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

Original task 1 / complete key

Task 1

Draw a front-view shoulder. Mark neck base, acromion, and armpit. Use one unit from neck base to acromion and one unit from acromion to armpit. Total width is two units.

Answer: A front-view shoulder with neck base to acromion one unit, acromion to armpit one unit, acromion as the top corner, and total width two units.

Reason: The landmark order sets the top corner first, then the lower boundary, then the width check. This prevents the shoulder from becoming too long or too narrow.

Check: Measure neck-to-acromion against one unit, acromion-to-armpit against one unit, and total width against two units. Confirm the acromion is highest.

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Original task 2 / complete key

Task 2

Draw a back-view shoulder. Add a light diagonal for the shoulder blade edge. Keep the same unit distances as the front view.

Answer: A back-view shoulder with a flatter shoulder line, a light shoulder blade diagonal, and the same unit distances.

Reason: The back view uses the same landmarks but adds the shoulder blade edge. The flatter line reflects the underlying blade rather than a different joint position.

Check: Compare the three distances to the unit strip. Confirm the shoulder blade diagonal does not replace the acromion as the top corner.

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Original task 3 / complete key

Task 3

Draw a three-quarter-view shoulder. Place the far acromion closer to the neck base than the near acromion. Draw the far shoulder first, then the near shoulder over it.

Answer: A three-quarter shoulder with a shorter far shoulder, a dominant near shoulder, and clear overlap.

Reason: Overlap order creates depth without shading. The far acromion moves inward because the view compresses that side.

Check: Confirm the far acromion is closer to the neck base than the near acromion. Check that the near shoulder shape sits in front of the far shape.

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Original task 4 / complete key

Task 4

Draw a proportion-check strip with four equal units. Use it to test a front-view shoulder where neck-to-acromion is one unit, acromion-to-armpit is one unit, and total width is two units. Note any mismatch.

Answer: A strip of four equal units; measure the three distances against it and record whether each matches the example values (1, 1, and 2 units), noting any mismatch.

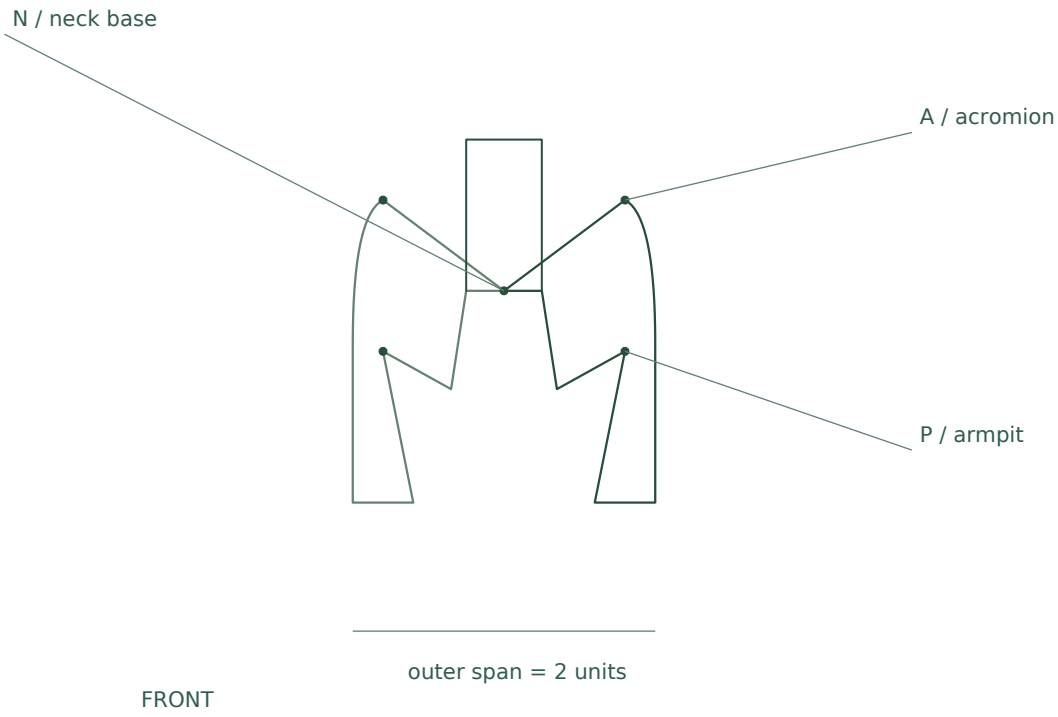
Reason: The strip makes proportion errors visible before detail is added. Equal units are essential for a valid comparison.

