

TEXTURES

- It is essential to learn how to apply a variety of textures and develop these skills as a scenic artist!
- The use of textures plays an important role in set design. A designer may wish to create a sense of strong realism or, quite simply, use both visual and tactile qualities of textures as an expression on their own. A skilfully textured set can literally be brought to life by the use of light and shadows!

Types of textures:

Construction materials - Brickwork, stonework, render, concrete, marble & wood

Decorative items – Ornamental plasterwork, columns, tiles, anaglyptas & wall finishes

Natural materials – Earth, bark, sands & rock

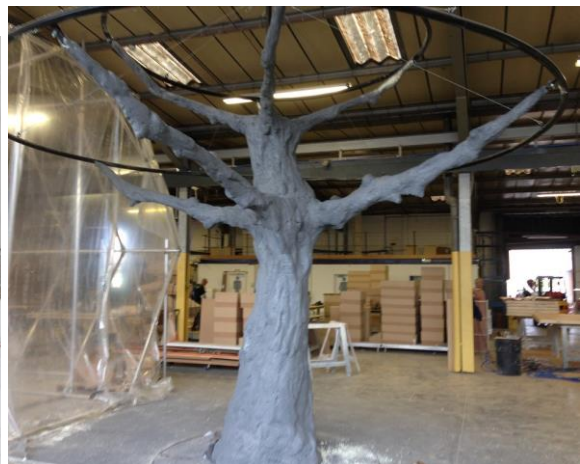
Different ways of texturing:

Textures can be divided into three main categories:

- **Textures that are wet on application:** these include *Artex*, *Idenden brushcote/spraycote* and *Flintex*.
- Textures that are pre-moulded: these include **vacforms** and **pre-cast moulds**. (Available from www.peterevansstudios.co.uk and www.flints.co.uk)
- Textures that are created by carving: these include **expanded/extruded polystyrene** and foams.

Wet textures:

- Textures that are wet on application are used for re-creating effects such as plaster walls, wood or barks, various stone effects and brickwork.
- There are two ways of using wet textures: either by using specialist, scenic, ready mixed 'textures', such as *Flintex*, *Idenden brushcote/spraycote*; or by using conventional dry powders such as *Artex*.
- Materials such as sawdust, sand, cork, barks, vermiculate, foam crumbs and rubber chippings can be added to the wet texture. Colour is also used to tint the texture!
- The choice of texture (*Flintex*, *Idenden brushcote/spraycote* or *Artex*) will depend on various factors, such as budget, the need for flexibility, absorbency of texture or simply aesthetics.



Ways of applying texture:

Basically, all the wet textures can be applied with a variety of tools. For example, trowels, filling and scraping knives, brushes, wood-graining tools, rollers, sponges and an air texture gun. Consider the desired effect and then decide from there!

Using an air texture gun:

- Using an air texture gun or hopper gun is a fast, efficient and effective way of creating some excellent textures. Wet textures such as *Artex*, *Flintex* or *Idenden spraycote* can be applied using the texture gun.
- They are ideal for effects such as stone walls and floors, as well as an economical way of creating brickwork.
- Air texture guns are very simple in design. Compressed air is used to push the texture through the nozzle. A hopper above the gun holds the texture. When mixing texture make sure the consistency of this texture is absolutely right: too thick and it will not come out of the nozzle; too thin and it will create a sloppy mess!
- When using an air texture gun, it is essential to protect both yourself and the surrounding area from getting sprayed. Also mask areas of scenery that you don't want to cover with texture. Removing dried out and hardened texture is very difficult!

