

# ARCH1101: EXP2

## TEXTURES EXPLORING MOVEMENT

From the “Task for Today:”

1. Movement can be understood as linear, rotational and scalar translation. Draw a series of 6 textures (within a 6 x 6 square in your notebook) exploring each of those definitions of movement.
2. Add 3 words that help you understand movement and create a series of 6 textures for each of those.

After doing steps one and two you will have 6 series of 6 textures (or 36 in total).

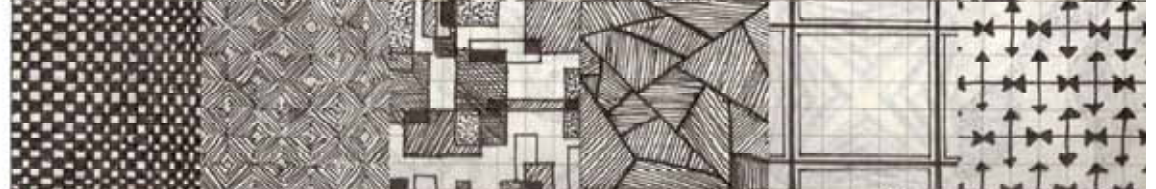
ROTATIONAL



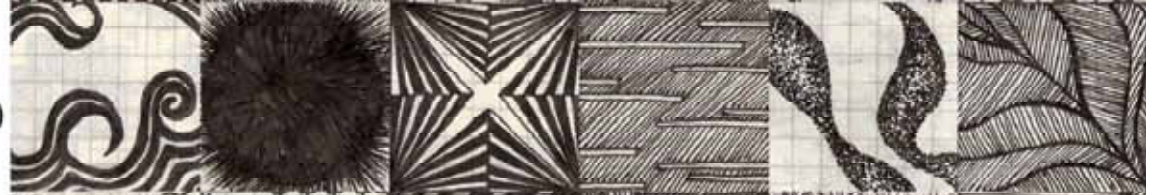
SCALOR



LINEAR



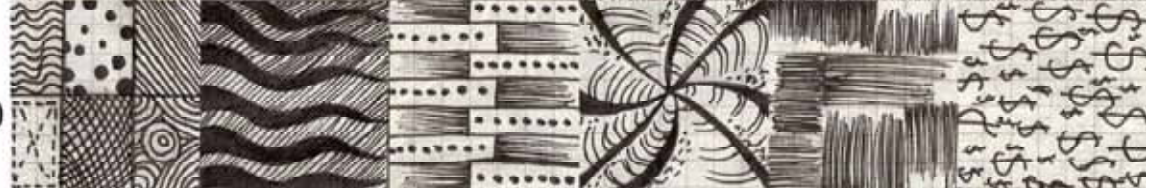
EVOLUTION  
(OWN WORD 1)



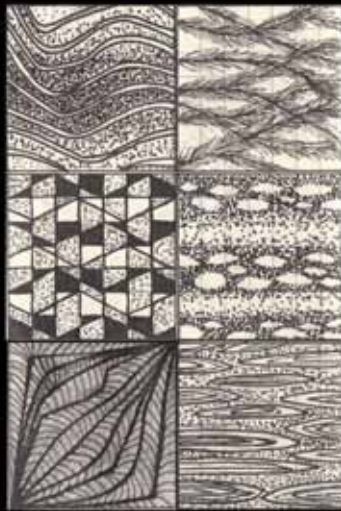
DISLOCATION  
(OWN WORD 2)



CAMPAIGN  
(OWN WORD 3)



