

Retro Robot

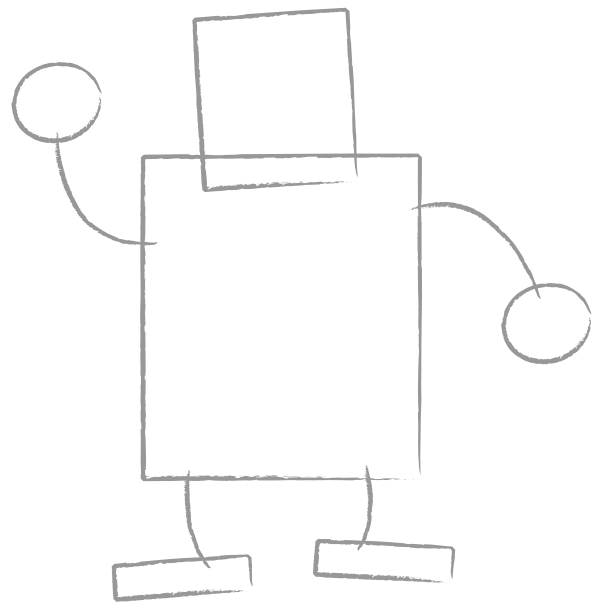
“Learn to Draw” Project

Instructions

This retro-style robot is fun to draw, and is constructed from some very basic geometric shapes. The head, body and feet are rectangles, the claws are circles. The rest is just a bunch of curvy lines. Have fun!

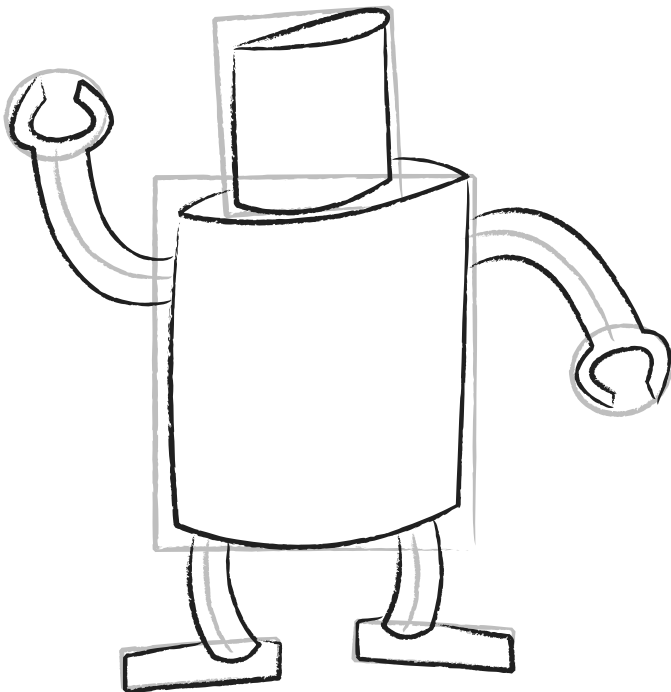
Step 1

Start by sketching these basic shapes. Remember to make your lines light, because you will erase them later.



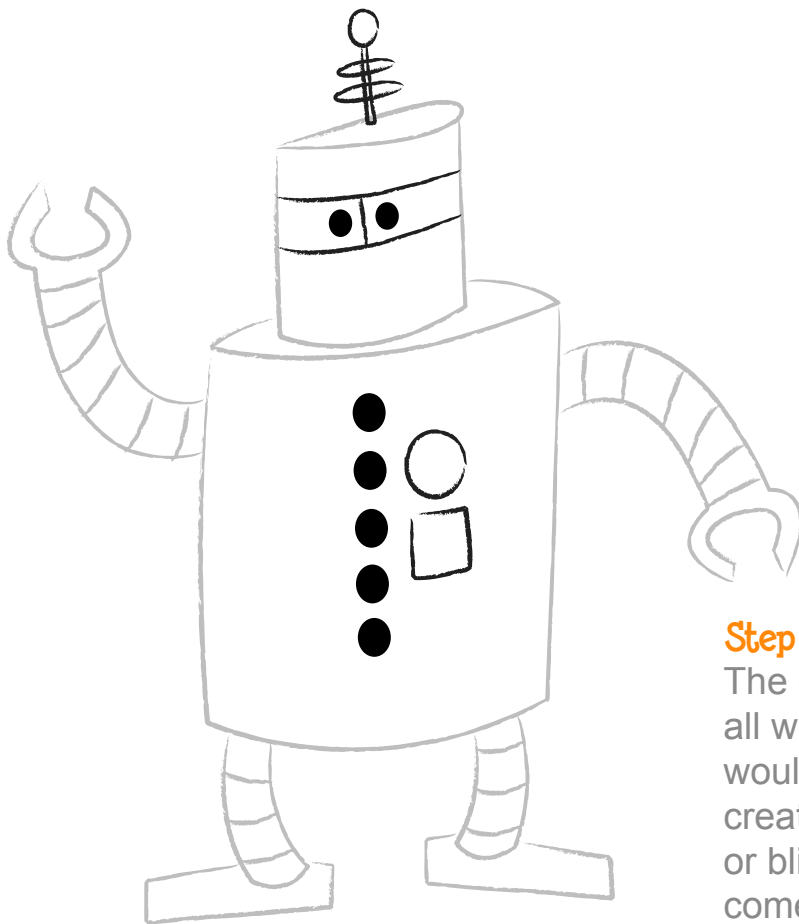
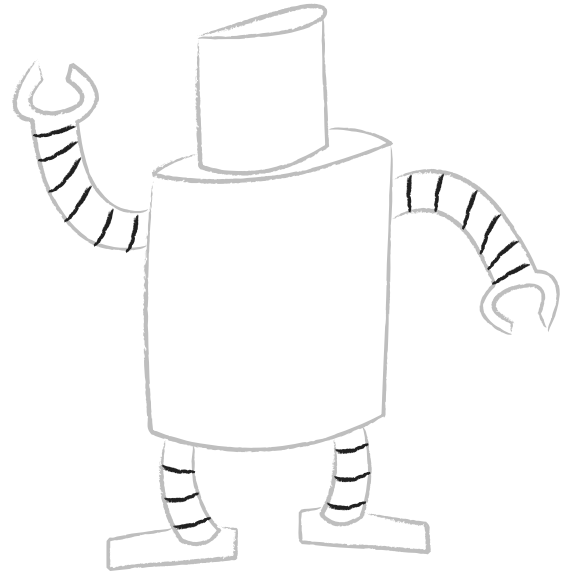
Step 2

With the basic geometric shapes drawn, you can be confident that all of the robot proportions will be just right. Next let's make those geometric shapes a little more robot-like. Begin with the body and then work out, shaping the head, arms, claws and feet.



Step 3

Now let's add a little detail to the arms and legs. The slightly curved lines will add dimension to your robot, making the arms and legs look like rounded steel tubes.



Step 4

The eyes, antenna, etc. and are all we have left to add. If you would like to be a little creative, try adding a few knobs or blinking thingies. You might come up with a cool robot of your own!

Step 5

Darken the lines with your pencil or a black marker. If you would like to color your robot, colored pencils or crayons will work great.

Congratulations!

If your drawing didn't turn out as well as you hoped, try drawing it upside down. It might seem like a funny idea, but it makes you think differently.

Look at the drawing as a bunch of lines, rather than a robot. Think about how the lines fit together. How one line curves and then crosses another. Find the shapes between the lines and draw them.

Try again.

