# Realistic Flamingo Drawing: Feather Texture and Beak Detail

Original tasks 1, 2, 3 / complete keys

Task 1

Draw a flamingo body oval 8 cm wide and 4 cm tall. Add legs that are 4 cm long and a neck that rises 6 cm above the body. Check the leg-to-body ratio and state whether the legs are too short, too long, or acceptable.

Answer: Leg length 4 cm equals body height 4 cm, so the ratio is acceptable. The legs are neither too short nor too long under the stated check.

Reason: The lesson uses leg length close to body height as a simple proportion check. Here the two values match, so the proportion reads as balanced.

Check: Measure the body height and leg length with a ruler or by eye; compare the two numbers and confirm they are close.

Task 2

A beak is drawn 3 cm long on a head that is 2 cm tall. The beak is a single wedge with no mandible line. Describe one proportion fix and one detail fix.

Answer: Shorten the beak to about 2 cm so it is close to head height. Add a clear line between the upper and lower mandibles and shade the underside darker than the top.

Reason: The beak length should be compared with head height; 3 cm is noticeably longer than 2 cm. The missing mandible line removes the key beak detail.

Check: Measure beak length and head height; check that a gap line exists between the mandibles and that the tip is not heavily darkened.

Task 3

You are shading a flamingo with the light source from the upper left. Name two areas that should be darker and one area that should stay lighter.

Answer: Darker: the underside of the body and the back of the neck. Lighter: the top of the back or the upper left side of the body.

Reason: A light source from the upper left leaves the lower and rear-facing surfaces in shadow while the top and left-facing surfaces catch light.

Check: Look at the drawing and confirm the darker areas face away from the upper left and the lighter area faces toward it.

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Original tasks 4 / complete keys

Task 4

Draw a wing area on the body using short scalloped strokes. State one check that shows the strokes follow the body form rather than forming flat outlines.

Answer: The strokes should curve with the body oval and overlap in groups, with some smooth areas left untextured. A check is to trace one stroke and see whether it follows the body curve instead of forming a closed outline.

Reason: Feather texture is suggested by directional strokes, not by outlining every feather. Following the body curve creates volume.

Check: Trace a few strokes with a finger or pencil; if they run parallel to the body curve and do not close into separate shapes, the texture convention is met.

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Source rubric / reflection

- [ ] Proportion: body, neck, legs, and beak are compared using simple relative measurements.
- [ ] Neck curve: the neck forms a smooth S-curve and connects naturally to the body and head.
- [ ] Beak detail: upper and lower mandibles are distinguishable, with a bend and a small nostril.
- [ ] Feather texture: strokes follow the body form and vary by area; some smooth areas remain.
- [ ] Shading: a consistent light source is visible, with darker underside and back of neck.
- [ ] Legs and feet: legs are tapered, have a knee bend, and feet sit on a consistent ground line.
- [ ] Valid alternatives: different stroke styles and light sources are accepted if the form reads clearly.

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