Colorful Bird Drawing: Block Plumage Zones and Blend Edges

Original tasks 1, 2, 3 / complete keys

Task 1

A bird has head red, breast yellow, wing blue, tail green. The blend band is one finger-width. List every shared boundary that should be blended and every boundary that should stay crisp.

Answer: Blend head-breast (red-yellow), breast-wing (yellow-blue), and wing-tail (blue-green). Keep head-wing, head-tail, and breast-tail crisp because those zones do not share a boundary.

Reason: Blending is applied only where two zones meet along a shared edge; non-adjacent zones have no shared boundary to blend.

Check: Count the blended boundaries: three. Confirm no non-adjacent pair is listed as blended.

Task 2

You plan five hues but two adjacent zones use the same hue. Describe one adjustment that keeps the zones readable without adding a new hue.

Answer: Vary stroke direction or value slightly between the two zones, for example horizontal strokes in one zone and vertical strokes in the other, or a slightly lighter value in one zone. Keep the shared hue and the same blend-band convention.

Reason: Zone readability depends on a visible difference; stroke direction or value provides that difference without expanding the palette.

Check: At arm's length, confirm the two zones are distinguishable and the palette count is still five.

Task 3

A blending strip shows two adjacent squares, blue and green, blended across a one-finger-width band with six alternating passes. The bird boundary looks more abrupt after four passes. State the next action and the check.

Answer: Add two more short alternating passes to match the strip's six passes, then check at arm's length. If the transition is still abrupt, add one pass at a time and recheck.

Reason: The strip sets a reproducible stroke count; matching it reduces inconsistency between test and final drawing.

Check: Compare the bird boundary to the strip at arm's length and confirm the pass count matches or is within one pass.

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Original tasks 4 / complete keys

Task 4

After blocking, the wing zone looks patchy and the tail zone lost its identity during blending. Give one fix for each problem using only the planned palette.

Answer: For the patchy wing, re-block gaps with the wing's base hue using parallel strokes. For the tail, re-block its base hue in the center of the zone and reduce blending at its boundary to the planned band width.

Reason: Patchiness comes from gaps in flat color, and lost identity comes from overblending; both are corrected by restoring the base hue and limiting the blend band.

Check: Confirm the wing has no visible gaps and the tail reads as its own hue at arm's length; verify the blend band is no wider than one finger-width.

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Source rubric / reflection

- [ ] Four zones are labeled and each has a recorded base hue.
- [ ] Palette is limited to four to six hues.
- [ ] Blend bands are applied only at shared boundaries.
- [ ] Blended edges are gradual at arm's length without erasing zone identity.
- [ ] Palette and blend-band width are recorded on the page.
- [ ] Valid alternatives are accepted: different hue choices, different zone shapes, and different stroke directions, provided the zone structure and blend convention are followed.

Reflection: What did you check, what did you change, and what will you try next?