

*Everything for  
art*

| 2026

T E X



T U R E S

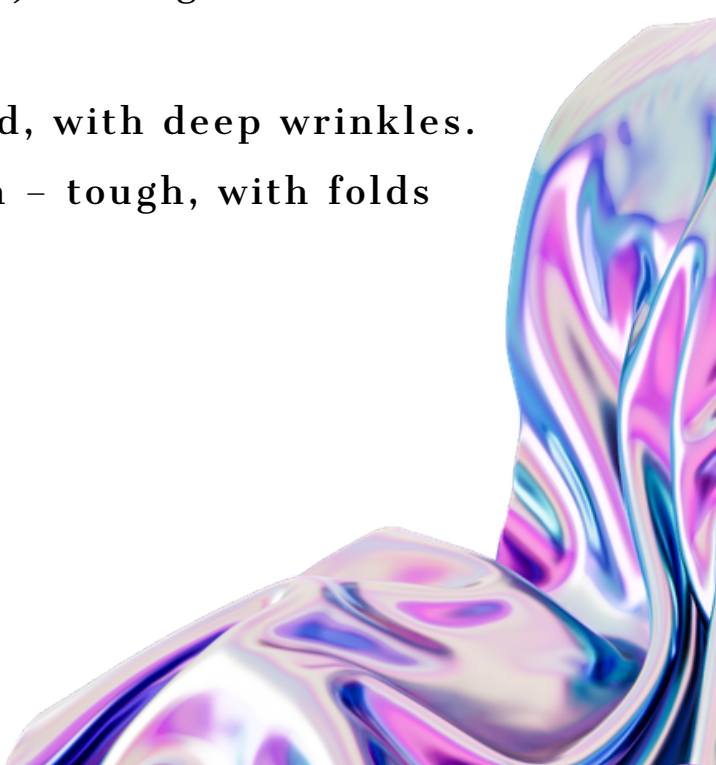




# NATURAL STRUCTURES

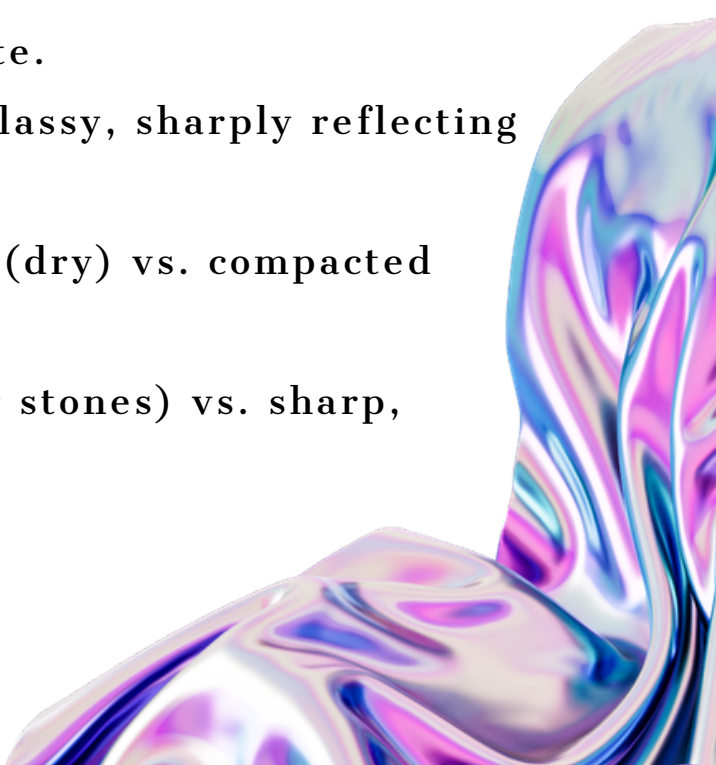
## THE ANIMAL WORLD

(fur, skin, scales)

