

Texture Sampler

Teacher: Phyllis E. Wright

Students: Middle School Art

Project Description

The term “sampler” refers to the nineteenth-century practice of displaying embroidery stitches on various pieces of fabric within one large sample. This concept is borrowed for the purpose of showing examples of visual texture in a unified composition while utilizing various techniques of printmaking and stamping, surface rubbings, drawings from observation, photocopies of actual textures, and computer-generated imagery.

This project incorporates the design principles of unity, harmony, and balance within a work of art. It also utilizes the elements of texture, line, value, and shape.

Students will plan a project from concept to completion. The variety of materials used and opportunities for imagination and self-direction exhibited by the students make this an excellent example of a project that capitalizes on many requirements of the Core Curriculum Content Standards for Visual Art.

Overall Objectives

- SWBAT plan and implement a project from concept to presentation.
- SWBAT use techniques of printmaking and stamping, surface rubbings, drawing from observation, photocopies of actual textures, and computer-generated imagery within a single work of art.
- SWBAT make strong aesthetic choices to illustrate unity, balance, and harmony within a work of art.
- SWBAT document the materials they used to complete their projects.

Materials

Tracing paper
Pencils
Erasers
Rulers
White construction paper
Printmaking papers
Water-soluble printmaking inks (black)
India ink (black)
Synthetic paintbrushes
Oil pastels
Thin black markers
Scissors
Glue sticks
Exacto knives
Printmaking rollers
Various found objects
Black presentation board
White construction board

Drawing Textures in nature

- Outdoor drawing

Designing a grid/ making templates (2 class periods)

- Investigating the idea of a grid (sketching ideas)
- Choosing a shape from which to make a grid

Making textures (2 -3 class periods)

- Rubbings
- Stamping and printing from found objects and other materials
- Drawing from observation

Pulling it all together (2-3 class periods)

- Cutting textures into shapes
- Organizing the grid to create harmony, unity

Mounting on presentation board (2 class periods)

- Completing the project
- Documenting the various ways textures were created.

