Texture

1. <u>Texture:</u> How materials feel to the touch

2. Some Textures are <u>TACTILE</u>, which means we can <u>FEEL</u> the variation in the surface.

3. Some textures are <u>VISUAL</u>, which means they have been <u>APPLIED</u> to the surface using line and color.

TEXTURES AFFECT US IN MANY WAYS:

a. They influence the amount of LIGHT an object reflects.

b. They affect SOUND quality.

c. They affect the CARE and UPKEEP of an object.

d. They are sources of BEAUTY and CHARACTER.

TEXTURES ADD VISUAL INTEREST TO A ROOM DESIGN.

a. Smooth textures make colors appear <u>LIGHTER</u> and <u>BRIGHTER</u>. They are more <u>FORMAL</u>.

b. Shiny textures have a more <u>INTENSE</u> color.

c. Rough textures make colors look <u>DARK</u> and <u>LESS INTENSE</u>. They are more <u>INFORMAL</u>.

d. Muted textures have a <u>DULL</u> color.

Heavily textured walls will make a room APPEAR SMALLER.

Walls with <u>little</u> or <u>no texture</u> make a room <u>APPEAR LARGER.</u>
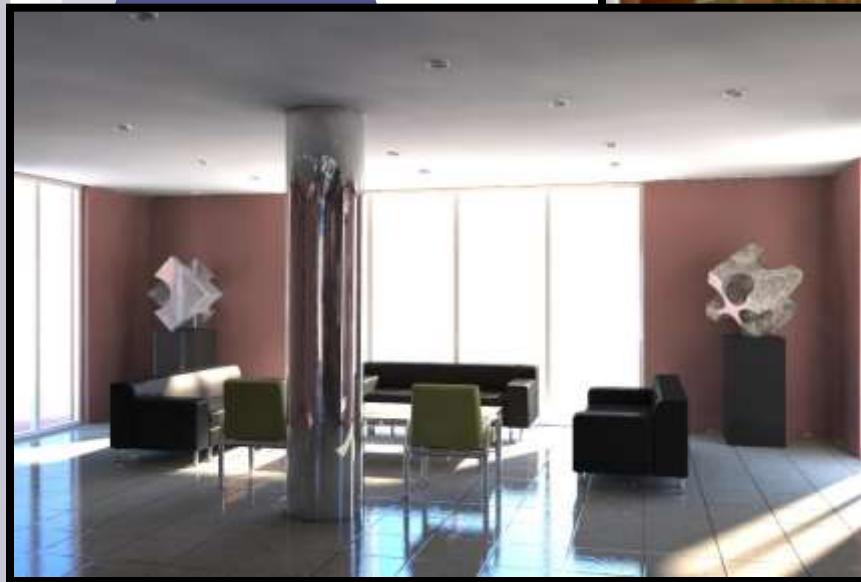
Examples of
TEXTURE
Within Interiors

PATTERN

1. **Pattern:** Design repeated over and over to create visual appeal within a room

❖ Patterns draw your **EYE** around the room .

❖ Pattern must be used **CAREFULLY** within an interior or it could become **OVERWHELMING.**

❖ Usually patterns are found **SUBTLY** within interiors. Look for them in the carpets, walls or decorations.

Examples of

PATTERN

Within Interiors

Includes
CD Rom

EDITION OLMS

Pattern Design Applications & Variations

Lutz Andreas Eberle