Draw Anime Forms with 3D Contour Lines

Original task 1 / complete key

Task 1

Draw a tapered arm as a cylinder from shoulder to wrist. Add three contour lines: one near the shoulder, one mid-arm, one near the wrist. Describe how curvature and spacing change.

Answer: The shoulder contour curves strongly because the arm is widest there. The mid-arm contour curves less, and the wrist contour is nearly flat. Spacing is wider near the wrist and closer near the shoulder, showing the taper. All lines cross the arm perpendicular to its axis.

Reason: A tapered cylinder has greater circumference at the shoulder, so contour lines there must curve more to wrap the volume. As the arm narrows, the surface flattens, so lines flatten and space out.

Check: Cover the arm outline and look only at the three lines. They should suggest a shape that is wide at one end and narrow at the other. Check that each line meets the outline at a believable angle, not a sharp corner.

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Original task 2 / complete key

Task 2

Draw an anime face with a rounded forehead and full cheeks. Add one forehead contour and two cheek contours. Explain why the forehead line bows upward and the cheek lines bow outward.

Answer: The forehead is a dome, so a line across it bows upward at the center. The cheeks are rounded planes that bulge outward, so cheek lines bow toward the jaw and flatten near the ear. All lines cross the face perpendicular to its vertical axis.

Reason: Contour lines follow the surface. A dome curves upward at its center; a cheek bulges outward. The direction of the bow matches the direction of the bulge.

Check: Imagine a light from above. The forehead line should look like it sits on a raised dome, not a flat wall. The cheek lines should look like they wrap a rounded surface. If a line looks like a dent, redraw it with opposite curvature.

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Original task 3 / complete key

Task 3

Draw a bent elbow arm. Add two contour lines on the inside of the bend and two on the outside. Describe how curvature differs between inside and outside.

Answer: On the inside of the bend, contour lines compress and curve more sharply because the surface folds inward. On the outside, lines stretch and flatten because the surface pulls tight. Spacing is closer on the inside and wider on the outside.

Reason: When a cylinder bends, the inner surface shortens and the outer surface lengthens. Contour lines reflect this: sharper curves inside, flatter curves outside.

Check: Trace each line with your finger. Inside lines should feel like tight arcs; outside lines should feel like gentle arcs. Check that lines on both sides still cross the arm perpendicular to its axis at each point.

Draw Anime Forms with 3D Contour Lines

Original task 4 / complete key

Task 4

Draw a torso as a rounded box. Add one contour across the chest and one down each side. Explain how the chest line and side lines work together to show volume.

Answer: The chest contour bows outward across the ribcage, showing the front bulge. The side contours follow the ribcage curve from armpit to waist, flattening near the waist. Together they suggest a rounded box that is wider at the chest and narrower at the waist.

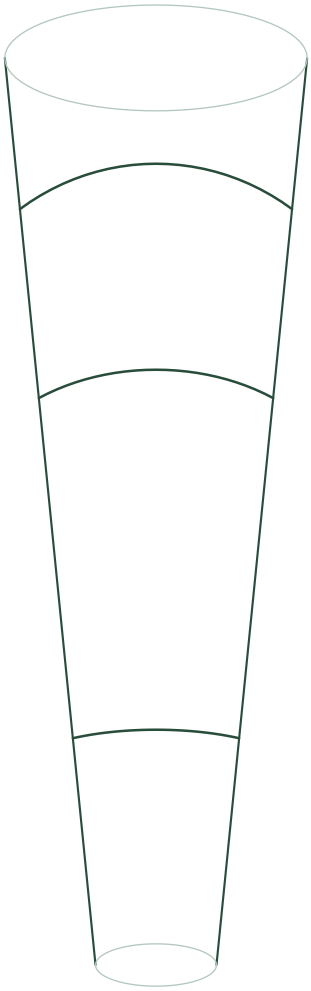
Reason: A torso is not flat; the chest bulges forward and the sides curve inward. Contour lines across and down the form must agree on the same 3D shape.

