TEXTURE

Extract adapted from Art in the World by Stella Pandell Russell (1993)

Texture

The surface quality of an object, or its **texture**, attracts our senses of both touch and sight. Nature is rich in appealing surfaces, which artists sometimes try to duplicate or even

exaggerate in their work. Artists' textures, however, are not real —they are only simulated. An example of an actual texture is an orange skin that, with a closer look, reveals true hills and valleys, which can compare with the surface of the moon. Paint may be applied to suggest the smoothness of human skin or of a river-polished rock. Rough and smooth, shiny and dull, hard and soft textures are contrasted to increase the expressiveness of shapes and to avoid monotony. The seduction of texture and the tactile quality of oil paint has made some artists put a great deal of pigment on the canvas, creating



Fig. 1: Vincent van Gogh. Starry Night (1889).

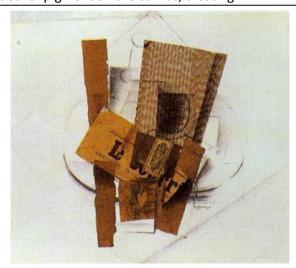


Fig. 2: Georges Braque. Still Life: Playing Card, Bottle, Newspaper, and Tobacco Packet (Le Courrier) (1914).

frenzied surfaces, as in <u>Van Gogh</u>'s <u>The Starry Night</u> (Fig. 1). Painters often achieve a desired effect through the addition of actual textures like newspaper cutouts and pasted-on surfaces, that is <u>collage</u>, a medium invented in the twentieth century. See, for instance, <u>Georges Braque</u>'s <u>Still Life: Playing Card</u>, <u>Bottle, Newspaper, and Tobacco Packet</u> (<u>Le Courrier</u>) (Fig. 2).

Many artists have abandoned traditional uses of brush and paint to create new tactile effects. Abstract Expressionists in the mid-twentieth century worked with heavy, irregular strokes as they became involved with the physical process of painting, following the lead of Pollock,

who poured paint from the can directly on to prepared but unstretched canvas. The preparation of canvas (or wood, or other surface) is a coating of **gesso** (thinned plasterlike composition) primer in the technique traditional since the <u>Renaissance</u>. <u>Helen Frankenthaler</u>, in contrast, has chosen to work on unstretched canvas surfaces that are not prepared. Therefore, her paints sink into the unprimed canvas, creating pools of deep color. The

variations in dyed surfaces of <u>Tutti-Fruitti</u> (Fig. 3) were achieved by sponging thinned acrylic dyes onto her large canvas areas. Such textures were new to the twentieth century.

An example of texture with essential images (Wucius Wong's classification)

This is an example taken from Stella Russell's book, but following Wucius Wong's classification of materials used to create visual texture under the subtitle "Collage" (see p. 3 in the summary, and p. 81 in the original). However, this is no traditional collage as Russell describes the work.

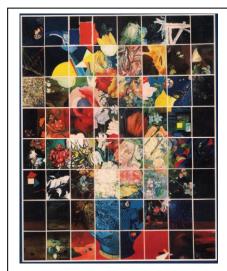


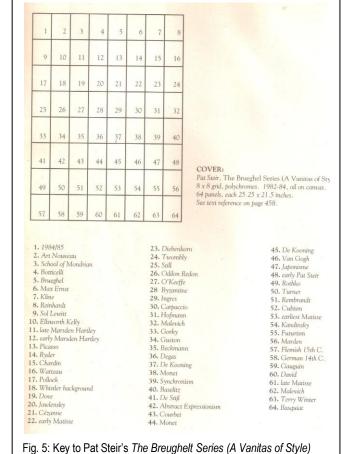
Fig. 4: Pat Steir. The Breughelt Series (A Vanitas of Style) (1982-1984).

assemblage. Laying a grid over a Brueghel still life of a blue vase bursting with flowers, Steir painted each section (72 x 57 cm) in the style of a different historically familiar artist, progressing through a great number of eras (see key to styles in Fig. 5). According to Michael Brenson, New York Times art critic, "Steir has made it seem as if all the artistic voices that began speaking when she took the lid off Brueghel's still life were both shooting her down and giving her the energy and will to persevere." A poet as well as an artist, Steir explained her work: "I feel there's very little difference

Pat Steir introduced the Brueghel Series in 1984 (Fig. 4). Based on the minimalist grid, the vast work is a 64-panel



Fig. 3: Helen Frankenthaler. *Tutti-Fruitti* (1966).



between the stylistic modes of art historical periods... The difference is in the scale, in the use of space... Scale up Van Gogh's color and mark it's De Kooning. All art making is research..."

(1982-1984).