Simple Bread Drawing: Loaf Shapes and Slice Shading

Original tasks 1, 2, 3 / complete keys

Task 1

Draw a round loaf on a plate with one wedge cut. Shade the wedge cut face lighter than the crust.

Answer: A plate ellipse, a near-circular loaf outline, one wedge line from top center to lower edge, light hatching inside the wedge, darker curved hatching on the crust, and a contact shadow.

Reason: The wedge defines a triangular cut face. Light hatching inside it and darker crust hatching follow the value convention, so the slice reads as exposed interior.

Check: Squint: wedge interior should be lighter than crust. Wedge line should be straight and reach the loaf edge.

Task 2

Draw an oval loaf with three parallel slice lines. Shade only the middle cut face and leave the others unshaded.

Answer: An oval loaf outline, three straight parallel lines across it, light hatching on the middle cut face only, darker crust hatching, and a contact shadow.

Reason: Selective shading tests control: only the chosen cut face receives light hatching, while crust remains darkest. This confirms the value order is intentional.

Check: Check that only the middle cut face has hatching, lines are parallel and evenly spaced, and crust is darker than the shaded cut face.

Task 3

Draw a small roll with one slice line and add crust texture using short broken marks. Keep the cut face lightest.

Answer: A compact oval roll on a plate, one short slice line, light hatching on the cut face, short broken marks on the crust, and a contact shadow.

Reason: The roll tests small-scale control. Broken marks suggest texture without darkening the whole crust, and light cut-face hatching preserves the value order.

Check: Confirm the cut face is lighter than the crust, texture marks are broken not solid, and the roll sits on the plate.

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Original tasks 4 / complete keys

Task 4

Draw three loaves (round, oval, roll) on one plate. Use the value convention and add one score line to each loaf.

Answer: A plate ellipse with three distinct loaf outlines, slice lines on each, cut faces lightest, crust darkest, one score line per loaf, and contact shadows.

Reason: This combines shape variety, slice definition, and consistent shading. Score lines add crust character without changing the value order.

Check: Check three distinct shapes, value order (cut face lightest, crust darkest), one score line per loaf, and contact shadows under all three.

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Source rubric / reflection

- [ ] Three distinct loaf shapes are present and readable.
- [ ] Slice lines are straight, parallel where intended, and evenly spaced.
- [ ] Cut faces are lighter than crust; crust is the darkest bread tone.
- [ ] Crust texture uses short broken marks, not solid fill.
- [ ] Each loaf has a contact shadow on the plate.
- [ ] Construction lines are erased or faint.

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