Draw a Realistic Sleigh: Runner Curves, Body Proportion, and Depth Shading

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Draw a side-view sleigh on a 20 cm wide area. Use a runner arc with contacts at 2 cm and 18 cm, a body rectangle 12 cm wide and 4 cm tall, and shade with a light source from the upper left.

Answer: The runner arc runs from the contact at 2 cm to the contact at 18 cm, rising above the baseline with its highest point at 10 cm. The body rectangle sits above the runner with a small gap, divided into thirds. The front and rear panels curve outward within the rectangle. Shading uses light on the left and dark on the right, with the runner underside shaded. The final drawing shows a continuous runner, a proportioned body, and curved panels that read as three-dimensional.