Draw a Glass of Water: Rim Ellipse, Refraction Line, and Cast Shadow

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Draw a glass of water on a table. The glass is 10 cm tall, the rim is 6 cm wide, and the water level is 4 cm above the base. Light comes from the upper left. Use the rim ellipse convention, a refraction line, and a cast shadow.

Answer: Mark a vertical center line. Draw the rim ellipse with a 6 cm horizontal axis and a 2 cm vertical axis (hypothetical). Mark the water level 4 cm above the base and draw a curved refraction line parallel to the rim. Draw the glass sides tapering to a 5 cm base. Place the cast shadow to the lower right, about 5 cm long, darkest at the base. Check: rim width 6 cm, base 5 cm, water line between rim and base, shadow opposite the light.