Crystal Drawing Simple: Facet Construction and Shading

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Use a 6 by 8 cm guide to draw an elongated natural shard with one upper tip, an uneven widest point, a bottom tip, a lengthwise axis, and three visible planes. Shade with light from the upper left.

Answer: Close an irregular outline with an upper tip, offset shoulders, an uneven widest section, and a bottom point. Add a light axis down the long direction and two off-center edge lines that divide the visible surface into three unequal panels. Use a light tone on the upper-left-facing panel, a mid-tone on the center panel, and a darker tone on the panel turned away.

Reason: A small number of lengthwise edges creates planar panels while preserving an irregular natural silhouette. Avoiding a center hub and evenly repeated triangles distinguishes the drawing from a polished gemstone cut.

Check: Confirm the outline closes, three visible panels are formed by two internal edges, the edges do not cross, and the tones follow one upper-left light arrow.