Check: Verify all four units are the same length. Re-measure each distance against the strip and record any difference.

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Task 1 / answers

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

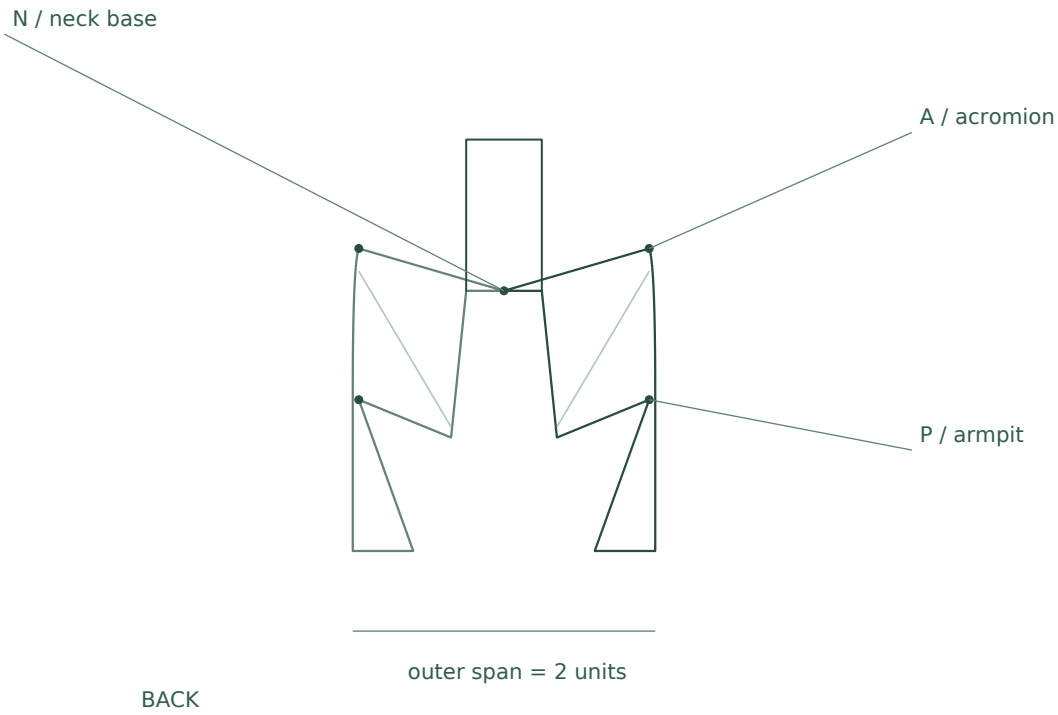


One unit is selected as 20 mm. The neck-to-acromion sloping reach and the acromion-to-armpit vertical distance are each one unit. Overall width means the complete outer skin silhouette, not acromion-to-acromion projection or the sum of perpendicular distances. The skin cap extends beyond each acromion, 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.

