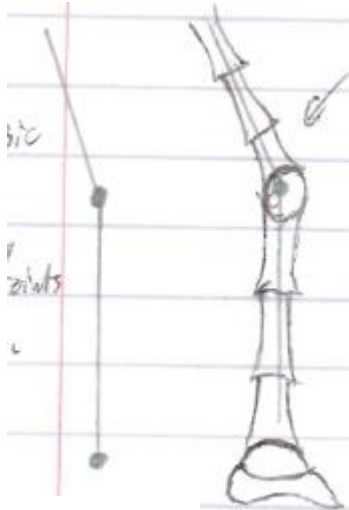


Design: The Playable Character- The Legs and Feet

With the arms and hands already designed- the idea of the legs and feet should follow the same themes and designs.

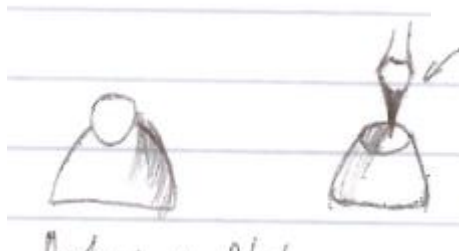
Once again I have to be careful to avoid skeletal designs with the 'female' robot. Unlike with the arms, I think I'll avoid using sections for the legs.



The basic anatomy of a leg with the joints included.

Once again, just the basic frame, like the arms, this will be covered up with a plastic shell.

The arc in this foot resembles a shoe typically worn by a woman. While I understand we are calling this a 'female' robot, this is a little too much design wise.

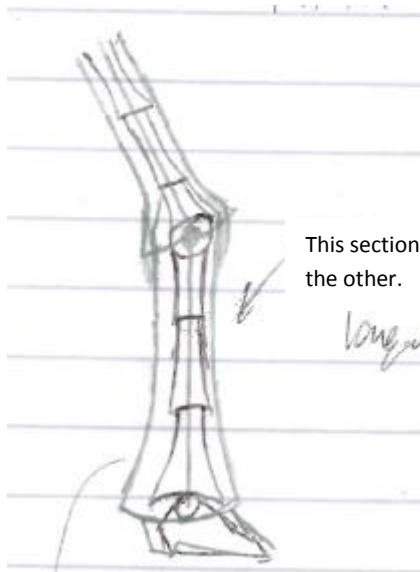


Connected via spike

Perhaps an upside down bowl design?



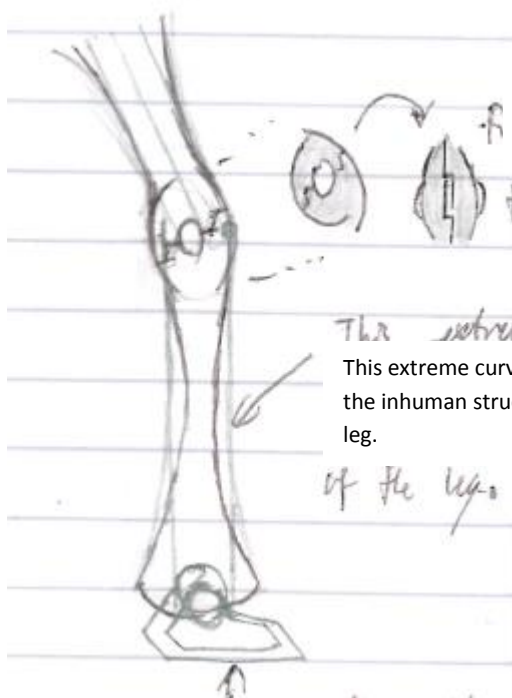
This foot has the same theme as the hands, but it may be too human.



This section is longer than the other.

longer

The outer shell seems to resemble flared trousers.



Front view of the knee

The extreme

This extreme curve shows off the inhuman structure of the leg.

of the leg

Due the flared design, the foot has to be bigger or it would be physically imbalanced (not that it matters too much).



While the idea of a two stage foot interests me- in terms of design it's awkward to look at.



This would be a two section foot. It would offer greater movement than a human (although not by a lot).



Maybe a simplistic design would suit it more? A smaller foot would be unpractical, but it may look better in terms of design?

No, this was a bad idea.

The leg design shows some resemblance to 'disco pants', thinking back to media, I believe that platform shoes go with it.



Design wise, once again they don't look like much in 2D.

Seeing that I am getting bad results from human-like feet, maybe I need to take a step away and use something different, like a simple geometric shape:



Unrealistic, but this idea of standing on orbs could work.

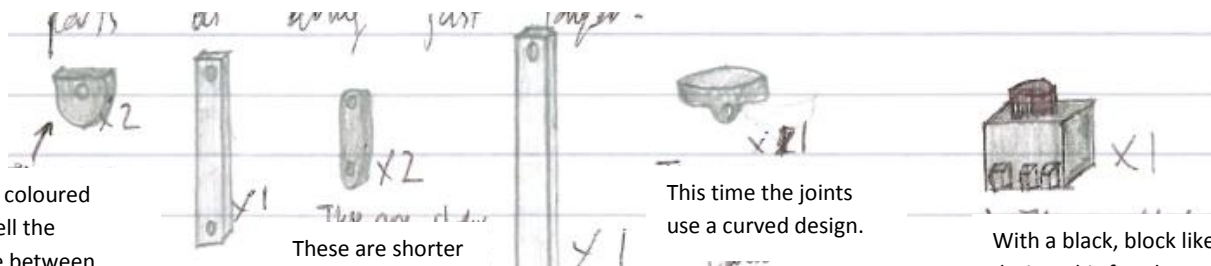
While this design falls away from the arms and legs, I think I will keep it. Maybe I will revise the arm designs to follow suit.



The knee joint is not fully covered; this gives the design a much needed robotic feel.

This may look like a wheel, it isn't.

With that done there is now the three-section leg. Unlike the two section, only the foot should need a new design as the legs should follow the same design and parts as the arm, they'll just be longer.

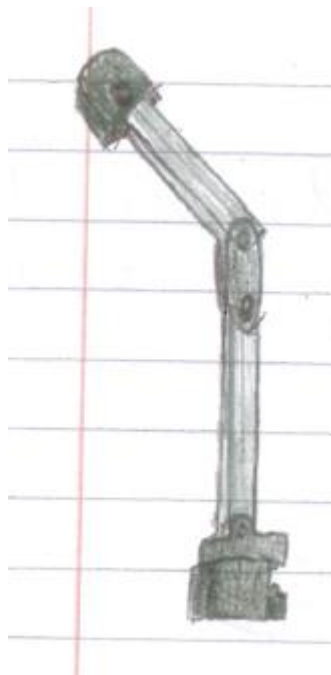


These are coloured black to tell the difference between arm and leg joints.

These are shorter for the knees.

This time the joints use a curved design.

With a black, block like design, this foot bares a resemblance to gundam.



Not really much to say here, the knees will be replaced with to make the design less underwhelming. I'll probably make the whole thing thicker as well.

These may change size in relation to the torso

Rather than having a block for a foot, a modified design gives it a practical and realistic look.

