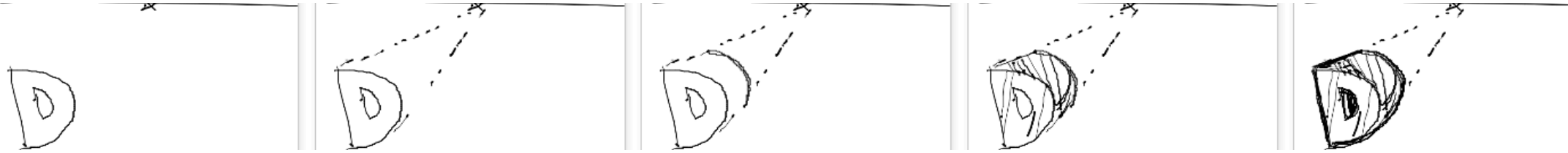


All textures rendered in 3D should consider the light source. **For the D**, with front light and some top light, its side is darker, with its lower side the darkest.

所有在3D中渲染的紋理都應考慮光源。以**D**為例，在正面光與少許頂光照射下，其側面較暗，底部則最暗。

1Point perspective: Connect the vertical cross-section to vanishing point with perspective lines → Copy line segments at the front in between perspective lines

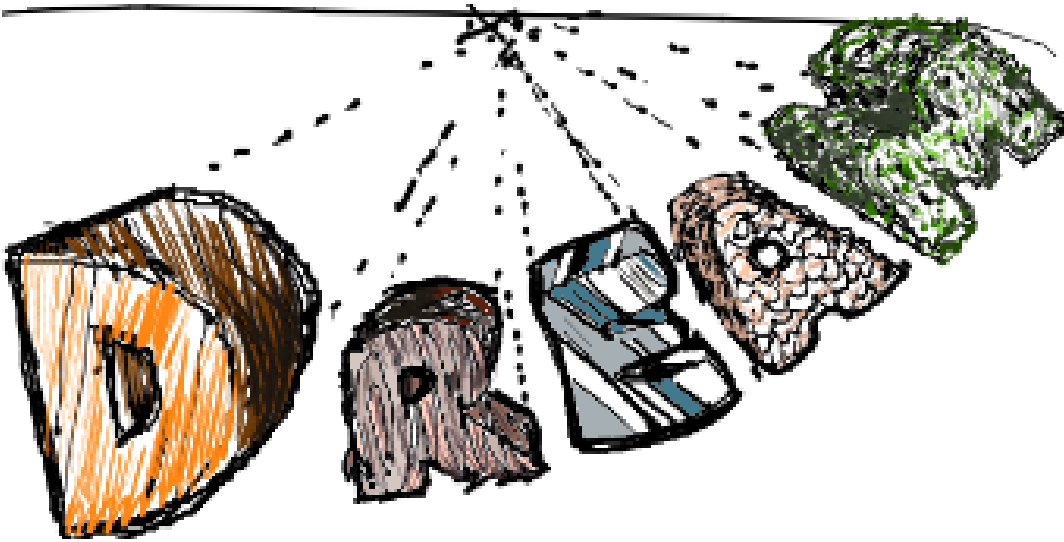
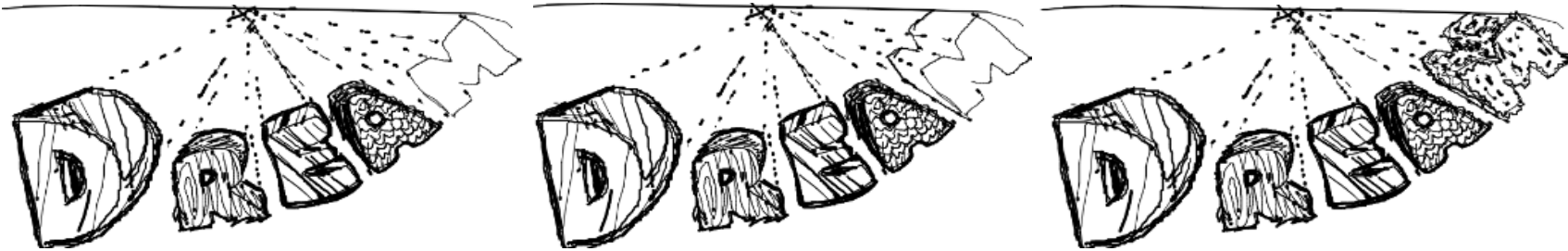
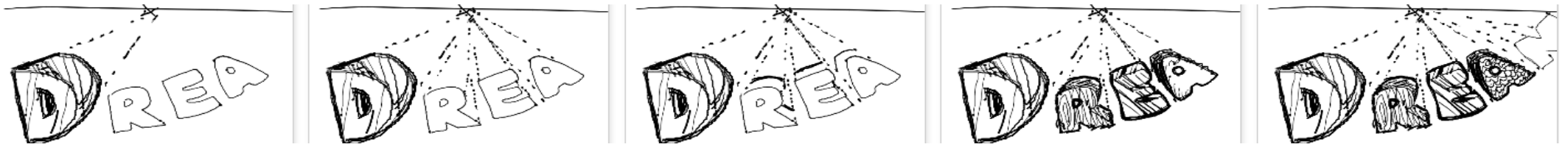


Add light and shadow effects → Strengthen the outer contour lines

1點透視：用引導線將垂直切面D連到畫在地平線上的消失點X → 在引導線之間複製該垂直切面線段

→ 填上光暗效果

→ 加強外形線



**The wooden R** has spiky outlines, making it feel like rough wood, with zigzagging tree rings on its surfaces. 木質的**R**擁有尖刺狀的外形線，予人粗糙木頭的感覺，表面帶鋸齒狀年輪紋理。

**The metallic E** has very smooth, strong outlines, making its inside feel bright and shiny, with parallel lines as reflections. 金屬的**E**擁有平滑且粗暗的外形線，使其內部顯得明亮而具光澤，並以平行線作為反射效果。

**The muddy A** has shaky, fluid outlines, making it feel like melting, moldable mud, with many U and W-like lines inside to suggest dripping. 泥濘的**A**擁有晃動而流暢的外框線，予人正在融化、可塑性高的泥巴之感，內部有許多U形與W形的線條，用以營造滴落的感覺。

**The bushy M** has grassy outlines, making it feel like it has grass and leaves sticking out. 灌木般的**M**擁有草狀外形線，予人草葉叢生的感覺。

Objects' outlines are key to rendered textures. 物體外形線最影響質感效果。