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Task 2 / answers

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

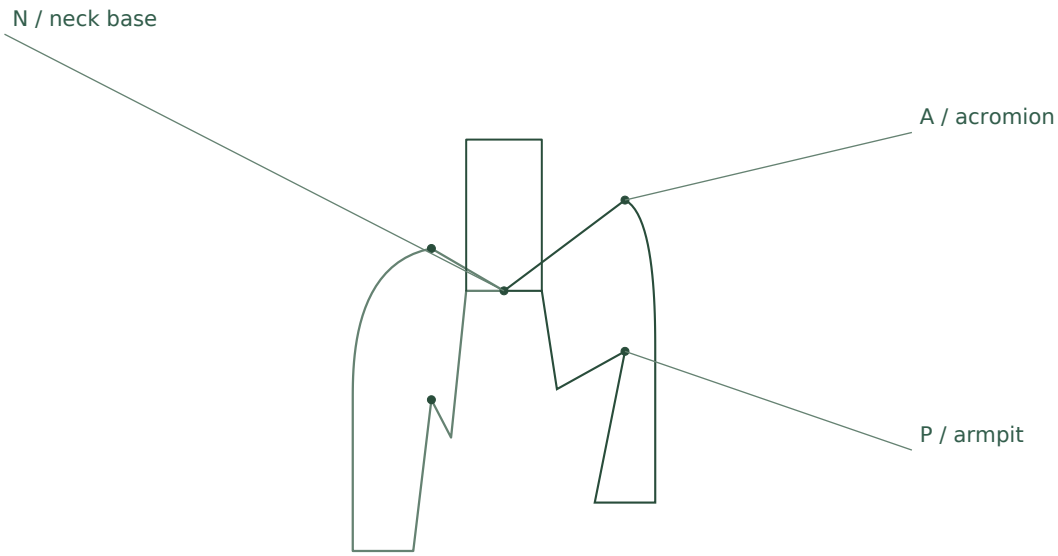


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Task 3 / answers

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



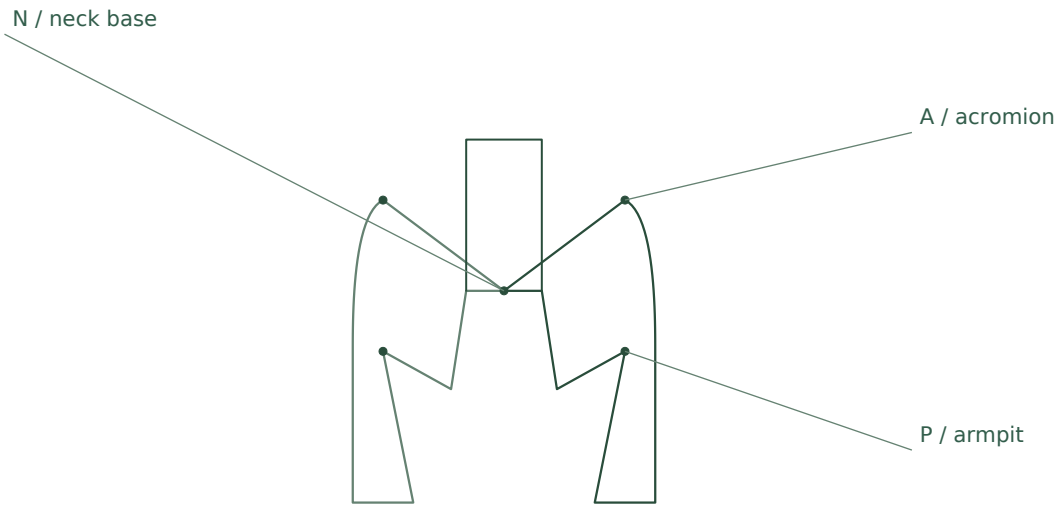
THREE-QUARTER / far then near

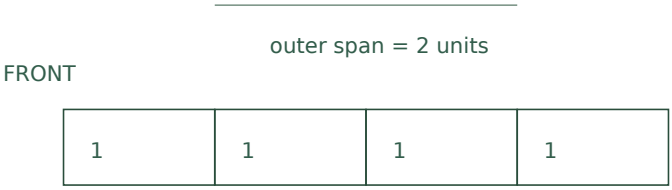
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Task 4 / answers

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.

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Source rubric / reflection

- [ ] Neck base, acromion, and armpit are marked and visible.
- [ ] Acromion is the highest point of the shoulder line.
- [ ] Shoulder shape is separate from the arm cylinder.
- [ ] Unit strip uses equal units and matches the stated example values.
- [ ] Three-quarter view shows correct overlap of near and far shoulders.
- [ ] Valid alternatives in line weight and shading are accepted if landmarks hold.

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