

ELEMENTS OF ART

TEXTURE

IN THREE DIMENSIONAL ART, TEXTURE IS THE WAY SOMETHING FEELS.
IN TWO DIMENSIONAL ART LINE, SHAPE, AND VALUE HELP IMPLY THE WAY AN OBJECT FEELS.

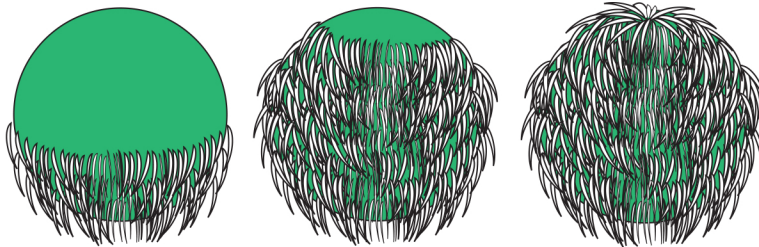
impasto: building up paint to create a textured surface.

Artwork can have different finishes such as **matte:** a dull surface that reflects soft light, **semi-gloss** a lightly shiny, reflective surface, **gloss:** a very shiny, reflective surface.

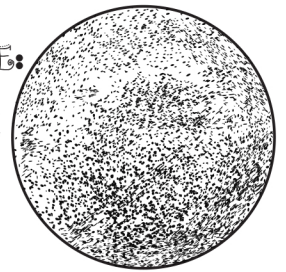


Create **TEXTURE** by repeating and overlapping **SHAPES**, **LINES**, and **PATTERNS**.

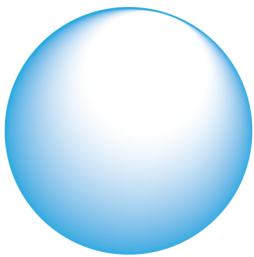
HAIRY TEXTURE:
overlap lines
and wrap them
along the contour
of the object.



ROUGH TEXTURE:
a mixture
of dots and
short lines.



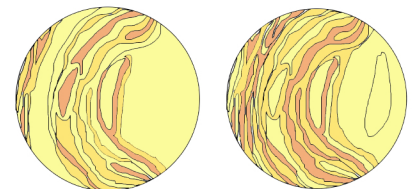
SMOOTH TEXTURE:
use even shading and value.



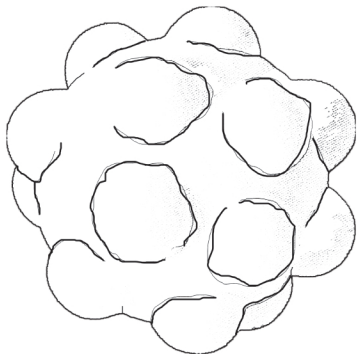
SOFT TEXTURE:
use even
shading and
curved lines.



WOOD TEXTURE:
use long, slightly curved lines.
Add a long, oval shape for a
knot and wrap the lines
around it.



BUMPY TEXTURE:
use rounded lines inside and
around the edge of an object.



SHARP TEXTURE:
use jagged, pointy lines and shapes.

