Realistic Star Drawing: Point Geometry and Glow Shading

Original tasks 1, 2 / independent work

Task 1

A six-point star is drawn on a circle of radius 25 mm. Calculate the chord length for 60-degree spacing and state how many points you mark. Describe the glow zones using a value scale of 1 to 5.

Task 2

A five-point star has radius 40 mm. Calculate the chord length for 72-degree spacing. If the light direction is from the left, describe where facet highlights go and give one check for consistency.

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Original tasks 3, 4 / independent work

Task 3

Describe how to apply a radial glow to a star with radius 20 mm, including the falloff distance beyond the outline. Use a hypothetical falloff of 0.3r and state the value at the core and background on a 1-to-5 scale.

Task 4

A student draws a five-point star but the points are uneven. List two checkable steps to diagnose and fix the spacing, including a numerical example with r = 35 mm.