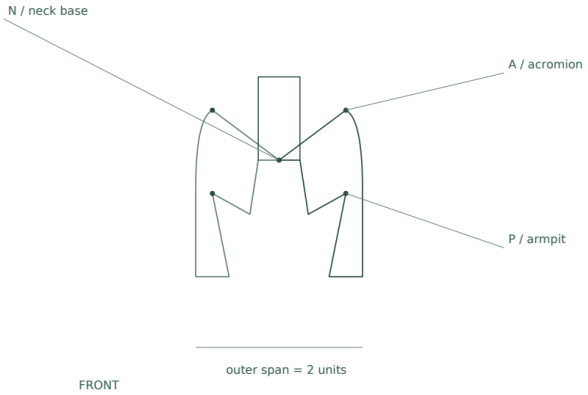
Practice Drawing Shoulders: Front, Back, and Three-Quarter Views

Ordinary topic reference / separately checked pixels

Shoulder construction / separate sloping, vertical and overall-skin spans / selected one-unit diagram



One unit is selected as 20 mm. The neck-to-acromion sloping reach and the acromion-to-armpit vertical distance are each one unit. Overall width means the complete outer skin silhouette, not acromion-to-acromion projection or the sum of perpendicular distances. The skin cap extends beyond each acromion, giving the selected two-unit outside width. This is a simplified drawing construction, not a human anatomical standard. The quarter view shortens the far projected reach and draws the near cap last.

Practice Drawing Shoulders: Front, Back, and Three-Quarter Views

Original worked example / unchanged complete key

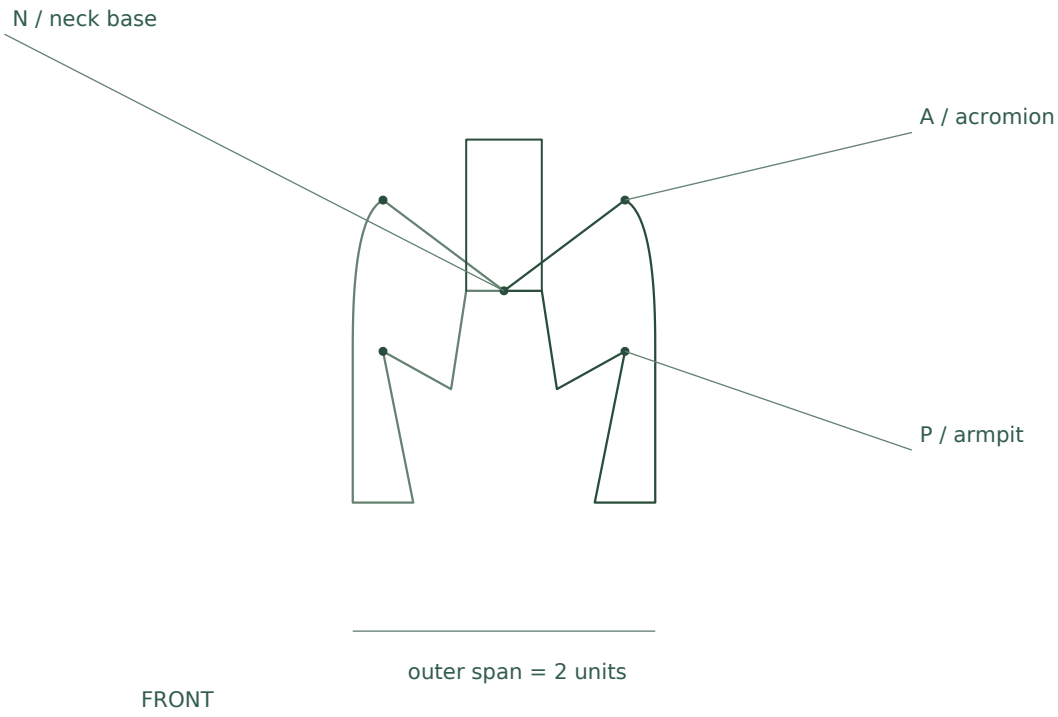
Prompt: Construct a front-view shoulder using the landmark method. Mark neck base, acromion, and armpit. Use a unit strip with one unit from neck base to acromion and one unit from acromion to armpit. Total shoulder width is two units.

Answer: Draw a vertical neck base point. Place the acromion one unit from the neck base, measured along the shoulder line, and at the highest point of the shoulder line. Place the armpit one unit vertically below the acromion. Draw a light trapezoid from neck base to acromion, then a short curve to the armpit. Place the arm cylinder beside the shoulder shape. Check that the acromion is the highest point and that total width is two units.

Practice Drawing Shoulders: Front, Back, and Three-Quarter Views

Worked diagram / reference

Shoulder construction / separate sloping, vertical and overall-skin spans / selected one-unit diagram



One unit is selected as 20 mm. The neck-to-acromion sloping reach and the acromion-to-armpit vertical distance are each one unit. Overall width means the complete outer skin silhouette, not acromion-to-acromion projection or the sum of perpendicular distances. The skin cap extends beyond each acromion, giving the selected two-unit outside width. This is a simplified drawing construction, not a human anatomical standard. The quarter view shortens the far projected reach and draws the near cap last.