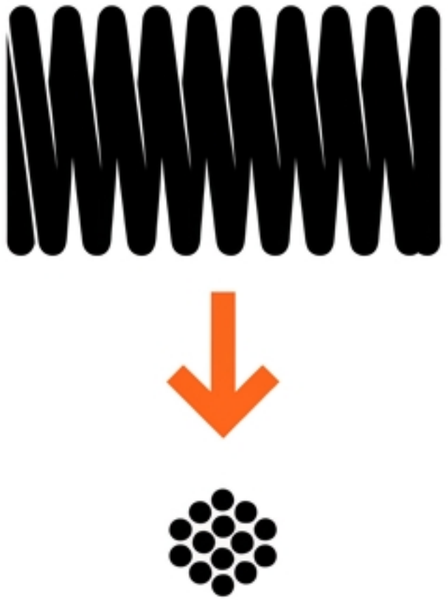
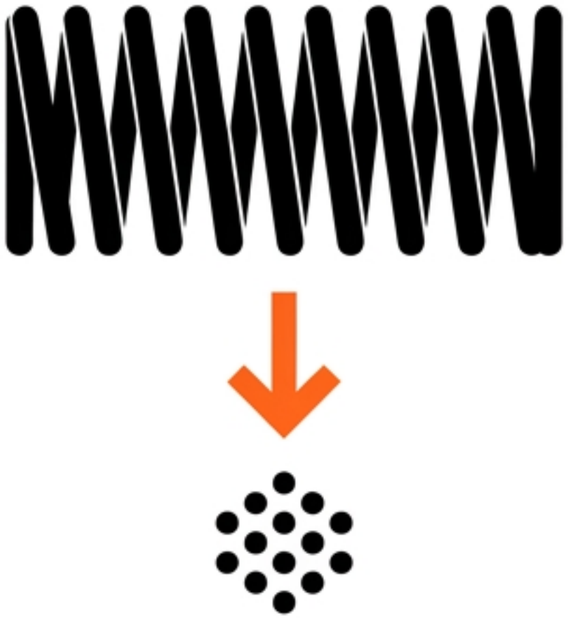


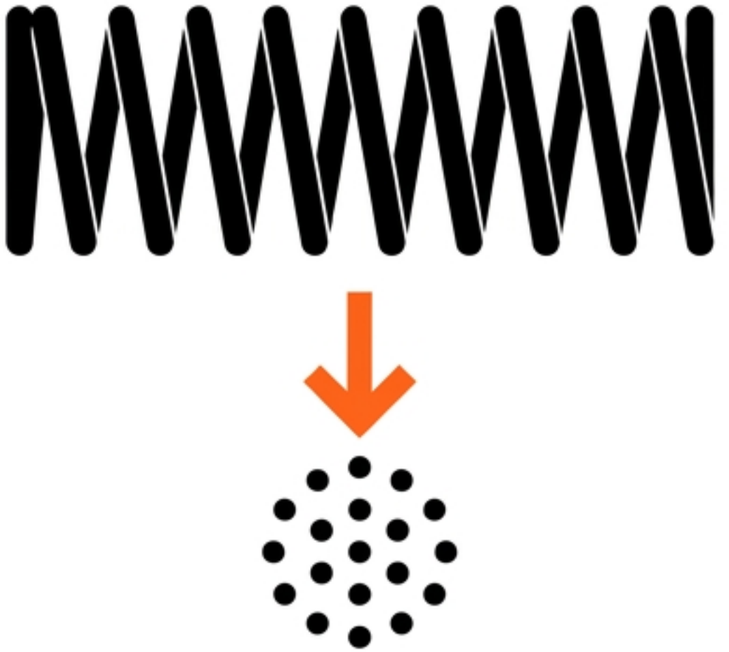
Low give produces hard hits.

Use low give for linework.



Medium give cushions the needle.

Use medium give for color.



High give produces soft hits.

Use high give for shading.

Give dictates how a machine responds when meeting skin resistance.

MATCH GIVE TO METHOD