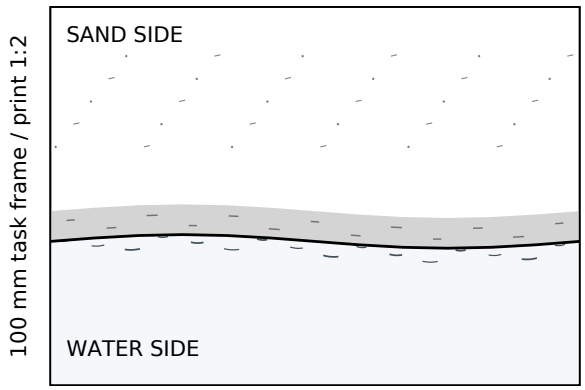
Shore Drawing: Wave Edge and Wet-Sand Texture

EXERCISE 1 / ANSWERS

On a 100 mm tall frame, place a hypothetical wet band of 8 mm and a wave edge of 4 mm. State the ratio and where each layer sits.

Exercise 1 / hypothetical ratio



Wet 8 mm / wave-edge zone 4 mm

The wave edge is half the wet band height. The wave edge sits on the water side; the wet band sits on the sand side.

Why: 8 mm wet band and 4 mm edge give a 1:2 ratio. The convention places the edge on the water side and the wet band on the sand side.

Check: Measure both heights with a ruler and confirm the edge is on the water side of the waterline.

- ☐ Continuous shore line; short broken edge on water side.
- ☐ Wet sand darker and smoother; dry sand lighter and rougher.
- ☐ Only shore layers in the final drawing; stated sizes remain hypothetical.

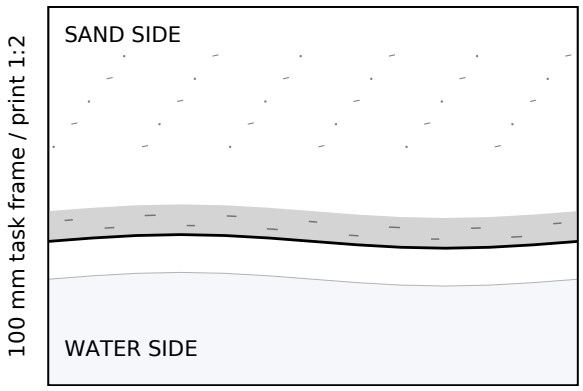
Hypothetical lesson proportions, not coast standards. Numeric frame and band lengths use 1:2: each task mm is 0.5 mm on paper. The illustrative frame width is 140 mm. Water is below the continuous line, sand above. Error panels are intentionally wrong. Texture swatches are enlarged details, not rulers.

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EXERCISE 2 / ANSWERS

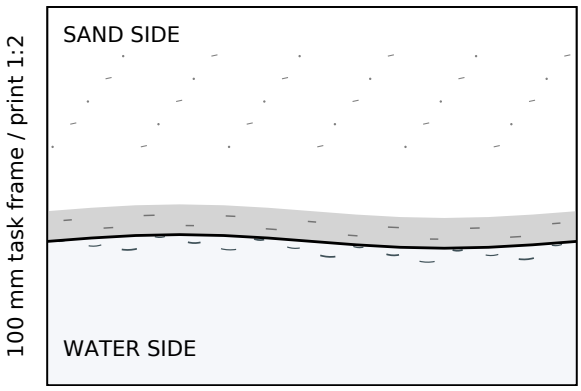
A learner draws a continuous 10 mm white stripe on the waterline. Identify the error and give one fix using the convention.

Given error / continuous 10 mm stripe



Wet 8 mm / wave-edge zone 10 mm

One fix / smaller broken edge



Wet 8 mm / wave-edge zone 4 mm

The stripe is too thick and continuous, reading as a crest. Break it into short segments with gaps and reduce its height.

Why: The wave edge must be thin and broken; a continuous stripe violates the shore-edge convention.

Check: Step back and confirm gaps show sand and the edge no longer reads as a crest.