# CHRIS MALOUF



LINEAR



ROTATIONAL



SCALAR



ORIENTIED

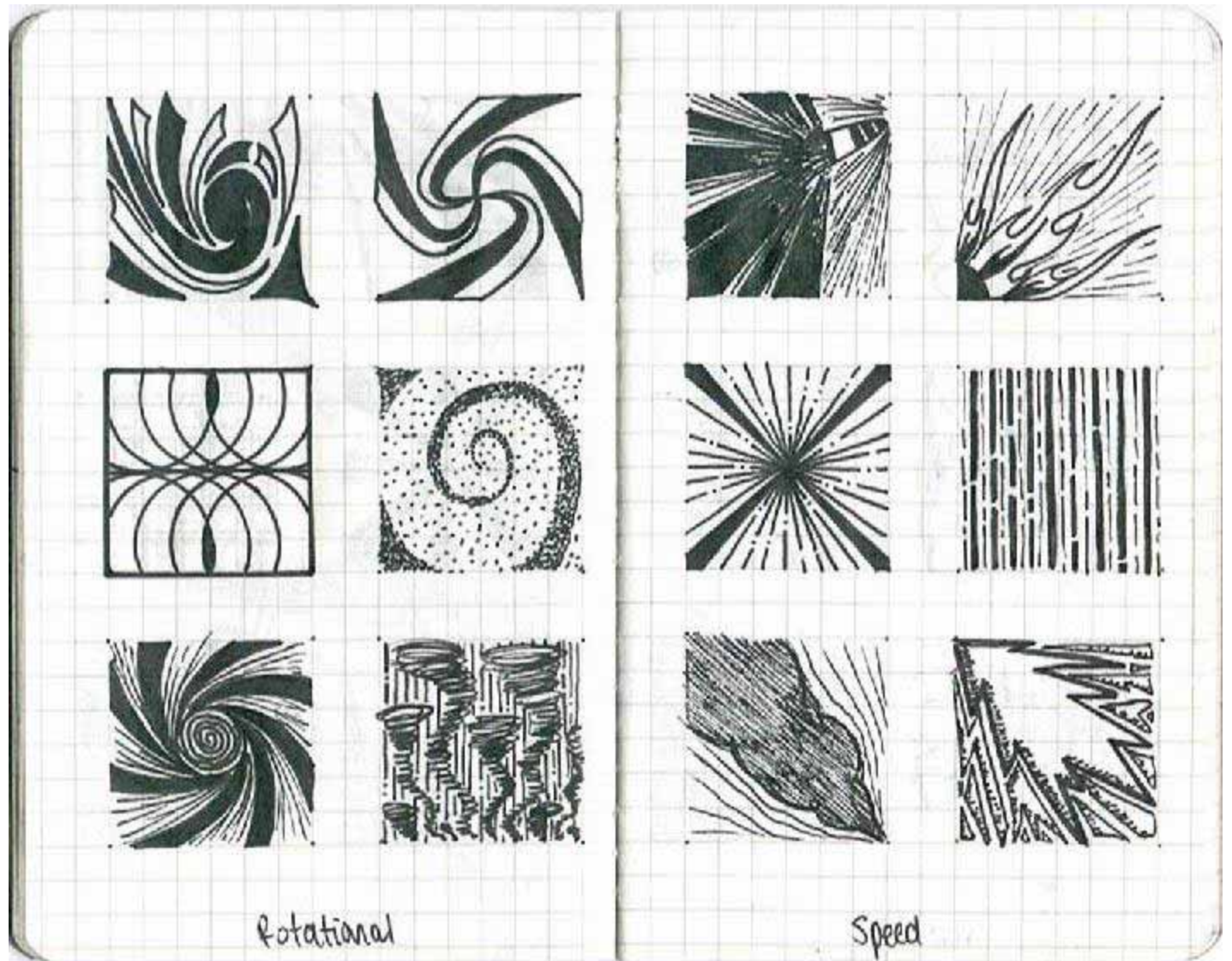


DIFFUSING



CONTINUAL

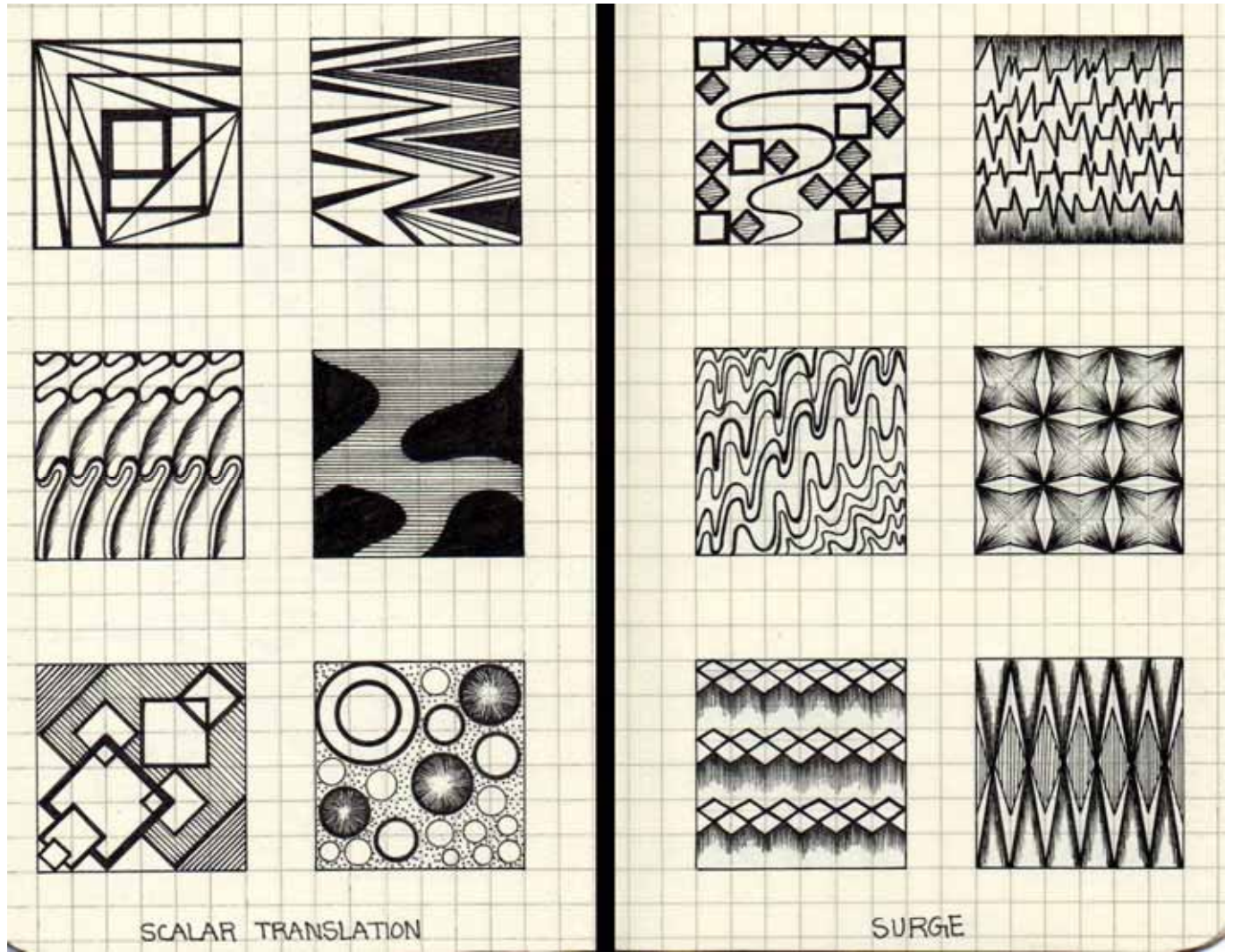
LIU ZIYUE AARON



