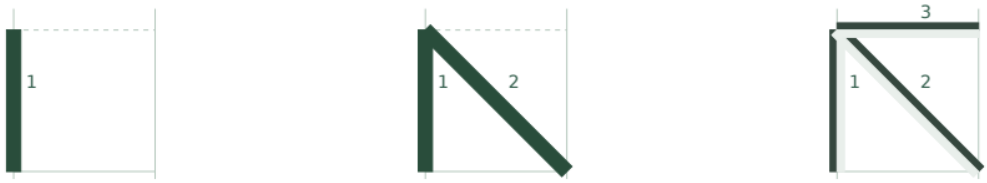
Rune Drawing: Angular Glyphs, Stroke Order, and Carved Shading

Ordinary topic reference / separately checked pixels

Invented rune-style geometry / no historical glyph meaning / labelled mm print 1:1



STAGE 1 STAGE 2 STAGE 3

Stem top-to-bottom, diagonal top-left to baseline-right, horizontal along the midline. Last panel uses declared concave dark/light bands, each 1 mm inside the 2 mm footprint. Guide width 20 mm is chosen; guides locate centerlines, so 2 mm ink may straddle them.

Rune Drawing: Angular Glyphs, Stroke Order, and Carved Shading

Original worked example / unchanged complete key

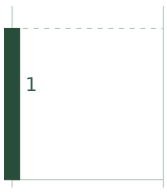
Prompt: Draw a glyph with a vertical stem from baseline to midline, a diagonal from the stem top to the right guide at baseline, and a horizontal from the stem to the right guide at midline. Use a hypothetical 20 mm x-height, 2 mm main stroke, 1 mm shading stroke, and light from upper left. Describe the stroke order and shading.

Answer: Draw the vertical stem top to bottom. Draw the diagonal from the stem top to the baseline-right guide intersection. Draw the horizontal left to right at the midline. Check junctions. Add 1 mm shadow marks on inner edges facing away from upper-left light and 1 mm highlight marks on opposite inner edges, keeping all marks inside the glyph. Record the values on the plate.

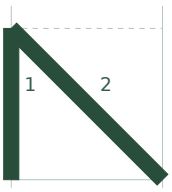
Rune Drawing: Angular Glyphs, Stroke Order, and Carved Shading

Worked reference / reference

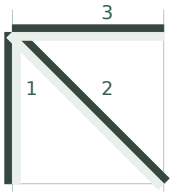
Invented rune-style geometry / no historical glyph meaning / labelled mm print 1:1



STAGE 1



STAGE 2



STAGE 3

Stem top-to-bottom, diagonal top-left to baseline-right, horizontal along the midline. Last panel uses declared concave dark/light bands, each 1 mm inside the 2 mm footprint. Guide width 20 mm is chosen; guides locate centerlines, so 2 mm ink may straddle them.