

**TEXTURE**

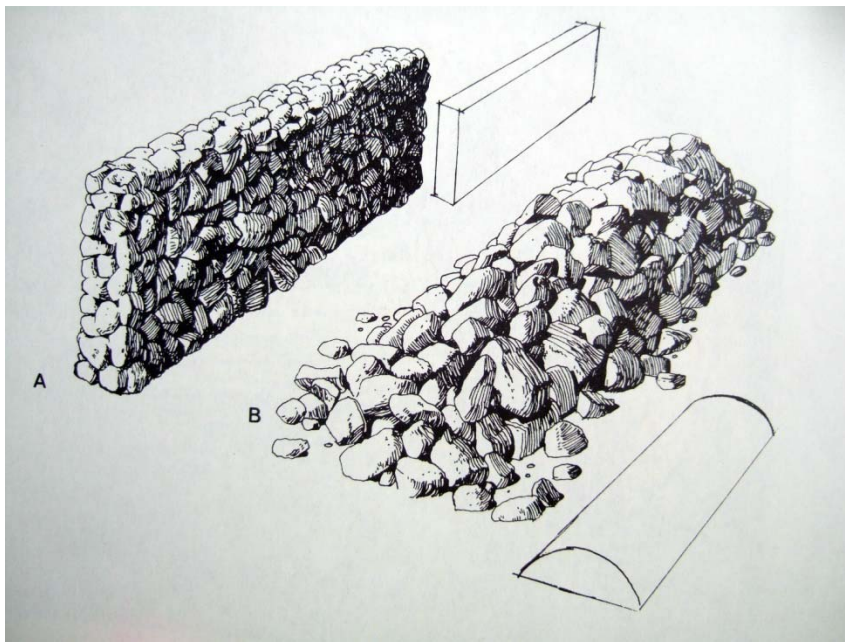
# Texture

Texture can be either real or perceived. **Tactile texture** is how an artwork actually feels, while **implied texture** is how an artwork appears to feel.

- When creating implied texture, consider applying these three elements:
- **Shape**-study the actual shape that each component of the texture takes
- **Line**-vary the weight and quality of your line to the specific needs of that texture
- **Value**-this is the key to making the texture look dimensional.



# Find the shape first



- Texture can be easier to understand when you can, first, discover the geometric **shape** that is created by the compiled elements.
- Next you can find the **value** as it strikes that geometric form.
- Lastly, use a variety of **lines** to describe the character of the texture. Here lines range from stipple and hatching to thick jagged lines.

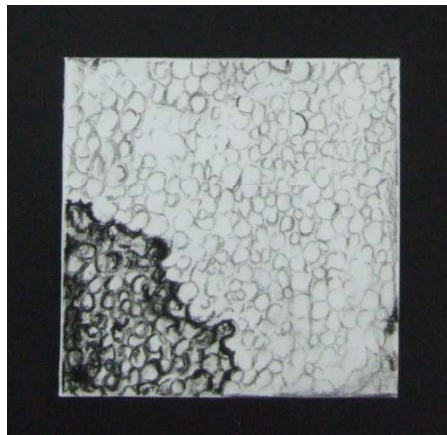
What is the difference between  
Pattern and Texture?

