

TEXTURE AND PATTERN REFERENCE POSTER

TEXTURE

Texture is how something feels or looks like it would feel.




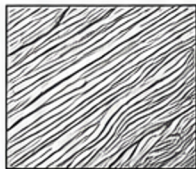
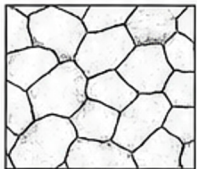

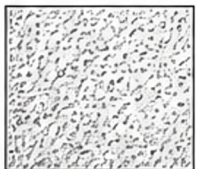

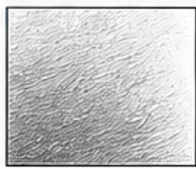


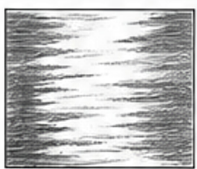
TOUCH



LOOK



OBSERVE

TYPES OF TEXTURE	EXAMPLES			
 ACTUAL TEXTURE The surface you can actually touch.				
	ROUGH	BUMPY	SOFT	GRAINY
 IMPLIED TEXTURE The surface looks like it would feel a certain way.				
	SMOOTH	FLUFFY	SPIKY	SHINY

WAYS TO CREATE TEXTURE



Drawing
(lines, dots, marks)



Materials
(collage, rubbings, mixed media)



Shading
(light and dark)



REMEMBER

- Use different lines, shapes and marks.
- Look closely at real objects.
- Show how something feels even if it can't be touched.

PATTERN

Pattern is the repeated use of shapes, lines, colours or forms.









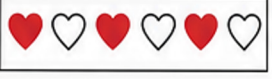









REPEAT



ORDER



DESIGN

TYPES OF PATTERN	EXAMPLES		
 REPEATING PATTERN A design that repeats the same element.			
 ALTERNATING PATTERN Two or more elements that repeat in order.			
 GROWING PATTERN The pattern changes in a sequence.			
 SYMMETRICAL PATTERN Balanced and the same on both sides.			

WAYS TO CREATE PATTERNS



Use shapes and lines



Play with colours



Repeat, rotate, reflect



REMEMBER

- Look for patterns in nature, art and design.
- Keep your repeats neat and consistent.
- Change one thing to create a new pattern.