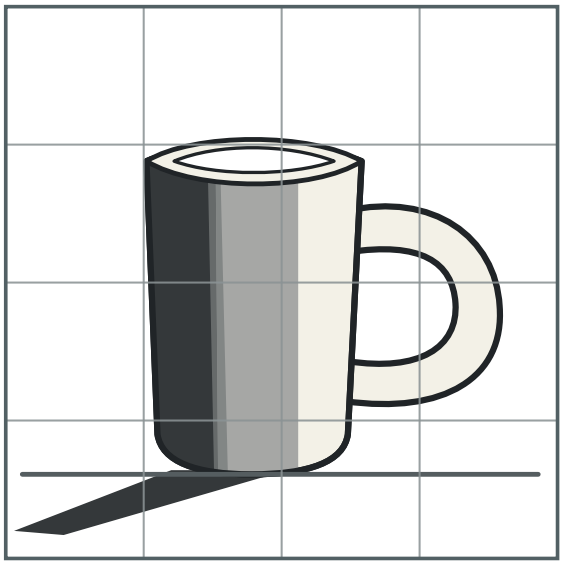
Grid Drawing with Shading

ANSWER · 1

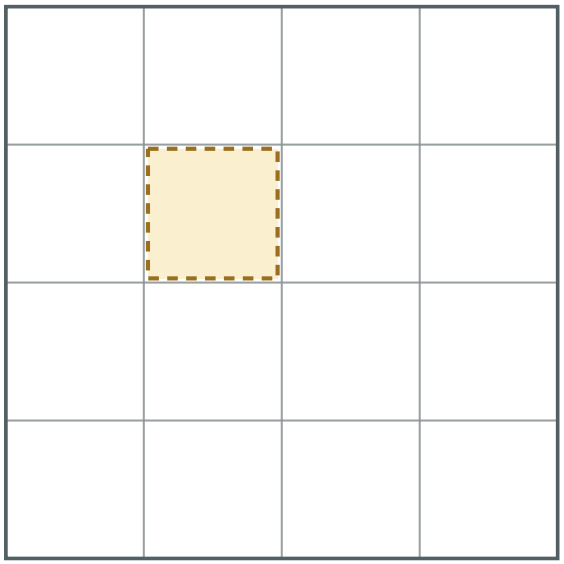
Task 1

Task 1: Set up a matching grid. The reference already has a 4 by 4 grid. Draw a matching 4 by 4 grid in the blank drawing area, then mark one square crossed by a visible part of the mug's rim.

4 × 4 reference



Matching grid · rim cell marked



Answer

A matching 4 by 4 grid is drawn in the blank area beside the already gridded reference. The answer marks row 2, column 2, where a substantial visible part of the rim passes. The rim crosses several cells; the mark selects one useful cell rather than a cell containing the whole rim.

Reasoning

Matching the 4 by 4 grids first puts each shape in the same relative square. Marking one selected cell crossed by the rim gives a useful starting anchor, even though the rim spans several cells.

Check

Confirm both grids have four rows and four columns. Check that the mark is in row 2, column 2 and that a visible rim segment passes through that same reference cell; the whole rim need not fit in one square.

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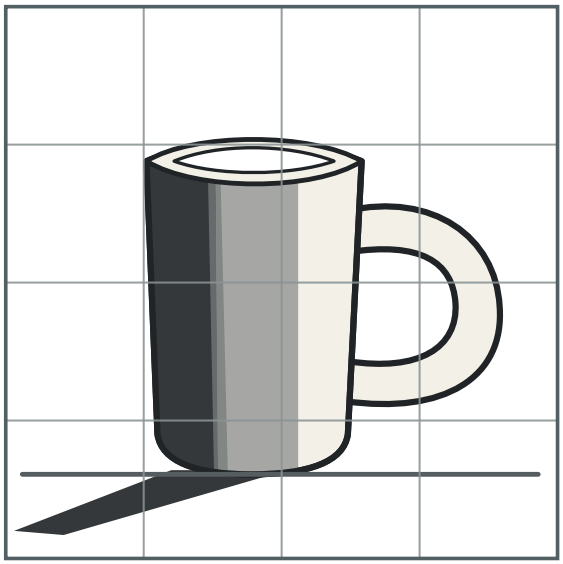
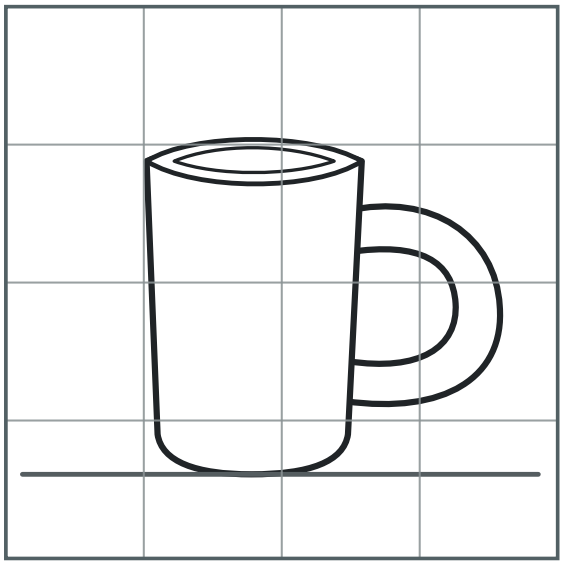
Task 2

Task 2: Transfer the main outlines. Using the gridded reference, draw the mug's outline and handle on your matching grid, square by square.

4 × 4 reference



Transferred outline and handle



Answer

The mug body and handle are drawn on the matching grid, with each outline crossing the same grid lines as in the reference. The handle crosses the right-hand squares and the body sits in the central squares.

