

ART 1000 Foundations 1

Instructor: David Mazure

Due date: Wednesday, October 21st (at the end of class)

TEXTURE INVENTORY

Problem: Using the template provided, draw four kinds of texture in the first row of squares. Invent a series of variations in the columns below.

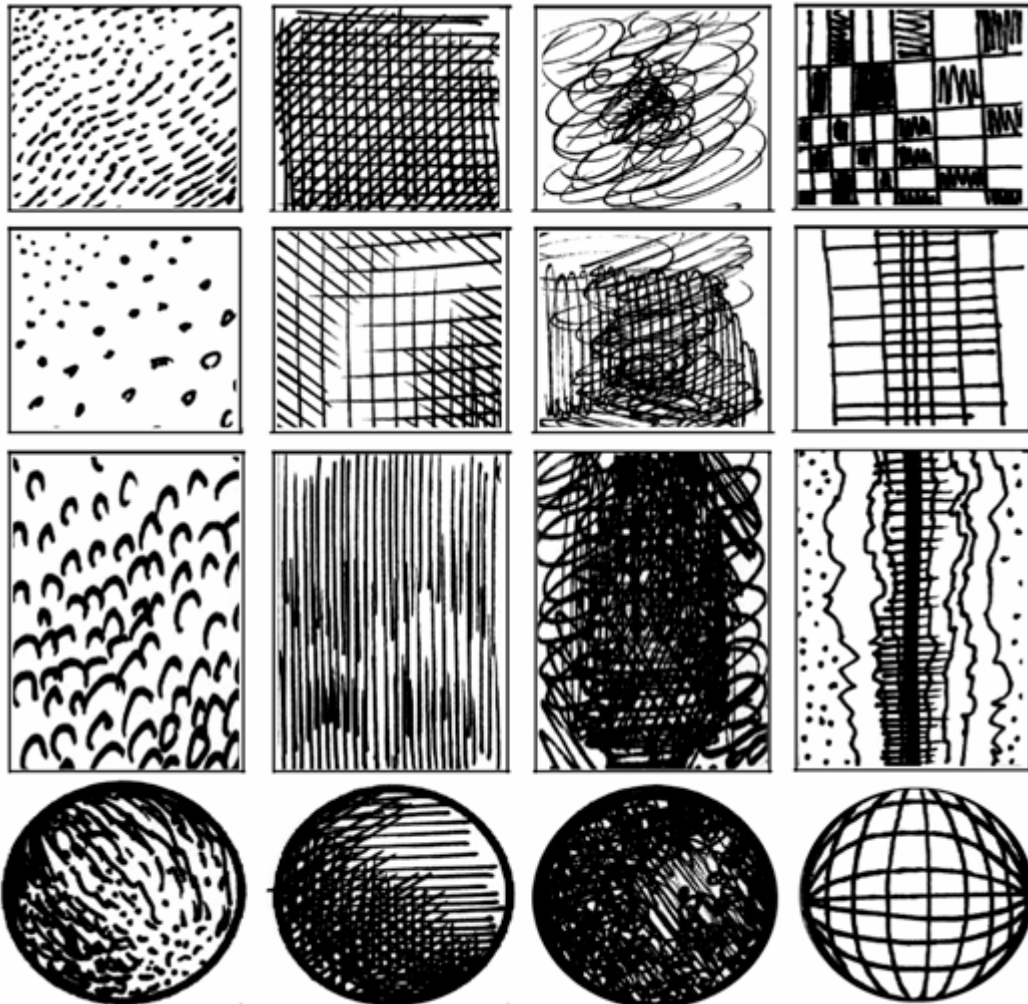
Objectives:

- To invent as many types of texture as possible.
- To continue to explore the use of different formats.

Materials: Photocopies of the template and writing pens.

