Elements of Design: Texture

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2D Design – Art 112

Texture

- Is an element of design.

- Is the way a surface feels or look.

- In 2D is the suggestion of the aspect of a 3D surface.

Texture

- Pattern is a repetition of a design motif – unit or shape – with regularity and without variation.

- Texture uses repetition with variation.

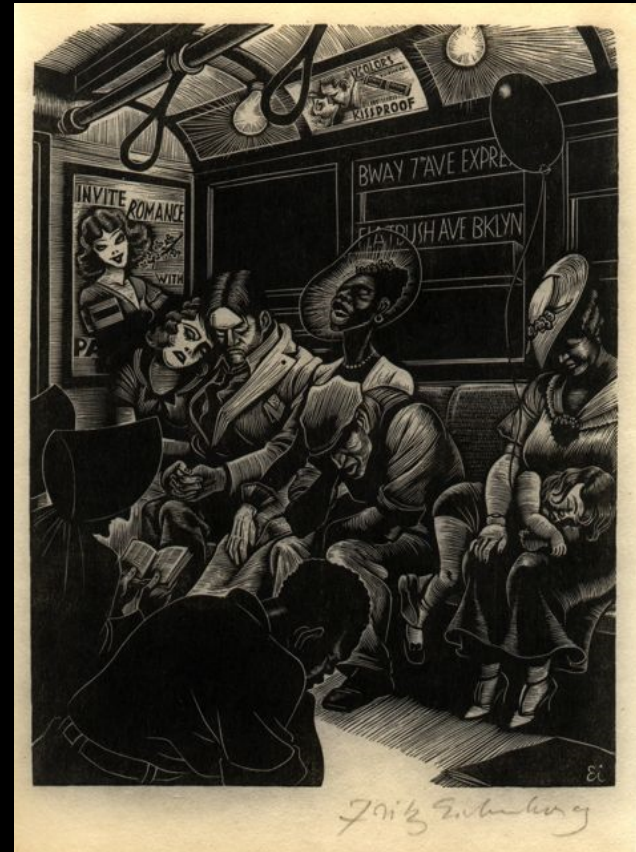Mountain Bike Retro Pattern Canvas Art, Po

Texture

- Texture evokes sense of touch.
- Texture creates visual interest.

Kevin Smith by Cynthia Chen

Texture

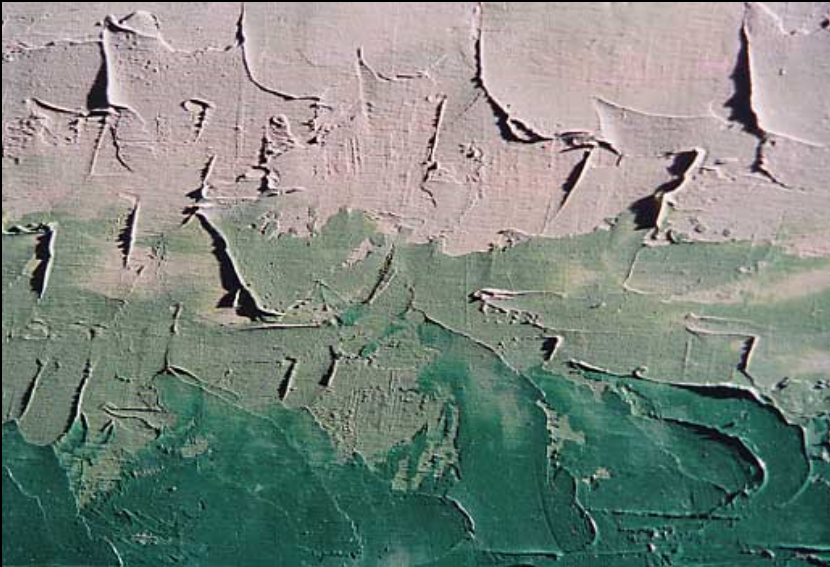- Textural Variation = Variety of Tactile Sensation

