

Graphic Application Principles

Surface Structure

Basic Application:
Based on a triangle array, with each triangle uniform in size and spacing. Spacing may be adjusted as needed or inspired by the design context.

Gradient Application:
Also based on a triangle array, but with triangle sizes and spacing gradually increasing or decreasing in a consistent direction. Spacing may be adjusted as needed or inspired by the design context.

Line Structure

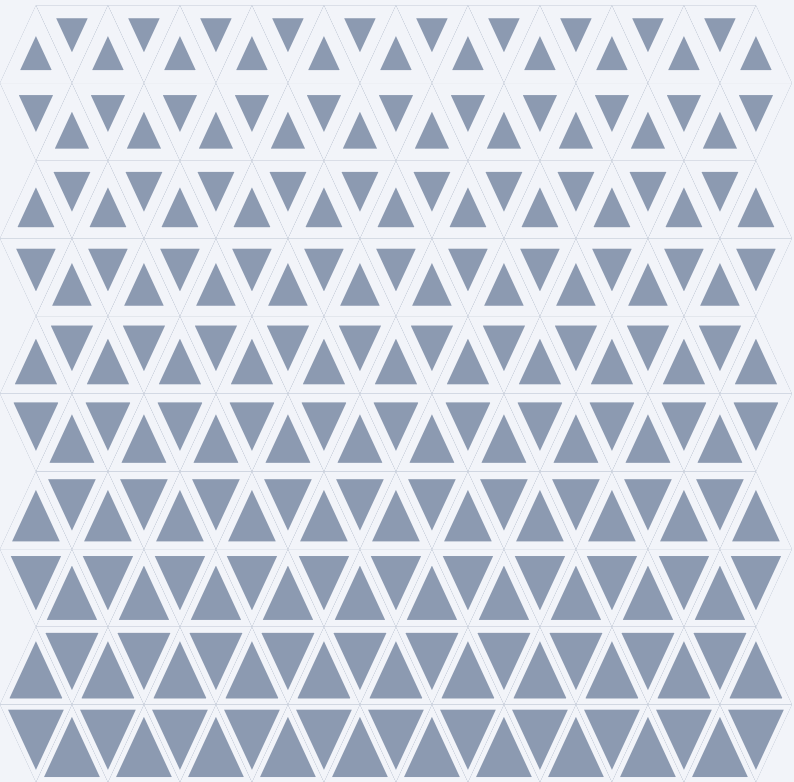
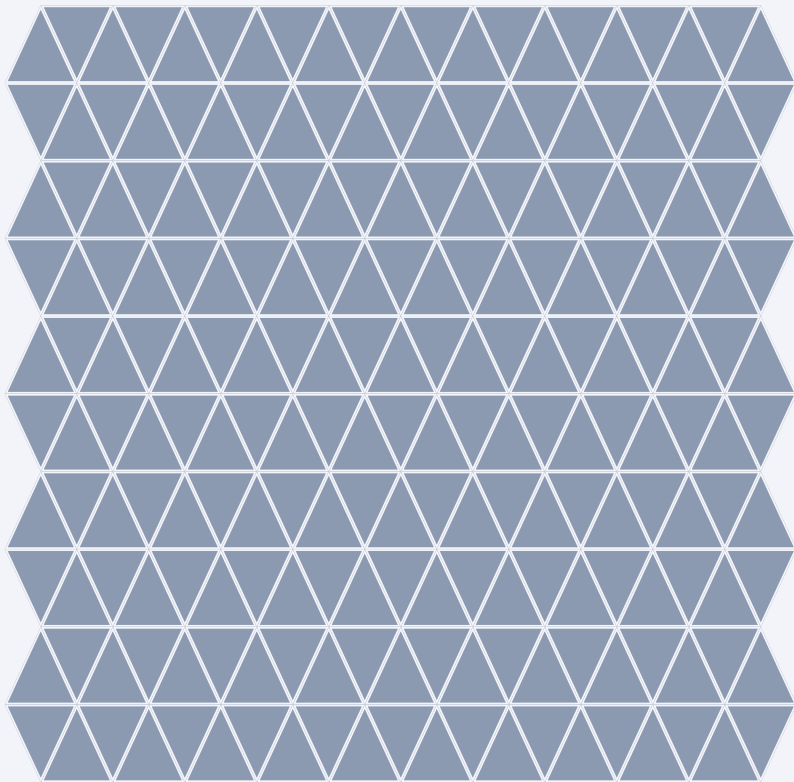
Basic Application:
Based on a triangle array, with consistent stroke thickness for all triangle outlines. Intersections between triangles are cut with uniformly sized circular dots. Sizes may be adjusted based on design needs.

Gradient Application:
Based on a triangle array, with both stroke thickness and dot sizes gradually changing in a consistent direction. Adjustments can be made based on the intended visual effect or creative inspiration.

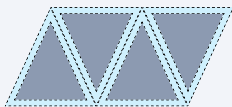
Surface Structure

Used in long-range and high-angle viewing scenarios that cover large areas.

For example: brand architecture, event backdrops, and spatial design.

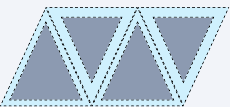


Basic Application



Triangles in the array are uniform in both size and spacing.

Gradient Application

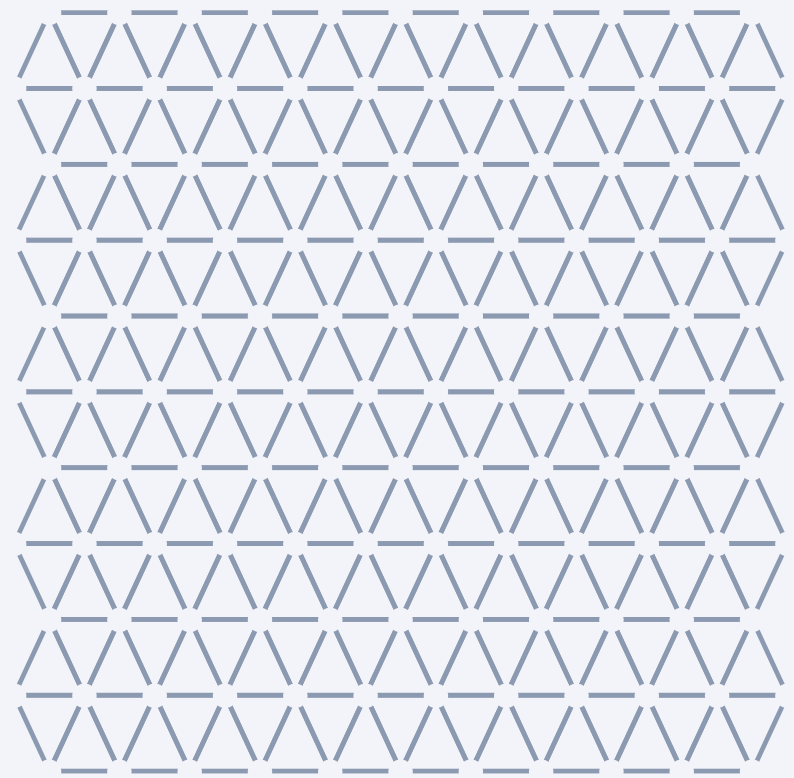


Triangle size and spacing change progressively in a consistent direction.

Line Structure

Used for close-range applications with a strong sense of visual consistency.

For example: employee badges, branded apparel, printed materials, product engravings, etc.



Basic Application



All triangle strokes in the array are the same thickness. Intersections between triangles are trimmed with dots of uniform size.

Gradient Application



Stroke thickness and dot size change progressively in a consistent direction.