Name:	Period:
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TEXTURE HUNT

Textures:

- -how things feel or look as if they might feel to the touch
- -visual texture (2-Dimensional on a flat surface)
 - **Simulated Texture**: a kind of visual texture that imitates real texture by using a 2D pattern or creates the illusion of a 3D surface; example the simulated texture of wood
 - **Invented Texture**: a kind of visual texture that DOES NOT represent a real texture but creates a sensation of one by repeating lines and shapes in a 2D pattern
- -tactile or actual texture (3-Dimensional able to be felt)

In each box find a different example of textures...

- 2 DIFFERENT RUBBINGS EXAMPLES
- 2 DIFFERENT ACTUAL TEXTURE EXAMPLES
- 2 DIFFERENT SIMULATED TEXTURE EXAMPLES
- 2 DIFFERENT INVENTED or IMPLIED TEXTURE EXAMPLES

Rubbing		Actual	Simulated	Invented or Implied
Examples of	Texture Desc	riptive Words:	- Actual Texture:	Implied Texture:
Repetitive	Squishy	Uneven	Rough	Grainy
Rough	Subtle	Bumpy	Soft	Gritty
Shiny	Slick	Moderate	Course	Harsh
Jagged	Irregular	Scaly	Prickly	Fuzzy
Patterned	Spongy	Knotty	Soft	Downy
Smooth	Furry	Corrugated	Fluffy	Plumate
Scabrous	Hairy		Whispy	
Scruffy	Harsh		1.0	
Squishy	Rugged			

Name:P	Period:			
Motif: part of a design that is repeated over and over in a pattern or visual rhythm Pattern: - a 2D decorative effect achieved through the repetition of colors, lines, shapes, and/or textures Rhythm: - the principle of design concerned with repeating an element of art to make a work seem active or to suggest vibration. 5 Types of Pattern & Rhythm: Random: the design motif repeats in no particular order Regular: Identical repeating of the design motif Alternating: the back and forth repeating of two or more motifs Flowing: Repetition of wavy lines Progressive: motifs that change each time they are repeated				
In each box below sketch different PATTERNS and you.	RHYTHMS you see in the space/room around			
Patterns	Rhythms			