



Visual Arts

Term 3 – 2018

‘I aim for an abstract element of a realistic subject and use texture to add interest and suggest depth.’

Margaret Roseman

This term our major focus is on the element of texture. In the Visual Arts, texture is the perceived surface quality of a work of art. The students will be encouraged to describe either the way a three-dimensional work actually feels when touched, or the *visual ‘feel’* of a two-dimensional work. Texture appeals to our sense of touch, which can evoke feelings of pleasure, discomfort, or familiarity.

Texture in Two-Dimensional Art

Students working in a two-dimensional medium also work with texture and the texture may either be real or implied. In painting, drawing, and printmaking, an artist often implies texture through

the use of brushstrokes. When working with the paints or with collage, the texture can be very real and dynamic.

Texture in Three-Dimensional Art

Three-dimensional artwork relies on texture and you cannot find a piece of sculpture or modelling that does not include it.

This textural study will be explored through threads and textile, modelling, tactile collage and painting activities in particular. The students will use a variety of materials and techniques in the creation of their pieces, encouraging them to develop their own powers of observation or explanation to enrich their engagements with art.

Textures are described by a whole host of adjectives. Rough and smooth are two of the most common, but they can be further defined. You might also hear words like coarse, bumpy, rugged, fluffy, lumpy, or pebbly when referring to a rough surface. For smooth surfaces, words like polished, velvety, slick and flat can be used.

“As society becomes more digital, it’s not enough to just be able to read words; we have to be able to read images.”

Kim Morin



