

Texture

- Is how a surface feels to the touch or how it looks. Texture appeals to sight and to the touch.
- Ribbed, crinkled, rough, and smooth are words to describe texture.
- Often the use of pattern or colors are used to create the illusion of texture.

Types of texture

Tactile: The feel of the surface.	Visual: The appearance of a surface.	Audible: The sound a surface makes when rubbed.
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Texture adds visual interest:

A. Light affects the appearance of texture

- Shiny textures reflect more light and appear brighter
- Rough textures reflect little light thus they appear darker.

B. Formal/Informal

- Shiny, refined, smooth textures are characteristic of formal interiors.
- Rough, heavily textured walls are generally informal.

C. Size

- Heavily textured walls will make a room appear smaller
- Walls with little to no texture will make a room appear larger.





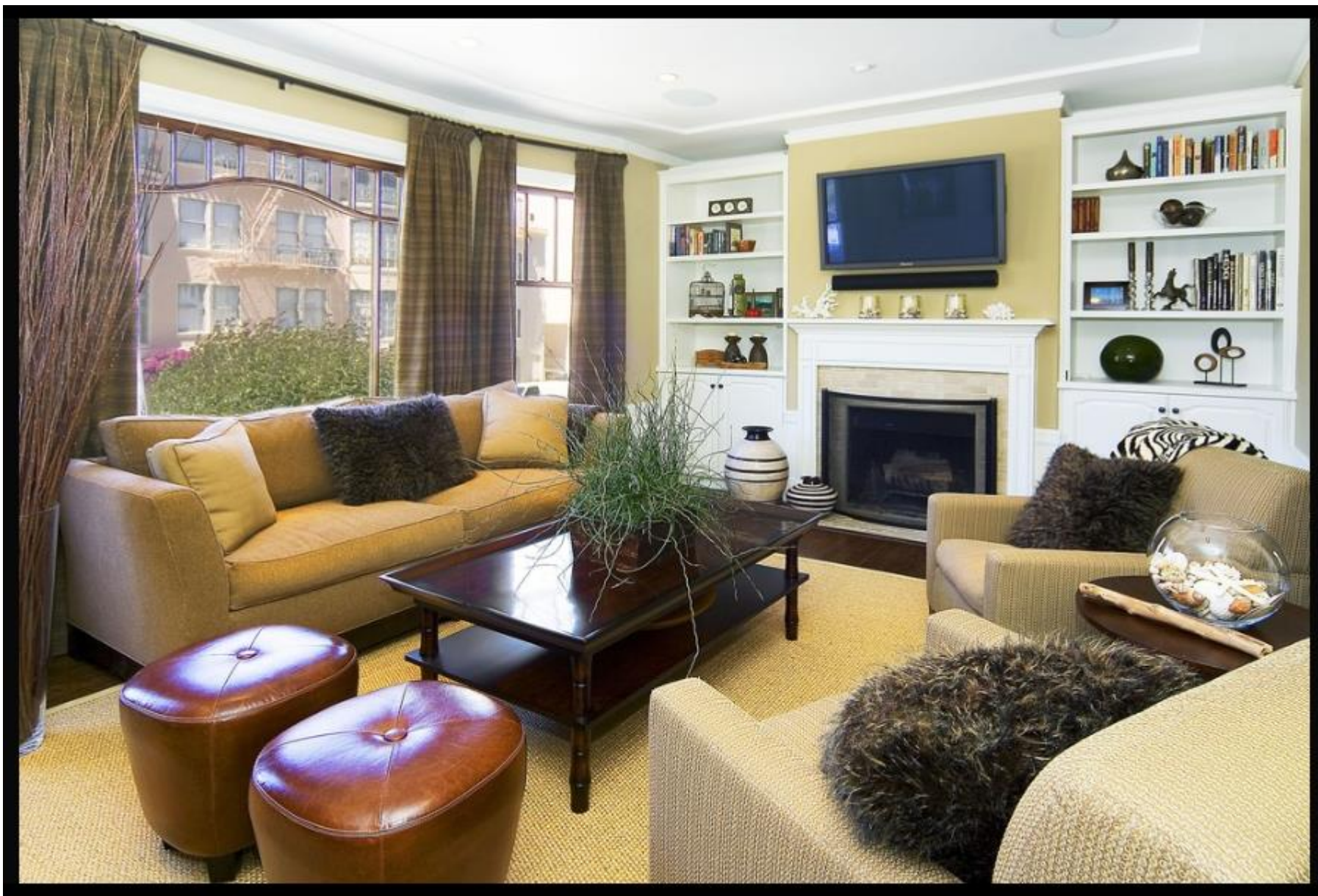
**Texture can
influence the way
we feel in a room**

**Heavily textured
walls will make a room appear
smaller.**

**Walls with little or no texture will
make a room appear larger.**









Activity

- On the sheet of paper provided
- Take a crayon and go out in the hall and do a texture rub on three different surfaces.
- Each couch picture should have a different texture rub on it.

Texture Pic Example

- Find a picture of a room that has texture in it.
- Title it TEXTURE with architectural lettering
- Write a paragraph explaining what textures are in the room and how does it make the room feel.