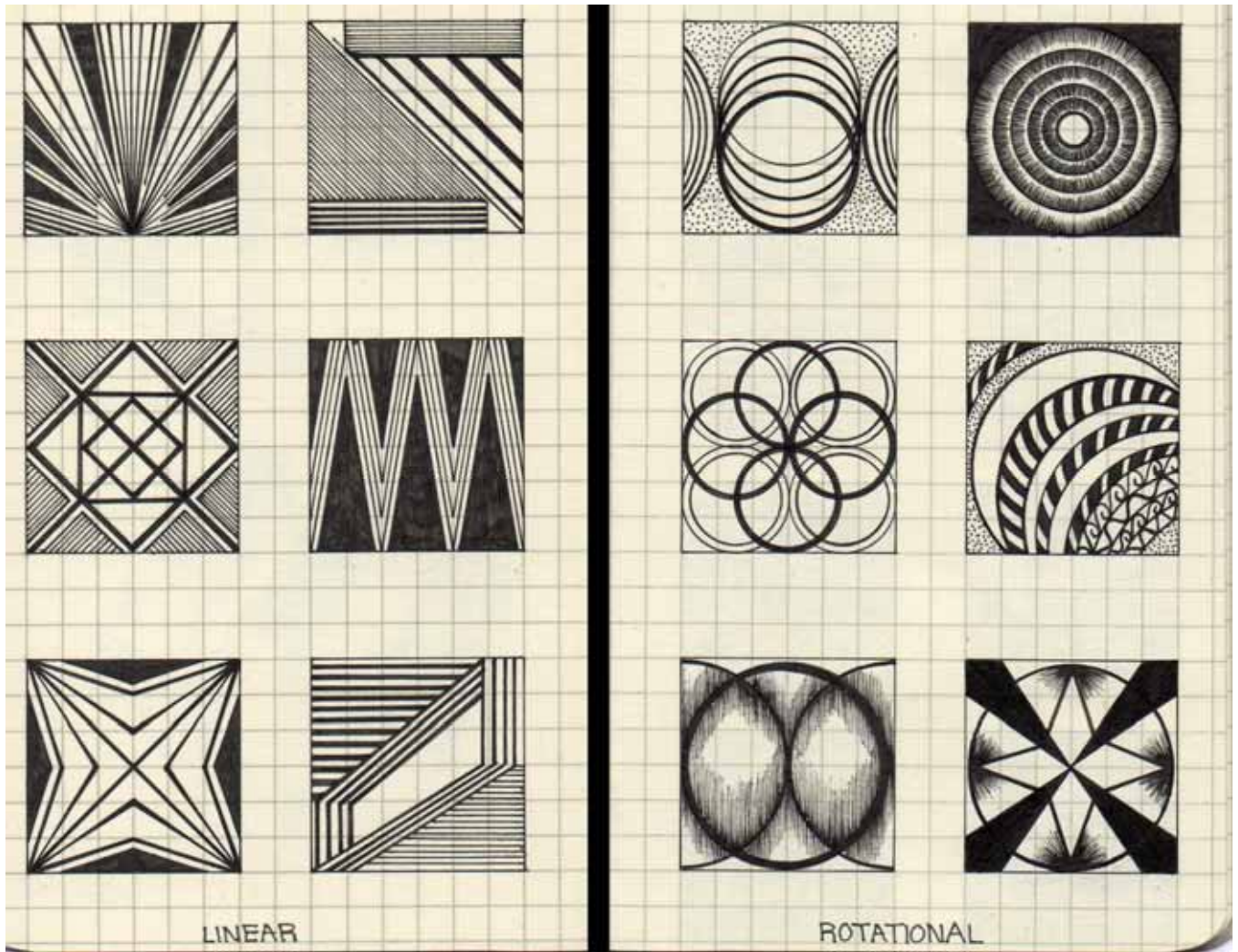
Rotational

Speed

# MARK PAPOULIAS

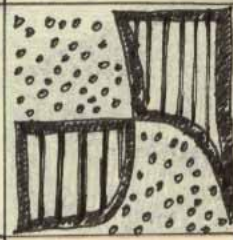
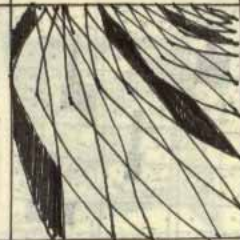
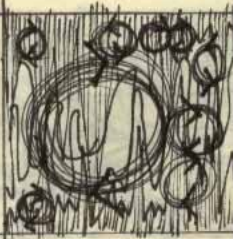


**MARY GOMES**

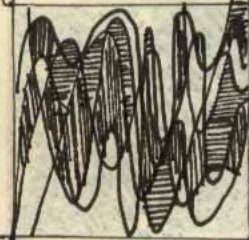
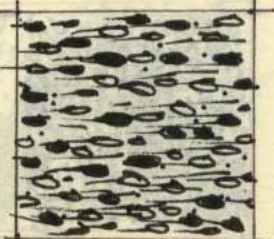
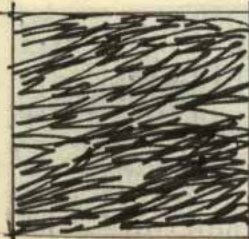
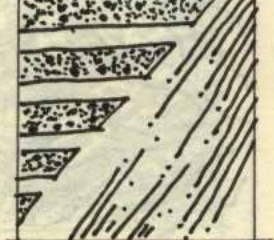