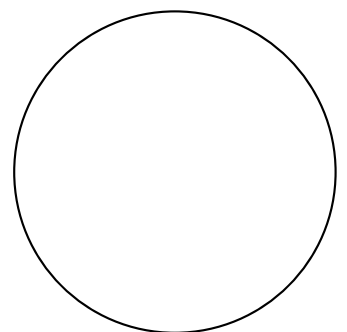
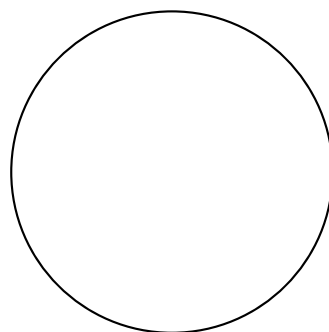
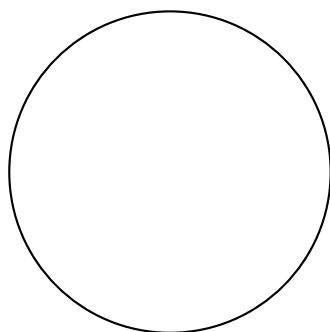
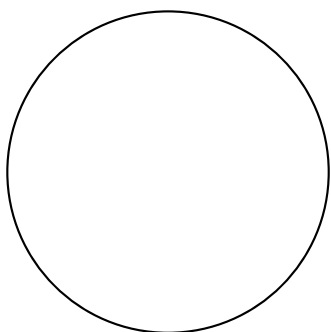
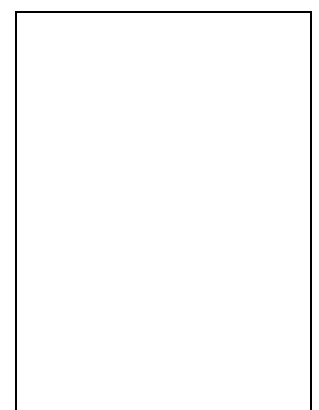
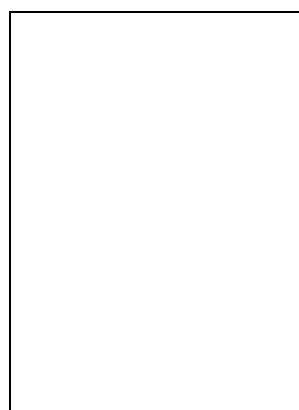
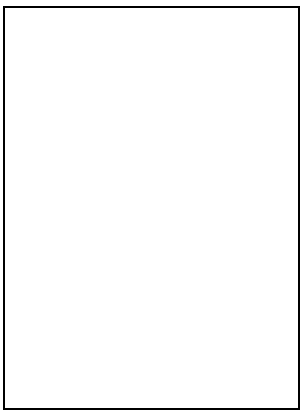
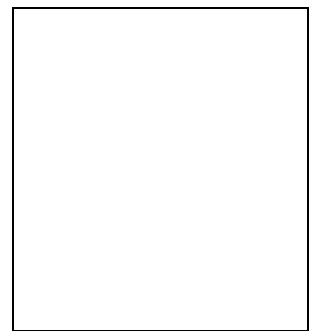
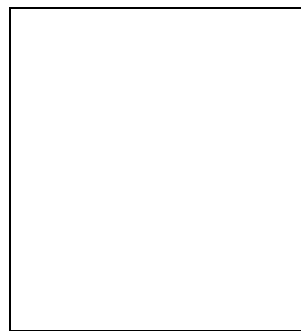
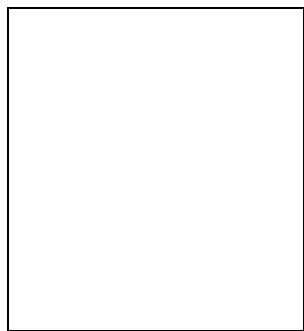
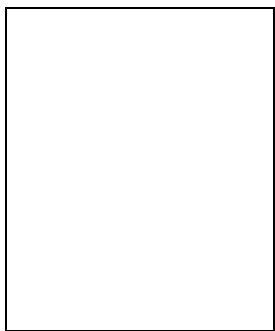
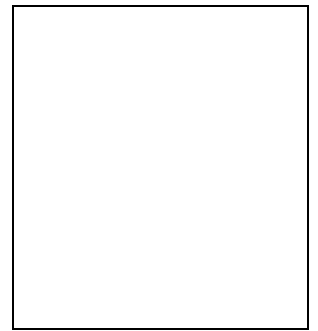
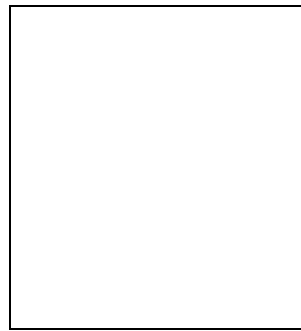
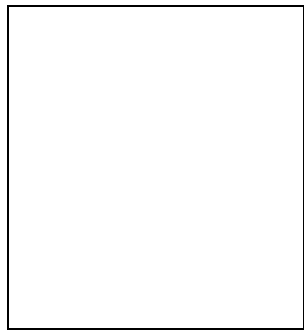
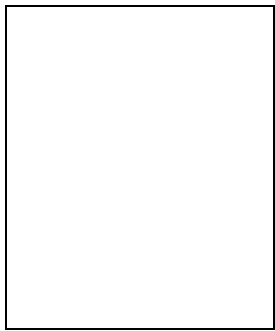
Strategy: Experiment with textural density, direction and variety. Try to alter or enhance the viewer's understanding of the format through the textures used.

Instructor's Notes: Texture determines the surface quality of a two-dimensional shape or a three-dimensional form. Physical texture can actually be felt. Visual texture, which is created using multiple shapes or through simulation of physical texture, can be seen but not felt. Through an appeal to our senses, texture creates a unique connection between the artwork and the audience.



Name: _____

Texture Inventory / 32 thumbnail sketches exploring shape



Name: _____

Texture Inventory / 32 thumbnail sketches exploring shape

