Front-View Grayscale Figure Drawing: Assigning Skin and Clothing Values

Topic reference / ordinary illustration



Ordinary topic reference. Hypothetical dimensions in the four tasks are supplied in their own text; this illustration is not their measured answer.

Front-View Grayscale Figure Drawing: Assigning Skin and Clothing Values

Worked example / complete source key

A front-view figure has a face, neck, hands, shirt, trousers, and shoes. Assign values from a five-step key so skin and clothing boundaries read clearly, then describe the filled result.

Answer: Assign face 3, neck 3, hands 3, shirt 1, trousers 4, shoes 5. Check the boundaries: skin-to-shirt is 3 minus 1, a difference of two steps; shirt-to-trousers is 4 minus 1, a difference of three steps. Both meet the two-step readability rule, so no adjustment is needed. Squint check: the skin, shirt, and trousers remain distinct shapes. Final labels: face 3, neck 3, hands 3, shirt 1, trousers 4, shoes 5. The figure reads as a front-view person with clearly separated clothing zones.