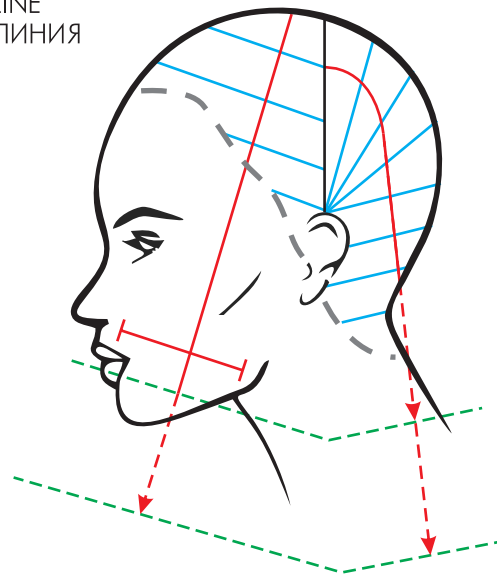
LINE IS CONSTRUCTED WITH THE NATURAL PARTING



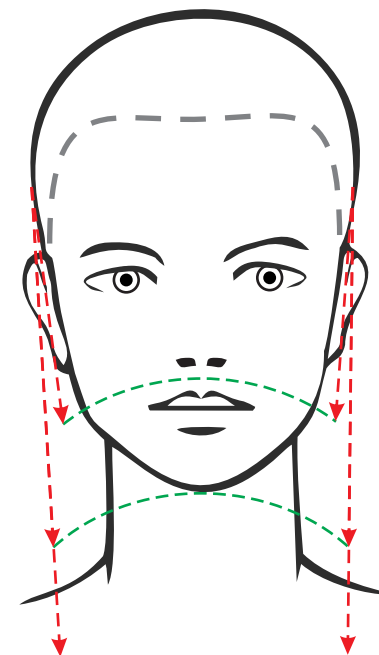
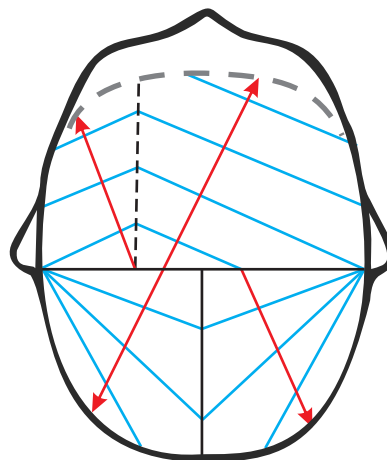


1 LINE  
ЛИНИЯ

2 LINE  
ЛИНИЯ



3 LINE  
ЛИНИЯ



4 LINE  
ЛИНИЯ



# TRIANGULAR LAYERS

LAYERS REMOVE WEIGHT AND CREATE TEXTURE

RANGE OF LENGTHS

MINIMAL LENGTH – A LITTLE BELOW THE SHOULDER

MAXIMUM LENGTH – BELOW THE SHOULDERS

FUNCTIONALITY OF TRIANGULAR LAYERS  
IS TO MAKE THE INTERNAL PART OF THE SHAPE FLEXIBLE AND TEXTURAL

THE DYNAMICS DEPENDS ON THE GEOMETRY OF THE LINE AT THE SIDE

THE ORIENTING POINT IS THE AREA  
FROM THE VERTICAL SECTION TO THE OCCIPITAL BONE

THE DESIGN IS CONSTRUCTED WITH THE NATURAL PARTING

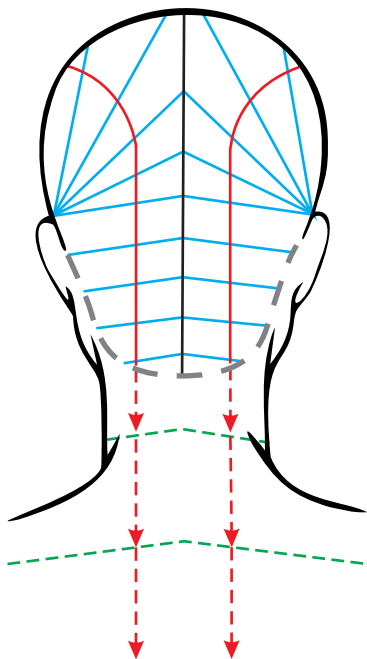
FIRST WE BUILD THE LINE

THE LINE GEOMETRY AT THE SIDE CAN BE SQUARE AND TRIANGULAR

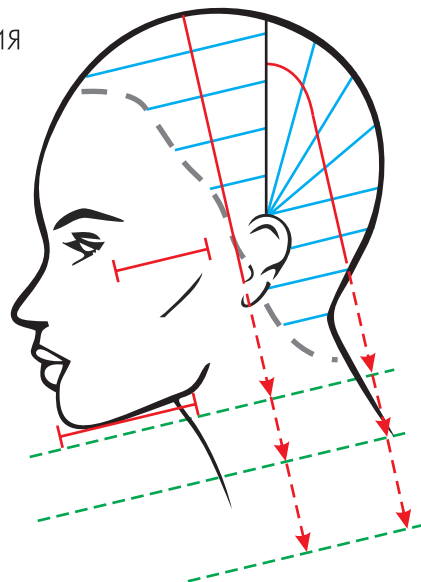
ROUND GEOMETRY AT THE SIDE IS COMBINED  
WITH ROUND LAYERS OF THE INTERNAL PART OF THE SHAPE



