

Texture – design element sketch page

Objective: I can create textures.

Supplies

Paper – in your sketch book.

Medium – pencil, marker, pen, colored pencil

Design elements:

Line, shape, texture, value, space, form, color.

sketch page

procedure

1. Draw a line at the half way mark in your sketchbook. This page is dedicated to the element of Texture. The notes go on the bottom half and the Texture activity goes on the top half of the page.
2. Copy down the notes on Texture in the bottom half of that page.
3. On the top half of the page, get five texture rubbings and five real textures.

Notes:

Definition: The roughness or smoothness of a medium.

1. Actual or real texture is texture that can be experienced through touch.

** Tactile: Relating to the sense of touch. The capability of being perceived by the sense of touch.

Real texture is tactile. One can feel the texture when fingers are run over the object.

2. Manipulated or simulated textures: (implied or visual textures)

A. These type of textures are not real. They cannot be felt.

B. The texture looks like how it should feel such as fuzzy, rough, scratchy.

C. These textures are created by repeating design elements like line, shape or value. Pen examples are: lettering, scumbling, stippling, hatching short, hatching long, cross hatching and circularism.

Texture rubbing: Put a piece of paper over a rough surface and rub a pencil or colored pencil to get an impression of the texture.

Activity:

1. Get five texture rubbings on your notes page in your journal.
2. Create or obtain five real textures and put them in your notes. You can roughen up the paper with a file, scratch, tear or crumple it. You can obtain a small piece of texture paper, fabric, sandpaper, cardboard, etc. and glue it on to your notes for the real texture.