Westie Drawing: Head Proportions, Erect Ears, and Wiry Coat Texture

Original tasks 1, 2, 3 / complete keys

Task 1

Using x-height 5 cm (hypothetical), calculate the recommended skull width and muzzle length, then state where the ear bases should sit relative to the midline.

Answer: Skull width about 5 cm; muzzle length about 2.5 cm; ear bases at or slightly above the midline.

Reason: Skull width equals one x-height (5 cm). Muzzle length is half an x-height (2.5 cm). Ear bases sit at or above the midline by convention.

Check: Verify each value against the definitions: width = x-height, muzzle = half x-height, ear base ≥ midline.

Task 2

A drawing has baseline at 0 cm and midline at 6 cm. The muzzle is drawn 4 cm long. Is this within the recommended proportion? Show the arithmetic.

Answer: No. Recommended muzzle length is half of 6 cm, which is 3 cm. The drawn 4 cm is 1 cm too long.

Reason: X-height is 6 cm. Half x-height is 3 cm. Compare 4 cm to 3 cm: difference is 1 cm.

Check: Subtract recommended from actual: $4 - 3 = 1$ cm. If the difference is zero or near zero, the proportion is acceptable.

Task 3

Describe how to place two erect ears on a front-facing Westie head with skull width 8 cm (hypothetical). Give ear-base positions and a check.

Answer: Place each ear base about 2 cm from the outer skull edge, at or above the midline. Draw rounded triangles rising above the skull. Check by dropping a vertical line from each base to the outer eye edge.

Reason: One-quarter of skull width is 2 cm, which keeps ears wide-set. The vertical check ensures the ears are not too close together.

Check: Measure 2 cm from each outer edge and confirm the vertical line passes near the outer eye edge on the same side.

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Original tasks 4 / complete keys

Task 4

You have drawn a coat with smooth continuous shading. List two changes to make it wiry and explain how to check the result.

Answer: Replace smooth shading with short broken strokes, then add a second layer at a different angle with small gaps. Check by looking for visible breaks and varied stroke direction.

Reason: Wiry texture depends on broken strokes and layering, not continuous tone. Two layers at different angles create roughness.

Check: Scan the coat for continuous lines; if found, break them. Confirm at least two stroke directions are visible.

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Source rubric / reflection

- [ ] Head width is approximately one x-height and the midline is clearly marked.
- [ ] Muzzle length is about half an x-height and projects from the lower half of the face.
- [ ] Ears are erect, wide-set, triangular with rounded tips, and rise above the skull.
- [ ] Eyes are level and sit near the midline.
- [ ] Coat texture uses short, broken strokes in at least two layers.
- [ ] Profile outline is consistent with the front view.
- [ ] Valid alternatives are accepted if internal ratios and checks hold, even when x-height differs.

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