- Short, smooth fur (e.g., cat, dog) – soft, dense, "needle-like" texture.
  - Long, fluffy fur (e.g., fox, sheep) – tufts, wavy strands, soft volume.
  - Bristly hair (e.g., wild boar, horse) – rough, with individual stiff hairs standing up.
  - Fish scales – small, shimmering, overlapping like roof tiles (imbricated pattern).
  - Reptile scales (e.g., snake, crocodile) – large, hard plates with sharp edges.
  - Feathers – down feathers (soft) vs. flight feathers (hard quill, smooth sheen).
  - Elephant skin – rough, cracked, with deep wrinkles.
  - Rhinoceros/hippopotamus skin – tough, with folds and sparse hair.
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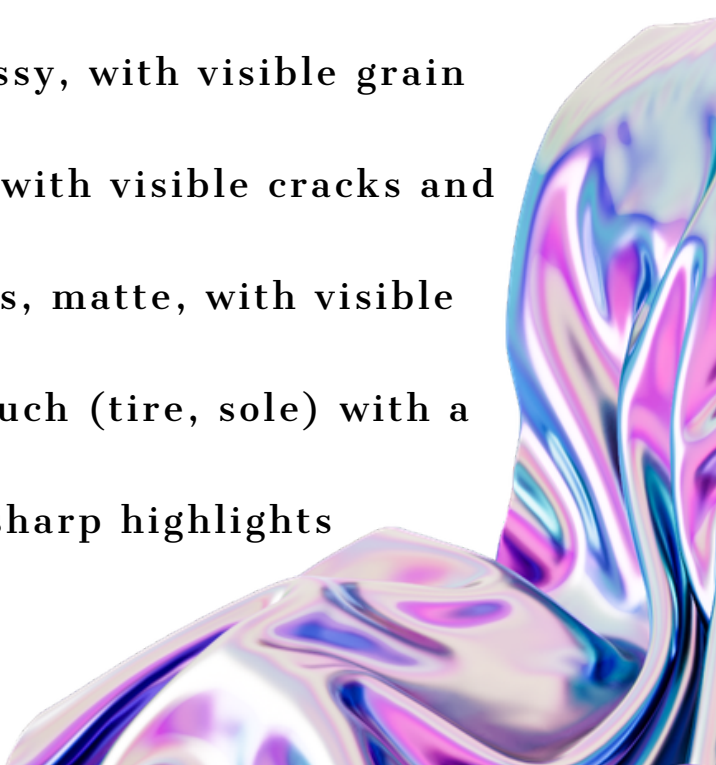


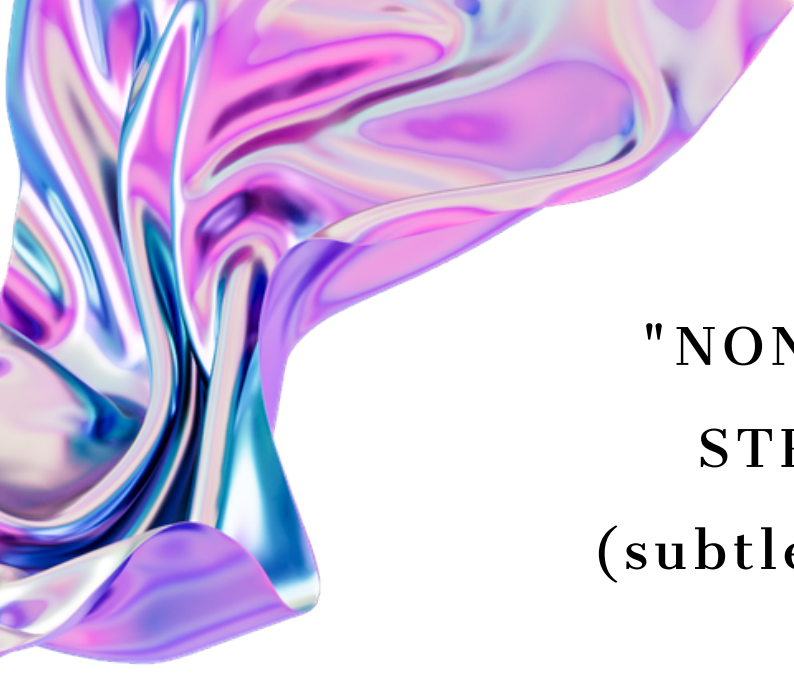
# NATURAL STRUCTURES – THE PLANT WORLD AND LANDSCAPE