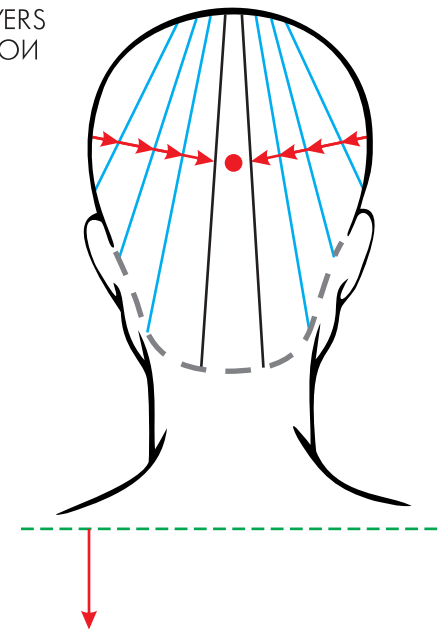
1 LAYERS  
СЛОИ



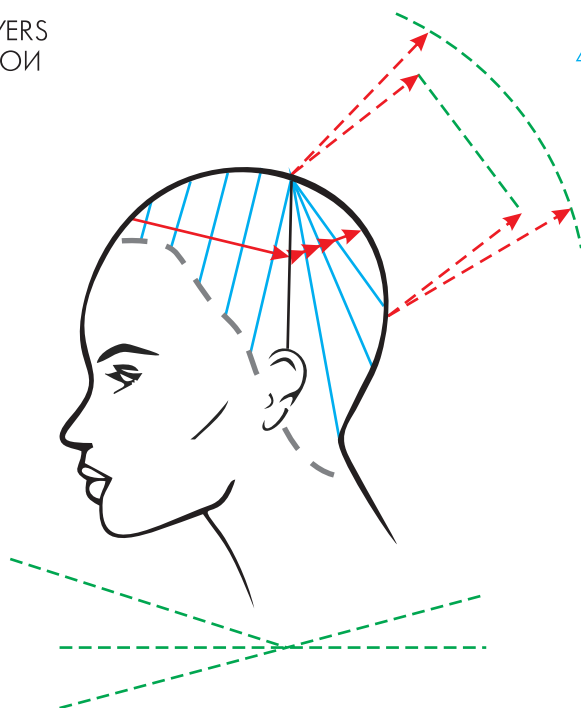
2 LINE  
ЛИНИЯ



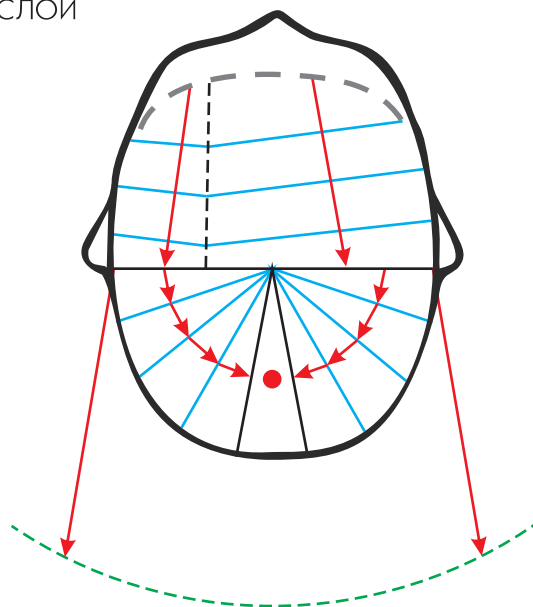
3 LAYERS  
СЛОИ



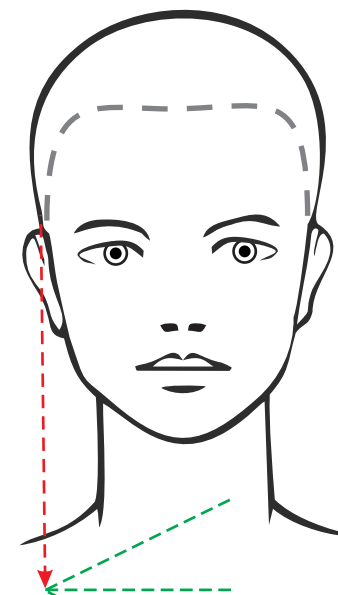
4 LAYERS  
СЛОИ



5 LAYERS  
СЛОИ



6 LAYERS  
СЛОИ







# SQUARE GRADUATION

SQUARE GRADUATION IS THE HEAVIEST TYPE OF GRADUATION

RANGE OF LENGTHS

MINIMAL LENGTH – THE EDGE OF HAIR GROWTH

MAXIMUM LENGTH – THE BASE OF THE NECK

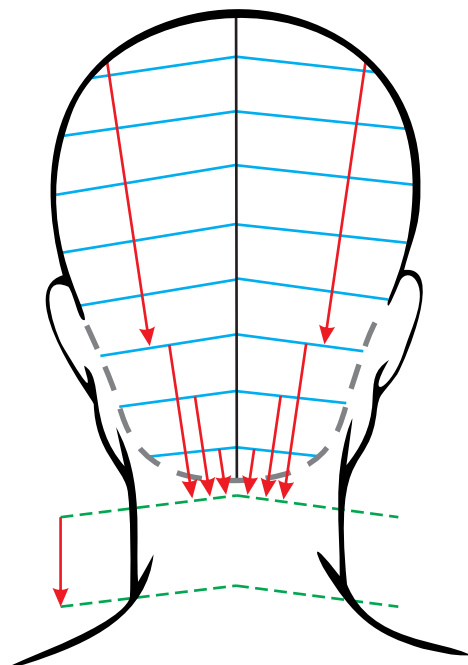
THE FUNCTIONALITY OF SQUARE GRADUATION  
IS TO CREATE BULKY WEIGHT AT THE OUTLINES

THE DYNAMICS IS STABLE

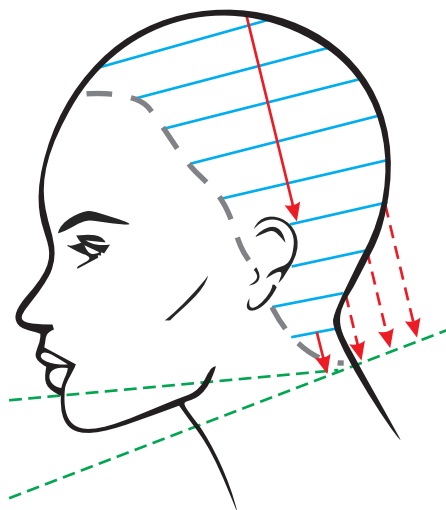
THE ORIENTING POINT IS THE CHEEKBONE SLOPE

THE DESIGN IS CONSTRUCTED WITH THE NATURAL PARTING