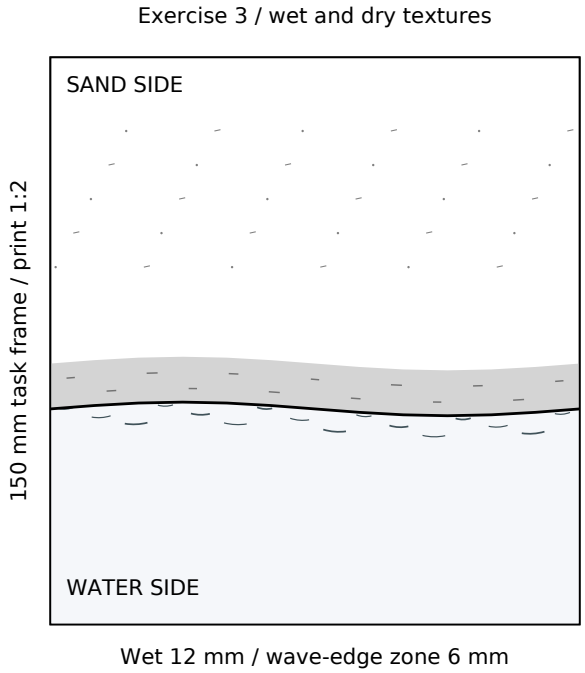
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Hypothetical lesson proportions, not coast standards. Numeric frame and band lengths use 1:2: each task mm is 0.5 mm on paper. The illustrative frame width is 140 mm. Water is below the continuous line, sand above. Error panels are intentionally wrong. Texture swatches are enlarged details, not rulers.

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EXERCISE 3 / ANSWERS

Describe how to texture a wet band of 12 mm on a 150 mm frame and a dry-sand area beyond it, using tone and marks.



Fill the 12 mm wet band with even light tone and sparse directional strokes parallel to the shoreline; keep dry sand lighter with scattered dots and dashes.

Why: Wet sand is darker and smoother; dry sand is lighter and rougher. The 12 mm value is a hypothetical example measured on the actual frame.

Check: Squint: the wet band should read as one smooth darker strip, dry sand lighter and broken.

- ☐ Continuous shore line; short broken edge on water side.
- ☐ Wet sand darker and smoother; dry sand lighter and rougher.
- ☐ Only shore layers in the final drawing; stated sizes remain hypothetical.

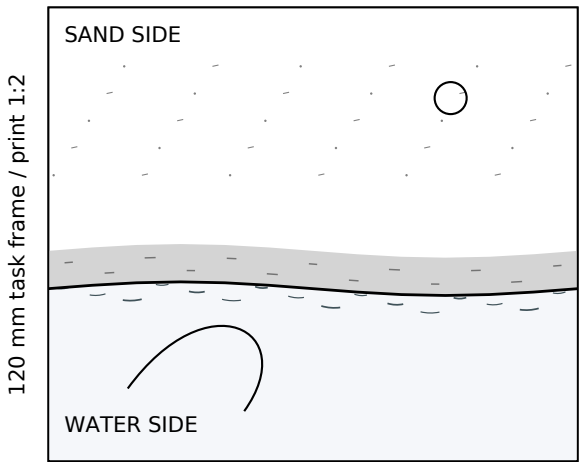
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Shore Drawing: Wave Edge and Wet-Sand Texture

EXERCISE 4 / ANSWERS

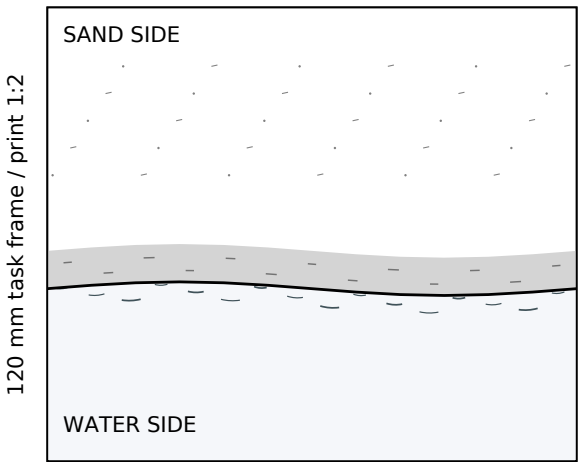
Your drawing includes a small sun disk and a wave crest. Explain what to remove and how to re-check the brief.

Given error / sun and crest outside brief



Wet 10 mm / wave-edge zone 5 mm

Corrected scope / shore layers only



Wet 10 mm / wave-edge zone 5 mm

Remove the sun disk and crest. Re-check that only shoreline, wave edge, and wet-sand texture remain.

Why: The brief excludes beach sunset and ocean wave crest; keeping them exceeds the boundary.

Check: List the remaining elements and confirm each belongs to shoreline rendering only.

- ☐ Continuous shore line; short broken edge on water side.
- ☐ Wet sand darker and smoother; dry sand lighter and rougher.
- ☐ Only shore layers in the final drawing; stated sizes remain hypothetical.

Hypothetical lesson proportions, not coast standards. Numeric frame and band lengths use 1:2: each task mm is 0.5 mm on paper. The illustrative frame width is 140 mm. Water is below the continuous line, sand above. Error panels are intentionally wrong. Texture swatches are enlarged details, not rulers.