- Tree bark – smooth (beech) vs. deeply fissured (pine, oak).
  - Leaves – smooth, leathery (e.g., ivy) vs. velvety, soft (e.g., mint leaf, plush texture).
  - Moss and lichen – spongy, fluffy, irregular, fine-grained surface.
  - Horsetail and reeds – tubular, segmented, elongated.
  - Moving water (waves, stream) – transparent, but built from flowing lines and white foam.
  - Still water (puddle/lake) – mirror-like, smooth, reflecting light.
  - Fresh snow – fluffy, soft, matte.
  - Hardened snow / ice – hard, glassy, sharply reflecting light.
  - Sand – loose, granular, matte (dry) vs. compacted and darker (wet).
  - Rocks – smooth pebbles (river stones) vs. sharp, angular rocky outcrops.
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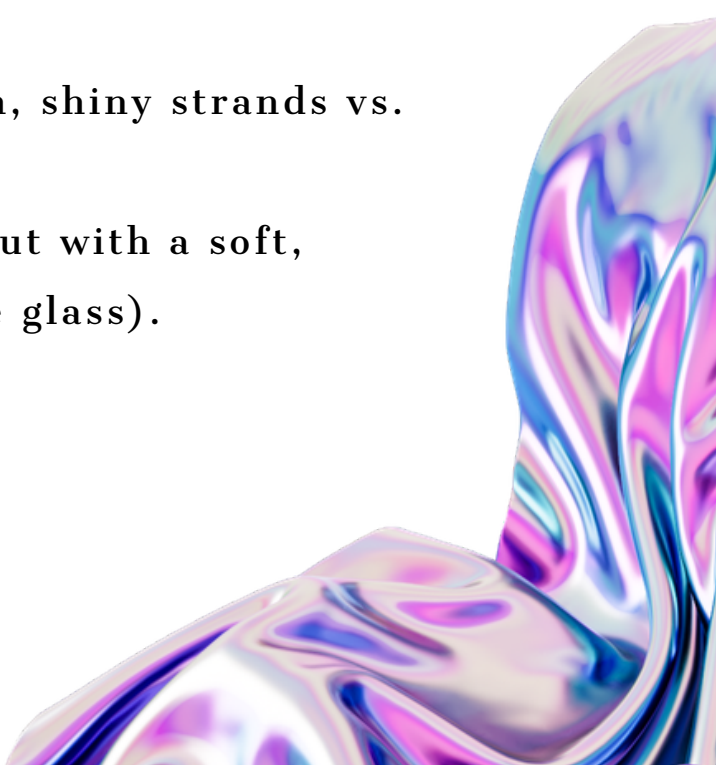


