Turtle Color Drawing: Shading Shell Scutes and Skin

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: A shell section has four rectangular scutes in a row. Each scute is 3 cm wide and 2 cm tall. Using the three-band convention, describe where each band goes and how many tones you should count after shading. Skin on the near leg is 2 cm wide with two folds.

Answer: For each 3 cm scute, use hypothetical example widths measured on the actual drawing: a base band about 0.5 cm wide on each side of the seam (1.0 cm total), a mid band across the middle about 1.5 cm wide, and a highlight near the center about 0.5 cm wide. These sum to 3.0 cm, so the bands fill the scute width with no leftover margin, and the base band remains visible on both sides of the seam while the highlight stays narrower than the mid band. After shading, count three tones per scute, so four scutes give twelve tone regions total. On the 2 cm skin area, place a base tone across the full width and two narrow shadow bands at the folds, each about 0.5 cm wide, giving two skin tones. Check: base bands touch every seam on both sides, highlights sit away from seams, and shell tones differ visibly from skin tones.