

Principles of Organization

Texture

Claudia Jacques de Moraes Cardoso

Structure of Art in 2D Design

- Components of Art - Analyzed by the Degrees of Representation
 - Subject Matter
 - Content
 - Context
 - Form
 - Elements of Design
 - Line
 - Shape & Space
 - Value
 - Texture
 - Color
 - (Type)
 - Principles of Organization
 - Balance
 - Emphasis & Focal Point
 - Rhythm/Movement
 - Scale & Proportion
 - Unity

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

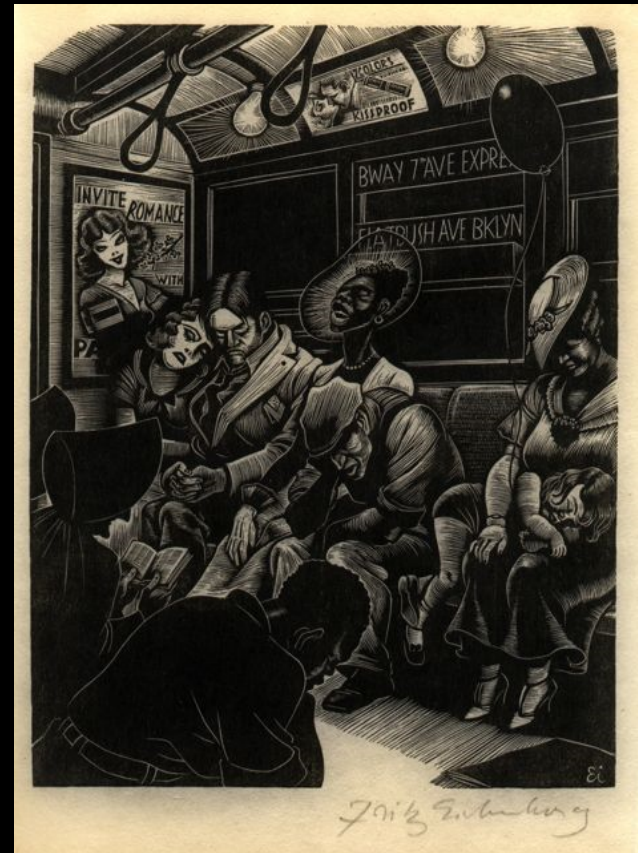
- Texture evokes sense of touch.
- Texture creates visual interest.



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

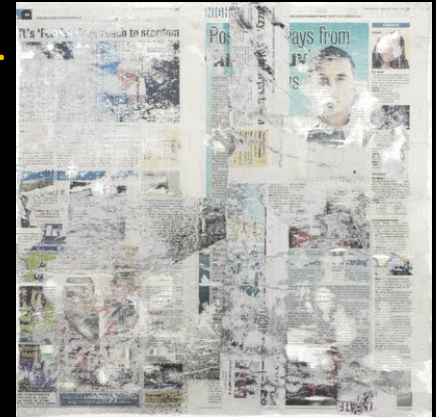


Texture

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.

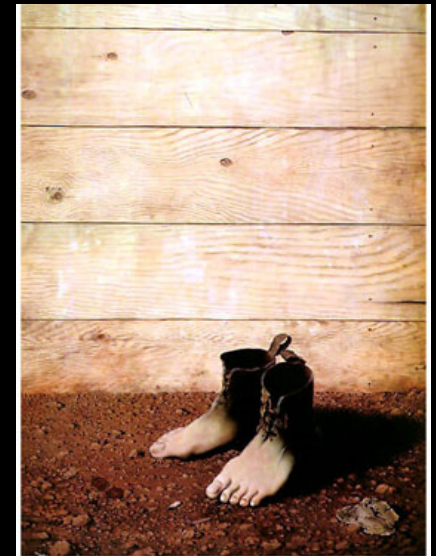


3.



"Starry, Starry Night" 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.

