<u>Drawings</u> - The two skeletons that you select for your drawings must include a mammal (not a primate) and a non-mammal (not a snake). The drawings should fill the entire sheet of paper, and should be at least life-size whenever possible. They will not be evaluated by their artistry or beauty, but only by the accuracy, completeness, and clarity of the labeling. Copying or tracing from other students or any reference works is considered plagiarism and will result in dismissal from the course.

All drawings should be completed on only one side of unruled paper and can be executed with pencil (which can be erased) or dark ink (which requires more self-assurance). The outlines of the skeleton and the most prominent bones should be darker and bolder than smaller bones and surface details.

The use of color is not expected or required, but if it is employed, it should be applied judiciously and only to enhance clarity. The use of shading, shadowing, or stippling is also not encouraged -- if exercised improperly or excessively, it may instead obscure the clarity of your efforts. All X-ray lines, which portray those parts of the skeleton hidden behind other bones, must be carefully erased.

You may sketch the skeleton from either a side or top view, depending on which would yield greater information. From a side view, you may not need to draw the limbs on the opposite side of the body, especially if they would clutter your artwork. Drawings from the top view, however, should show all the appendages on both sides of the body, otherwise they would appear deficient and unfinished.

<u>Labels</u> - The names of all the prominent bones should be printed clearly adjacent to a label line. These lines should be reasonably short and straight, and must not intersect nor bisect your drawings. Arrowhead pointers are not recommended since they often interfere with the artwork. Numbered labels alluding to a separate legend should be especially avoided since they are harder to digest.

The names of the most common bones, especially those equivalent to the human skeleton, are listed below for your labeling. A few of the other distinctive bones found only in certain vertebrates are also suggested; you can find a more complete listing in your textbook or in reference works at the library.

CONTRACN	DONES IN	I MOST VE	DTEDDATES	(especially mammals)
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cranium (I maxilla (up mandible sternum (ribcage (ri	oper jaw) (Iower jaw) breast)	vertebrae (backbone) - cervical vert. (in neck) - thoracic vert. (in chest) - lumbar vert. (lower back) - sacral vert. (in hip) - coccygeal vert. (in tail)	clavicle (collar) scapula (shoulder blade) humerus (upper arm) ulna & radius (forearm) carpals (wrist) metacarpals (palm)	pelvis (hip) femur (thigh) patella (kneecap) tibia & fibula (lower leg) tarsals (ankle-heel) metatarsals (arch)
			manual phalanges (fingers)	pedal phalanges (toes)

OTHER BONES IN NON-MAMMALS

OTHER BUNES IN NON-MAMINALS							
Fishes	Frogs	Turtles					
operculum (gill cover)	trunk vertebrae (thoracic-lumbar)	carapace & plastron (shell)					
1st & 2nd dorsal fins (along top) pectoral fin (behind gills)	suprascapula (medial to scapula) radio-ulna (forearm)	Birds					
pelvic fin (along bottom) anal fin (at rear) - except sharks	urostyle (sacral vertebrae) tibio-fibula (lower leg)	coracoid (in shoulder) furcula (fused clavicles)					
caudal fin (at tail) neural & hemal spines (along vert.)	Salamanders	keel (extends from sternum) carpometacarpus (carpals)					
fin ray supports (parallel vertebrae) claspers - only in male sharks	trunk vertebrae (thoracic-lumbar) external gills (extends from neck)	tibiotarsus (tibia) tarsometatarsus (tarsals)					