# Pattern

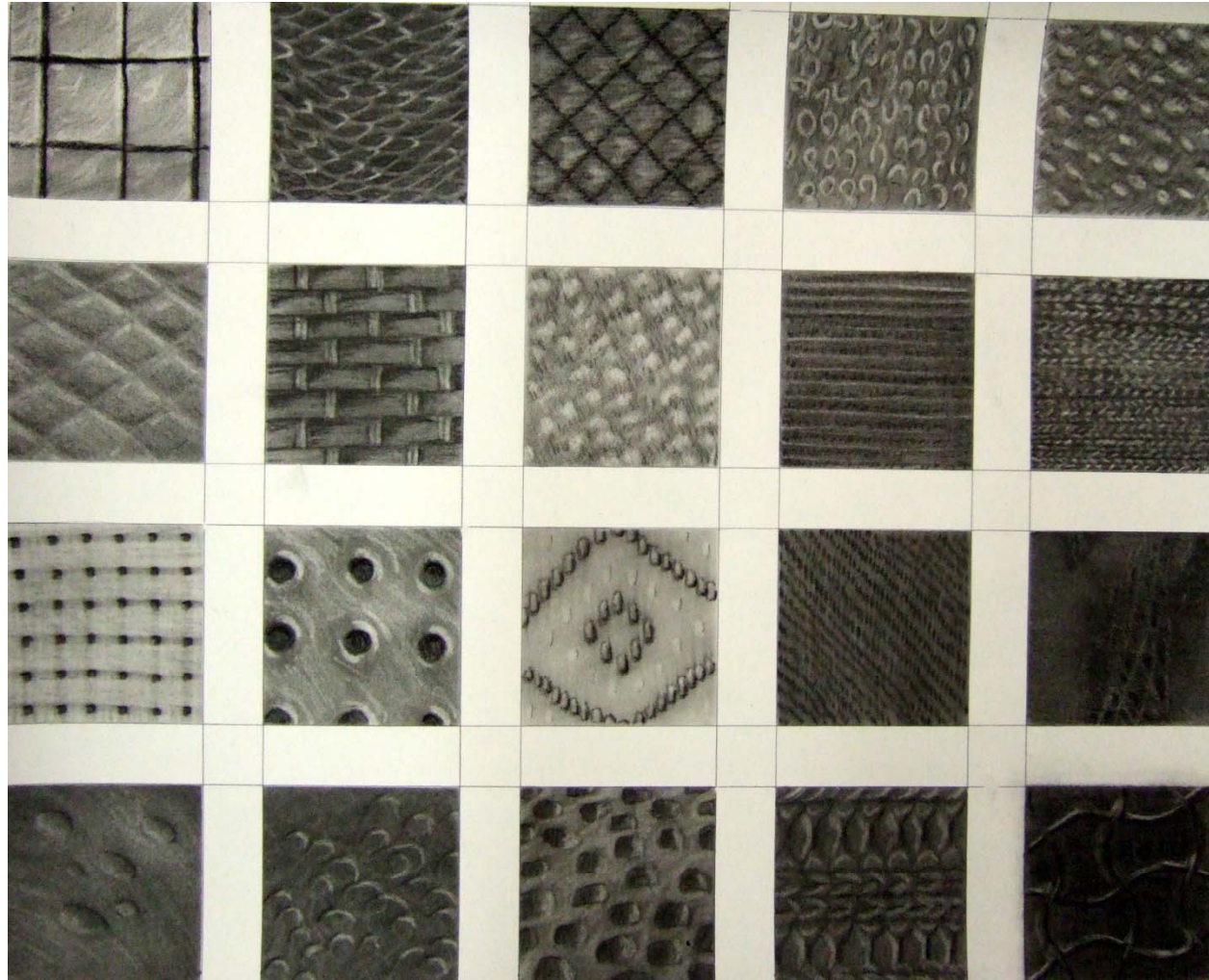
doesn't always describe dimension...