Reasoning

Copying square by square prevents the shape from drifting. Checking where lines meet grid lines keeps proportions accurate.

Check

Compare each square to the reference; the outline should meet the same grid lines in the same places.

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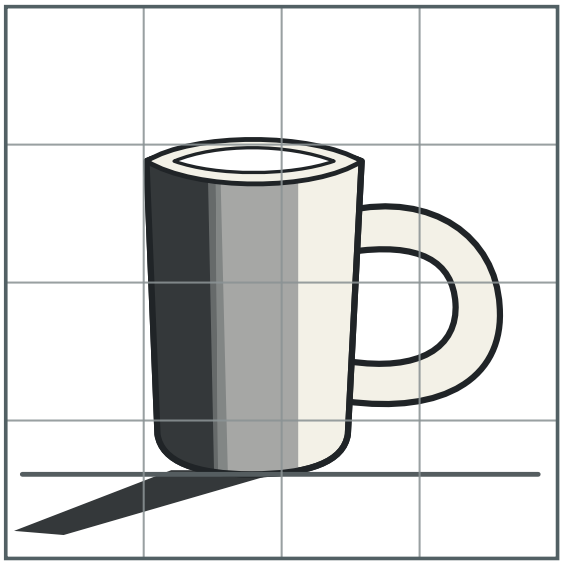
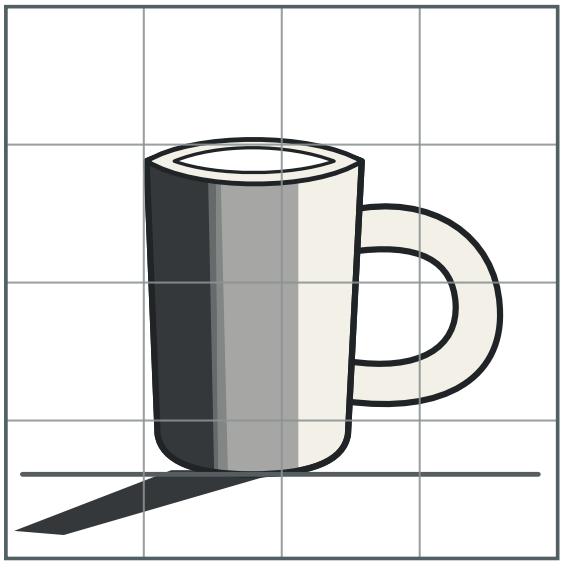
Task 3

Task 3: Block in values. Shade the transferred mug using three values: light on the lit side, middle on the body, and dark on the shadow side and cast shadow.

4 × 4 reference



Three blocked values



Answer

The upper-right side facing the light remains light, the central body is filled with a middle value, and the left shadow side and lower-left cast shadow are filled with a dark value. The three values are kept as simple shapes at this stage.

Reasoning

Blocking values first establishes the light-and-dark pattern before blending. Simple shapes are easier to check against the reference.

Check

Squint at the drawing and reference; the light, middle, and dark areas should occupy the same regions.

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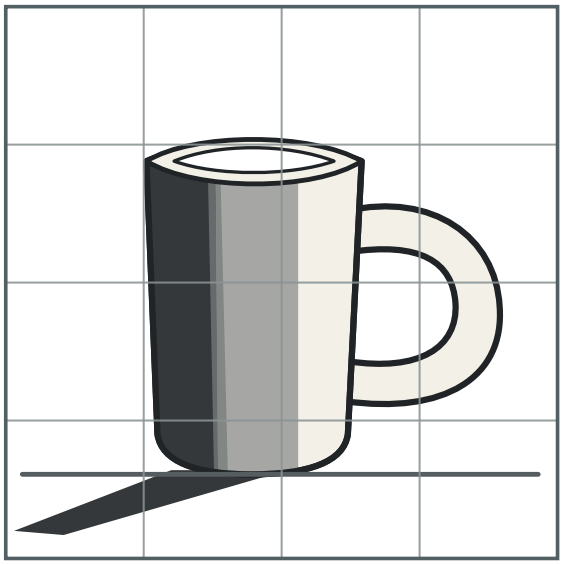
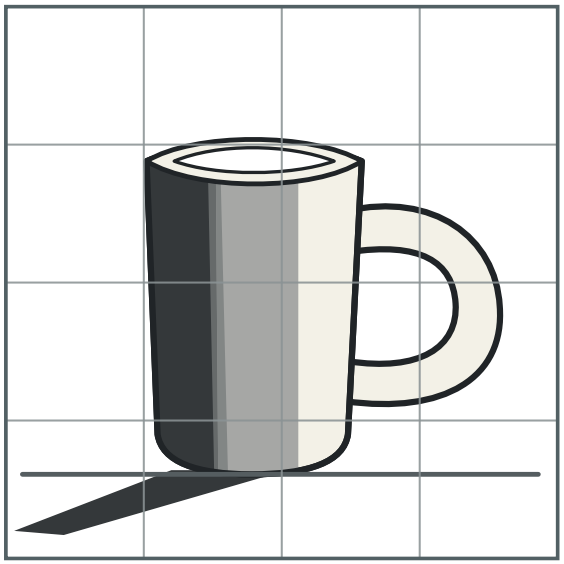
Task 4

Task 4: Refine and check. Soften the edges between values where needed, then compare your drawing to the reference square by square and note one correction.

4 × 4 reference



Refined copy · corrected cast shadow



Answer

Edges between light and middle values are softened, and the dark areas are kept solid. A square-by-square comparison identifies one correction, such as adjusting the cast shadow to match the reference square.

Reasoning

Refining edges makes the form look solid, and the square-by-square check catches placement or value errors. Noting a correction makes the check concrete.

Check

The squint test and square-by-square comparison should show matching light and dark patterns after the correction.