Realistic Sloth Drawing: Fur Direction and Face Rendering

Ordinary topic reference / separately checked pixels



Realistic Sloth Drawing: Fur Direction and Face Rendering

Original worked example / unchanged complete key

Prompt: Using the proportion guide, draw a sloth head and upper body with fur direction arrows and one light source from the upper left. Apply short tapered strokes and shade the lower right side.

Answer: The drawing shows a body oval about twice the width of the head circle, with the head low and forward. Eyes are small ovals on the eye-level line, the nose sits below, and small ears are set high. Fur strokes on the head flow down and outward; body strokes sweep down and outward from the spine; limb strokes run lengthwise. Shading is darker on the lower right and under the chin, with lighter strokes on the upper left. The face remains the focal point with dark eye patches and a small highlight in each eye.