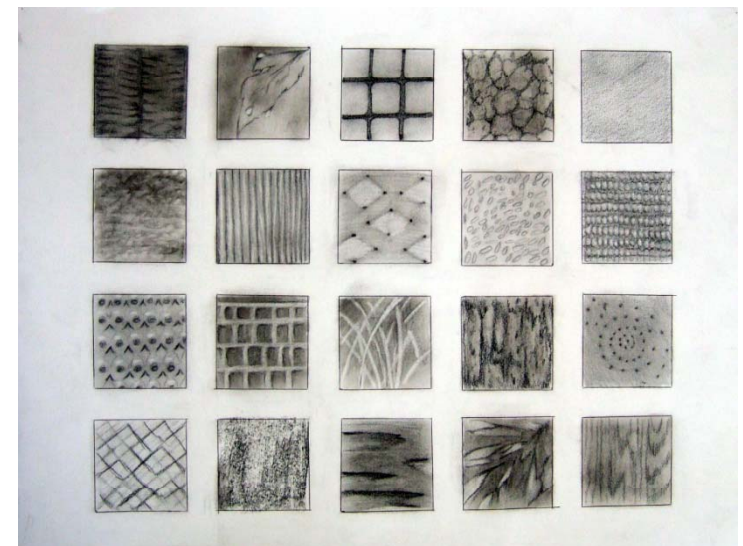
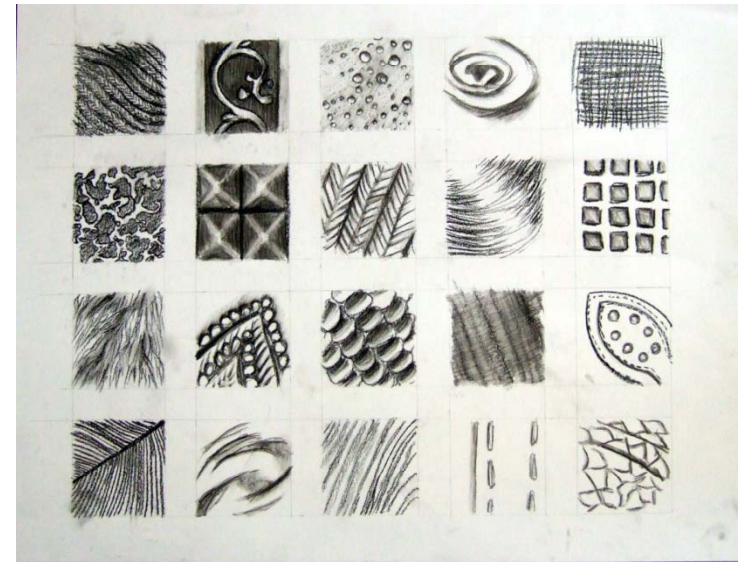
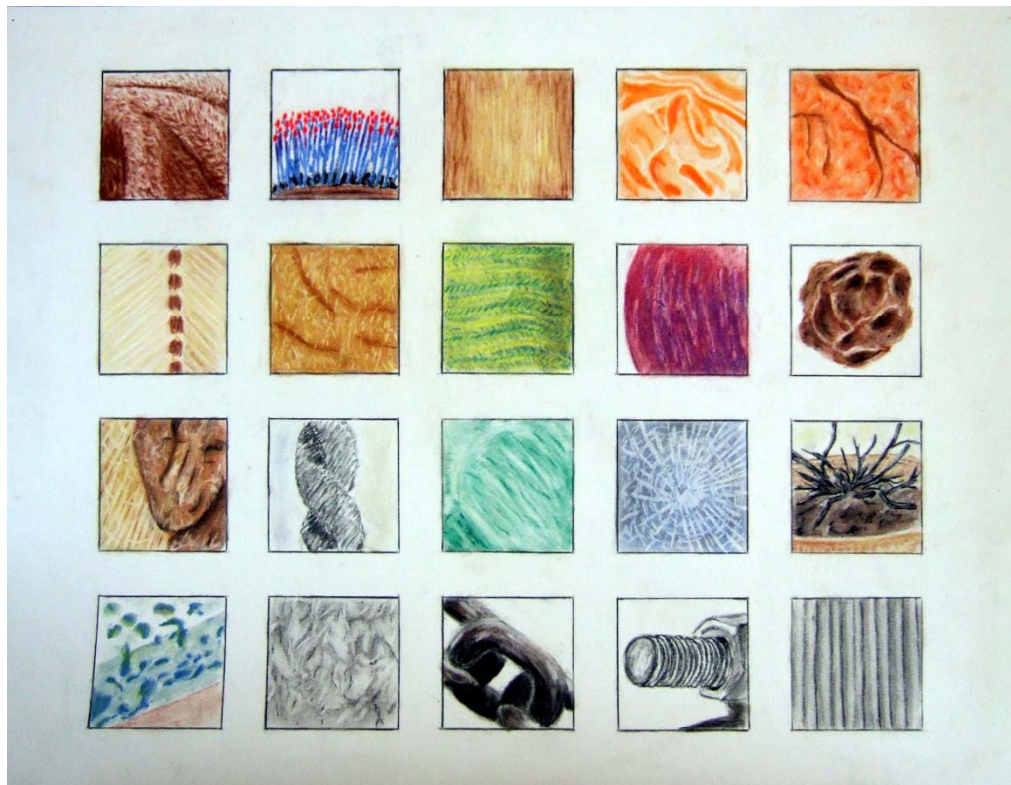
# Texture always describes dimension



