

# Drinking Bowl

Image

Here's a typical drinking bowl design. A flat bottom to allow it to rest on a tabletop, a flange around the rim and a smaller ridge around the middle to help the tail wrap around the bowl for easy carrying, and a broad bottom to allow the muzzle to comfortably reach all the way to the bottom.

Yinrih cut their food into bite sized pieces before eating it. A simple meal is usually presented as a sort of meat salad, with chunks of meat mixed in with leafy greens and diced veggies. Liquid dressings also feature, and there's a smooth gradient between a completely dry "salad" and a "soup" that's mostly liquid.

Cuisine varies by region, but some common threads are an emphasis on temperature and texture--mouth feel--over flavor, and presenting the food in a way that it can be eaten without the palms of the paws contacting the food directly. Cultures vary on whether the bowl stays stationary while the diner brings his or her snout to the food, or whether the diner brings the bowl up to the mouth.

Capsaicin and menthol (or rather analogous compounds) feature quite heavily, often in the same dish. By "heavily" I don't just mean one encounters spicy or minty foods often, but that "hot" or "cold" is the only thing a human is likely to taste because those sensations overpower any other flavors. If other flavors are meant to be present in a dish, humans find them overpowering because yinrih need to use more of a particular flavor to make up for their poorer sense of taste compared to humans.

Where hygiene isn't as much of a concern, there is so-called "tail food", which is meant to be eaten while standing, with the food held in the tail. Snacks and junk food often take this form. Other snacks, such as marshmallow-like cubes of congealed cream, are meant to be pierced by a claw as one would use a fork and popped into the mouth.

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Revision #1

Created 2026-06-05 22:48:00 UTC by Lurker

Updated 2026-06-05 22:48:00 UTC by Lurker