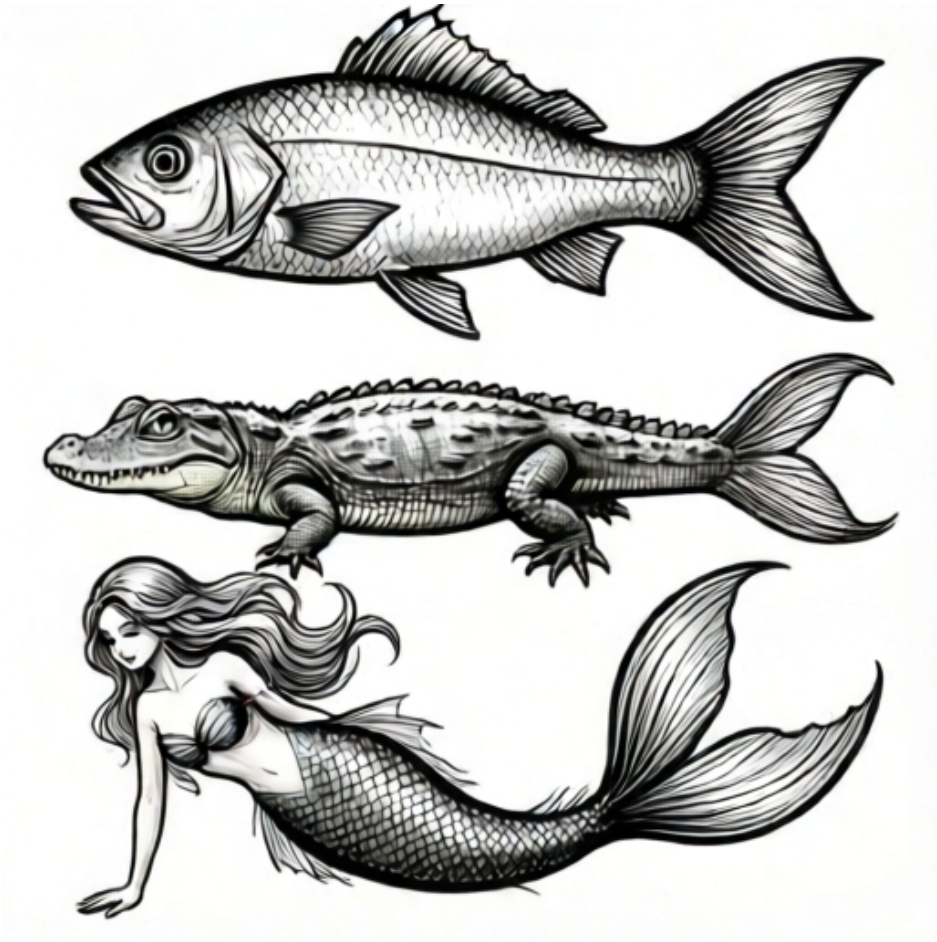
# Scale-Texture Makeup: Fish, Reptile, and Mermaid Patterns

Ordinary topic reference / separately checked pixels



# Scale-Texture Makeup: Fish, Reptile, and Mermaid Patterns

Original worked example / unchanged complete key

Prompt: A zone map has a 6-square-wide cheek area. You draw a fish pattern with 2-square-tall offset rows and one shimmer band 1 square wide. State the shimmer fraction and one check.

Answer: The shimmer band covers 1 of 6 squares, so the fraction is one sixth of the zone width. Check: the band does not cross the eye line, and the fish rows overlap by one half square as stated in the convention.