Ring Drawing: Band, Gem, and Metallic Shading Construction

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Draw a ring in three-quarter view with a round band, a simple oval setting, and a six-facet gem. Use a light direction from the upper left. Show the construction steps and a final shaded drawing.

Answer: Construction: draw a light horizontal major axis of 60 mm and a vertical minor axis of 36 mm (hypothetical example). Sketch the outer ellipse. Draw the inner ellipse with the same ratio (minor divided by major equals 0.6) and the same center, using axes of 40 mm by 24 mm, so the band width is proportional around the loop. Note that this gives proportional, not constant, width; if you want even width, offset the inner ellipse slightly toward the major axis. Add a small offset at the left and right sides only to suggest depth, and connect the sides with short curves. Mark the top center and draw a setting base ellipse of 20 mm by 12 mm, then a rim ellipse of 24 mm by 14 mm. Inside the rim, draw a hexagonal table of 10 mm across. Connect each table vertex to the nearest rim point with straight lines to form six facets. Shading: light from upper left. Shade the band darker on the lower right, with a narrow highlight on the upper left outer edge. Shade facets facing upper left lighter, lower right darker. Add a bright highlight on the table and small highlights on two facet edges. Check: outer ratio 36 divided by 60 equals 0.6; inner ratio 24 divided by 40 equals 0.6; band width proportional around the loop; setting centered; facets share vertices; light direction consistent.