Check: Cover the torso outline and look at the three lines. They should imply a rounded front and curved sides. If the chest line is flat while side lines curve strongly, the form will look inconsistent; adjust one set to match.

Draw Anime Forms with 3D Contour Lines

Task 1 / answers

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

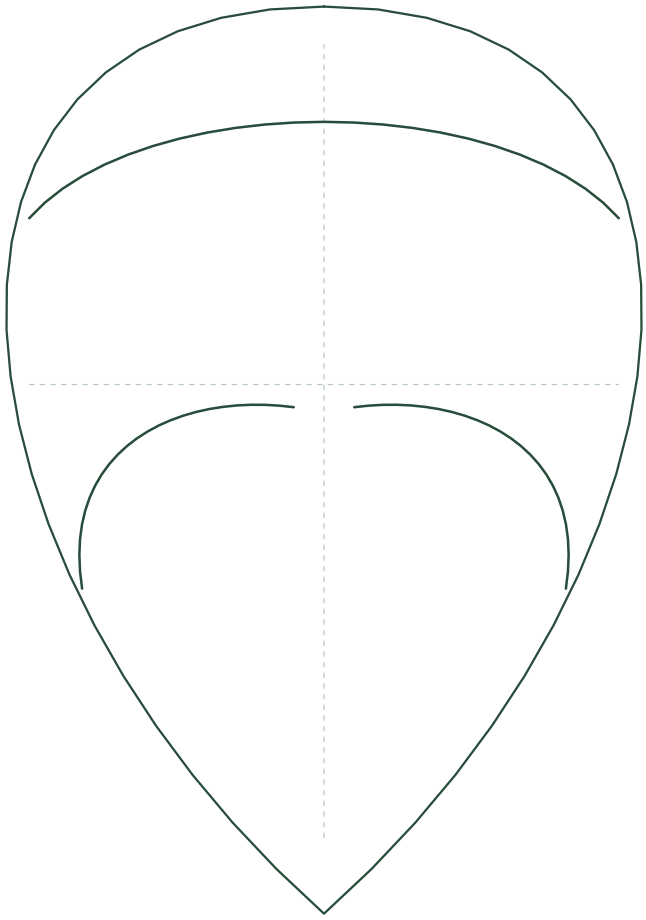


Three selected surface arcs: stronger at the wide shoulder end, flatter toward the narrow wrist. The gap toward the wrist is larger in this chosen example (25 mm then 45 mm). Pale end rims are construction boundaries. These selected projection cues illustrate this lesson; taper alone does not determine one universal screen curvature.

