Realistic Full-Body Pencil Dragon: Scale Texture and Tonal Shading

Topic reference / ordinary illustration



Ordinary topic reference. Hypothetical dimensions in the four tasks are supplied in their own text; this illustration is not their measured answer.

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Worked example / complete source key

A dragon outline is 180 mm long from snout to tail tip. The torso is 60 mm wide, each forelimb is 20 mm wide, and the tail tapers from 30 mm to 10 mm. Using a convention of rounded diamond scales 4 mm wide on the torso and 2 mm wide on the toes, with rows offset by half a scale, plan the scale counts across a 20 mm span on the torso, forelimb, and tail tip, and state the four tonal zones to apply.

Answer: Torso: 20 mm divided by 4 mm gives 5 scales across the span. Forelimb: interpolate between 4 mm and 2 mm; at mid-limb use 3 mm, giving about 7 scales across 20 mm. Tail tip: 20 mm divided by 2 mm gives 10 scales. Rows are offset by half a scale everywhere. Apply four zones with one upper-left light: highlight on the upper-left surfaces, midtone on forward-facing surfaces, shadow on lower-right surfaces, and core shadow under the jaw, behind the knee, and beneath the tail. Check by counting scales across 20 mm on each part and squinting to confirm all four zones appear on head, torso, limbs, and tail.