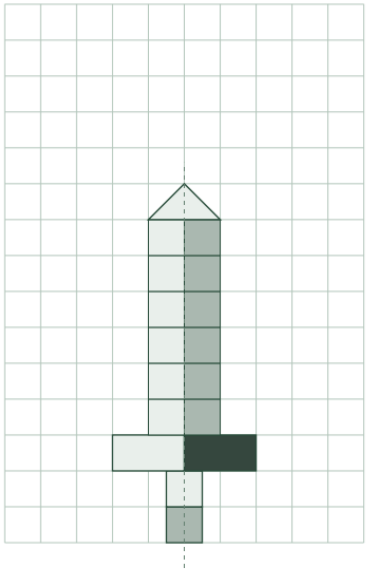
Swords on Graph Paper: Grid Silhouette and Shading

Ordinary topic reference / separately checked pixels

Counted sword schematics / chosen unit = 6 mm / upper-left light convention



Blade rows: 2, 2, 2, 2, 2, 2. Guard 4 wide, 2 to each side. Axial length 6 + 1 + 2 + 1 = 10.

Swords on Graph Paper: Grid Silhouette and Shading

Original worked example / unchanged complete key

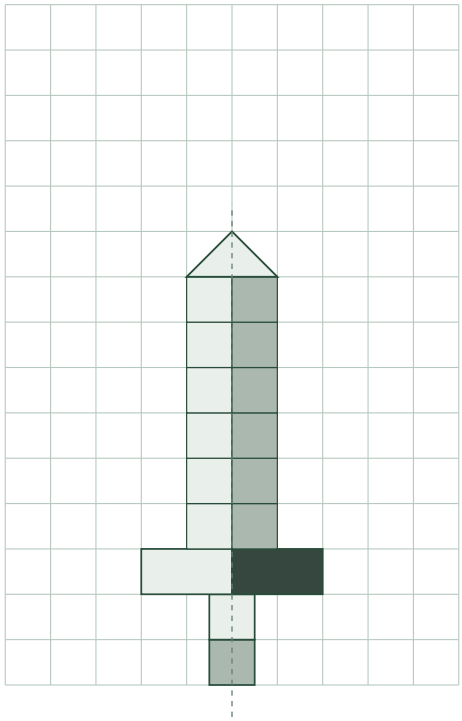
Prompt: Plot a straight sword with total length 10 squares, blade width 2 squares, blade length 6 squares, guard width 4 squares, guard thickness 1 square, grip length 2 squares, and tip length 1 square. Shade with upper-left light and count tones.

Answer: Blade occupies 6 squares length by 2 squares width, giving 12 cells. Guard is 4 squares wide and 1 square thick, centered on the blade, giving 4 cells. Grip is 2 squares long and 1 square wide, giving 2 cells. Tip is a triangle with base 2 squares and height 1 square; count it as 1 cell for tone counting. Total length check: 6 + 1 + 2 + 1 = 10 squares. Guard symmetry: 2 squares left and 2 squares right of centerline. Shading with upper-left light: on the blade, the upper-left column of 6 cells stays light and the lower-right column of 6 cells is mid. On the guard, the 2 cells on the upper-left half stay light and the 2 cells on the lower-right half are dark. On the grip, the upper-left cell stays light and the lower-right cell is mid. The tip cell stays light. Tone counts: light = 6 + 2 + 1 + 1 = 10 cells; mid = 6 + 1 = 7 cells; dark = 2 cells. Total = 10 + 7 + 2 = 19 cells, matching 12 blade + 4 guard + 2 grip + 1 tip.

Swords on Graph Paper: Grid Silhouette and Shading

Worked reference / reference

Counted sword schematics / chosen unit = 6 mm / upper-left light convention



Blade rows: 2, 2, 2, 2, 2, 2. Guard 4 wide, 2 to each side. Axial length 6 + 1 + 2 + 1 = 10.