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

Original tasks 1, 2 / independent work

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.

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.

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

Original tasks 3, 4 / independent work

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.

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.