Fritz Eichenberg American, b. Germany 1901-1990 The Subway, 1934

Texture

Tactile Texture
- Actual
- How it feels
- Can be felt

Visual Texture
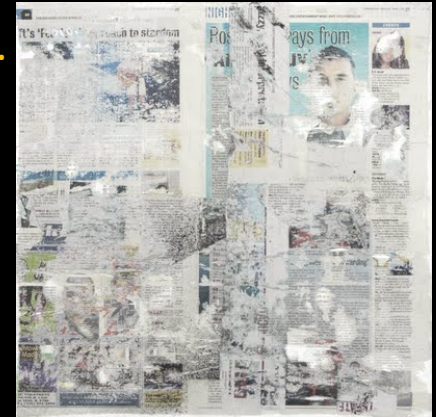- Implied
- How it looks
- Can't be felt

Texture

Creating Textures:

1. Material's own inherent textural quality

2. Physical variations in a surface

3. Multiplication of marks or shapes

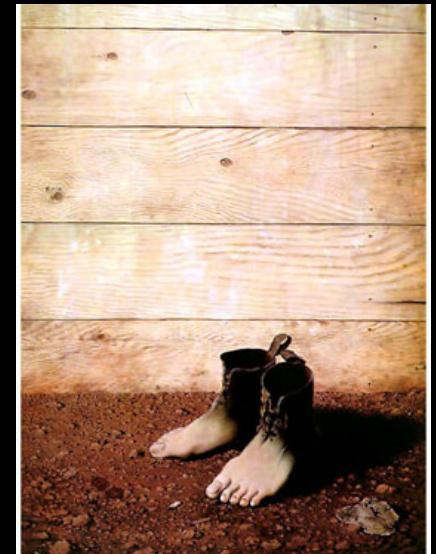4. Invented pattern that simulates a textural surface .

1.

2.

3.

"Starlight Over the Rhone" by Vincent Van Gogh

4.

Rene Magritte, *The Red Model II*, 1937
Oil on canvas, 72 X 53 1/2 In.

Texture

Characteristics:

Density & Orientation

- How marks are put together.
- Fine marks tightly together suggest spatial distance.
- Larger marks advance spatially.
- Creates illusion of depth and space.
- Creates value pattern.

Martin Lewis American 1882-1962 Fifth Avenue Bridge, 1928 , Drypoint

Texture

Trompe L'Oeil
   "To Fool the Eye"

- Visual surface values, colors & textures are the same of the original surface.

- We are momentarily fooled.