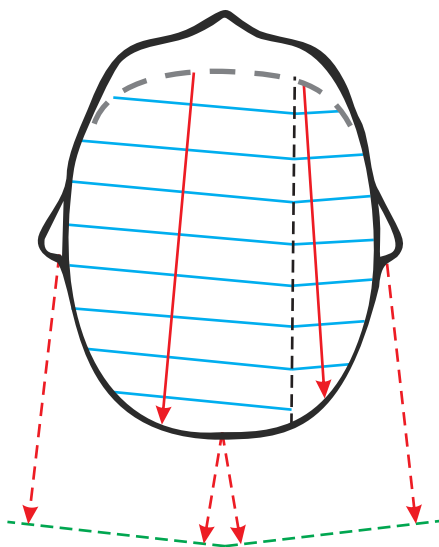




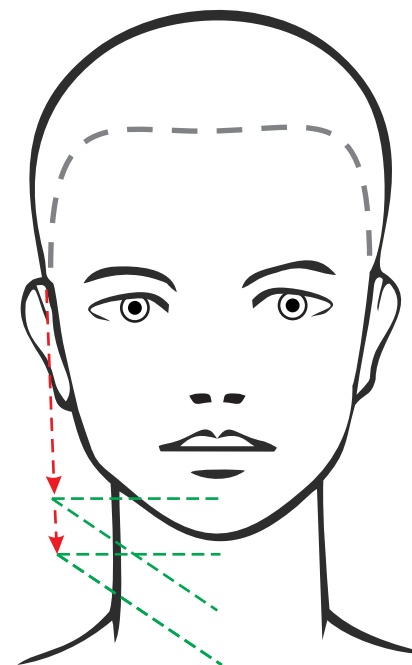
1 GRADUATION  
ГРАДУИРОВКА



2 GRADUATION  
ГРАДУИРОВКА



3 GRADUATION  
ГРАДУИРОВКА



4 GRADUATION  
ГРАДУИРОВКА





# SQUARE LAYERS

LAYERS REMOVE WEIGHT AND CREATE TEXTURE

RANGE OF LENGTHS

MINIMAL LENGTH – THE MIDDLE OF THE NECK

MAXIMUM LENGTH – THE BASE OF THE NECK

FUNCTIONALITY OF SQUARE LAYERS  
IS TO MAKE THE DESIGN FLAT AND STABLE

THE DYNAMICS IS STABLE

THE ORIENTING POINT  
FOR THE CUTTING ANGLE IS THE VERTICAL SECTION

THE DESIGN IS CONSTRUCTED WITH THE NATURAL PARTING

FIRST WE BUILD THE LINE

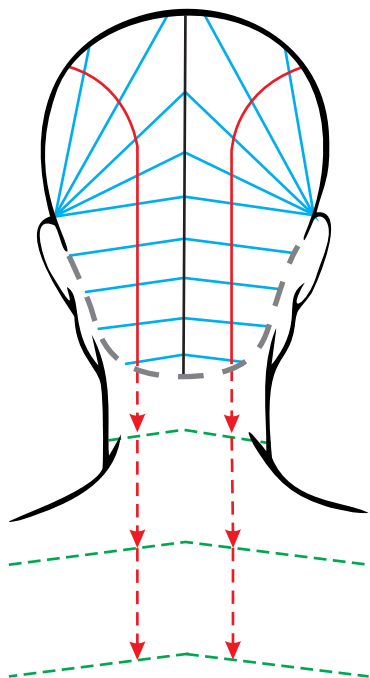
THE LINE GEOMETRY AT THE SIDE CAN BE SQUARE AND TRIANGULAR

