

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.

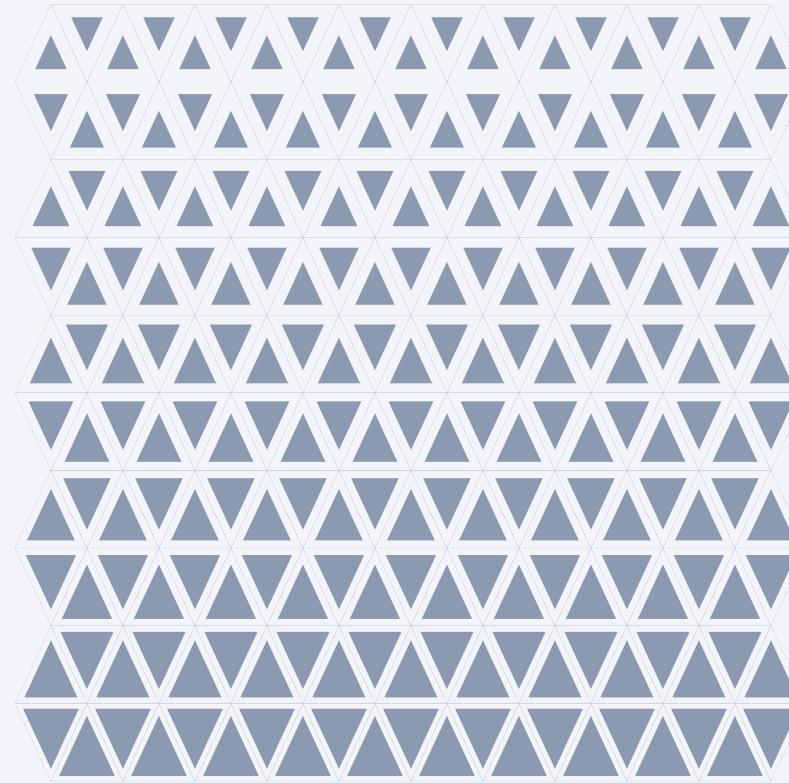
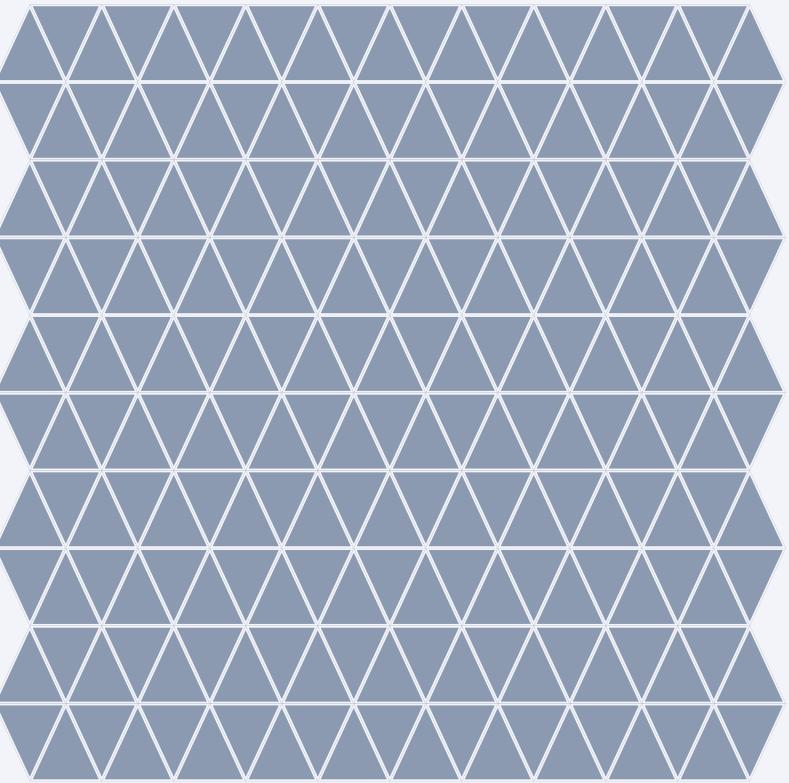
Gradient Application:

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.



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.