Pattern

1. Is created through the use of space, line, shape, color and design to create visual interest.

A. Simplest way of designing a surface treatment.

B. Too much pattern can make a room too busy and uncomfortable.

C. A room without pattern may be too stark or lacking in character.

Pattern Combinations:

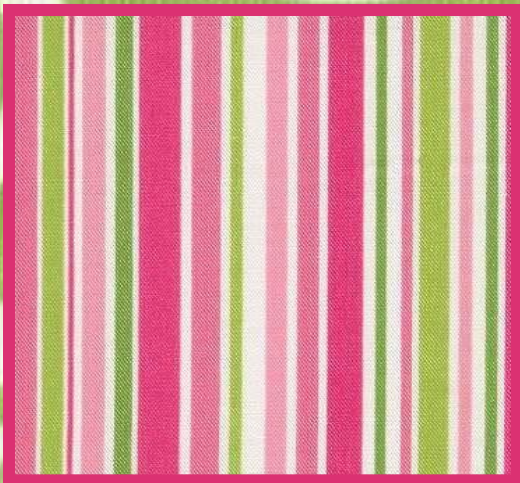
A. If it is successful
the room will feel
comfortable



B. Some pattern combinations are incompatible and may make the room feel uncomfortable.

To achieve a feeling of correctness in combining patterns:

- 1. Evaluate the placement.**
- 2. Know the character of the pattern.**
- 3. Identify the color scheme of the pattern.**
- 4. Use a variety of sizes or patterns.**





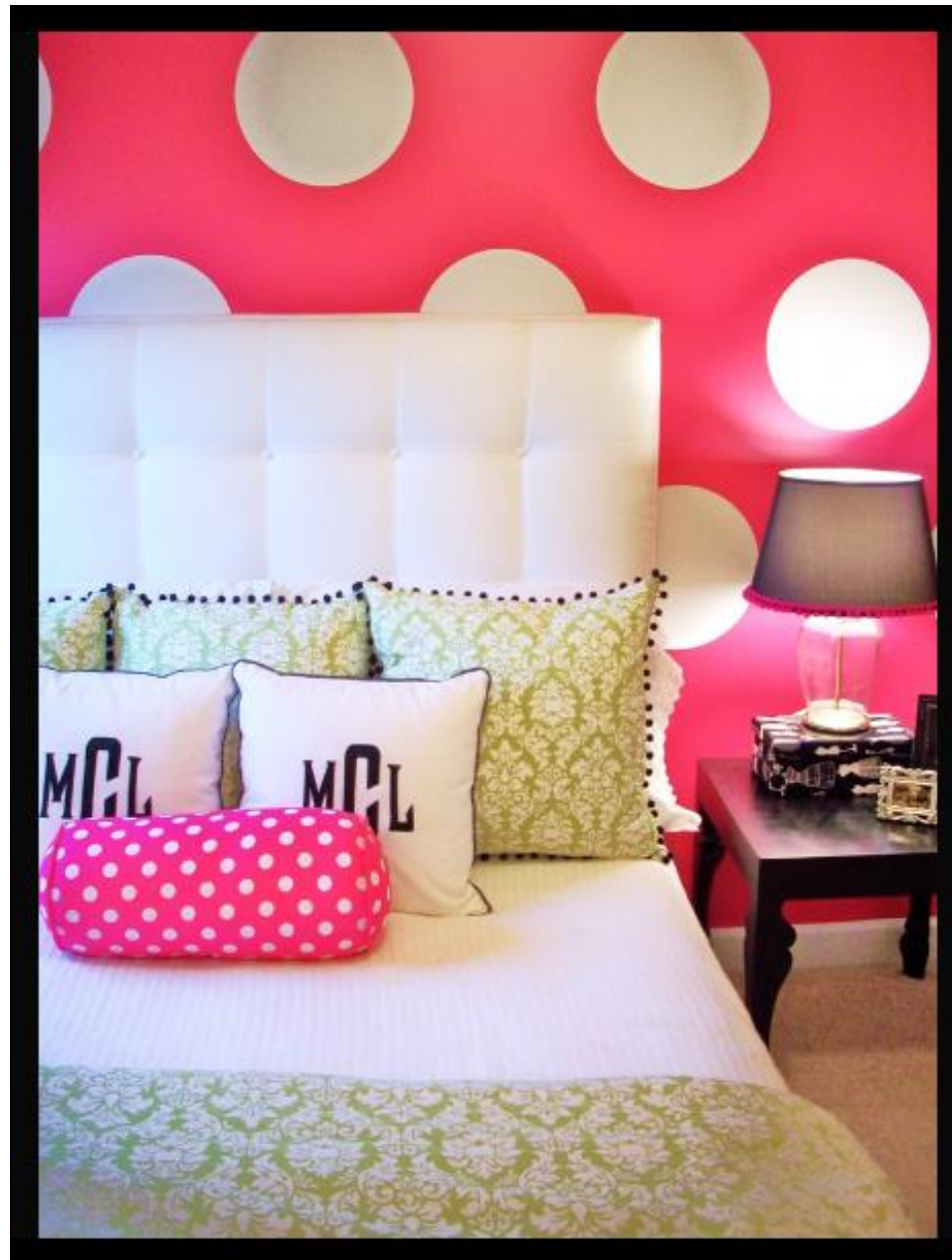
Before



After







Pattern Pic Example

- Find a picture of a room that has Pattern in it.
- Title it **PATTERN** with architectural lettering
- Write a paragraph explaining how the patterns are used correctly.

