

Mechanical Design

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After having gone to a workshop at CDW about designing robots I found that it was something that enjoyed doing, so I decided to choose this as my focus for my first production. I wanted to make some comical robots that could be used in a video game.

For inspiration for my robots I looked at a number of different mechanical artists, including the teacher of the robots CDW workshop, Ned Rodgers. I also put together a very large board of robot illustrations on Pinterest that I found very helpful to find ideas for my own robots by just browsing through them. I really liked robots that looked like they had a personality and that is why I decided to make colorful and funny looking robots for this production. I wanted 3 different sized robots, one small, one medium and one big. Unfortunately the large one was too wide to be printed taller than the medium one and ended up being the medium height but I was still happy with the results.

I drew my robot designs on paper with lead pencil, then outlined them in pen before scanning them into the computer and using the layers and tools in Photoshop to color and add light to the robots. I was then able to print them off on the large printer and stick them onto styrofoam boards. After this I cut them out and made them able to stand on their own as a physical standing artwork.

Beginning my production I had not planned to make anything other than a print but when cutouts were suggested to me I loved the idea and decided to make these characters into real life things that people can stand next to. I really enjoyed this process because through all the work of making the robot and printing it out, sticking and cutting, seeing the final product was exciting.

I am very happy with how the robots turned out and seeing people look at them and like them in the art wing was very exciting as well. Seeing something that I have designed and drawn on the computer coming to life and a full size cutout was interesting and exciting. Being able to walk around them and pose for photos with them is great and I would like to do something like this again in the future. I will continue to develop my skills in robotics design because there are no limitations on proportions or what is physically possible so the ideas are endless.

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