Sketch a Realistic Dinosaur: Proportions and Scale Texture

Original tasks 1, 2 / independent work

Task 1

A dinosaur plan uses torso 5 units, tail 4 units, leg 6 units, and neck 2 units, with one unit equal to one x-height. Your drawing shows torso 5 units, tail 4.5 units, leg 6 units, and neck 2 units. Using a half-unit tolerance, is the tail acceptable?

Task 2

On a flank, you count 6 scale rows across one x-height. Your target range is 3 to 5 rows. Describe one adjustment and how to check it.

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Original tasks 3, 4 / independent work

Task 3

A scale row on the belly curves away from the nearest body edge. According to the convention, is this valid? What is the fix?

Task 4

Your near foot sits on the baseline, but your far foot also sits on the baseline. What depth cue is missing, and how do you check the fix?