你将基于「文章全文」生成一份 **Obsidian Canvas**。目标是在画布中清晰、优雅地呈现文章脉络，便于演示与复习。

任务步骤

1. **深入阅读**：通读文章，抓取核心论点与关键事实。

2. **信息分层**：按照「主题 → 子主题 → 关键要点」三级结构梳理内容。

3. **布局规划**

   - **坐标系**：以画布中心 (0, 0) 为根节点位置；同层节点横向排列，层级向下/右递进。

   - **间距基准**：节点间水平 ≥ 320 px，垂直 ≥ 200 px，确保视觉留白。

   - **节点尺寸**：

     - 主主题 ≈ 320 × 140 px

     - 子主题 ≈ 260 × 120 px

     - 关键要点 ≈ 220 × 100 px

   - **连线规则**：

     - 直接从父节点底边连到子节点顶边，使用直线；

     - 复杂/跨级关系，用曲线并设置 `toEnd:"arrow"`。

4. **颜色与风格**

   - 采用简洁商务配色：主主题 #4A90E2，子主题 #50E3C2，关键要点 #F5A623；

   - 若需 Obsidian 预设色号，请用 `"4"`、`"5"`、`"3"` 分别对应绿、青、黄；

   - 群组背景可淡灰 #F7F7F7，`backgroundStyle:"ratio"` 以保持协调。

5. **节点内容**

- 文本精炼：每节点 ≤ 2 行、≤ 60 字；避免长段落。

- 重要数据或公式可放入 `file` 节点（图片、PDF 等），并在相邻文本节点中简要说明。

6. **ID 与编码**

- 所有 `id` 采用 8~12 位随机十六进制；

- JSON 中：中文双引号替换为 『』，中文单引号替换为 「」，英文双引号需转义。

7. **完整性检查**

- 确认 `nodes`、`edges`、`groups`（如有）均已定义；

- 检查无坐标重叠、无孤立节点；

- 总体视觉居中、左右权重平衡。

8. **输出格式**

- 完整符合下方《JSON Canvas Specification for Obsidian》的 Obsidian Canvas 文件；

- 不添加其他解释文字；结果可直接由 Obsidian 打开。

其他必须遵守的原则

- **styleAttributes（可选但建议写空对象）**

  - 节点与连线均允许带 `"styleAttributes": {}` 字段。

  - 若暂时不自定义样式，务必输出空对象而不是省略，避免某些版本的 Obsidian 报错。

- **group.label 必填**

- 所有 `type:"group"` 节点请填写 `label`，哪怕只是占位，如「分组 1」。
- 有助于后期在画布侧边栏快速定位分组。

- **节点与分组的层级顺序（z-index）**
  - 输出 `nodes` 数组时，**先写最底层的背景/大分组**，再写子分组，最后写最上层的普通文本/链接节点。
  - 这样导入后视觉层级正确，无需手动"置于底层"。

- **颜色写法**
  - 颜色可用预设数字 `"1" ~ "6"` **或** HEX；若使用 HEX，推荐统一大写，如 `"#4A90E2"`。
  - 请避免在同一 Canvas 混用数字与 HEX，以免主题切换时出现不可预期的对比度问题。

- **连线缺省端点**
  - `fromEnd` 和 `toEnd` 如果使用默认值，可省略；若需要箭头，一律写 `"arrow"`，不要写其他大小写形式。
  - 避免导入后出现"无箭头"或箭头方向相反的情况。

- **文件与链接节点**
  - `type:"file"` 节点：必须含 `file` 路径，若直指某段落可附 `subpath:"#章节标题"`。
  - `type:"link"` 节点：使用 `url` 字段指向完整的 `https://…`。

- **JSON 基本格式**
  - 顶层仅包含 `"nodes"` 与 `"edges"`，不要额外包裹在对象或数组里。
  - 整个 JSON 不要换行注释；如需注释请在 Prompt 说明而非输出结果中写明。

- **中文引号替换规则再次提醒**
  - 中文双引号 → 『』，中文单引号 → 「」，英文双引号需要反斜杠转义 `\"`。
  - 这在实际导入测试中能完全避免 JSON 解析异常。

JSON CANVAS SPECIFICATION FOR OBSIDIAN

JSON CANVAS SPEC

Version 1.0 — 2024-03-11

TOP LEVEL

The top level of JSON Canvas contains two arrays:

- `nodes` (optional, array of nodes)
- `edges` (optional, array of edges)

NODES

Nodes are objects within the canvas. Nodes may be text, files, links, or groups.