ROUND GEOMETRY AT THE SIDE IS COMBINED  
WITH ROUND LAYERS OF THE INTERNAL PART OF THE SHAPE

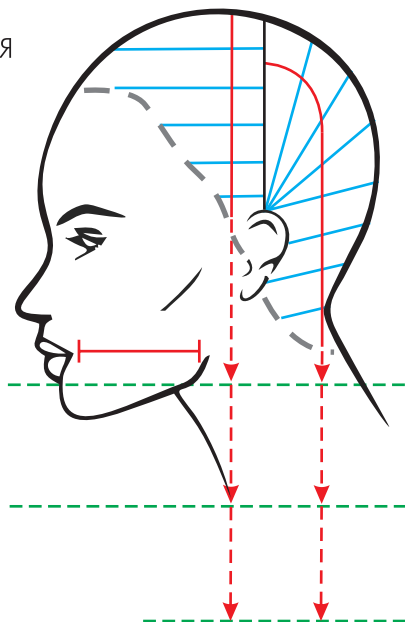




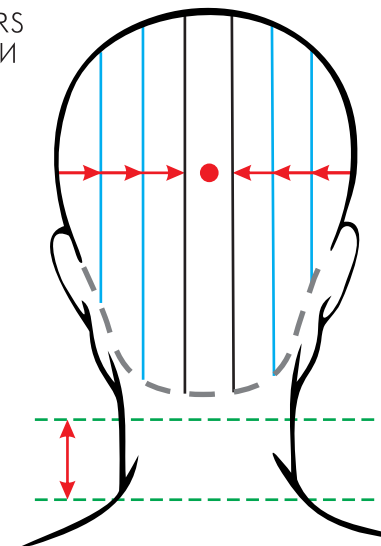
1 LAYERS  
СЛОИ



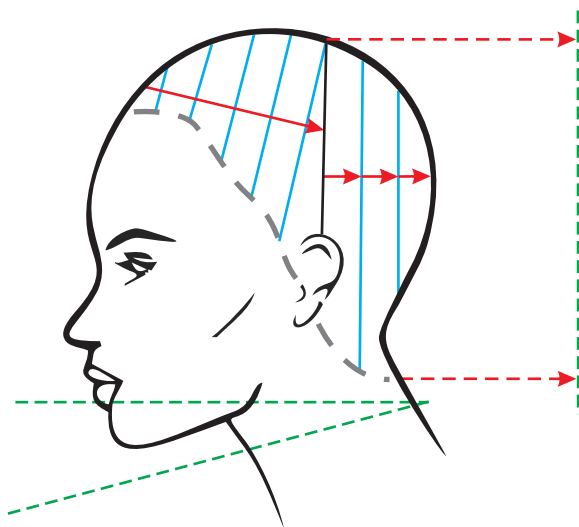
2 LINE  
ЛИНИЯ



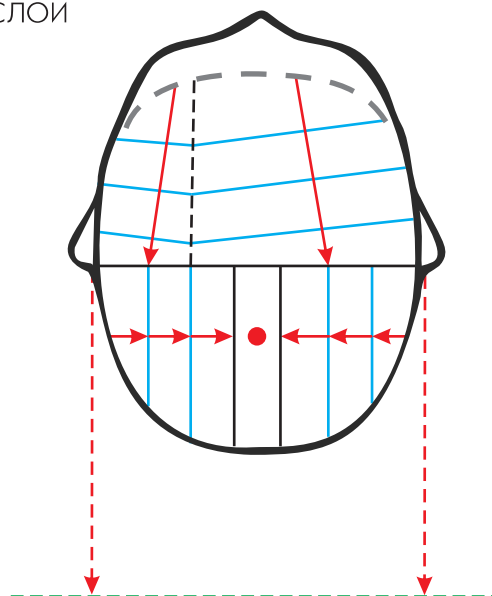
3 LAYERS  
СЛОИ



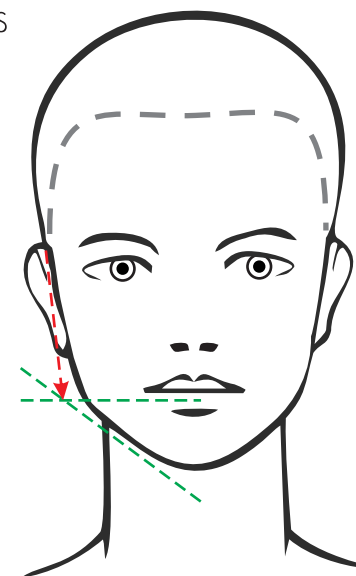
4 LAYERS  
СЛОИ



5 LAYERS  
СЛОИ



6 LAYERS  
СЛОИ





# TRIANGULAR GRADUATION

TRIANGULAR GRADUATION IS EXTERNAL GRADUATION

RANGE OF LENGTHS

IDEAL LENGTH IS THE LEVEL OF THE JAW

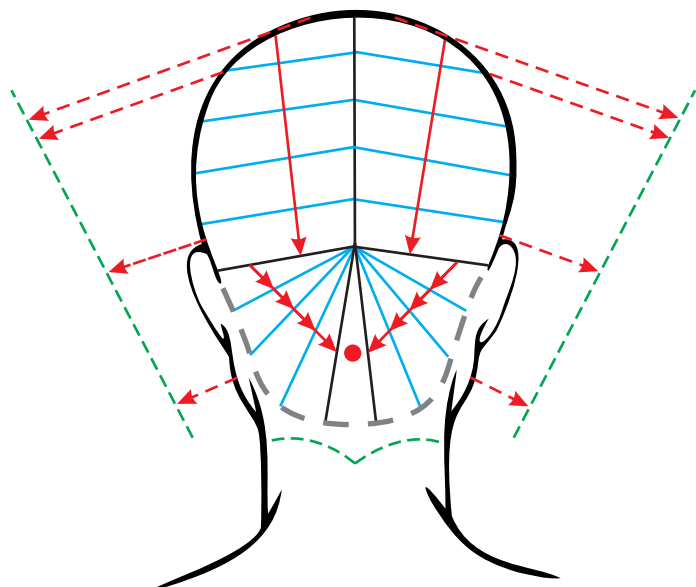
FUNCTIONALITY OF TRIANGULAR GRADUATION  
IS TO EXPAND THE SHAPE INTO VOLUME  
AND MAKE IT GRAPHIC IN THE AREA OF THE OCCIPITAL BONE

THE DYNAMICS IS FROM THE BACK OF THE HEAD TO THE FACE

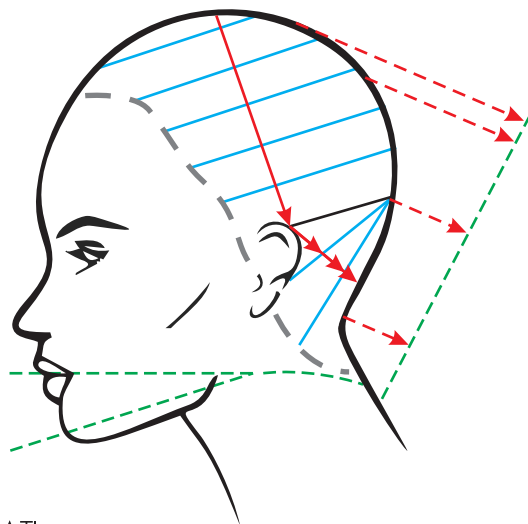
THE ORIENTING ICLINE OF THE BONE STRUCTURE  
IS FROM THE EDGE OF HAIR GROWTH TO THE OCCIPITAL BONE

