

# Skill builder: Hand textures / Construtor de habilidades: Texturas de mão

Sometimes texture is created, and sometimes it is observed. Sometimes interesting things happen when you put an unexpected texture on a shape.

Às vezes, a textura é criada e, às vezes, ela é observada. Às vezes, coisas interessantes acontecem quando você coloca uma textura inesperada em uma forma.

Draw your hand in your sketchbook. **Avoid tracing:** the lack of observation will set you up for a rough start. Then draw a different texture for each of your fingers.

Desenhe sua mão no seu caderno. Evite traçar: a falta de observação pode causar um começo difícil. Em seguida, desenhe uma textura diferente para cada um dos seus dedos.

**TEXTURE**

"TEXTURE" IS USED BY ARTISTS TO SHOW HOW SOMETHING MIGHT FEEL, WHAT IT IS MADE OF.

WOOD TEXTURE IS EASILY HOWN WITH LONG, CURVED LINES.

"BURLAP" IS CREATED WITH A ROUGH PATTERN OF CROSSED LINES WITH A FEW DARKER SPOTS AND PIECES OF THREAD.

FOR A "ROUGH STONE" TEXTURE, FIRST DRAW THE STONES, THEN SHADE EACH ONE WITH LINES.

TO CREATE "SCALES" FIRST DRAW A LINE OF U'S "uuuu" THEN ADD ANOTHER AND ANOTHER.

TO PRACTICE TEXTURES, TRACE YOUR HAND AND FILL EACH FINGER WITH A DIFFERENT TEXTURE.

TO DRAW THE TEXTURE OF CACTUS, FIRST DRAW THE LONG "SPINE" LINES FROM TOP TO BOTTOM, (NOTE THAT THE LINES ARE CLOSER TOGETHER AT THE EDGES.) THEN ADD THE NEEDLES. (↘) FINISH WITH A LITTLE SHADING ALONG ONE SIDE.

TO CREATE "FUR", USE A SERIES OF SHORT LINES WRAPPED AROUND THE SHAPE.

ADDING TEXTURE TO A SHAPE TELLS WHAT IT'S MADE OF.

THIS RECTANGLE CAN BE A...

WOODEN PLANK

OR...

A SHEET OF GLASS JUST BY ADDING TEXTURE

DON'T FORGET TO SHOW A LITTLE THICKNESS AROUND TWO EDGES.

TEXTURES ARE CREATED BY REPEATING SHAPES & PATTERNS OVER AND OVER.

1 Little circle

A "TEXTURE" MADE OF CIRCLES.