Cracked Glass Drawing: Radial Fractures and Shard Shading

Original tasks 1, 2, 3 / complete keys

Task 1

Draw a cracked glass pattern with an impact point near the top-left corner. Use six primary radial lines and two rings. Shade four shards with tones 1, 2, 1, 2.

Answer: A pattern with six uneven radial lines from the top-left impact point, two irregular rings, and four shards shaded in alternating tones with bright edges.

Reason: Six lines give enough density without clutter; two rings divide the surface into shards; alternating tones separate adjacent shards.

Check: Confirm six primary lines, two rings, and that no two adjacent shards share the same tone.

Task 2

Draw a cracked glass pattern with a centered impact point. Use five primary radial lines of lengths 50, 60, 55, 65, and 45 millimeters. Add three rings at 15, 30, and 50 millimeters. Shade five shards using cross-hatching.

Answer: A centered pattern with five uneven radial lines, three rings spaced tighter near the center, and five cross-hatched shards each with a bright edge.

Reason: Centered impact gives symmetric reach; three rings create more shards; cross-hatching is a valid alternative if bright edges remain.

Check: Measure ring distances and confirm they increase outward; check each shard has a bright edge.

Task 3

Draw a cracked glass pattern with an off-center impact point 30 millimeters from the right edge. Use seven primary radial lines and two rings. Shade six shards with tones 1, 2, 3, 2, 1, 2.

Answer: An off-center pattern with seven radial lines, two rings, and six shards shaded in a stepped tone sequence with bright edges.

Reason: Seven lines increase fragmentation; stepped tones create depth; off-center placement gives longer lines to the left.

Check: Confirm seven lines, two rings, and that tone steps change by one between adjacent shards.

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Original tasks 4 / complete keys

Task 4

Draw a cracked glass pattern with an impact point near the bottom center. Use five primary radial lines and three rings. Shade four shards with parallel strokes, keeping the impact area lightest.

Answer: A bottom-center pattern with five radial lines, three rings, and four parallel-stroked shards with the lightest tone nearest the impact point.

Reason: Bottom placement changes line direction; three rings add shard count; lightest tone near impact follows the convention.

Check: Check that the shard nearest the impact point is lightest and that every fracture line has a bright band.

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Source rubric / reflection

- [ ] Impact point is clearly marked and off-center or centered deliberately.
- [ ] Five to seven primary radial lines are present with uneven spacing.
- [ ] Two to three irregular concentric rings connect adjacent radial lines.
- [ ] Secondary branches are shorter than primary lines.
- [ ] Every fracture line has a narrow bright edge.
- [ ] Adjacent shards differ in tone by at least one step.
- [ ] Area nearest the impact point is lightest.
- [ ] Valid alternatives such as cross-hatching preserve bright-edge and darker-interior relationship.

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