

1.6 Texture and Surface

Name: _____ Class: _____ Date: _____

Total: 10 marks

Objective

Handle **surface** 画面质感: actual vs implied **texture** 肌理 and the paper's **tooth** 纸纹.

You must be able to:

- distinguish **actual** 实际 and **implied** 视觉 texture
- use paper tooth and **frottage** 拓印法 deliberately
- make texture read through contrast
- build texture with the material's logic

1 Worked examples

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

■ Actual vs implied

Actual texture is the real surface (rough paper, collage); implied texture is a drawn illusion of a surface.

■ Tooth and frottage

Paper tooth changes every mark; frottage (rubbing over a textured surface) transfers real texture into the drawing.

■ Texture by contrast

Smooth against rough makes both read more strongly —give texture to the focal area and let quiet zones rest.

2 Practice

2.1 Rubbing paper over a rough surface to transfer its pattern is

[1]

- **A** burnishing
 - **B** frottage
 - **C** stippling
 - **D** sgraffito
-

2.2 Distinguish actual texture from implied texture. [2]

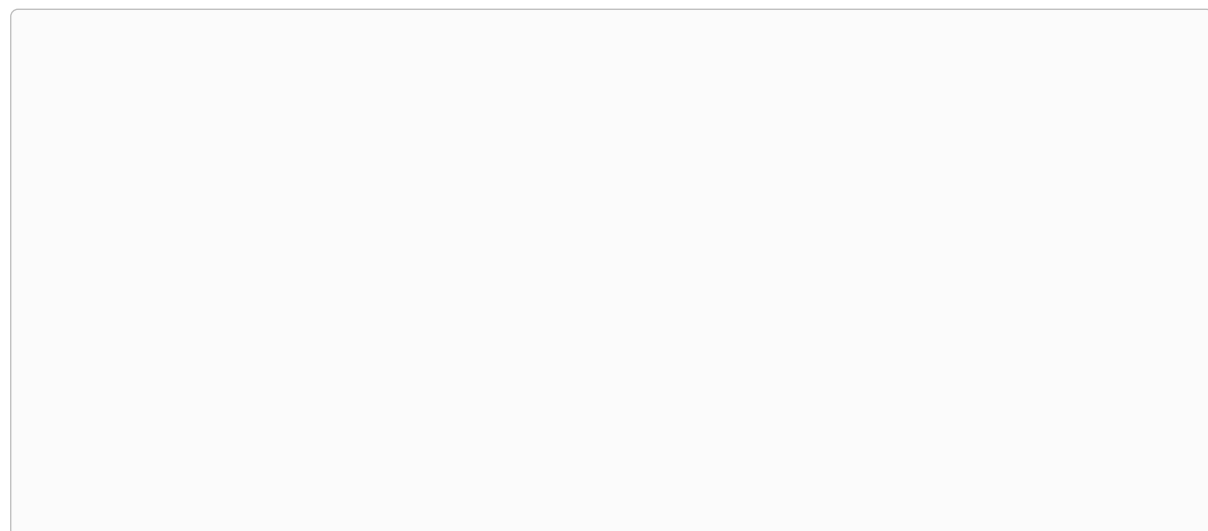
2.3 Why should texture NOT be drawn everywhere at equal strength? [1]

3 Studio & portfolio tasks

3.1 Make a **texture-contrast study** of two touching materials (e.g. cloth over metal).

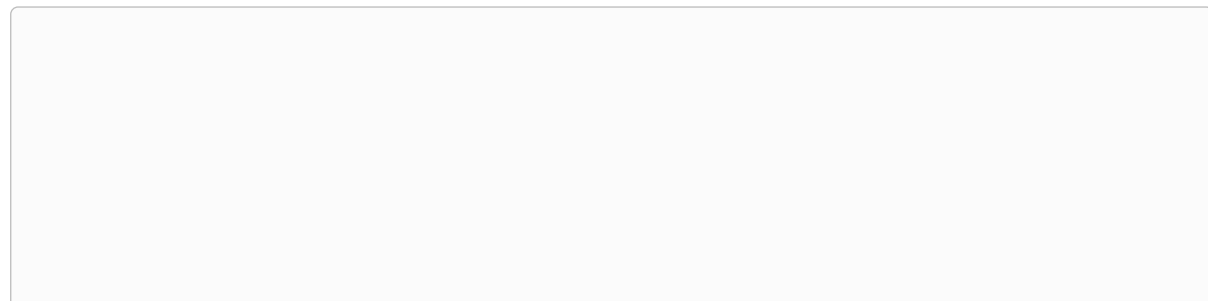
(a) Render one rough and one smooth material so both read strongly. [3]

(b) Use the material's logic: short marks for rough, clean strokes for smooth. [1]



3.2

() Make one small **frottage** rubbing and incorporate it into a drawn shape. [2]



4 Go further

- work through the **0106 Texture and Surface** lesson on the **Learn** page;

- read the **Line and Mark-Making** section of the AP Drawing handout on the **Know** page.

Solutions

2.1 B. frottage transfers real texture.

2.2 actual = the work's real physical surface; implied = a drawn illusion of texture.

2.3 even texture everywhere reads as noise; concentrate it at the focal area.

3.1 clear rough vs smooth contrast; each texture built with fitting marks; focal texture stronger than quiet areas; convincing surfaces.

3.2 a real transferred texture; integrated into a drawn form, not just a random rubbing.