

VALUE AND TEXTURE



Texture

Surface quality
Exists in all art



Types of texture

Physical (Actual, Local or Tactile):
can be felt.

Visual (Implied, Illusory, *Trompe l'oeil*): descriptive simulation.

Interpretive or Invented:
symbolises or depicts the
essences as opposed to imitating.



Actual Texture

Texture that can actually be felt.

Burlap, cement, brushed aluminum, polished silver, wood, plastic and any material that is used in the creation of objects.



ActualTexture

Though an image may be considered to have only two dimensions:

it may also have actual texture either applied to its surface (collage) or texture may be created with thick paint application.



Implied Texture

- Texture that appears to be real but whose sensory impact is only visual and cannot be felt.



Value

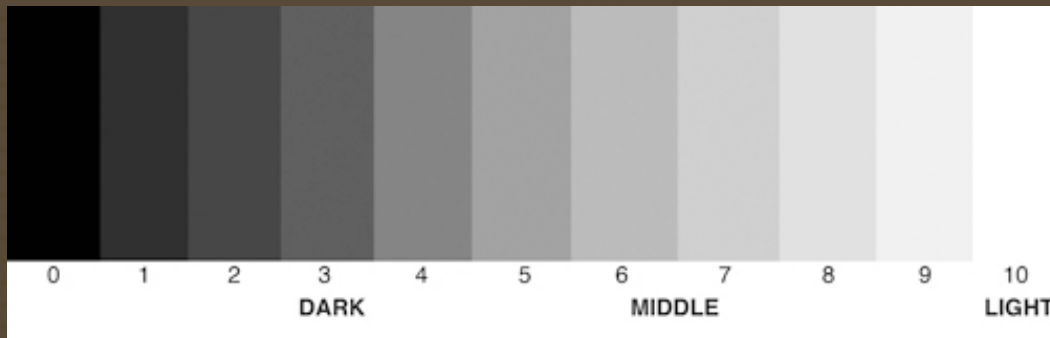
Value in simplest terms, is light and dark, and any variation between the two.

Value Relationships

A value's lightness or darkness is dependent upon its relationship with other values in a work of art.

Light

Form and volume is the result of the presence or absence of light.



Value

Uses of Value:

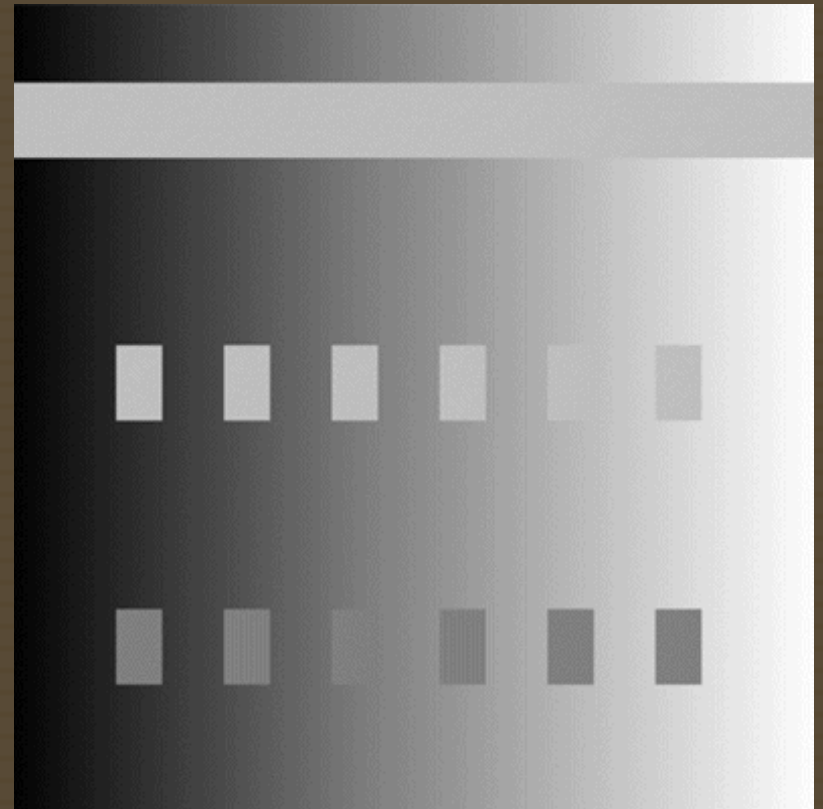
- Time of day
- Three-dimensionality of the scene
- Direct viewers attention to an area
- To create emphasis
- To add meaning
- To establish mood



