Draw a Lynx: Ear Tufts, Facial Disk, and Body Proportions

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Construct a lynx head and body using a 3:2 shoulder-to-hip to leg ratio, with a tail one-third of body length. Use hypothetical units: shoulder-to-hip 6 units, leg 4 units, tail 2 units.

Answer: Draw a cranium circle and muzzle oval. Add a broad facial disk with cheek ruff curves, then ear triangles with tapered tufts. For the body, draw a rounded oval 6 units long from shoulder to hip and legs 4 units long, giving a 3:2 ratio. Attach a tail 2 units long at the hip, which is one-third of 6. Check that the eyes sit inside the disk, the tufts are separate from the ears, and the tail does not exceed 2 units.