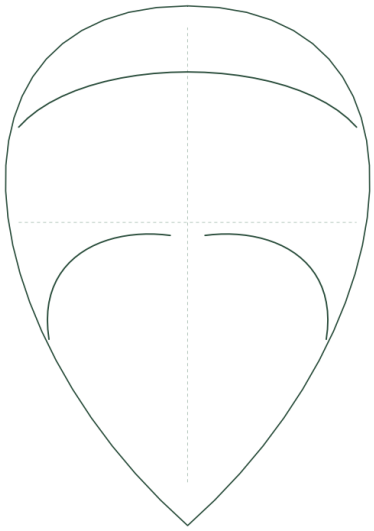
Draw Anime Forms with 3D Contour Lines

Ordinary topic reference / separately checked pixels

Anime volume-line construction / selected transverse arcs / no universal anatomy or light-direction rule



One selected face convention: forehead bows upward at its centre; the two cheek arcs bulge toward the jaw and turn gently near the outline. The faint vertical/eye axes are construction guides, not additional dark surface contours. Curved transverse lines need not have a 90-degree tangent at every point. Different views and chosen styles can change the curvature.

Draw Anime Forms with 3D Contour Lines

Original worked example / unchanged complete key

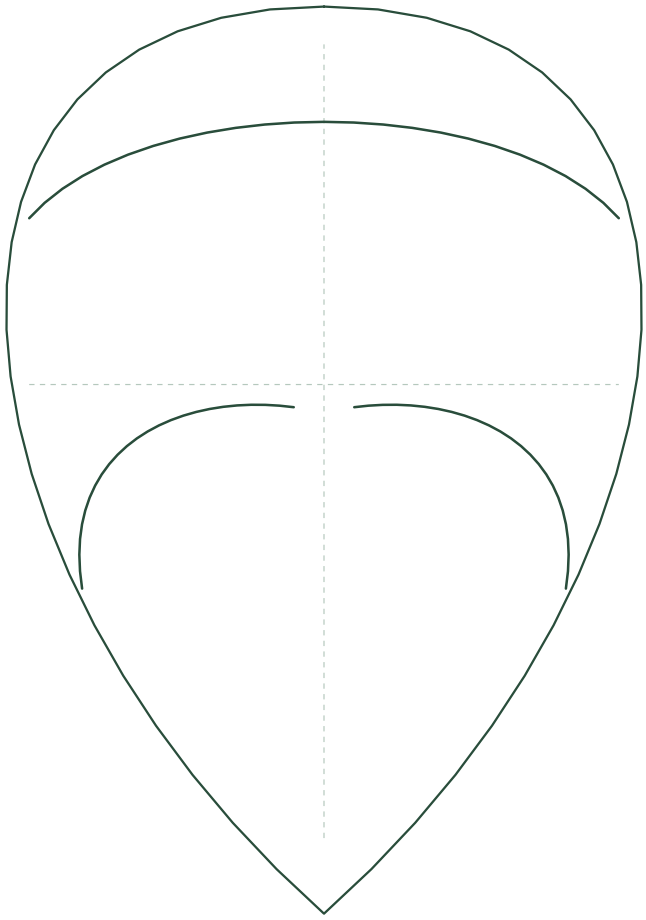
Prompt: Draw a simple anime face outline (oval head, center line, eye line) and add three contour lines: one across the forehead, one across each cheek. Use the convention: forehead bows upward at center; cheeks bow outward toward the jaw.

Answer: The forehead contour starts at the left temple, rises slightly at the center, and ends at the right temple. Each cheek contour starts near the nose bridge, bows outward toward the ear, and flattens near the jaw. All three lines cross the face perpendicular to its vertical axis. Spacing is wider near the top of the forehead and closer near the cheeks, showing the head's rounded dome and cheek volume. The lines fade naturally at the outline rather than stopping abruptly.

Draw Anime Forms with 3D Contour Lines

Worked diagram / reference

Anime volume-line construction / selected transverse arcs / no universal anatomy or light-direction rule



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