THE DESIGN IS CONSTRUCTED WITH THE NATURAL PARTING

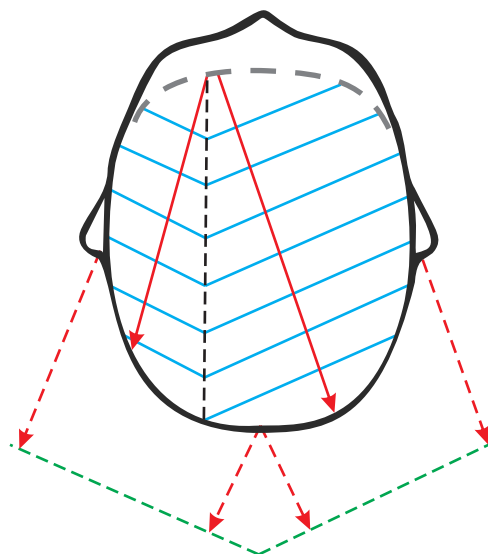




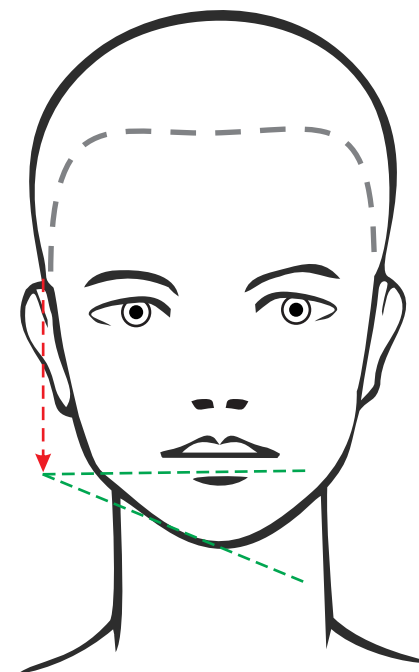
1 GRADUATION  
ГРАДУИРОВКА



2 АПІ  
GRA  
ГРАДУИРОВКА



3 GRADUATION  
ГРАДУИРОВКА



4 GRADUATION  
ГРАДУИРОВКА







# ROUND GRADUATION

GRADUATION IS THE TECHNIQUE THAT BUILDS UP  
THE WEIGHT WITH THE HELP OF ELEVATION

RANGE OF LENGTHS

MINIMAL LENGTH – THE EARLOBE

MAXIMUM LENGTH – THE EDGE OF HAIR GROWTH

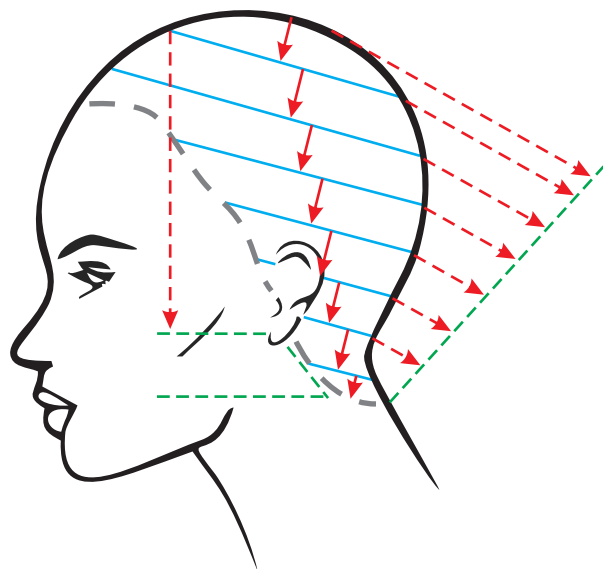
FUNCTIONALITY OF ROUND GRADUATION  
IS TO EXPAND THE SHAPE INTO VOLUME  
AND MAKE IT GRAPHIC IN THE AREA OF THE OCCIPITAL BONE

THE DYNAMICS IS FROM THE FACE TO THE BACK OF THE HEAD

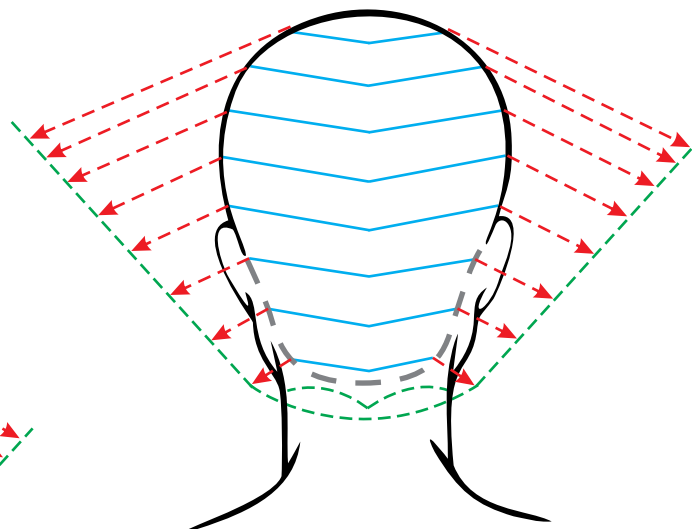
THE ORIENTING POINTS ON THE BONE STRUCTURE  
ARE THE TIP OF THE NOSE AND THE CORNER OF THE JAW

