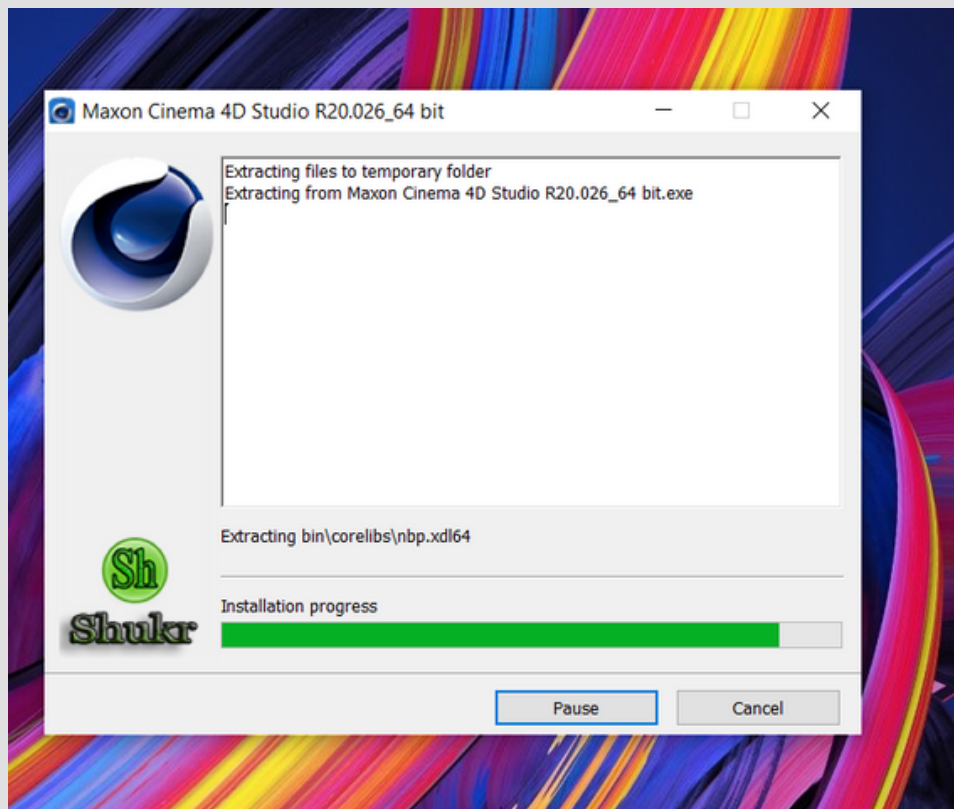


readme:designing  
knee joint and  
calculating its angle

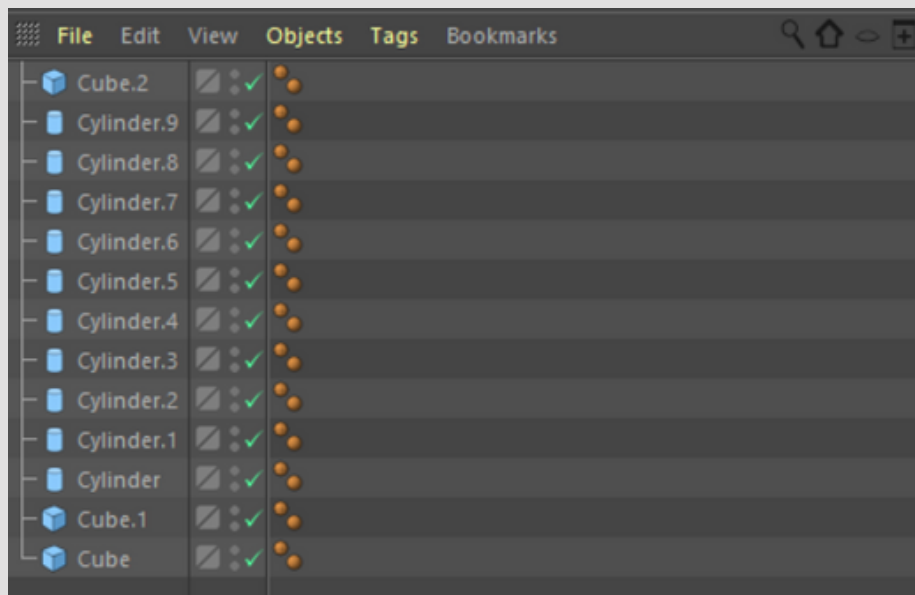
first task:designing knee  
joint

