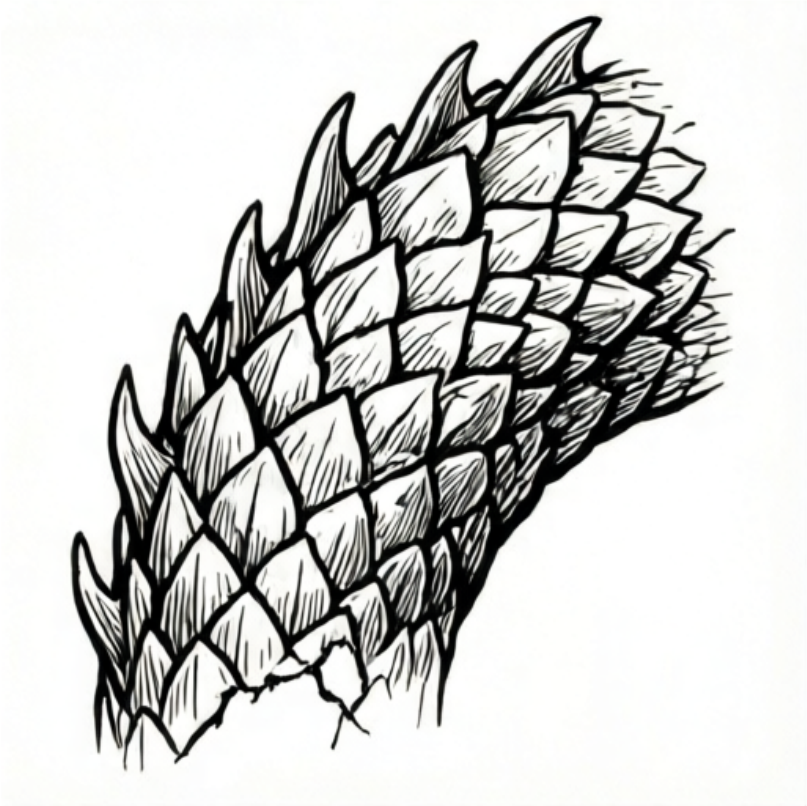
Draw Ripped Dragon-Scale Skin: Layered Rows and Tear Construction

Ordinary topic reference / separately checked pixels



Draw Ripped Dragon-Scale Skin: Layered Rows and Tear Construction

Original worked example / unchanged complete key

Prompt: On a 10 cm by 6 cm patch, draw three scale rows with 1 cm units, offset alternate rows by 0.5 cm, and add a tear from (3 cm, 1 cm) to (6 cm, 4 cm) with a 0.5 cm midpoint width. Show the underlayer and one broken fragment per row.

Answer: Row guides at 0, 2, and 4 cm. Scale centers every 1 cm, rows two and three offset by 0.5 cm. Tear edges curve between the endpoints, widest 0.5 cm at the midpoint and tapering to points. Underlayer drawn 0.2 cm inside the tear edges. One broken fragment per row along the tear edge, each under 0.4 cm. Underlayer shaded darker; shadow band 0.1 cm inside the tear edge opposite the light.