

1.5 Texture

Name: _____ Class: _____ Date: _____

Total: 11 marks

KEY WORDS implied texture 模拟肌理 • actual texture 实际肌理 • texture 肌理 • line 线条 • value scale 明度阶

Objective

Build the skills to create **texture** 肌理 — real and implied.

You must be able to:

- distinguish **actual texture** 实际肌理 from **implied texture** 模拟肌理
- create implied texture with mark-making
- use texture to add interest and realism
- explain how texture can create a focal point

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Actual vs implied texture

Actual texture can be physically felt (thick paint, collage). **Implied texture** only looks tactile — marks that suggest fur, metal, or bark on a flat surface.

■ Mark-making

Different marks imply different surfaces: dots for grain, short strokes for fur, smooth blends for glass or skin.

■ Texture and emphasis

A patch of strong texture can draw the eye and become a **focal point** against smoother areas.

2 Practice

2.1 Marks that make a flat drawing look furry create [1]

- **A** actual texture
 - **B** implied texture
 - **C** negative space
 - **D** a value scale
-

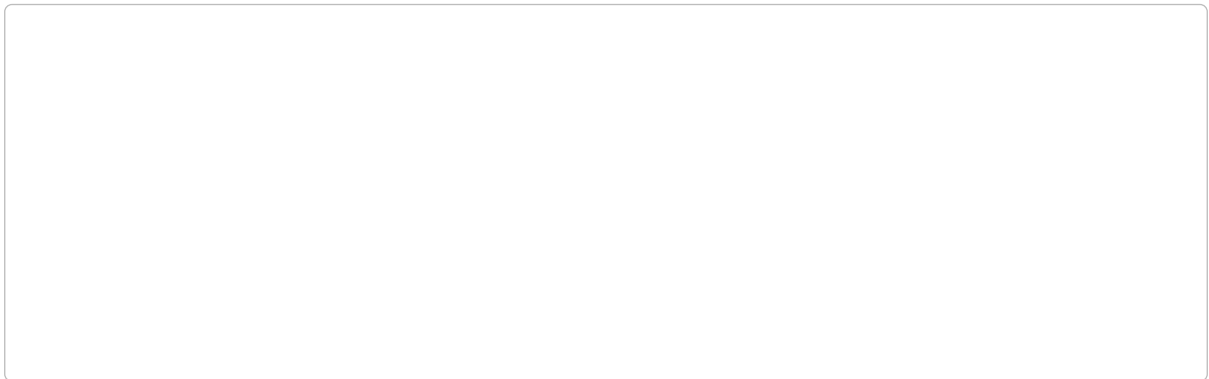
2.2 State the difference between actual and implied texture. [2]

2.3 State one way texture can create a focal point. [1]

3 Studio & portfolio tasks

3.1 Make an **implied-texture sampler**.

(a) Fill four boxes with marks implying: fur, metal, wood grain, and glass. [4]

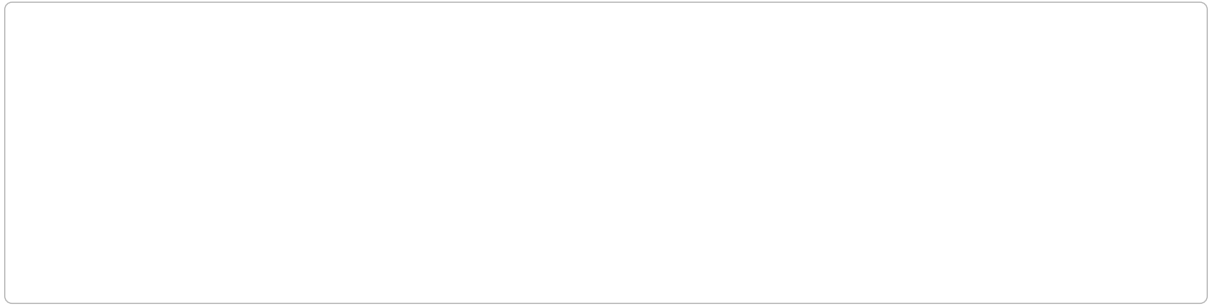


3.2 Plan texture for a portfolio piece.

(a) Name where actual or implied texture will lead the eye. [1]

(b) Thumbnail showing textured vs smooth areas.

[2]



Solutions

2.1 B. a tactile look on a flat surface is implied texture.

2.2 actual texture can be physically felt; implied texture only appears tactile but is flat.

2.3 a highly textured area contrasts with smooth areas and draws the eye.

3.1 Look for: each box uses distinct, convincing mark-making matched to the named surface (1 each).

3.2 Look for: a clear texture focal point identified (1); thumbnail contrasts textured and smooth zones deliberately (2).