



PHOTOGRAPHY KNOWLEDGE ORGANISER

YEAR 11
TERM 1

Topic: Mock Exam: "Texture"

History/Context:

Mock Exam Question:

Texture

Many photographers have explored and emphasised the texture of surfaces. Aaron Siskind photographed peeling paint and Bill Mangold photographed rusty iron work. Jan Groover photographs shiny metal surfaces. Study appropriate sources and produce your own work based on Texture.

What is texture?

Artists working in a two-dimensional medium also work with texture and the texture may be either real or implied. Photographers, for instance, almost always work with the reality of texture when creating art. Yet, they can enhance or downplay that through the manipulation of light and angle.

Physical texture, also known as tactile texture are the patterns and variations on a solid surface, for example; wood, fur, sand, grain, glass, leather, metal. Light and shadow is an important feature for identifying a texture because this can affect how a surface is viewed. Strong lights can create strong contrasts in vey textured surfaces such as rocks and sand.

Photographers:

Jan Groover

Jan Groover is an American photographer who experimented with space and illusion. She created large-format still-life images that feature everyday objects, particularly kitchen utensils arranged in a sink.

She originally studied painting in New York in 1965, but turned to Photography in 1971. Her work is characterised by being heavily staged, large format, close up and simple subject matter.

We will be using Jan Groover as a source of inspiration when we look at the question: "Texture".



Key Literacy Vocabulary:

Composition - the placement of relative subjects and elements within an image or scene to create a pleasing feel.

Texture - the feel, appearance, or consistency of a surface or a substance.

Monochrome - is defined as an image that is made up of one hue or colour. Most black and white images are made up of black, white and grey.

Contrast - strong visual differences between light and dark, varying textures, sizes etc.

Develop - in art, this means to grow, advance and elaborate on your first idea.

Refine - make changes to pieces of work to improve.

Still Life - a still life is a work of art depicting mostly inanimate subject matter, typically commonplace objects.

Lighting - in photography, equipment used to manipulate and enhance the light.

Relevant Images:

Jan Groover



Texture in Photography examples