## MAN-MADE STRUCTURES (objects)

- Smooth glass – transparent, with sharp reflections and light refractions.
  - Frosted / etched glass – milky, blurring contours, soft light.
  - Polished metal (e.g., silver, chrome) – mirror-like reflections, sharp contrasts.
  - Raw, forged metal – rough, dark, stained (rust, scale).
  - Smooth fabrics (silk, satin) – soft folds, but sharp, shiny creases.
  - Rough fabrics (linen, jute, canvas) – matte, coarse-grained, stiff folds.
  - Woolen fabrics / knits – elastic, loopy, soft "braided" texture.
  - Lace / netting – openwork, delicate, composed of repeating holes.
  - Smooth, varnished wood – glossy, with visible grain patterns.
  - Old, raw wood – matte, worn, with visible cracks and knots.
  - Brick / plaster – rough, porous, matte, with visible mortar joints.
  - Rubber – matte, soft to the touch (tire, sole) with a finely textured surface.
  - Plastic – smooth, shiny, with sharp highlights (like toys).
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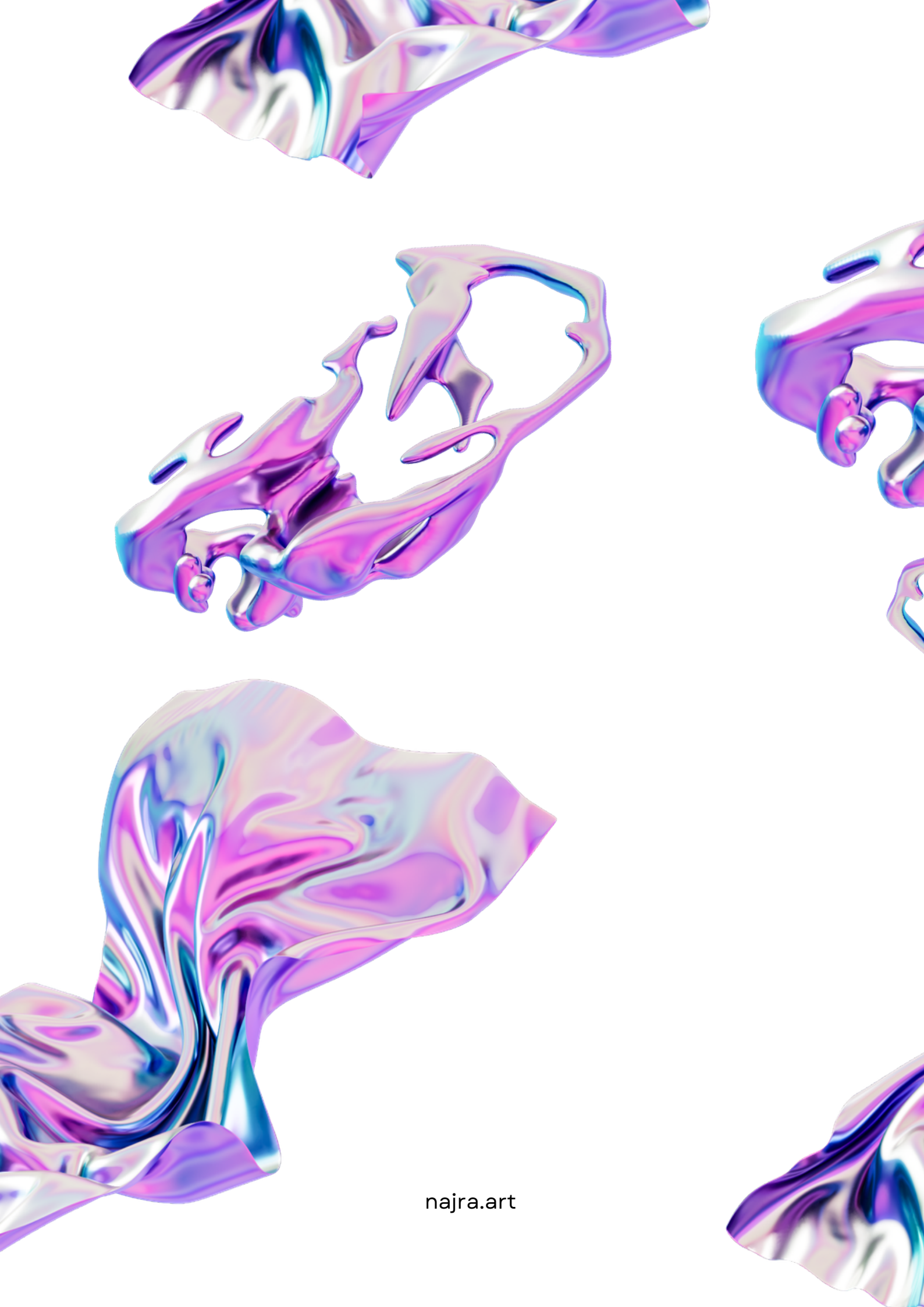
# "NON-OBVIOUS" STRUCTURES (subtle, challenging)

- Human skin – smooth and taut (young) vs. wrinkled, dry (old) – here, texture is conveyed more through color and shadow than through line work.
  - Soap foam / sea foam – composed of air bubbles, delicate, translucent.
  - Smoke / vapors – formless, soft, blurred, ever-changing.
  - Fire / flame – luminous, dynamic structure built through contrast between the bright core and the smoke.
  - Human hair – straight, smooth, shiny strands vs. curly, coarse, matte locks.
  - Pearls / porcelain – smooth, but with a soft, diffused luster (not sharp like glass).
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# CLASSIC CONTRASTING COMBINATIONS (favorite for exercises)

- Matte vs. Glossy: Wool (matte) + Silver pitcher (glossy).
  - Hard vs. Soft: Stone / Glass + Feather / Cotton wool.
  - Transparent vs. Opaque: Glass of water + Clay pot.
  - Smooth vs. Rough: Silk ribbon + Tree bark / Plaster.
  - Regular vs. Irregular: Lace (geometric) + Leaves / Fur (organic).
  - Wet vs. Dry: Wet pebble on the beach (deep color, reflections) + dry sand next to it.
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