Molcajete Drawing: Bowl, Three Legs, and Rough Grinding Texture

Ordinary topic reference / separately checked pixels



Molcajete Drawing: Bowl, Three Legs, and Rough Grinding Texture

Original worked example / unchanged complete key

Prompt: Draw a molcajete with a bowl width of 12 units, a bowl height of 4 units, a rim offset of 1 unit, and three legs each 3 units tall. Place two front legs and one back-center leg. Use medium interior texture.

Answer: The outer ellipse is 12 units wide and 4 units tall. The inner ellipse is concentric with the outer one and scaled inward uniformly by about 1 unit on all sides to show rim thickness. The front legs sit inside the bowl width at about 3 units from each side, and the back leg sits at the center behind the bowl. Each leg is 3 units tall. The interior uses medium-density short marks following the bowl curve, with small gaps. A ground shadow connects the three leg tips.

Reason: The 3:1 width-to-height ratio keeps the bowl wide and shallow. The 1-unit inward scaling is one-twelfth of the width, which is visible but not exaggerated. The leg triangle contains the bowl center, so the vessel looks stable. Medium texture is a consistent convention, not a universal standard.

Check: Measure the drawn ellipse width and height; the ratio should be close to 3:1. Check that the inner ellipse is scaled inward by a similar amount on all sides. Confirm the three leg tips form a triangle containing the bowl center. Confirm texture marks are varied and cover about half the interior.