

# TEXTURE

## **WALT (WEARE LEARNING TO):**

Understand the different types of texture and why artists use texture.

## **TIB (THIS IS BECAUSE):**

All surfaces have a **texture**, it is the way in which you use them and what **texture** you chose that can determine the way your space will feel.

## **SC (SUCCESS CRITERIA):**

I can recognise the different types of texture.

I can create various textures.

# TEXTURE

The word **texture** means: what things are made of and how they feel. **Textures** can be described as “rough”, “smooth”, “hard”, “soft”, “liquid”, “solid”, “lumpy”, “gritty” etc. The word “**texture**” is used for many different things.

# TEXTURE

The 2 types of **texture**:

**1. Real texture or tactile texture.**

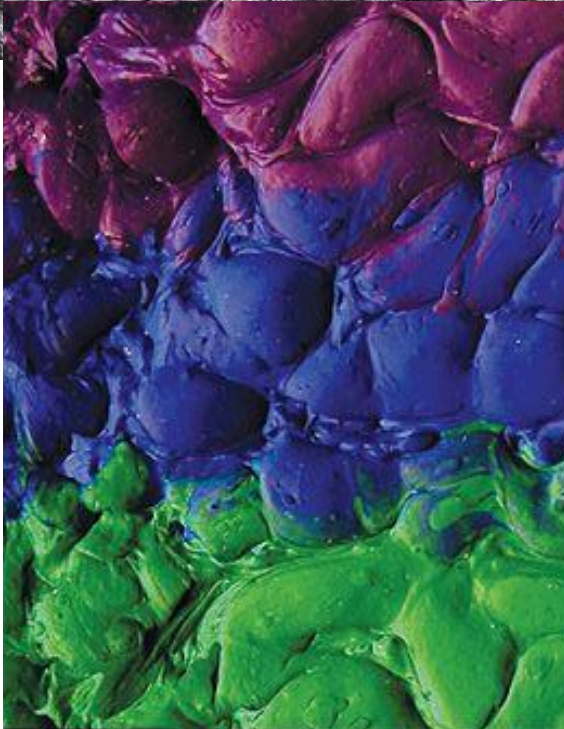
This is texture that you can actually feel such as rope, sharp spikes, bumpy or sharp rocks.

**2. Implied texture or visual texture.**

This is texture that is not real but has the illusion of being real.

An example will be the drawing of a rough rope, bumpy rocks, or a scaly fish.

# REAL (TACTILE) TEXTURE



# VISUAL (IMPLIED) TEXTURE

