Realistic Car Drawing: Body Shading and Surface Reflection

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Draw a compact car in three-quarter view with light from the upper left. Use a body length of 16 cm and height of 5 cm on your paper. Show three shading zones on the door and a sky reflection on the windshield.

Answer: Block the body as a low box 16 cm long and 5 cm tall, with a cabin box on top. Mark the light arrow from the upper left. Draw two wheel ellipses about 2.2 cm wide and 1.8 cm tall, centered on the same horizontal line. On the door, leave the upper-left area light, add a vertical core shadow near the rear edge, and a thin reflected-light band inside it. On the windshield, draw a diagonal bright band from lower left to upper right to suggest sky reflection, leaving the lower corner dark. Add a cast shadow on the ground to the lower right, darkest near the tires. Check with a ruler that the body length is 16 cm and the wheel centers align.