Value Contrast

contrast of adjacent areas of
light and dark
(low-high)

Value is relative to the other
values around it



Value Pattern

The arrangement of light and dark, and the variation of it within a design (also Value Composition).

Squint to see Value Relationships



Value Key



High Key- A value composition in which most values in the design are on the light end of the value scale.

Mid Key- A design in which most values are in the middle of the value scale.



Value Key Continued



Low Key- A design in which most values are on the dark side of the value scale.

Value and Color



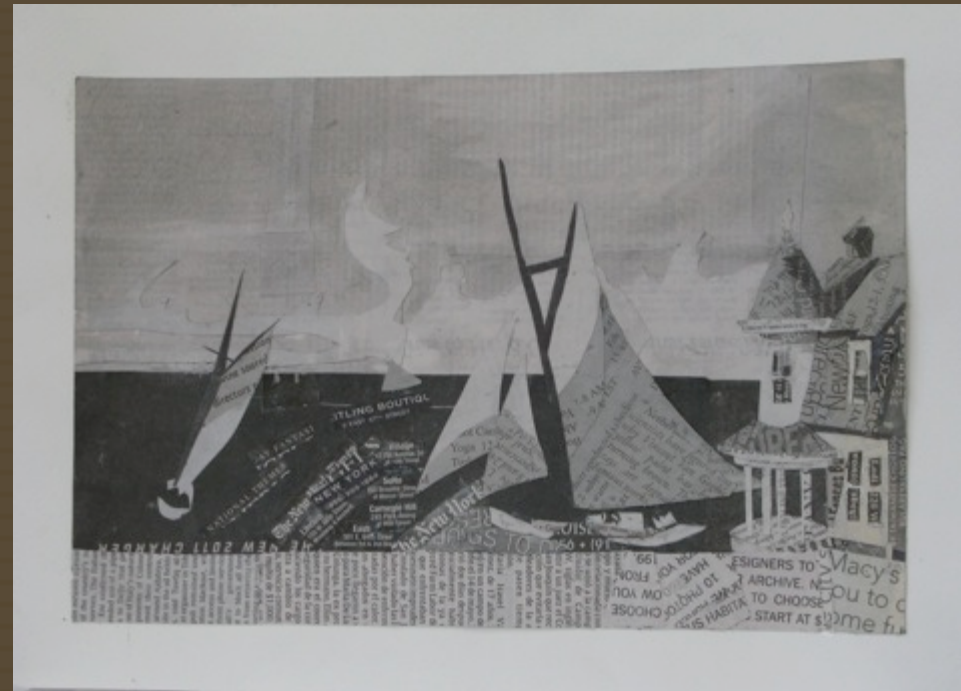
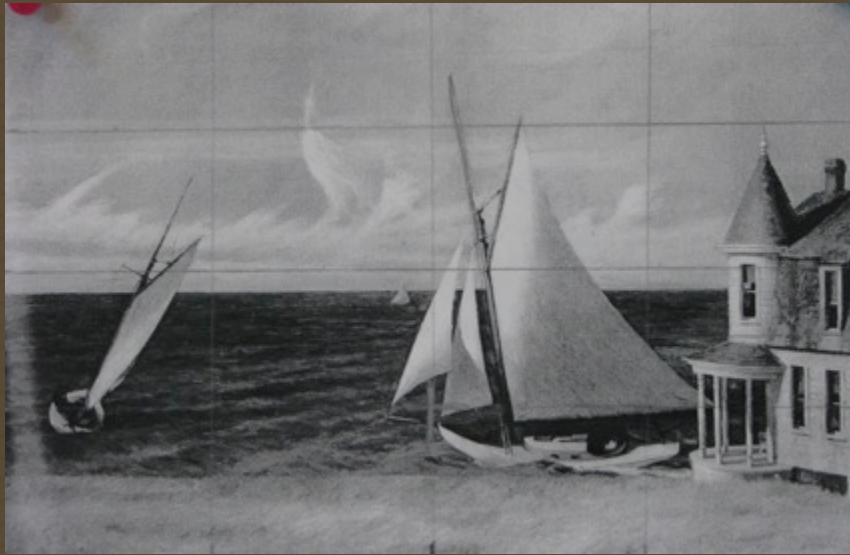
One of the most important aspects of color is value.