**MARY GOMES**

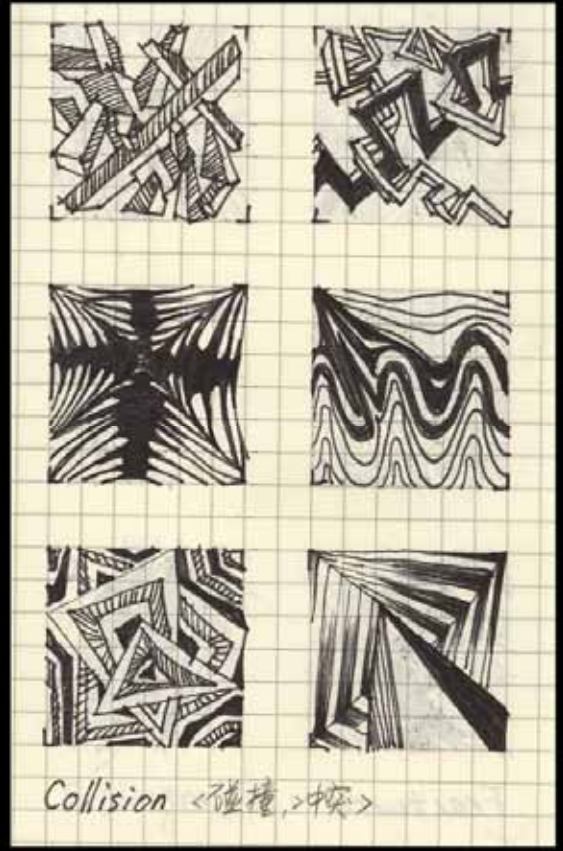
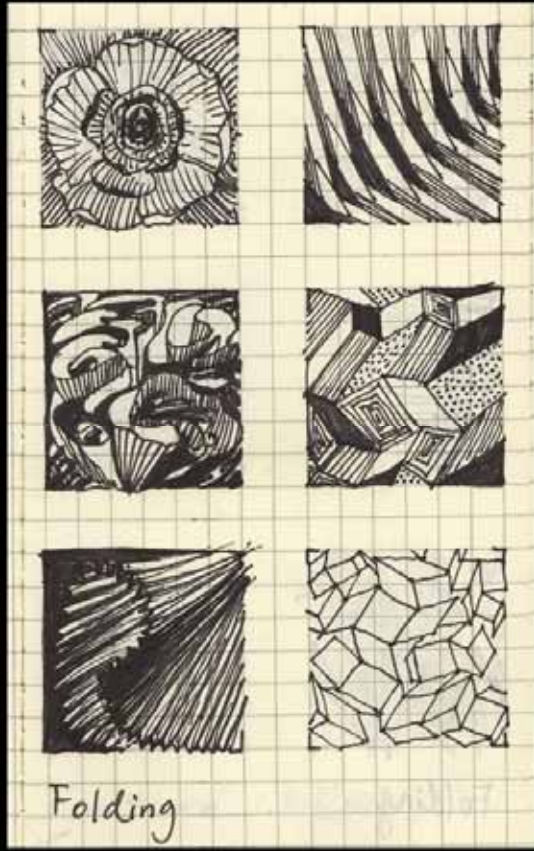
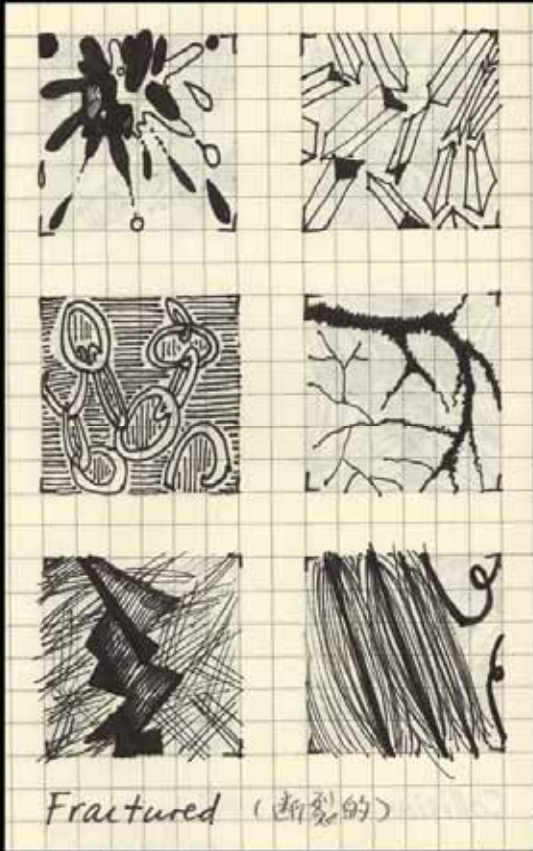
ROTATIONAL.



