Realistic Crocodile Drawing: Scale Texture and Proportion

Original tasks 1, 2, 3 / complete keys

Task 1

A crocodile is drawn on a 30 cm midline using five equal parts. The snout is 6 cm, the body is 12 cm, and the tail is 10 cm. What is the proportion error and the corrected tail length?

Answer: The tail is 2 cm short; it should be 12 cm.

Reason: 30 cm divided by five parts equals 6 cm per part. The snout at 6 cm is correct, the body at 12 cm is correct for two parts, and the tail should be two parts, or 12 cm. The drawn tail at 10 cm is 2 cm short.

Check: Add 6 + 12 + 12 = 30 cm and confirm the tail tapers smoothly to the tip.

Task 2

A learner draws a snout 8 cm long and 5 cm deep at the base. Using the guideline that the snout should be about twice as long as deep, is this acceptable? State a corrected depth if the length stays 8 cm.

Answer: No; the depth should be about 4 cm.

Reason: Twice the depth of 4 cm equals 8 cm, matching the length guideline. A depth of 5 cm makes the snout too deep for its length.

Check: Divide the length by two: 8 divided by 2 equals 4 cm. Confirm the snout still reads as a long wedge.

Task 3

On a 20 cm midline with five equal parts, the snout is 4 cm, the body is 8 cm, and the tail is 8 cm. A learner adds large dorsal plates across the entire flank and belly. Name the texture error and describe the corrected layering.

Answer: Large plates should be limited to the back; the flank needs medium U-shapes and the belly finer mesh.

Reason: The proportion is correct because 20 divided by five equals 4 cm per part. The error is texture scale: large plates across the flank and belly flatten the form. Layering large dorsal plates, medium flank U-shapes, and fine belly mesh preserves the body contour.

Check: Check that at least three texture sizes appear and that the jaw line and eye ridge remain clear.

Realistic Crocodile Drawing: Scale Texture and Proportion

Original tasks 4 / complete keys

Task 4

A drawing uses a 35 cm midline divided into five parts. The snout is 7 cm, the body is 14 cm, and the tail is 14 cm. The learner draws the tail with the same scale size as the shoulder. Describe the texture correction and give one check.

Answer: Reduce scale size toward the tail tip so scales follow the taper; check that tail scales are visibly smaller than shoulder scales.

Reason: The proportion is correct: 35 divided by five equals 7 cm per part. Texture should follow form, so the tail carries smaller scales than the shoulder. Keeping shoulder-sized scales on the tail makes the taper look blocky.

Check: Compare the largest tail scale with the largest shoulder scale; the tail scale should be smaller, and the tail outline should still taper to a point.

Realistic Crocodile Drawing: Scale Texture and Proportion

Source rubric / reflection

- [ ] Snout, body, and tail follow a consistent proportion division, with the snout long and narrow.
- [ ] Scale texture is layered: larger dorsal plates, medium flank U-shapes, finer belly and tail mesh.
- [ ] The U-shape convention is used consistently, with a darker lower edge to show overlap.
- [ ] The silhouette remains clear: jaw line, eye ridge, and tail taper are not obscured.
- [ ] Valid alternatives are accepted if proportion and layering are consistent, even if row spacing or scale count differs.

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