

.....Print Last Name, First.....

Title:.....

Texture (Frottage & Invented) Assignment: Create a NON-OBJECTIVE DESIGN

Print this sheet. Use blank side for your design. Check off (___) which requirements below were used.

1. First, Read Chapter 6: Principles of Design
2. In pencil [If want to use color pencil(s), limit the colors to one of the color group ideas discussed in the color chapter.], create a unified, organized design incorporating different types of textures:

frottage rubbings taken from

___2 or more actual relief textures you find, AND

___2 or more invented textures with your pencil.

(optional) ___ 1 or more ___ simulated textures of magazine or newspaper cutouts in B&W, or B&W Xeroxes glued on (may only be in color if fits into your chosen color pencil(s) group). Use bits of this texture ___more than just once.

(optional) ___ 1 actual texture glued on (if not too thick for our files, and it works with your B&W or color plan) & if you use bits of this texture ___more than once.

You MUST repeat some of your ___textures within the design to give it more consistency. Repeating the ___direction of textures will also give it more consistency (harmony).

Use different values of ___light, ___medium, and/or ___dark (by changing the pressure of the pencil, or the density of marks) to add variety. Repeating some values will give it more consistency (harmony). Plan which values for where.

Use well-proportioned shapes that relate: ___by type (circle, square, etc.), ___by angle, ___by size, ___ by spacing, ___ by direction (horizontal, vertical, diagonal), ___ by description (pointy, curvy, torn, full of holes, long & thin, etc.).

Dominance can be achieved by ___shape size, ___texture boldness and/or ___darkest values.

Does your design have 1___, 2___ or more___ focal point(s), or is it ___afocal?

Balance the elements of ___Shapes, ___Textures & ___Values (may add ___Lines, ___Colors).

Does it have ___symmetrical, ___asymmetrical or ___radial balance?

There are 2 ways you might approach design:

-1. Lightly plan just the shape outlines of the whole design on your blank sheet. (Will a ruler help?) Decide on values wanted & lightly label.

Find textured surfaces to rub against to fill some. Invent texture marks for others.

-2. Make large areas of rubbings and pencil textures on several sheets.

Cut into shapes that relate to each other in some way.

Play with different arrangement options to find the best design, then glue down.

Add extra lines or textures if needed.

Some white shapes may be ___planned as part of your design, if no more than ___1/4th of total page.

Do what makes your design look most strongly unified!

Not necessary, but think if you have things that might help:

___Ruler? ___Any hole shapes to use as stencils? ___Compass? ___Objects to trace around for shapes? ___Objects or places to rub for textures? ___Other:.....?

Give your non-objective design a title in the space at the top of the page.

Lastly: Does your design now have

___actual (can feel it) texture

and/or ___apparent (just visual) texture?