

SFX Texture Concept Brief - No-Workbook Route

NAME _____ DATE _____ PERIOD _____

Use this brief only when you cannot write on FYF pp. 128-129. Do not complete both routes.

1. Read the design challenge

Plan a texture transformation for a fictional character who touches an ancient object. Use one main texture.

Safety boundary: Build only on a teacher-approved practice surface. Never place classroom material on a person.

2. Record what you learned

Word bank: prosthetic = a made piece added to change appearance · texture = how a surface looks or feels · layer = one piece placed over another

What is a makeup prosthetic, and what does it change?

Use this frame if helpful: A makeup prosthetic is . ***It changes*** .

Why do texture and layering make an effect more believable?

Use this frame if helpful: Texture shows . ***Layering helps because*** .

3. Choose the texture

MAIN TEXTURE	VISUAL CLUE	MY CHOICE
Smooth or scaled	repeating and overlapping	[]
Rough or cracked	broken and uneven	[]
Layered or wrinkled	folded and organic	[]
Rock or geode	hard, grainy, or sparkling	[]

Primary texture: _____ Optional second texture: _____

4. Build the concept card

Character description - 2 or 3 sentences

Color palette - name 2 or 3 colors and the job each color does

Choose one equal build route:

- ☐ **Dry relief model:** teacher-approved dry material on a flat practice board
- ☐ **Digital texture model:** approved tool with visible layers and labels
- ☐ **Optional adhesive lab:** only when the teacher has approved the product, surface, ventilation, cleanup, and allergy/SDS plan

Materials or digital tools: _____

How the material or layer creates the texture:

5. Sketch the texture map

Label the main texture, three layers or material choices, and the direction the texture grows or spreads.
Use the full page to draw and label the texture map.

