

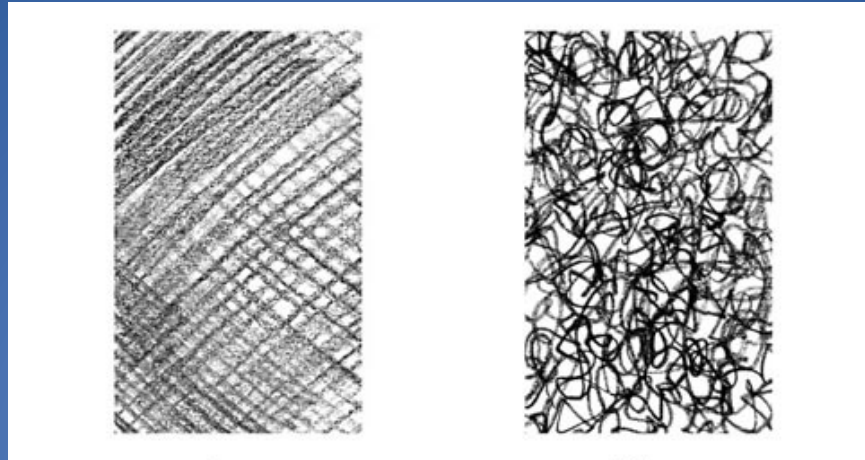
Texture

TEXTURE is a technique used in two-dimensional design to replicate three-dimensional surfaces through various drawing and media techniques.

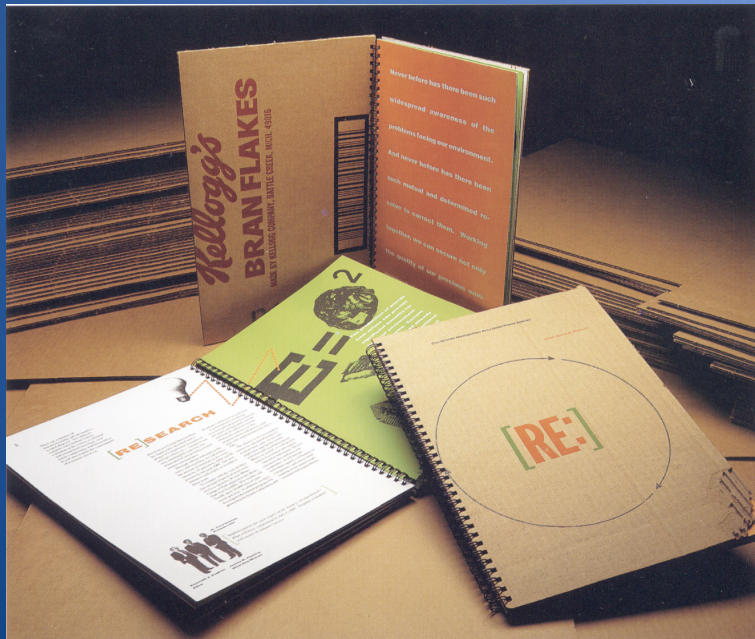
Texture

- Texture may be an actual three-dimensional texture that you can feel in your hand
- Texture can be a two-dimensional representation of three-dimensional textures
- Texture adds visual interest and can help set a mood for a design
- Texture can be used to move the eye to a point of interest