LIQUID.

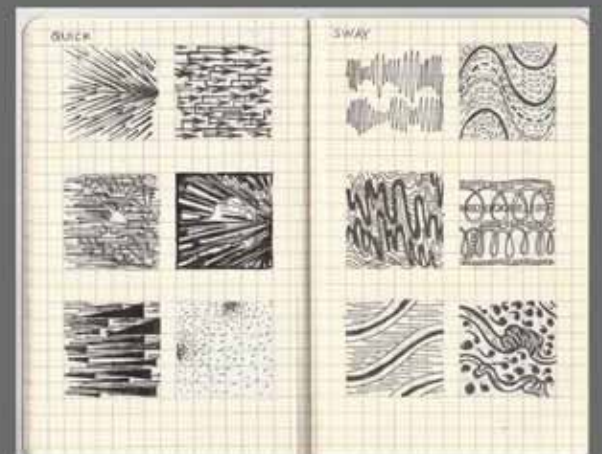
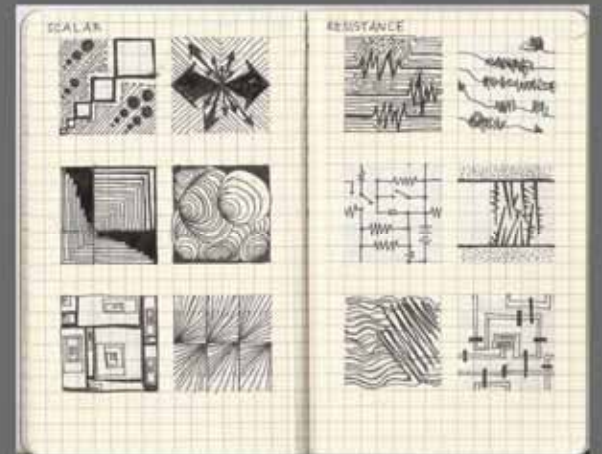
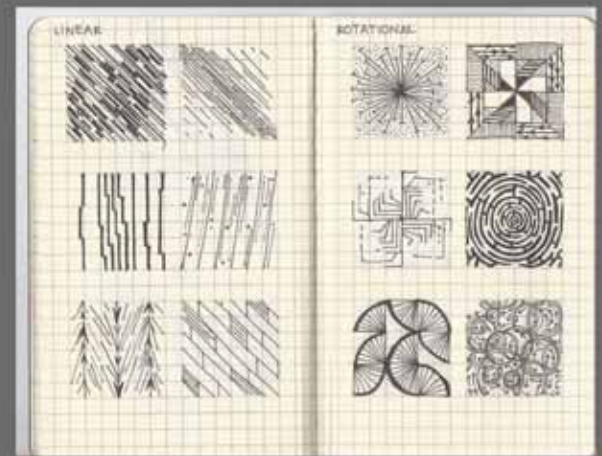


SEAN TRAN



YING YING CHAN





**ALICE TJITRADJAJA**