Anime Warm-Up Sketches: 10-Minute Head and Figure Loops

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: A student sets a timer for three minutes and draws three head ovals in three small frames. The first oval is narrow and leans left. The second is wide and centered. The third is narrow and leans right. Each oval has a vertical center line and a horizontal eye line at the oval's midpoint. The student then draws three gesture lines: one leaning left, one leaning right, and one with a bend near the middle. Finally, the student draws three block-in figures using a head oval, a rounded-rectangle torso, and two leg lines, each filling about two-thirds of its frame. The timer strip shows all three boxes marked. The reflection line reads: 'Ovals felt smooth; gesture lines felt stiff.'

Answer: The warm-up meets the sequence: three head-shape loops, three gesture lines, and three figure block-ins, each in its own frame, with a timer strip and one reflection line. The ovals vary in width and lean, which is acceptable because any oval that reads as a head mass is valid. The gesture lines are single strokes showing action. The block-ins use simple shapes without details. The reflection line names one easy and one hard part. Check method: confirm nine frames are used, each drill has three entries, the timer strip has three marked boxes, and the reflection line is one sentence naming one easy and one hard part.