THE DESIGN IS CONSTRUCTED WITH THE NATURAL PARTING

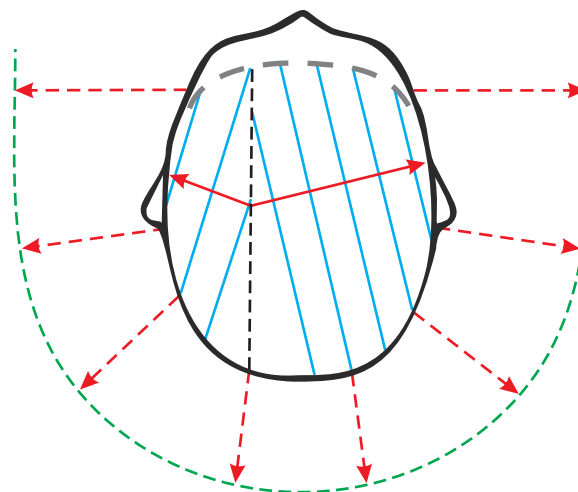




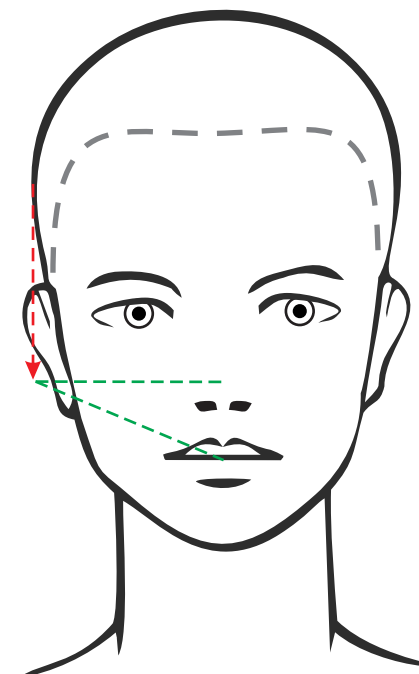
1 GRADUATION  
ГРАДУИРОВКА



2 GRADUATION  
ГРАДУИРОВКА



3 GRADUATION  
ГРАДУИРОВКА



4 GRADUATION  
ГРАДУИРОВКА



## ROUND LAYERS ON SHORT LENGTH

LAYERS REMOVE WEIGHT AND CREATE TEXTURE

RANGE OF LENGTHS

MINIMAL LENGTH – THREE CENTIMETERS

MAXIMUM LENGTH – FIFTEEN CENTIMETERS

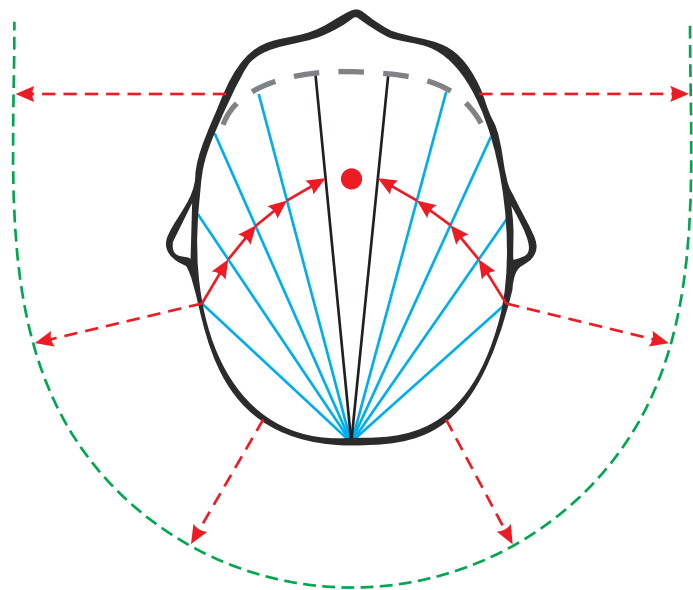
FUNCTIONALITY OF ROUND LAYERS  
IS TO MAKE THE INTERNAL PART OF THE SHAPE  
VERY TEXTURAL AND FLEXIBLE

