Anime Face Mapping Grid: Place Eyes, Nose, and Mouth with Alignment Lines

Original tasks 1, 2 / complete keys

Task 1

A grid has rows H0 to H8 and columns V0 to V8. The head top is at H0, the chin at H8, and the midline at V4. Using the convention eyes on H4 at two squares from V4, nose at V4 on H6, mouth at V4 on H7, give the coordinates of all four anchors and the eye separation in squares.

Answer: Left eye center V2 on H4; right eye center V6 on H4; nose anchor V4 on H6; mouth anchor V4 on H7. Eye separation is four squares.

Reason: Each eye center is two squares from V4 on the same row H4, so the separation is 2 + 2 = 4 squares. The nose and mouth anchors sit on the midline at their assigned rows.

Check: Count from V4 to each eye center: both counts should be two. Confirm both centers are on H4, then confirm the nose is on H6 and the mouth on H7.

Task 2

An artist places the left eye center at V2 on H4 and the right eye center at V6 on H5. Using the same grid and convention, identify the placement error and give the corrected right eye center.

Answer: The right eye center is one row too low; it should be on H4. Corrected right eye center: V6 on H4.

Reason: The convention requires both eye centers on the eye line H4. The horizontal position V6 is correct because it is two squares right of V4, matching the left eye's two squares left.

Check: Compare the row of each eye center to H4. Then count squares from V4 to each center; both should be two.

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Original tasks 3, 4 / complete keys

Task 3

On the same grid, an artist shifts both eye centers one square to the right, placing them at V3 and V7 on H4. Is this a valid alternative under the lesson convention? State the eye separation and the square counts from V4.

Answer: Yes, it is a valid alternative if the shift is recorded and both centers stay on H4. Eye separation is four squares. Left center is one square left of V4; right center is three squares right of V4.

Reason: The convention fixes the eye row and requires a recorded, checkable placement. A symmetric shift keeps the separation at four squares, but the counts from V4 are no longer equal, so the shift must be recorded as a deliberate alternative.

Check: Confirm both centers are on H4, subtract the column numbers to get separation 7 - 3 = 4 squares, and count from V4: one square left and three squares right.

Task 4

A grid drawing has the nose anchor at V4 on H6 and the mouth anchor at V4 on H8. Using the convention mouth at H7, state the vertical error and the corrected mouth anchor. Then give the eye-to-nose and nose-to-mouth gaps after correction.

Answer: The mouth is one row too low. Corrected mouth anchor: V4 on H7. Eye-to-nose gap is two squares; nose-to-mouth gap is one square.

Reason: The convention places the mouth on H7, so H8 is one row below the assigned anchor. With eyes on H4, the gap from H4 to H6 is two squares, and from H6 to H7 is one square.

Check: Count rows between anchors: H4 to H6 equals two, and H6 to H7 equals one. Confirm the mouth anchor is on V4 and H7.

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Source rubric / reflection

- [ ] Head outline is placed with skull top at H0 and chin at H8, and the midline is marked at V4.
- [ ] Eye centers lie on H4 and are symmetric about V4, with the square count from V4 recorded for each side.
- [ ] Nose anchor lies at V4 on H6 and mouth anchor lies at V4 on H7, or any deliberate shift is recorded with its new row.
- [ ] Vertical order is correct: eye line above nose anchor above mouth anchor.
- [ ] All placement counts use grid squares consistently, and any ruler measurements are labeled as the artist's own measurements.
- [ ] Valid alternatives are accepted when they keep the defined anchors, symmetry, and recorded counts checkable.

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