# Cracked Glass Drawing: Radial Fractures and Shard Shading

Ordinary topic reference / separately checked pixels



# Cracked Glass Drawing: Radial Fractures and Shard Shading

Original worked example / unchanged complete key

Prompt: On a 150 by 100 millimeter sheet, place an impact point 40 millimeters from the left edge and 50 millimeters from the top. Draw five primary radial lines of lengths 70, 80, 65, 75, and 60 millimeters. Add two irregular rings at roughly 20 and 45 millimeters from the impact point. Shade three shards with tones 1, 2, and 1, leaving bright edges.

Answer: The impact point sits off-center, giving longer lines to the right. Primary lines are uneven in length and spacing. Rings are tighter near the impact point and wider outward. Shard tones alternate 1, 2, 1 with bright edges along fracture lines, so adjacent shards differ by one step.