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

Original tasks 1, 2 / complete keys

Task 1

Draw a molcajete with a bowl width of 10 units and a bowl height of 5 units. Add a rim offset of 1 unit and three legs each 2 units tall. Use light interior texture.

Answer: Outer ellipse 10 wide by 5 tall; inner ellipse concentric with the outer one and scaled inward uniformly by 1 unit; two front legs inside the width and one back-center leg; each leg 2 units tall; sparse short marks inside the inner ellipse.

Reason: The 2:1 width-to-height ratio makes a shallower bowl than the worked example. The 1-unit inward scaling is one-tenth of the width. Leg height is one-fifth of the width, which is short but stable if the leg triangle contains the bowl center.

Check: Measure the ellipse ratio (close to 2:1), check the inner ellipse is scaled inward by a similar amount all around, confirm three leg tips form a triangle containing the center, and confirm texture marks are sparse with visible paper.

Task 2

A drawing shows a bowl ellipse 8 units wide and 4 units tall, but all three legs are placed in a straight line across the front. Describe the correction and the check you would use.

Answer: Move one leg to the back center and keep two legs at the front left and front right. The leg tips should form a triangle that contains the bowl center.

Reason: Three legs in a straight line do not show the three-legged mortar form and make the vessel look unstable. A triangular arrangement with one back-center leg is the correct boundary.

Check: Draw an imaginary triangle through the three leg tips and mark the bowl center. The center should fall inside the triangle, not outside or on an edge.

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

Original tasks 3, 4 / complete keys

Task 3

Draw a molcajete with a bowl width of 12 units, a rim offset of 1.5 units, and heavy interior texture. Explain how you keep the texture from becoming a solid patch.

Answer: Use dense short marks with small gaps between them, vary mark direction, and leave the rim clear. Heavy texture means dense coverage but not a filled-in area. Draw the inner ellipse concentric with the outer one and scaled inward uniformly by 1.5 units.

Reason: Heavy density is a convention for rough stone, but small gaps keep the surface readable. Varying direction prevents a uniform pattern.

Check: Check that small gaps remain visible across the interior, that marks follow the bowl curve, that the rim band is not covered by texture marks, and that the inner ellipse is scaled inward by a similar amount all around.

Task 4

Draw a molcajete with a bowl width of 9 units and a bowl height of 3 units. Place the front legs 2 units from each side and the back leg at center. Use medium texture. State one valid alternative you could use instead.

Answer: Outer ellipse 9 wide by 3 tall; front legs at 2 units from each side; back leg at center; medium texture with varied marks. A valid alternative is a slightly wider rim offset or a rounder bowl, as long as the three-legged form remains clear.

Reason: The 3:1 ratio keeps the bowl wide and shallow. Front leg positions inside the width and a back-center leg create a stable triangle. Medium texture is a consistent convention.

Check: Measure the ellipse ratio (close to 3:1), check front leg distances from each side, confirm the leg triangle contains the bowl center, and confirm texture density is medium with varied marks.

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

Source rubric / reflection

- [ ] Bowl is drawn as a wide ellipse with a visible thick rim.
- [ ] Three legs are present: two front and one back center.
- [ ] Leg placement forms a stable triangle containing the bowl center.
- [ ] Interior texture is rough, varied, and follows the bowl curvature.
- [ ] Texture density convention is consistent (light, medium, or heavy).
- [ ] Outer contour and rim edge are clear and continuous.
- [ ] Ground shadow connects the leg tips and is consistent with light direction.
- [ ] Valid alternatives in proportion, rim width, and texture density are accepted if the three-legged stone mortar form remains clear.

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