Texture



Implied or
visual texture



Actual or tactile texture

Texture



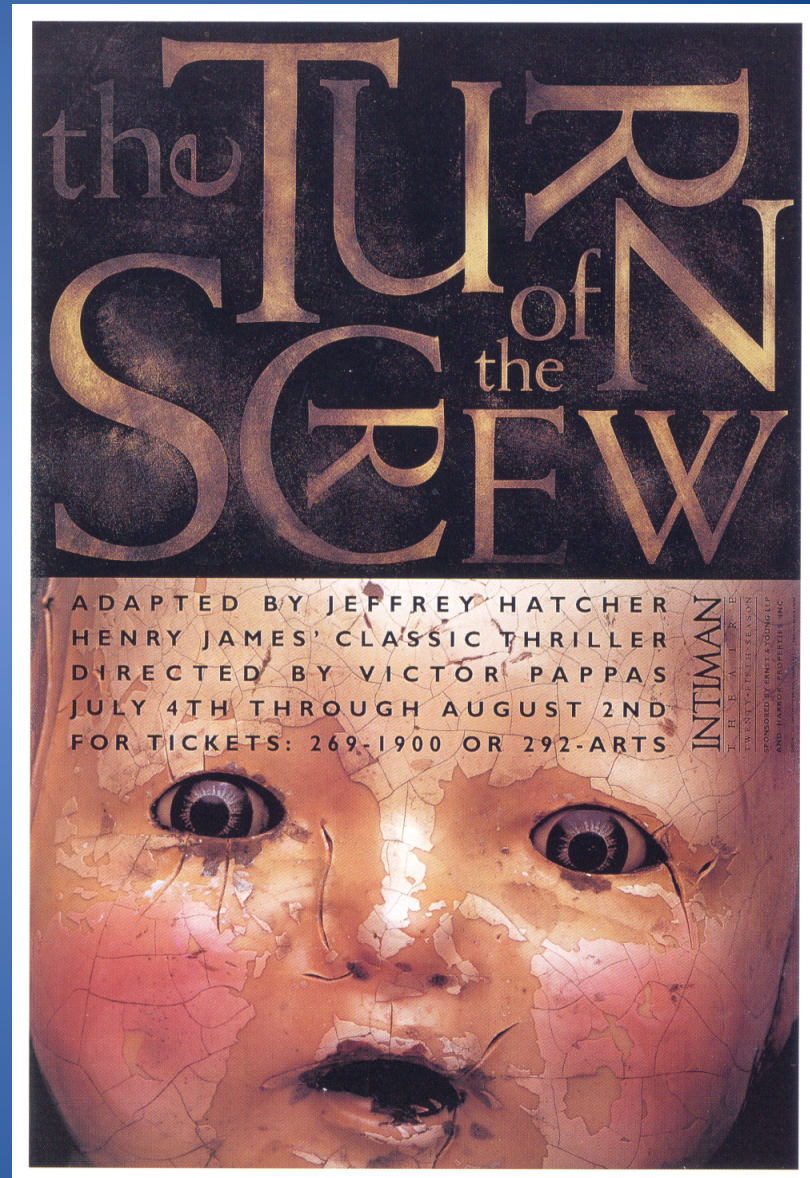
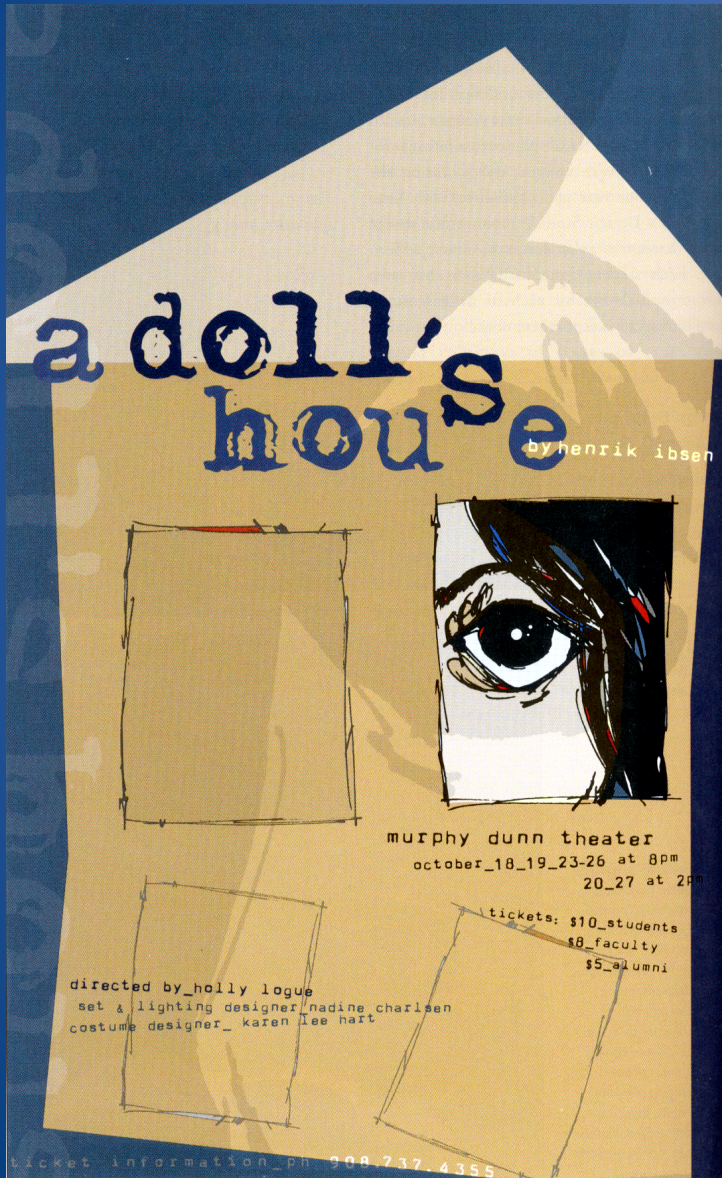
Texture is used to add visual interest to simple designs. It can be used to warm up a design to make it feel more humanistic and friendly.

Texture



Texture is used to add visual interest to simple designs.

Texture



Texture can be used to help communicate a mood or emotional reaction to a design.

Texture



Textures may be used for shock value to get the viewer's attention