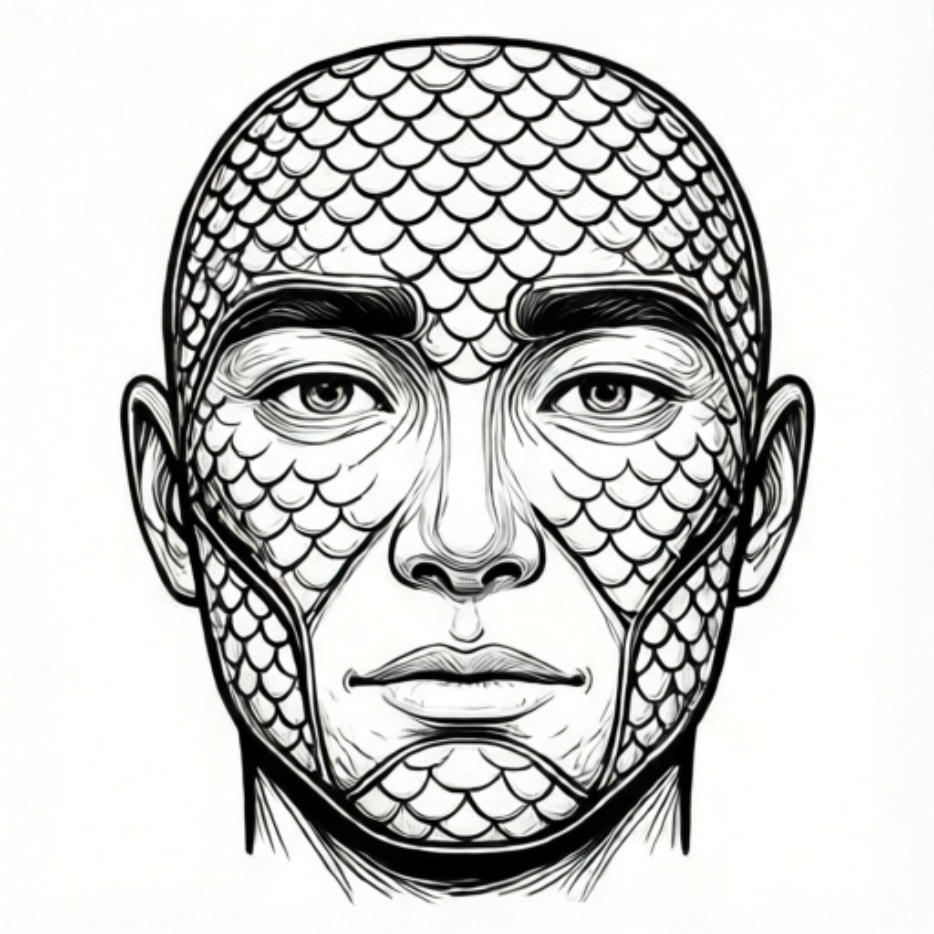
How to Draw Fish-Scale Texture on a Face

Ordinary topic reference / separately checked pixels



How to Draw Fish-Scale Texture on a Face

Original worked example / unchanged complete key

Prompt: On a face plate 15 cm tall, draw three rows of fish scales across the forehead using a scale width of 10 mm. Row one has six scales. Row two is offset by half a scale width and has six scales. Row three is offset again and has five scales. Describe the overlap and check the total number of scales.

Answer: Row one: six scales at 10 mm width, open ends facing the temple edges. Row two: offset 5 mm, six scales, each overlapping the row above by about 3 mm (one-third of 10 mm). Row three: offset 5 mm again, five scales, tapering near the temples. Total scales: 6 + 6 + 5 = 17. Check: each row baseline is 2–3 mm below the previous baseline as a hypothetical spacing example; no scale crosses the eye outline; on a 2 cm by 2 cm test square, the forehead texture should show about 1.5–2 scales per square centimeter as a hypothetical target.