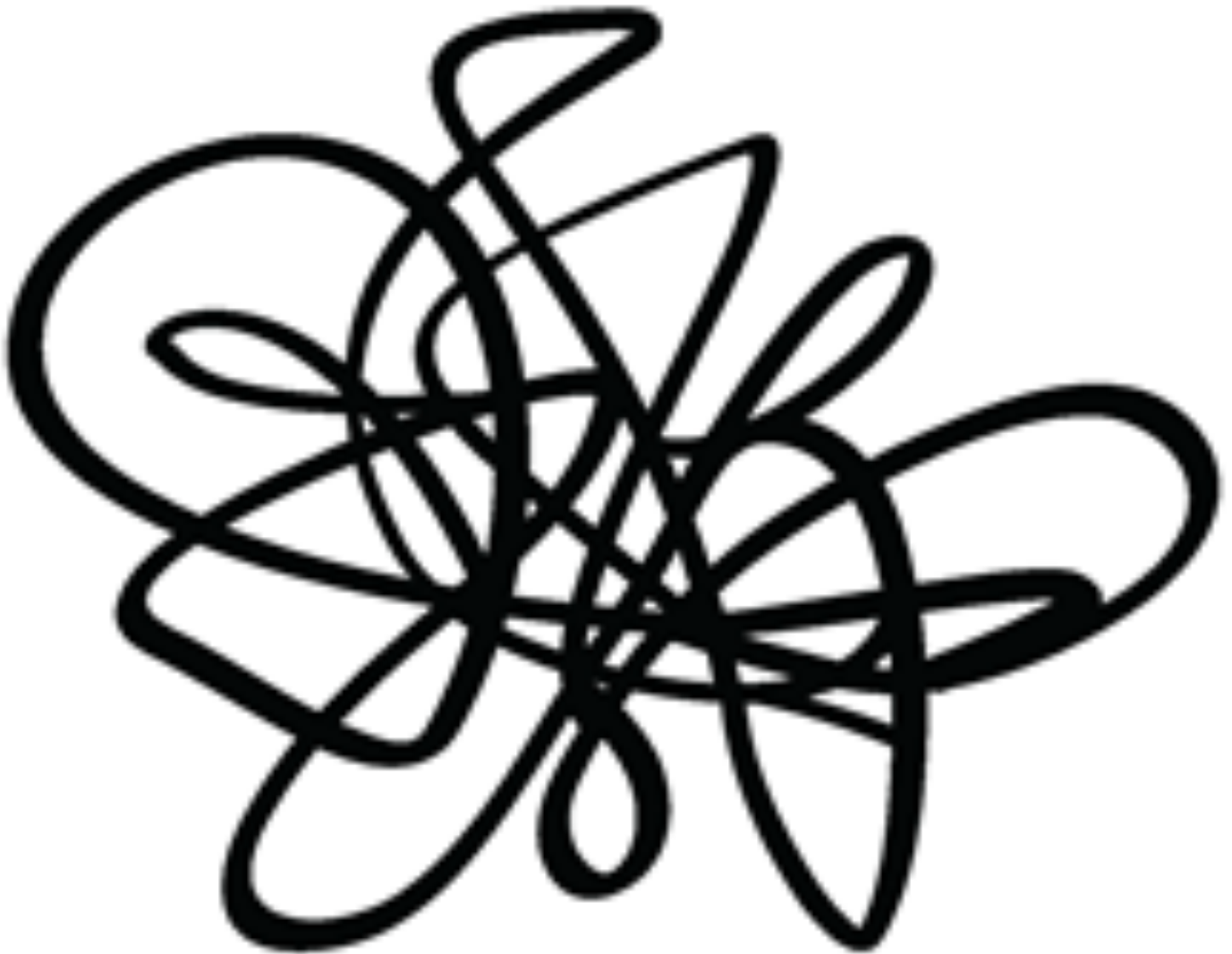# Art
Cycle Systems
Texture
Due Date:

Terms:
Visual texture: the implied sense of texture using lines, colors, values, and the other art elements
Actual texture: feeling of the surface of objects: smooth, rough, gritty, fuzzy, bumpy…

Techniques:
Realism: represented in a life-like manner
Abstract: imaginary, stylized, and nonrepresentational

Why does the texture of the final product matter?

- Students will create both visual and actual texture using 2d and 3d materials.
- Students will learn realism through mimicking texture from life.
- Students will learn abstraction by designing imaginary textures.

Choose one project to complete.
After you're finished, if you have extra time or interest, you can do another one.

Toy Making
1. Research labyrinths with the art books.
2. Draw at least 3 different labyrinths, copying from the books or designing your own shapes.
3. Choose your favorite and draw it onto fabric.
4. Press the fabric onto a slab of clay.
5. Use a marble, ribbon tool, or needle tool to press the design into the clay.
6. Refine the texture so all surfaces look intentional.
7. Use a marble or your finger to follow the labyrinth.

Landscape Product Design
1. Select 7 holon levels and write 3 concepts in each level using a target design.
2. Choose one concept to convey a message into garden path stones.
3. Decide on a form, applique materials, and texture for your piece(s).
4. Sketch your design.
5. Mix and pour concrete into the form.
6. Insert your applique items, and finish the surface texture.

Theater Design
1. Read the play.
2. Check with the director to determine most important set materials.
3. Use cardboard, paper, fabric, paints, tape and whatever else we have available to design the set.
4. Study the texture of real objects to convey the visual texture with realism.