

# The Artist Solution

Each object depicted in the grid needs a letter to it. For example, the first image depicts a nail (“something to hammer”). Adding an “s” to the beginning of “nail” makes it “snail” (“a mollusk”).

The answers (in order):

- **Snail** (add “s” to nail)
- **Shack** (add “h” sack)
- **Coat** (add “a” to cot)
- **Card** (add “d” to car)
- **Beacon** (add “e” to bacon)
- **Tear** (add “t” to ear)
- **Shake** (add “h” to sake)
- **Cane** (add “e” to can)
- **Grain** (add “a” to grin)
- **Heron** (add “n” to hero)
- **Pail** (add “i” to pal)
- **Mice** (add “m” to ice)
- **Orca** (add “a” to orc)
- **Seal** (add “l” to sea)
- **Hose** (add “s” to hoe)

The solver should keep track of what letters are added to each object word.

In order, these letters spell out “shade the animals.” When the correct letters are added, 5 animals are represented in the grid: **snail**, **heron**, **mice**, **orca**, and **seal**. “Shade the animals” means to shade in the squares corresponding to these animal words.

“Zero” and “one” in the preamble text hints that binary should be used at this point. The name “Bri” is also meant to evoke binary. (It’s not necessarily a hint word, but something fun for solvers to notice once they’ve solved the puzzle.)

The shaded squares represent ones, and the unshaded squares represent zeroes.

- The first row of the table is 10000
- The second row is 00001
- The third row is 01110

This spells out the solution: **PAN**. To “pan” also means to “criticize severely” (i.e., what an art critic does). It’s also a baking word!