

HOW To DRAW

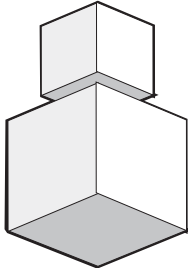
Drawing A Retro Robot

This little guy is easy to put to together! He is built out of 3 basic shapes;

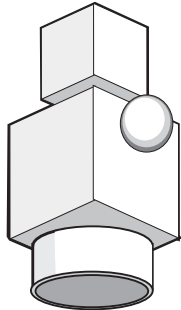
cubes,  spheres  and cylinders. 

Once you know how to construct him, you can change his pose and design. These examples use different shades on some sides of the shapes to help you understand.

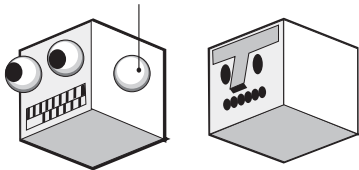
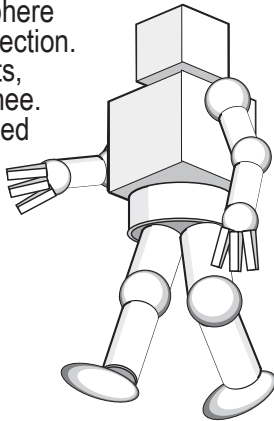
1. Draw the large basic shapes, starting with his head and upper body. These are two cubes.



2. Add a short cylinder at bottom and a sphere at the shoulder. These are for attaching his arms and legs. All of the joints in his arms and legs will use the same sphere.



3. His arms and legs are cylinders with a sphere connecting each section. These are his joints, like an elbow or knee. His feet are flattened spheres. His fingers are small cubes which have been stretched out. They are a little smaller at the tips.



After he's drawn, you can add other details, such as a face, lights and panels. Before you know it, there he is finished!

If you learn to break this robot down into the basic shapes, you can rearrange them to make different robots. You'll never run out of robots to draw!

Draw your robot here.