

Paper

在 Material Design 中，我们在屏幕上展现了纸张的物理属性。

应用程序的背景类似于纸张的平坦、不透明的纹理，应用程序的行为模仿了纸张的能力，可以重新调整大小、洗牌和装订成多张纸。

```
{{"component": "modules/components/ComponentLinkHeader.js"}}
```

基础的纸张组件

```
{{"demo": "SimplePaper.js", "bg": true}}
```

变体

如果你想要一个轮廓的曲面，你可以使用 `variant` 属性。

```
{{"demo": "Variants.js", "bg": "inline"}}
```

Elevation

The elevation can be used to establish a hierarchy between other content. In practical terms, the elevation controls the size of the shadow applied to the surface. In dark mode, raising the elevation also makes the surface lighter.

```
{{"demo": "Elevation.js", "bg": "inline"}}
```

The change of shade in dark mode is done by applying a semi-transparent gradient to the `background-image` property. This can lead to confusion when overriding the styles of `Paper`, as setting just the `background-color` property will not affect the elevation-related shading. To ignore the shading and set the background color that is not affected by elevation in dark mode, override the `background` property (or both `background-color` and `background-image`). This can lead to confusion when overriding the styles of `Paper`, as setting just the `background-color` property will not affect the elevation-related shading. To ignore the shading and set the background color that is not affected by elevation in dark mode, override the `background` property (or both `background-color` and `background-image`).