Draw a Realistic Mushroom

Original prompt

Task 1: Observe the reference and write three specific observations about cap shape, cap texture, and the cap-stem overlap.



Example observations: a domed cap with a wavy lower rim, a matte cap with fine radial marks, and a rim that hides the top of the single stem.

Answer

A complete answer names the cap silhouette (for example, a rounded dome with a slightly uneven edge), describes the cap surface (for example, subtle radial marks or a matte finish), and states how the cap edge sits over the stem.

Reasoning

Observation before drawing prevents generic symbols and anchors the shading in the actual reference.

Check

Check that each observation refers to something visible in the reference and that the overlap is described explicitly.

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Task 2: Construct the mushroom form in light lines, showing the cap dome, the stem, and the overlap.



Answer

A correct construction shows a faint dome for the cap, a tapered stem, and a clear line where the cap edge crosses in front of the stem. Construction lines remain light and are not yet shaded.

Reasoning

A light construction allows the form to be corrected before tone is committed, and the overlap line is what will later carry the depth cue.

Check

Check that the cap edge visibly crosses the stem and that no heavy shading has been applied yet.

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Original prompt

Task 3: Shade the mushroom in graphite, using directional strokes for cap texture and smoother strokes for the stem.



Answer

A correct shading pass shows layered tone that is lightest on the lit side of the cap, darker under the cap edge, and smooth on the stem. Cap strokes follow the surface direction; stem strokes are longer and smoother.

Reasoning

Different stroke behaviour on cap and stem is what makes texture and depth readable in graphite.

Check

Check that cap and stem strokes differ in direction and smoothness, and that tone is built in layers rather than one flat pass.

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Task 4: Compare your shaded drawing with the reference and revise one area to improve cap texture or stem depth.

Observation



First pass



Revised graphite



Circle: add a darker narrow shadow directly below the overlapping cap edge. Keep the lower part of the stem smoothly shaded.

Answer

A complete answer identifies a specific mismatch (for example, the cap underside is too light or the stem shading is too uniform) and describes the revision made, such as deepening the overlap shadow or varying cap stroke direction.

Reasoning

Visual comparison against the reference is the checking step that turns a first pass into a realistic result.

Check

Check that the revision is specific, tied to the reference, and visibly changes either cap texture or stem depth.