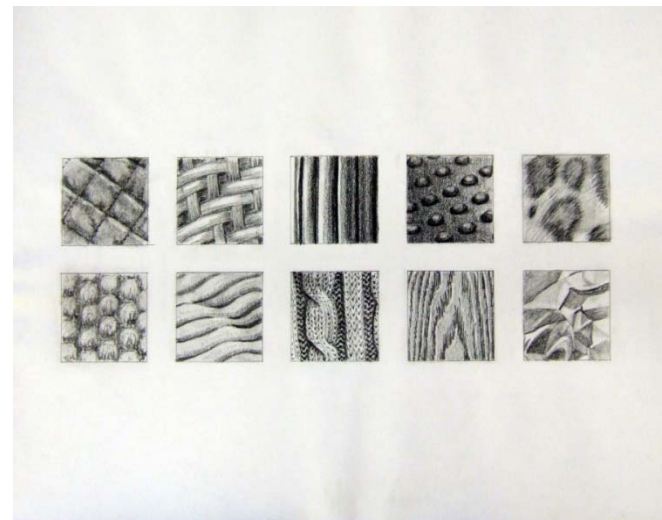
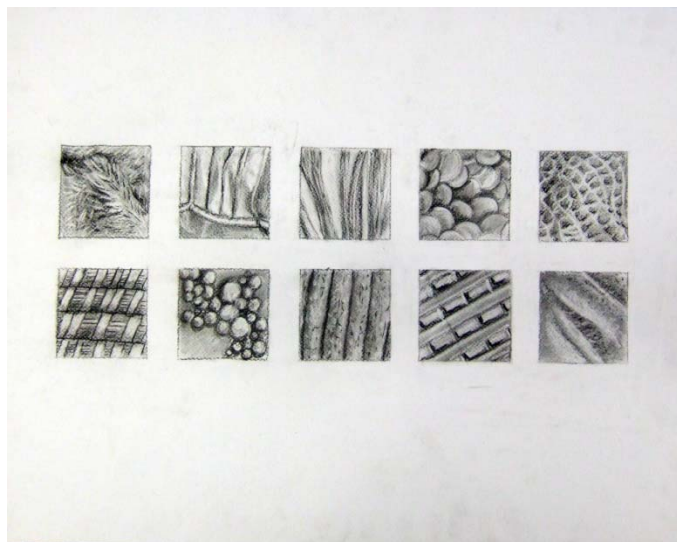
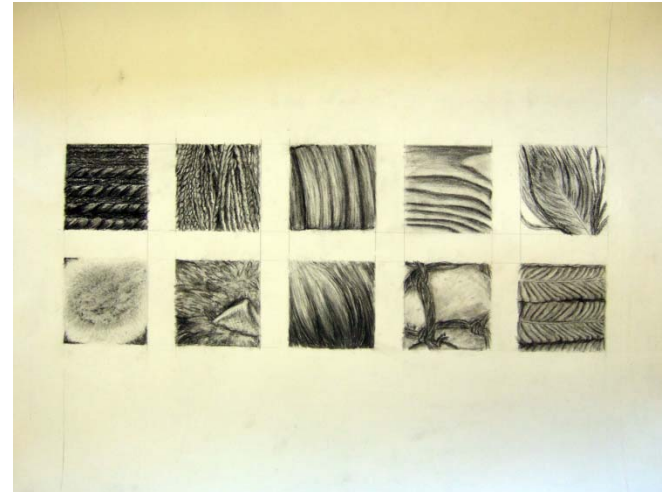
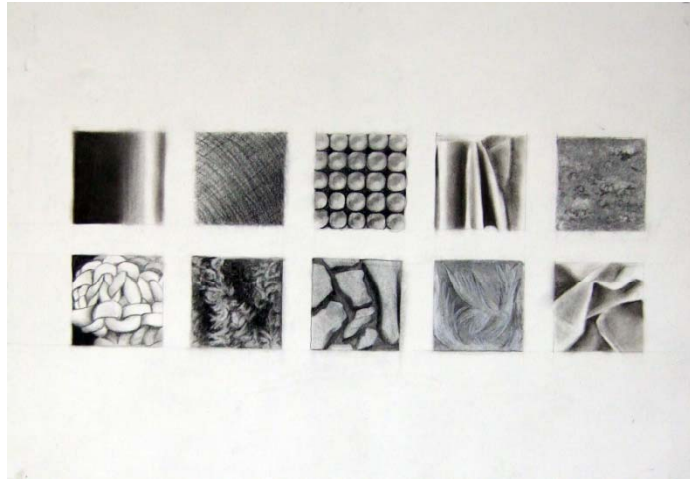
# Student Examples



# Student Examples of Texture Swatches



# Student Examples of 10 Texture Swatches Assignment



# Pat Boas

Colored Pencil Drawings

