Draw a Realistic Snake: S-Curve, Scale Rows, and Shading

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: On a sheet of paper, draw a light S-curve about 15 cm long with two bends. Mark the head end at the top and the tail end at the bottom. Offset the body width so it is widest near the head and narrows to a point at the tail. Draw three guide bands across the body, then fill each band with oval scales that follow the curve. Shade the lower-right side darker and leave the upper-left lighter. Check that the scale rows compress on the inside of each bend.

Answer: The finished drawing shows a smooth S-curve with a tapered body. Three scale bands follow the curve, with oval scales compressed on the inner side of bends and spread on the outer side. The lower-right side is shaded darker, and the upper-left side is lighter. The head is neutral with a small eye and closed mouth, and the tail tapers to a point. Construction lines are erased lightly.