TOUCH & TEXTURE

GRAINFORM

织构

Texture, in the finished piece.

从纹理尺度，到封面与包角。

01	看纸面	Read the surface
02	看图稿	Proof the artwork
03	看成品	Review the object

选材路径示意 / Editorial selection diagram

GRAINFORM 织构涵盖压纹、皮革纹、织物感与原创纹理方向。面向礼盒裱面、书刊封面及品牌包装，以实物纸样确认纹理与颜色。

GRAINFORM covers embossed, leather-grain, textile-inspired and original texture directions for box wraps, book covers and brand packaging. Select texture and colour with physical paper samples.

先看纹理，再看用途

Select the texture in context

01 尺度 / Scale

把纸样放进实际版面。大纹理可能成为主体；细纹理可在近距离形成层次。用真实字号与标志大小比较，不依赖放大的屏幕照片。

Place the sample alongside the actual layout. A bold texture can lead the design; a fine texture may reveal itself at close range. Compare with real type and logo sizes, not a magnified screen image.

02 走向 / Direction

同时看平张、折线与包角。记录纹理方向和纸张丝向，两者不是同一个信息。让封面、盒盖和盒身的方向关系在试样阶段确定。

Review the flat sheet, fold and wrapped corner. Record texture orientation and paper grain separately. Resolve the relationship between cover, lid and sides in the prototype.

03 身份 / Identification

纹理 ID 与颜色 ID 分开记录，并保留对应实物样。相同色名不代表相同纸面；同一种纹理也不能证明不同纸款具有相同加工表现。

Record texture and colour identifiers separately and retain their physical references. A shared colour name does not identify the surface; a shared texture does not qualify different grades for the same process.

可讨论的应用 / Applications to explore

礼盒裱面、皮具与酒类包装、书刊封面、文创。具体纸款、规格及适用性按项目确认。

Box wraps, leather-goods and wine packaging, book covers and cultural projects. Confirm the grade, specification and suitability for each project.

把图稿放到真实纸面上

Proof the surface and the process

小字与图像 / Type and image

把细字、反白、线条与大面积印色放进试印版。检查凹凸处的连续性、对比和可读性；使用计划量产的纸款与印刷平台。

Include small type, reversed details, rules and solid areas in the proof. Inspect continuity, contrast and legibility across the relief using the intended stock and printing platform.

烫印与凹凸 / Foil and relief

原纸纹理与局部压凹凸是两层效果。叠加前用实际图案、箔材和模具试作，检查边缘、细线与附着，并确认加工顺序。

The paper texture and a local embossed or debossed motif are separate effects. Trial the actual artwork, foil and die; inspect edges, fine detail and adhesion, and agree the process order.

折线与包角 / Folds and corners

按真实尺寸制作封面或局部包角，检查折线发白、开裂、回弹、接缝与粘接。不要用克重单独决定压痕设置。

Make a full-size cover or corner trial. Review fold whitening, cracking, springback, seams and bonding. Grammage alone does not establish creasing settings.

留样与复核 / Approval and review

保存通过的平张、印样与成品样，并记录观察条件。纸款、图稿、胶黏剂或加工顺序改变时，复核受影响的项目。

Keep the approved sheet, print and finished sample with viewing conditions. Recheck affected items after changing stock, artwork, adhesive or process sequence.

把选择变成可交接记录

A concise sample approval record

项目评审清单 / Project review checklist

项目与图稿版本	Project / artwork revision
纸款、纹理 ID、颜色 ID	Grade / texture ID / colour ID
定量、厚度、尺寸、丝向	Grammage / caliper / size / grain
印刷平台、油墨与加工顺序	Press / ink / process sequence
箔材、模具、胶黏剂	Foil / die / adhesive
纸样、印样、成品样与确认日期	References / finished sample / approval date

先确认纸面和成品，再确认供货规格与项目条件。本指南不列未经验证的克重范围、库存、最低订单量或通用工艺参数。

Approve the surface and finished object, then confirm supply specifications and project conditions. This guide does not establish grade ranges, stock, minimum orders or universal process settings.

参考阅读 / Further reading

Gmund / Creative System printing tips

Gmund / Blind embossing

系列定位依据齐力材料资料。外部资料用于理解选材与加工方法；同行纸款的参数不作为 GRAINFORM 的技术承诺。

Series positioning follows QiLi material information. External sources inform selection and converting methods; other suppliers' specifications do not qualify GRAINFORM.