Cyborg Drawing: Mechanical Joints and Panel Lines

Original tasks 1, 2 / independent work

Task 1

Draw a cyborg knee joint in a bent position. Show the axle, housing, and one piston. Add two panel lines on the lower leg that stop short of the housing. Describe or draw the joint so the axle stays central when the leg bends.

Task 2

Draw a cyborg shoulder with a ball-and-socket joint. Use a human torso and a mechanical arm. Add one panel line on the torso that separates a chest plate from a side panel, and one panel line on the upper arm. Keep the panel lines away from the shoulder joint.

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Original tasks 3, 4 / independent work

Task 3

Compare two cyborg figures: one with a mechanical elbow hinge and one with a mechanical elbow ball joint. Both use the same human upper arm and the same head-unit height. Draw both elbows and label the axle or sphere. Explain which joint shows movement more clearly and why.

Task 4

Draw a full cyborg on a blank rectangular frame. Use a human face and torso, mechanical forearms and lower legs, and mechanical joints at elbow, wrist, knee, and ankle. Add panel lines only to the machine areas. Check that the figure is a hybrid, not a pure robot or pure human.