

# Introduction to Texture

Elements of Art

High School Lesson

Art Foundations

Objective:

Students will be introduced to the element of art: texture. They will participate in hands on activities practicing implied and real texture in art.

Time:

One 90 minute class period or two 40 minute class periods

Materials:

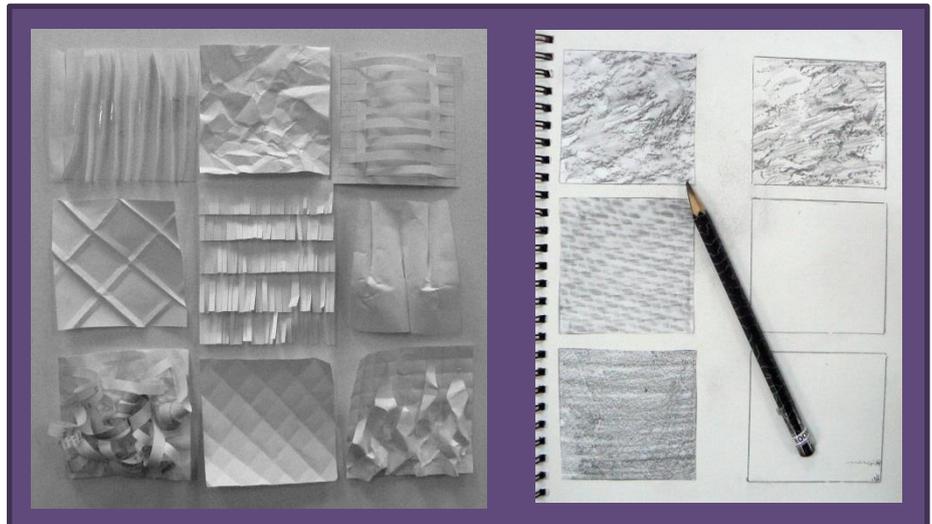
- 4"x4" white computer paper (4 per student)
- 2.5"x2.5" heavy paper (1 per student or less if they share)
- Drawing pencils
- Sketchbook or drawing paper (1 per student)
- Scissors (1 per student or less if they share)
- Glue Sticks (1 per student or less if they share)

Warm-Up/Bell-ringer:

In your sketchbook create a 3D cube (we just finished learning about form) that looks either fuzzy, bumpy, soft, or rough.

Extension:

Select a physical texture that was created for Task #1 (it does not have to be your own). Create a pencil drawing of the texture.

Introduction:

A great introduction video was created by KQED Arts and can be found at: <https://www.youtube.com/watch?v=YoOb3JSDAUo> In addition, have a discussion about what texture is, how we can relate to it in the real world, and implied (the illusion of drawn texture) and physical texture.

Art Making:

There are two artmaking tasks – one that focuses on physical texture and the second that works from physical texture in the environment around us to drawing the illusion of these textures. Students can work on either task in either order.

Task #1

1. Create a texture with one 4x4 piece of paper. You may cut, fold, wrinkle, crumble, etc. Try to create a texture that has not been created yet
2. Write your name on the back and place on the front table

Task #2

1. Take four 4x4 pieces of paper
2. Create pencil rubbings of four different textures from around the room (one on each paper)
3. Use the smaller square to trace a successful section of each paper
4. Cut out the section and glue into your sketchbook
5. Trace one small square next to each texture
6. Use pencil to recreate the texture of each rubbing in the empty square

Homework:

Create a contour drawing of your hand then for each of the fingers (and thumb) add a different texture.