Easy Drawing of Noodles: Bowl, Strands, and Chopsticks

Original tasks 1, 2, 3 / complete keys

Task 1

Draw only the bowl rim as an ellipse using a rectangle guide whose width is 8 cm and height is 4 cm. Mark the side midpoints and connect them smoothly.

Answer: An ellipse inside an 8 cm by 4 cm rectangle, touching the midpoints of all four sides.

Reason: The rectangle guide sets a 2:1 proportion, and connecting side midpoints produces a flattened oval that reads as a rim seen at an angle.

Check: Measure the ellipse width and height; they should be close to 8 cm and 4 cm. Check that the curve touches each midpoint without corners.

Task 2

Draw three noodle strands as S-curves inside a bowl rim. Make the middle strand cross over the left strand once. Keep strand thickness consistent.

Answer: Three S-curves with one clear crossing where the middle strand passes in front of the left strand.

Reason: S-curves give a natural noodle shape, and a single crossing tests overlap clarity without clutter.

Check: Trace each strand from rim to rim. Confirm the crossing shows one strand continuous and the other interrupted by a small gap.

Task 3

Place two chopsticks at 45 degrees from horizontal across a bowl rim. The rim is 10 cm wide. Check that both tips end inside the rim and that the chopsticks are parallel.

Answer: Two parallel lines at 45 degrees, each tip inside the 10 cm rim.

Reason: A stated angle makes the placement checkable, and parallel lines keep the chopsticks from crossing awkwardly.

Check: Measure the angle from the horizontal baseline with a ruler or protractor. Compare the gap between chopsticks at both ends; it should be equal.

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Original tasks 4 / complete keys

Task 4

Shade a broth surface inside a rim ellipse using short horizontal strokes. Leave two unshaded patches. Add one steam wisp as a thin S-curve above the bowl.

Answer: Light horizontal shading with two clear unshaded patches and one thin S-curve steam wisp.

Reason: Light shading keeps noodles visible, and unshaded patches suggest reflection without photorealism.

Check: Look for at least two lighter areas inside the rim. Confirm the steam wisp is a single thin curve that does not touch the chopsticks.

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Source rubric / reflection

- [ ] Rim is an ellipse, not a circle, and sits on the bowl body without gaps.
- [ ] Bowl body is symmetric about a vertical center line.
- [ ] Noodle strands use consistent thickness and clear overlaps.
- [ ] Chopsticks are parallel and placed at a stated angle, tips inside the rim.
- [ ] Broth shading is light and leaves noodle strands visible.
- [ ] Construction lines are erased or faint.
- [ ] Valid alternatives are accepted: any chopstick angle, any number of strands from five to nine, and any shading direction, provided the stated convention is followed.

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