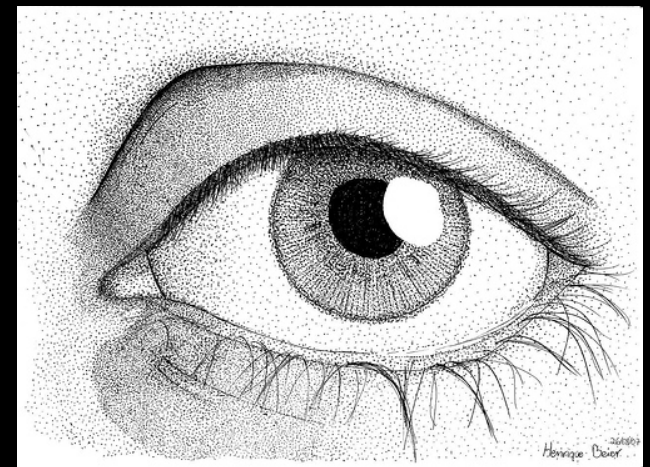
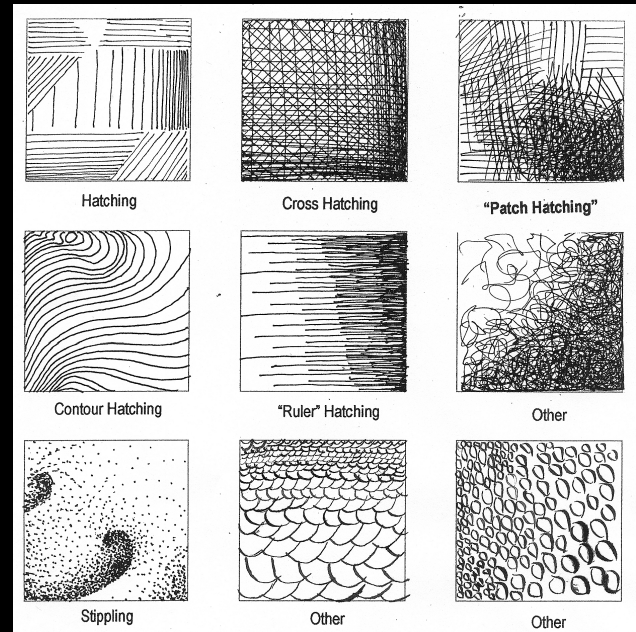
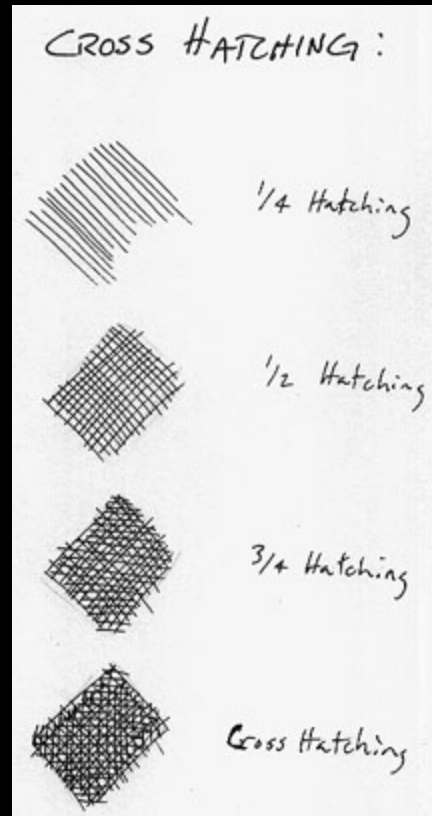
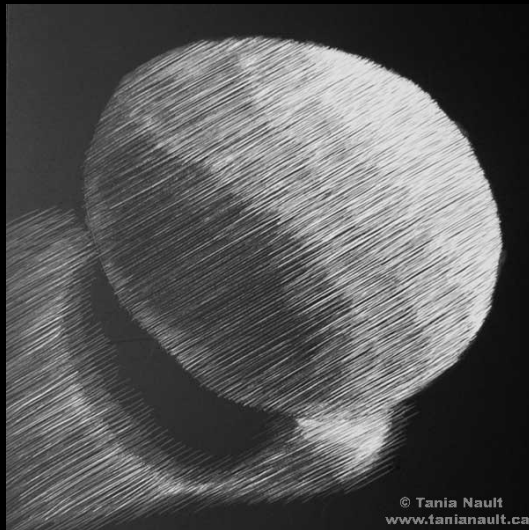


CORNELIUS GIJSBRECHTS, Oil on canvas, 101,9 x 83,4 cm

Texture

Invented patterns:

- Hatching
- Cross Hatching
- Stippling



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.