CORNELIUS GIJSBRECHTS, Oil on canvas, 101,9 x 83,4 cm

Texture

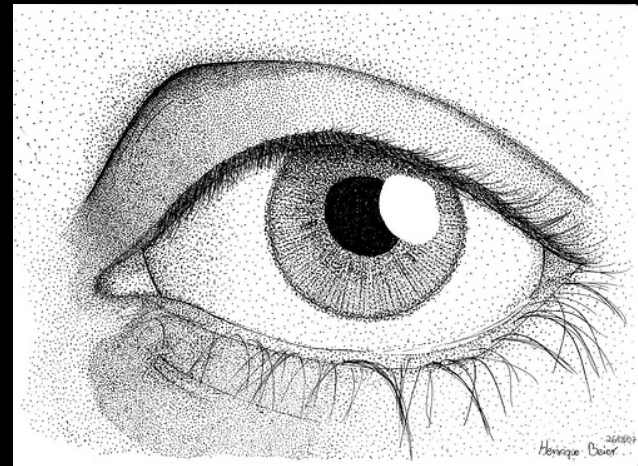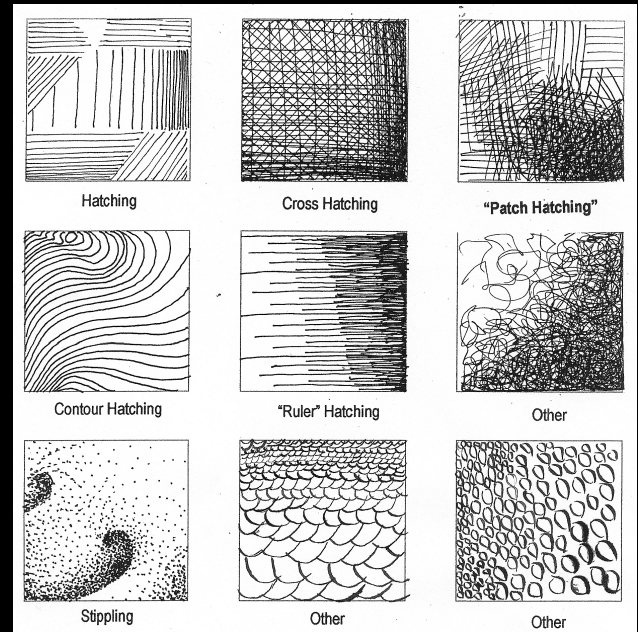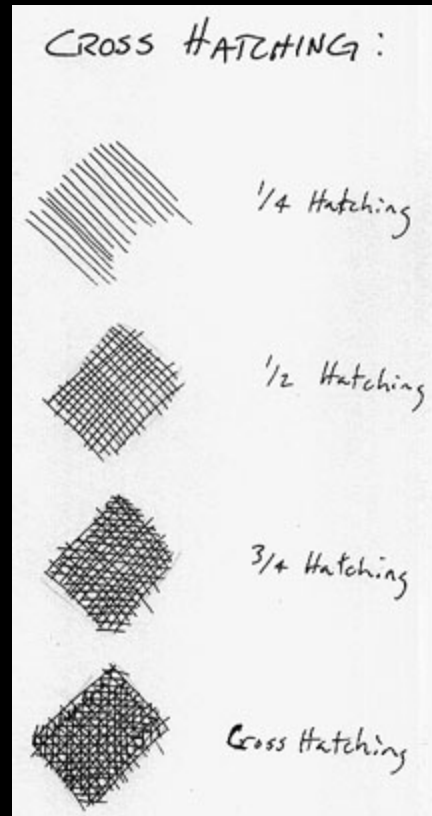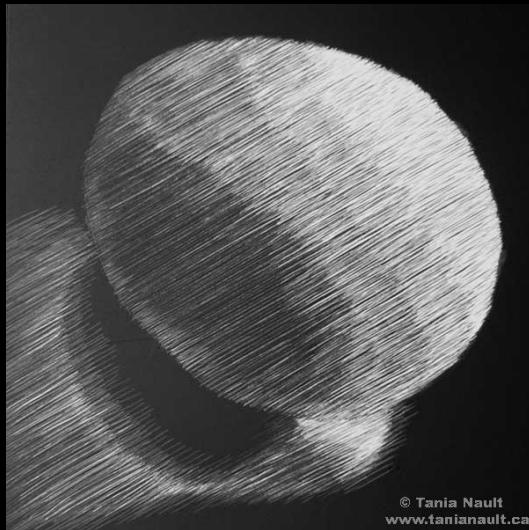- Textures can be described as rough, silky, or pebbly.

Glenn Ligon
Untitled
(Two
White
/
Two
Black)

Texture

Invented patterns:

- Hatching
- Cross Hatching
- Stippling

CROSS HATCHING:

¼ Hatching

½ Hatching

¾ Hatching

Cross Hatching

Hatching	Cross Hatching	"Patch Hatching"
Contour Hatching	"Ruler" Hatching	Other
Stippling	Other	Other

Review

Texture:

- Element of design.
- Is the way a surface feels or look.
- Suggests the aspect of a 3D surface.
- Pattern is a repetition of a design motif without variation.
- Texture uses repetition with variation.
- Evokes sense of touch & creates visual interest.
- Textural Variation = Variety of Tactile Sensation.
- Tactile Texture = Actual = How it feels

- Visual Texture = Implied = How it looks.
- Textures can be created from: material's inherent quality, physical variations, multiplication of marks, invented pattern that simulates a textural surface.
- Characteristics: Density & Orientation.
- Trompe L'Oeil = "To Fool the Eye"
- Rough, silky, or pebbly describe textures.
- Invented patterns: Hatching, Cross Hatching, Stippling.