THE DYNAMICS IS VERY STRONG

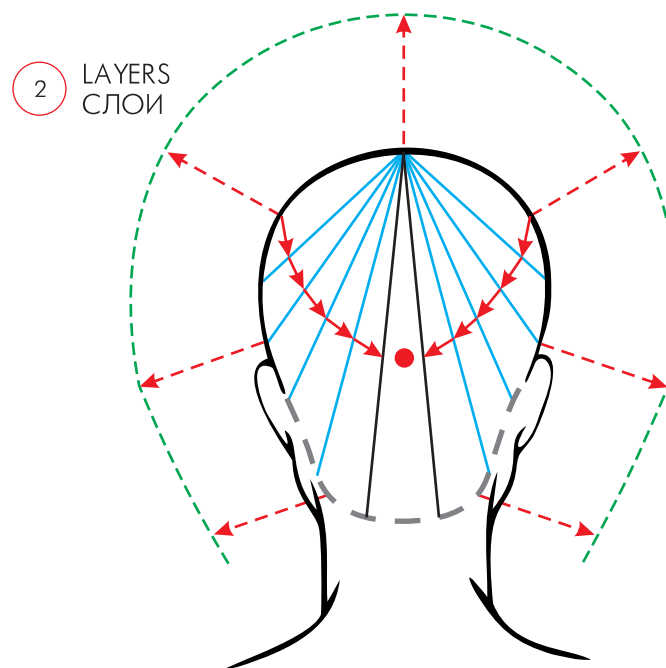
THE ORIENTING POINT FOR THE CUTTING ANGLE  
IS THE ROUNDNESS OF THE HEAD

THE DESIGN IS CONSTRUCTED WITHOUT THE NATURAL PARTING

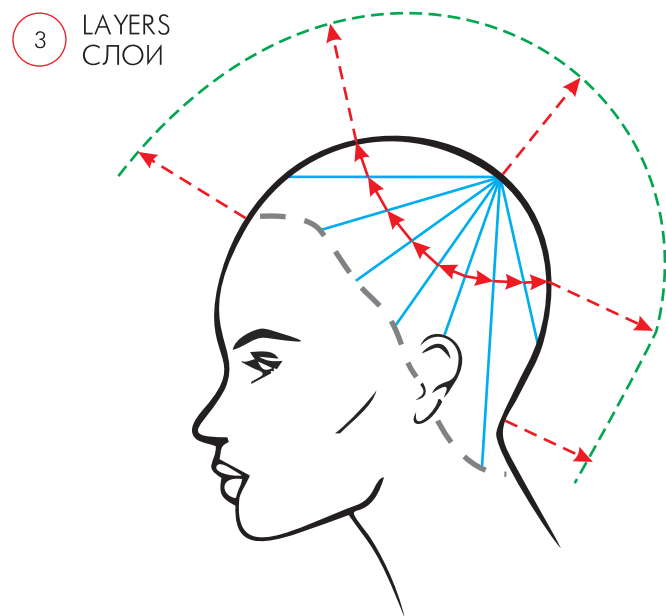




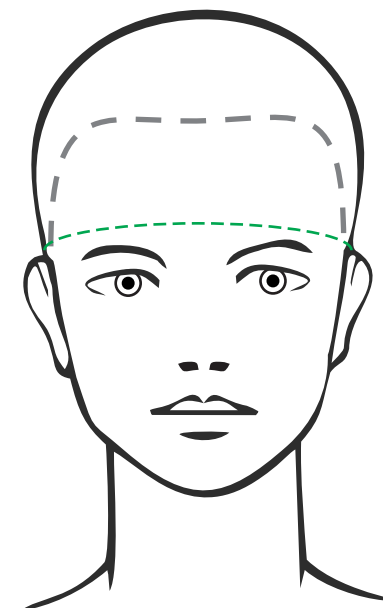
1 LAYERS  
СЛОИ



2 LAYERS  
СЛОИ



3 LAYERS  
СЛОИ



4 LAYERS  
СЛОИ





# ADDITIONAL DESIGN

ROUND LAYERS ON MEDIUM LENGTH

## ROUND LAYERS ON MEDIUM LENGTH

LAYERS REMOVE WEIGHT AND CREATE TEXTURE

RANGE OF LENGTHS

MINIMAL LENGTH – THE EDGE OF HAIR GROWTH

MAXIMUM LENGTH – THE MIDDLE OF THE NECK

FUNCTIONALITY OF ROUND LAYERS  
