Figure A-1. An example of wrinkle lines on a Japanese style paintings (left) and Ukiyo-e (right).

Cuttings pattern at the wrinkle line cause dynamics and some kinds of reality. Slight rotation show the feature of the pattern clearly.

Figure A-2. Examples of screen tones used in comics (manga).

Originally, these are thin film sheet. Artists cut out the sheet into the small piece and put on an ink drawings.

Figure A-3. An example of wrinkle lines on a comic (manga).

In main part of story, the artist uses black ink and screen tones with a rough cut out (left). This representation is not fully agreed by the artist. In the colored pages by the same artist (right), patterns are cut at the wrinkle lines
Figure A-4. An example of wrinkle lines and textures on a recent manga.

Rotation, scaling and little warping are shown on the screen tone. However, such time-consuming operations are used very few.