foldable

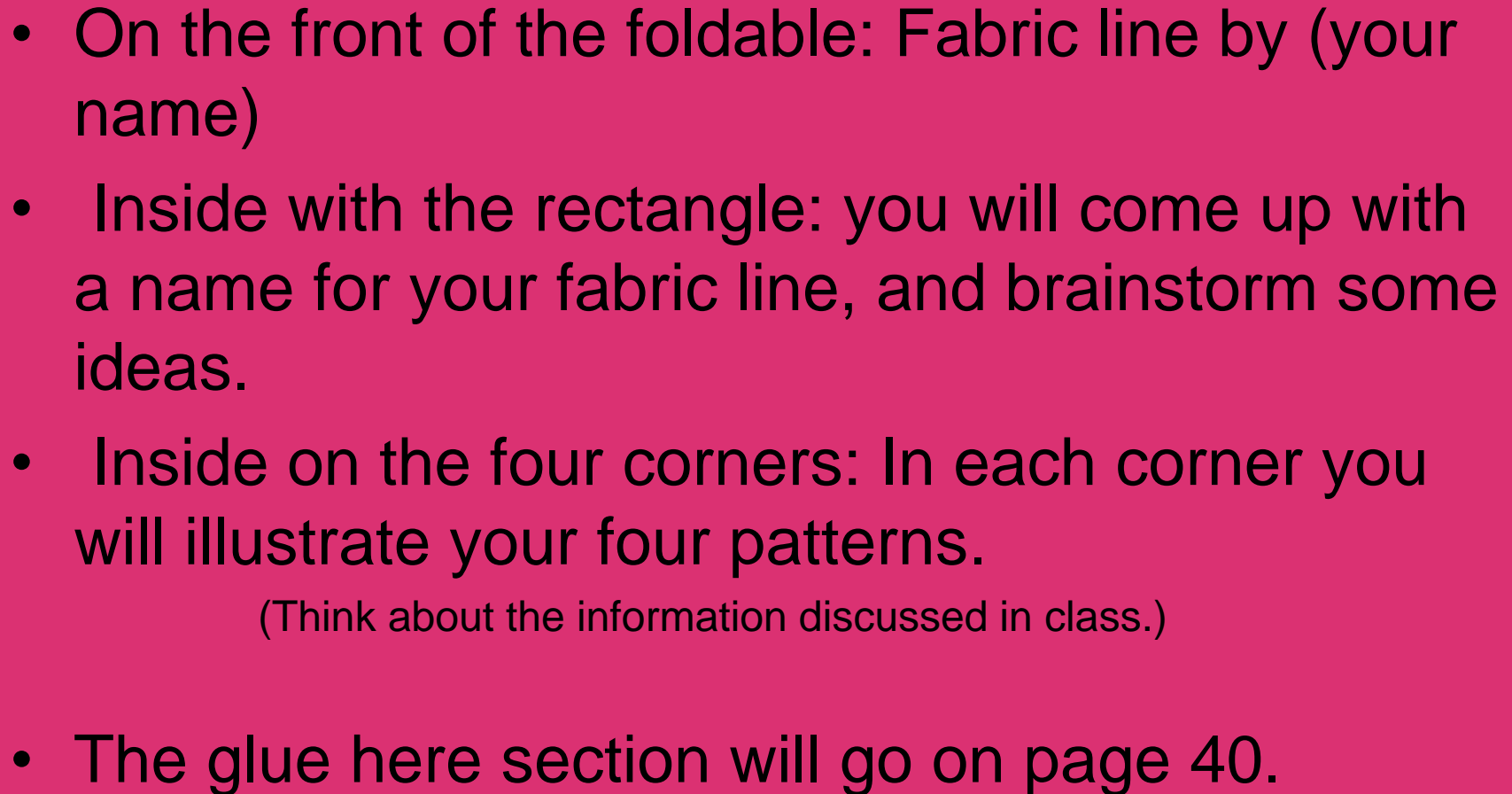
- Take a sheet of paper and fold it into four sections.



Assignment

- You are a fabric designer.
- You are creating a line of fabrics for Riley Blake Designs. (Utah based Company)
- Your task is to come up with four coordinating patterns that could be made into a fabric line and a name for that fabric line.

Example: Riley Blake Catalogs

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- On the front of the foldable: Fabric line by (your name)
 - Inside with the rectangle: you will come up with a name for your fabric line, and brainstorm some ideas.
 - Inside on the four corners: In each corner you will illustrate your four patterns.
(Think about the information discussed in class.)
 - The glue here section will go on page 40.