IS TO EXPAND THE SHAPE INTO VOLUME  
IN THE INTERNAL PART OF THE SHAPE AND TO CREATE TEXTURE

THE DYNAMICS DEPENDS ON THE GEOMETRY OF THE LINE AT THE SIDE

THE ORIENTING ICLINE OF THE BONE STRUCTURE  
IS FROM THE EDGE OF HAIR GROWTH TO THE OCCIPITAL BONE

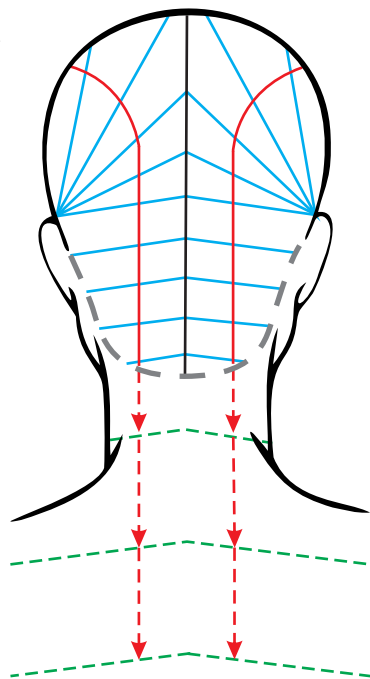
THE DESIGN IS CONSTRUCTED WITH THE NATURAL PARTING

FIRST WE BUILD THE LINE

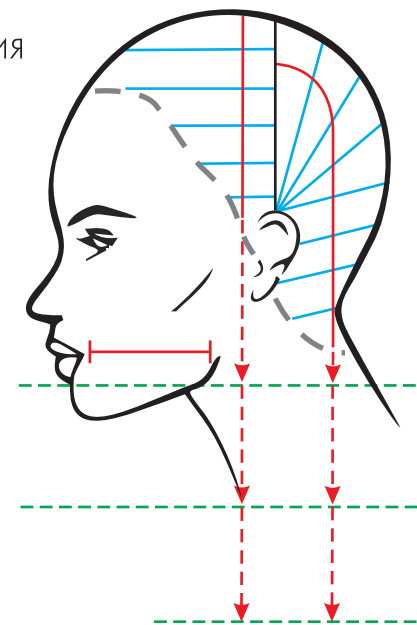
THE LINE GEOMETRY AT THE SIDE CAN BE ROUND, SQUARE AND TRIANGULAR



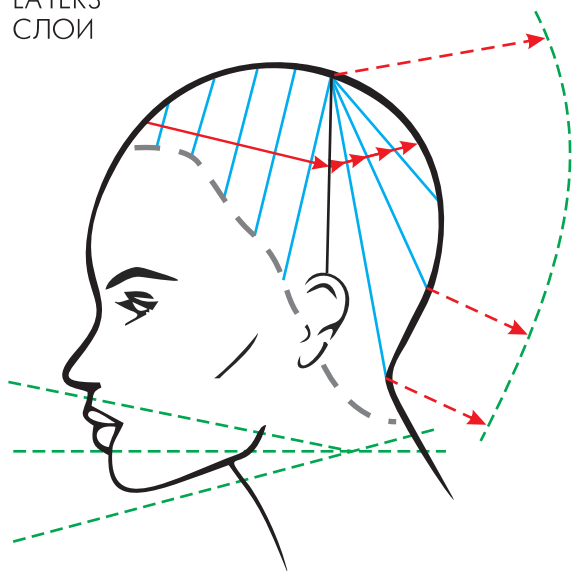
1 LAYERS  
СЛОИ



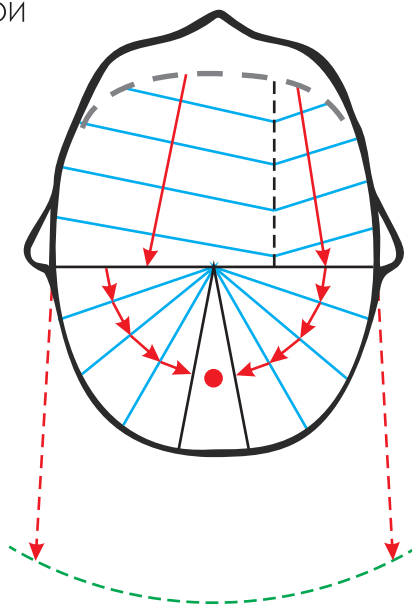
2 LINE  
ЛИНИЯ



3 LAYERS  
СЛОИ



4 LAYERS  
СЛОИ



5 LAYERS  
СЛОИ

