

1.6 Texture and Surface

Name: _____ Class: _____ Date: _____ **Total: 10 marks**

KEY WORDS texture 肌理 • actual 实际 • frottage 拓印法 • implied 视觉 • tooth 纸纹

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

B

C

D
- A burnishing
B frottage
C stippling
D sgraffito

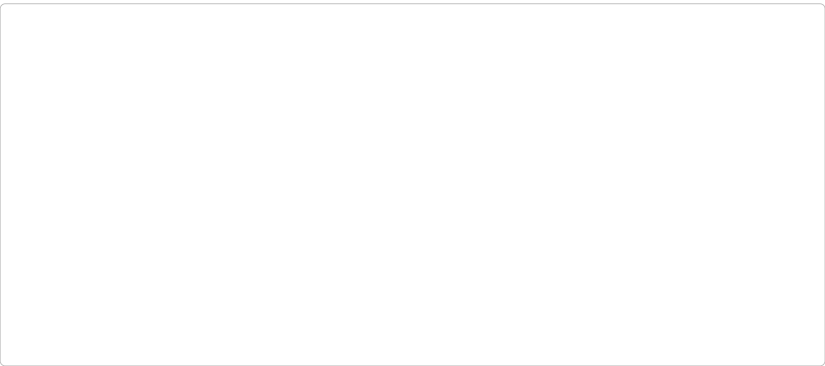
2.2 Distinguish actual texture from implied texture. [2]

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]