Often when a color appears be off in a composition, we are not responding to the color, but the value of the color

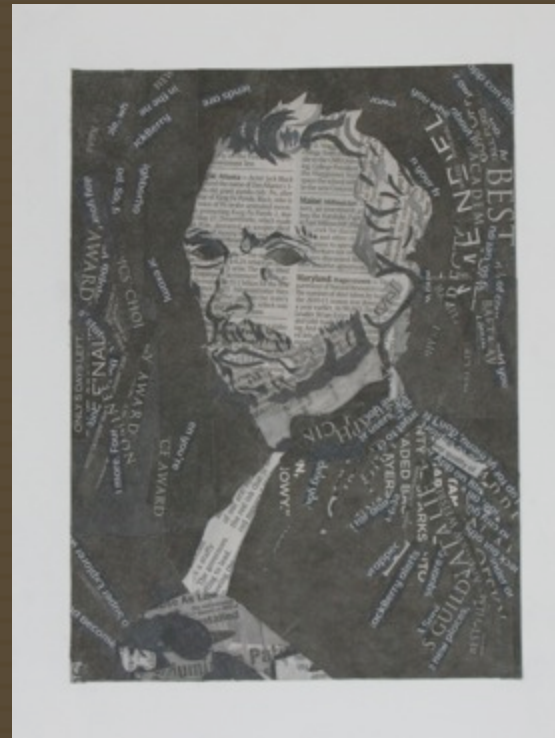
Value and Texture Project Examples



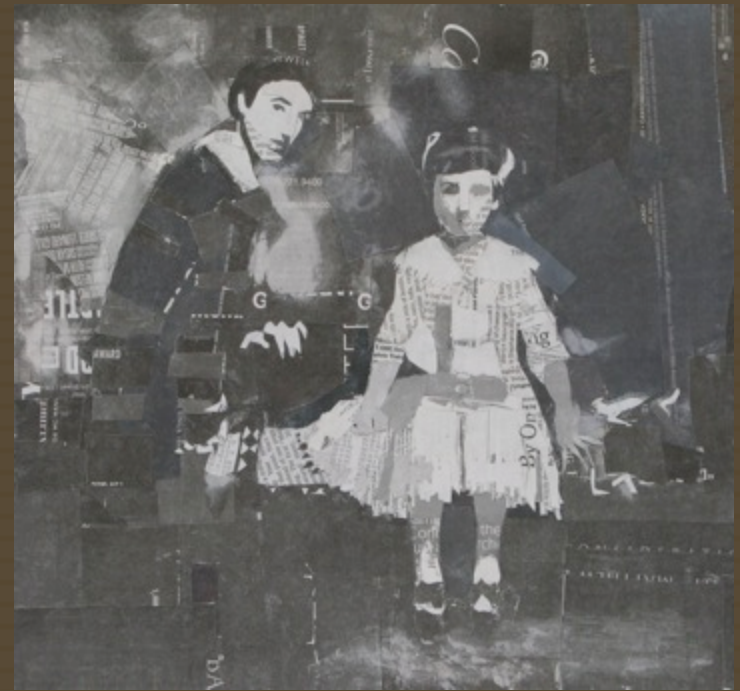
Value and Texture Project Examples



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