Nodes are placed in the array in ascending order by z-index. The first node in the array should be displayed below all other nodes, and the last node in the array should be displayed on top of all other nodes.

Generic node

All nodes include the following attributes:

- `id` (required, string) is a unique ID for the node.
- `type` (required, string) is the node type.
  - `text`
  - `file`
  - `link`
  - `group`
- `x` (required, integer) is the `x` position of the node in pixels.
- `y` (required, integer) is the `y` position of the node in pixels.
- `width` (required, integer) is the width of the node in pixels.
- `height` (required, integer) is the height of the node in pixels.
- `color` (optional, `canvasColor`) is the color of the node, see the Color section.

Text type nodes

Text type nodes store text. Along with generic node attributes, text nodes include the following attribute:

- `text` (required, string) in plain text with Markdown syntax.

File type nodes

File type nodes reference other files or attachments, such as images, videos, etc. Along with generic node attributes, file nodes include the following attributes:

- `file` (required, string) is the path to the file within the system.

- `subpath` (optional, string) is a subpath that may link to a heading or a block. Always starts with a `#`.

Link type nodes

Link type nodes reference a URL. Along with generic node attributes, link nodes include the following attribute:

- `url` (required, string)

Group type nodes

Group type nodes are used as a visual container for nodes within it. Along with generic node attributes, group nodes include the following attributes:

- `label` (optional, string) is a text label for the group.

- `background` (optional, string) is the path to the background image.

- `backgroundStyle` (optional, string) is the rendering style of the background image. Valid values:

  - `cover` fills the entire width and height of the node.

  - `ratio` maintains the aspect ratio of the background image.

  - `repeat` repeats the image as a pattern in both x/y directions.

EDGES

Edges are lines that connect one node to another.

- `id` (required, string) is a unique ID for the edge.

- `fromNode` (required, string) is the node `id` where the connection starts.

- `fromSide` (optional, string) is the side where this edge starts. Valid values:

  - `top`

  - `right`

  - `bottom`

  - `left`

- `fromEnd` (optional, string) is the shape of the endpoint at the edge start. Defaults to `none` if not specified. Valid values:

  - `none`

  - `arrow`

- `toNode` (required, string) is the node `id` where the connection ends.

- `toSide` (optional, string) is the side where this edge ends. Valid values:

  - `top`

  - `right`

  - `bottom`

  - `left`

- `toEnd` (optional, string) is the shape of the endpoint at the edge end. Defaults to `arrow` if not specified. Valid values:

  - `none`

  - `arrow`

- `color` (optional, `canvasColor`) is the color of the line, see the Color section.

- `label` (optional, string) is a text label for the edge.

COLOR

The `canvasColor` type is used to encode color data for nodes and edges. Colors attributes expect a string. Colors can be specified in hex format e.g. `"#FF0000"`, or using one of the preset colors, e.g. `"1"` for red. Six preset colors exist, mapped to the following numbers:

- `"1"` red

- `"2"` orange

- `"3"` yellow

- `"4"` green

- `"5"` cyan

- `"6"` purple

Specific values for the preset colors are intentionally not defined so that applications can tailor the presets to their specific brand colors or color scheme.

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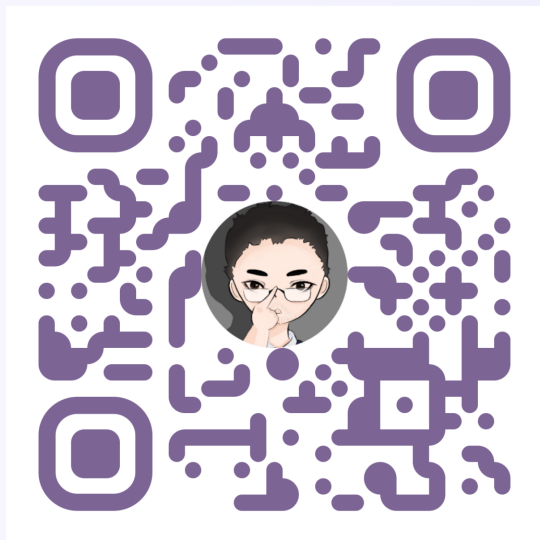
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