Draw Anime Forms with 3D Contour Lines

Task 2 / answers

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

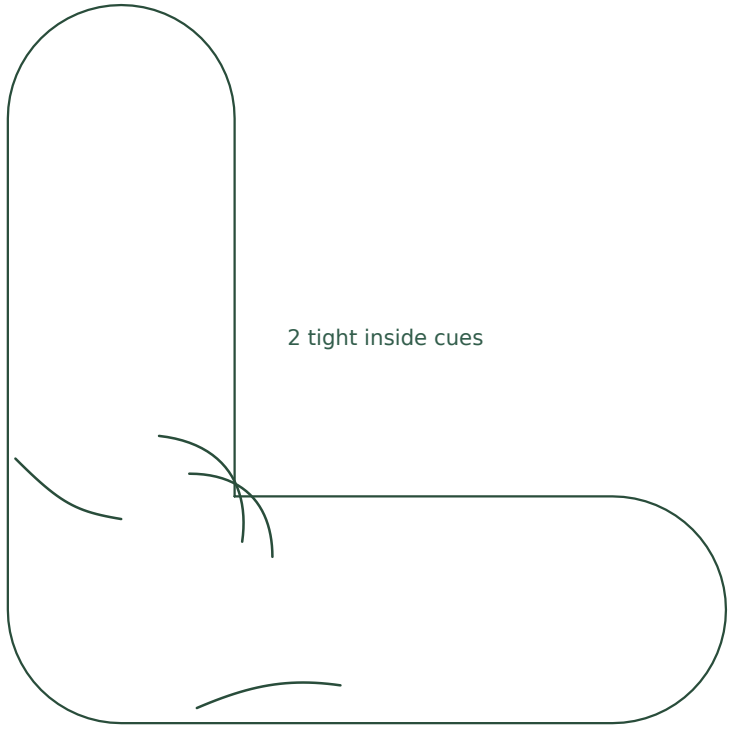


One selected face convention: forehead bows upward at its centre; the two cheek arcs bulge toward the jaw and turn gently near the outline. The faint vertical/eye axes are construction guides, not additional dark surface contours. Curved transverse lines need not have a 90-degree tangent at every point.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

Draw Anime Forms with 3D Contour Lines

Task 3 / answers

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

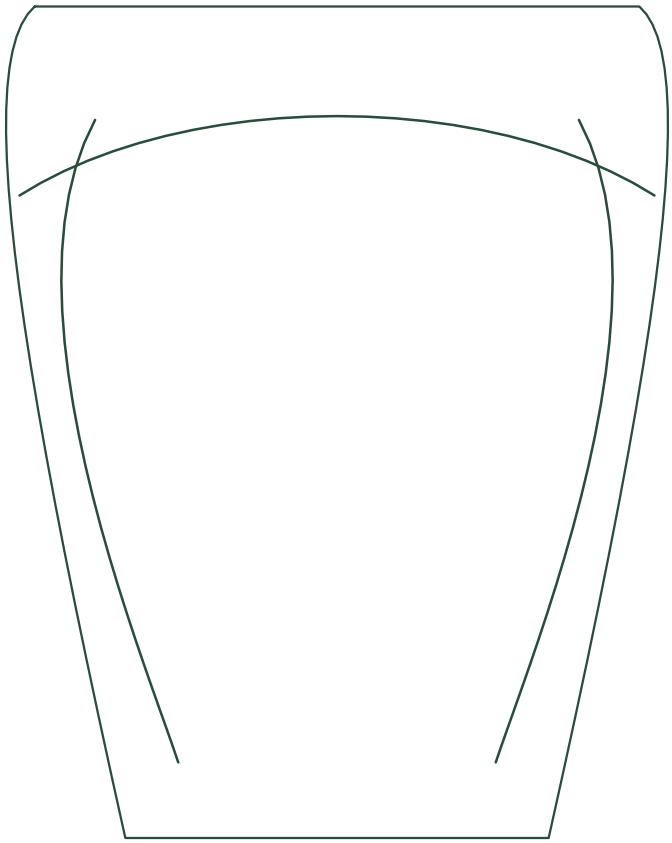


This bent-tube model has two close, tighter inside-bend arcs and two separated, gentler outside surface cues. These are localised contour cues on the same rounded tube, not four extra limbs or a crease/shading diagram. Their exact locations are selected drawing choices.

Draw Anime Forms with 3D Contour Lines

Task 4 / answers

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



One chest arc and two longitudinal side arcs describe this selected rounded front volume. The torso narrows toward its waist; the side cues flatten near the lower edge. This is a chosen simplified construction rather than a claim that every body, fabric fold or lighting view has this exact curvature.

Draw Anime Forms with 3D Contour Lines

Source rubric / reflection

- [ ] Volume: contour lines clearly suggest a rounded 3D form (4 points).
- [ ] Direction: lines cross the form perpendicular to its main axis (3 points).
- [ ] Curvature: lines bow outward at bulges and flatten at recesses (3 points).
- [ ] Consistency: all lines on one form describe the same shape (2 points).
- [ ] Clarity: lines are clean and separate from outlines and folds (2 points).
- [ ] Valid alternatives: slightly different curvature or spacing is accepted if volume remains clear.

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