

TEXTURE

What is Texture?

Texture is defined as the tactile quality of the surface of an object -- *how it feels if touched*.

Touch is one of our senses. It is also an essential aspect of visual art.

Texture, like any of the elements of art, can also enhance and support the artist's concept behind the work.

Some artists use texture as a major influence on our response to the work.

In any work of art, however, texture can draw us in so we spend more time with the work.

Describing Texture

Coarse

Slimy

Bristly

Smooth

Twisted

Scratchy

Wrinkled

Soft

Matted

Rough

Furry

Etc.

Two Categories of Texture

Actual Texture

Implied Texture

Actual Texture

Actual texture refers to the tactile qualities of the physical surface of the object. In other words, how does the surface of the work feel when you touch it?

Texture in three-dimensional art

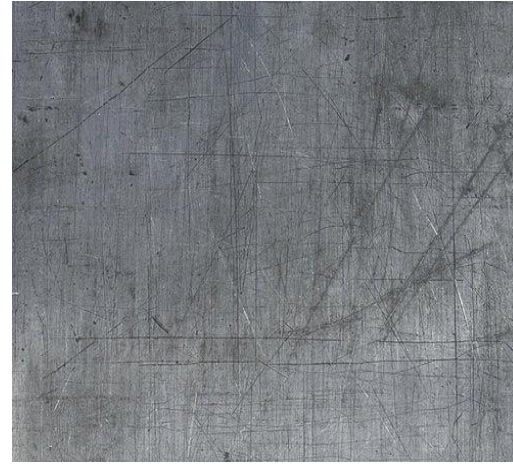
Texture is one of the most fundamental elements of three-dimensional art. It is an element that needs to be carefully considered by sculptors.

Texture is related to the material used -- marble, wood, clay, bronze, brass, iron, steel, plastic, etc.

The process is also considered in the texture: casting, carving, construction, welding, etc.

The final surface treatment offers even more textural possibilities. These include *patination* (chemically altering the surface of metal), painting, staining, bleaching, varnishing, polishing, waxing, sanding, buffing, scorching, etc.

Materials that show Texture



Processes that show Texture



Surface Treatments that show Texture



Implied Texture

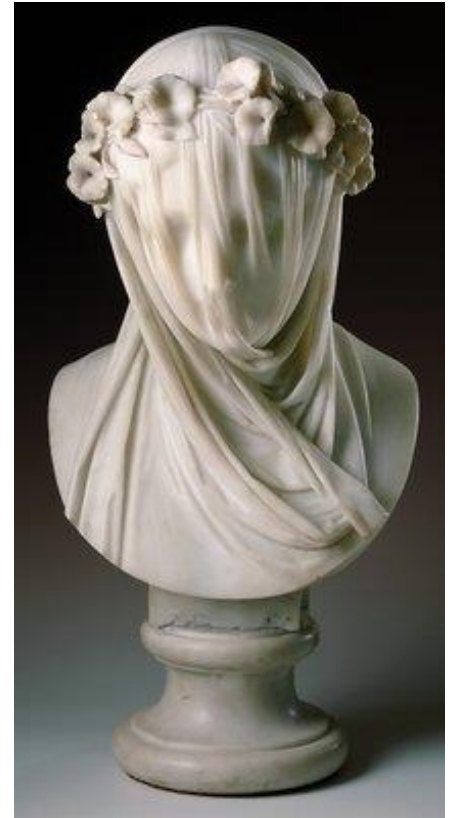
Implied texture in artwork contains the illusion or simulation of actual textures through the use of various media.

Like other implied formal elements, it represents a material or object in the physical world. Implied texture is used to allow the viewer to enter into the scenario that the artist has created. It can also be used to give the viewer information about the object that is represented.

Implied Texture in 3D Art

Representational, realistic three-dimensional art requires the *illusion* of varying textures.

The tradition of marble carving often incorporates detailed and believable illusions of textures such as human skin and drapery.



Raffaello Monti *Veiled Lady* c. 1860
Marble 21 1/2 in. (54.61 cm)
Minneapolis Institute of Arts The Collectors' Group Fund

Implied Texture in 2D Art

Implied texture is *simulated* through illusionary use of the materials, processes, and surface treatments.

Other major Elements of Art (such as line, color, and value) work together to successfully create Implied Texture.

This pyrograph's wooden surface with burned using a woodburning tool, delicately changing the pressure, heat distribution, and brushstrokes to create an illusion of texture.

