

KCPA 110: 2D DESIGN
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ASSIGNMENT VII: TEXTURE

DUE 10/29

Texture: The surface character of a material that can be experienced through touch or the illusion of touch. Texture is produced by natural forces or through the artist's manipulation of the art elements.

Actual Texture: A surface that can be experienced through the sense of touch (as opposed to a surface visually simulated by the artist).

Simulated Texture: A convincing copy or translation of an object's texture.

Abstract Texture: A texture derived from the appearance of an actual surface but specifically designed and somehow rearranged and/or simplified by the artist.

Objective: Photograph 3 different types of actual texture (feathers, scales, sandpaper, etc).

Actual Texture: Select a photograph of actual texture. Convert to black and white and size to 4" x 4". Adjust contrast/brightness if necessary. Print.

Simulated Texture: In Illustrator, apply the Live Trace filter to each grayscale actual texture image. Print 4" x 4".

Abstract Texture, Stages 1 & 2: On 4" x 4" white paper, create an abstract texture inspired by the simulated texture results for each image. Consider line, shape, repetition, economy, etc. On a separate 4" x 4" white paper, create a second hand-drawn abstract texture inspired by your first abstract texture image, taking the transformation of the image one step further.

Your goal is to create a calculated transition from the first image to the fourth. The transition in imagery should be gradual but noticeable. You may hand draw the abstract textures or create them in Photoshop or Illustrator.

Your final presentation will consist of:

3 grayscale actual textural examples

3 high contrast simulated texture images

3 first-stage abstract designs & 3 second-stage abstract designs

All 12 images mounted on 15" x 20" black presentation board

Labels: Assignment name & your name, *do not* label each texture

Art Fundamentals: p. 167-178 Texture.