

# Homework – Week 9

Due Week 10

## Reading:

- HANDOUT: Wucius Wong, Texture (available online)

## Assignment:

Texture-

The possibility of creating a sense of touch (tactile sensation) through visual illusion.

### BY HAND

- 3 different rubbings on three different sheets of paper (8 1/2" x 11" or larger; please note you can cut up a sheet of drawing paper)
  - Rubbing:** Place a sheet of paper over the textured surface or object. Using the flat side of a drawing tool or medium, rub gently and consistently over the paper to reveal the texture. Use a different drawing tool or medium for each of the three rubbings.
- 3 physical techniques on three different sheets of paper (14" x 17" or larger)
  - Physical Techniques:** mark making with a textural object (see below), ripping, cutting, or soaking to create 3 compositions; Use a different method for each of the physical techniques.
  - Mark making with textural object:** Collect a number of objects that have varying textural qualities. You will need objects that are rough, smooth, hard, soft, reflective, dull, furry, manmade, natural- anything with an interesting texture. Seaweed, a worn piece of wood, a rough stone or brick, a sponge, string or rope, a mop, coarse fabric, a dishcloth, a straw hat, a basket, shells, bread, a bandage, and cotton are just a few possibilities.
- 2 Tactile Textures (see handout)
  - Available natural texture OR modified natural texture
  - Organized Texture
- 1 collage of printed textures from newspapers and/or magazines (14" x 17" or larger)
  - Use at a minimum a 5 value grayscale printed textures from newspapers and/or magazines to create a collage (by gluing or pasting) that covers the majority of the space on one sheet of paper
- 2 Texture Opposites using one sheet of paper (14" x 17" or larger) for each
  - Create a composition of at least two textures using found objects to illustrate the contrast of the rough and the smooth
  - Create a composition of at least two textures using found objects to illustrate the contrast of dull and shiny

### IN ILLUSTRATOR

- 8" x 8" stroked, square picture plane on 8 1/2" x 11" paper
- DO NOT IMPORT DIGITAL IMAGES
- USE ILLUSTRATOR'S TOOLS TO CREATE TEXTURE
- Digital File for Class Crit
- 1 Texture as Flat Pattern
  - Flat: It should NOT have the illusion of three dimensions
  - Note: A pattern traditionally repeats
- Textures as detail WITHIN a shape (2 comps)
  - Solid Shape
  - Same Shape with Texture within
- Texture as space (2 comps)
  - Shape on solid color background
  - Same Shape on textured background

**IN PHOTOSHOP (SCANNING OPTIONAL)**

- 8" x 8" square grid using 2" squares on 8 1/2" x 11" paper
- IMPORT (OR COPY & PASTE) DIGITAL IMAGES
  - Scanned
  - Found On The Web
  - Taken With Digital Camera
- Digital File for Class Crit
  
- 1 Texture as simulation
  - Import (or copy & paste) a different texture that simulates a surface for each of the 16 squares for a total of 16 different textures.