i used CINEMA 4D  
programm

1-i installed CINEMA 4D

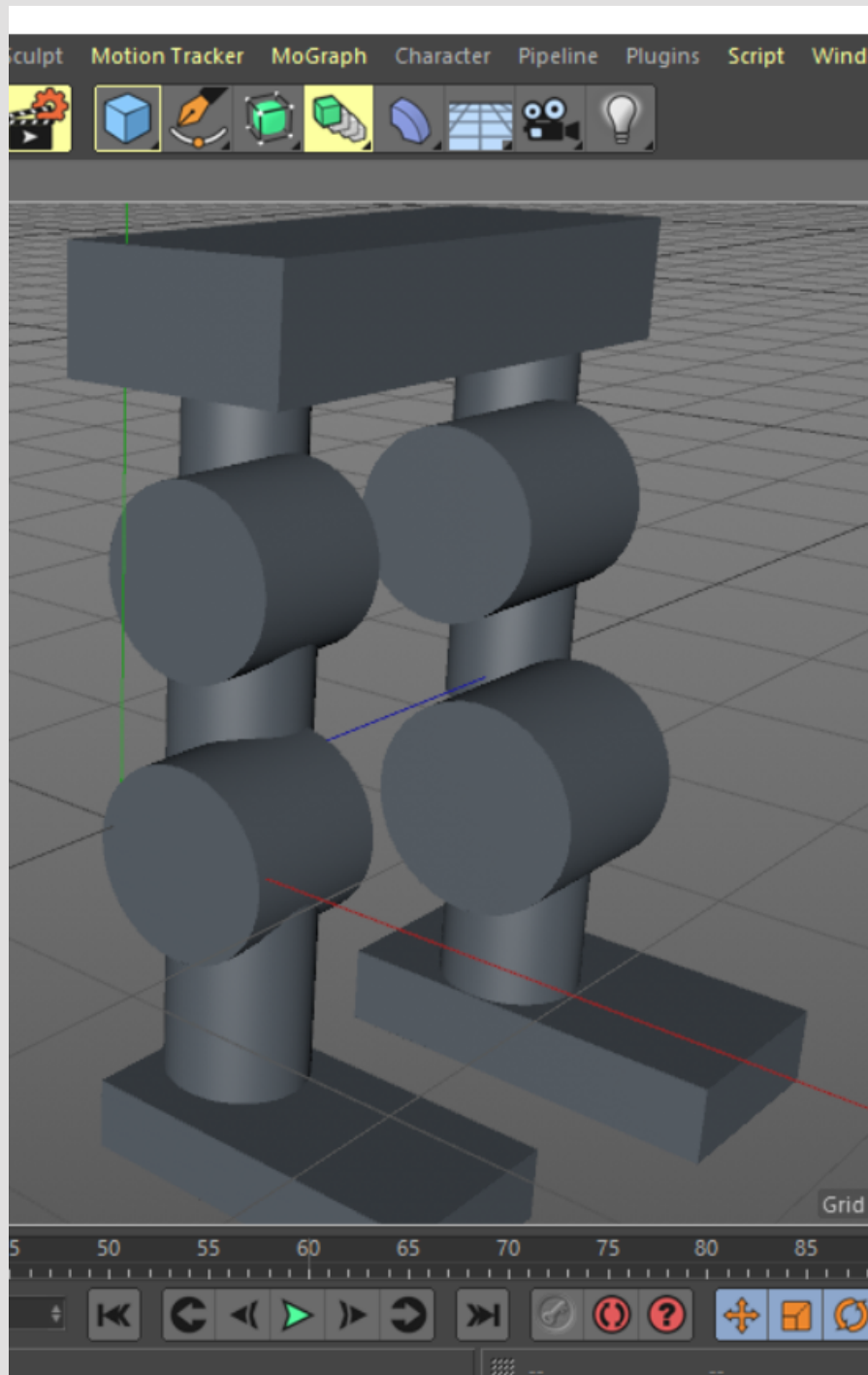


2-i used the objects  
(cube, cylinder) to  
create the bottom  
body of robot



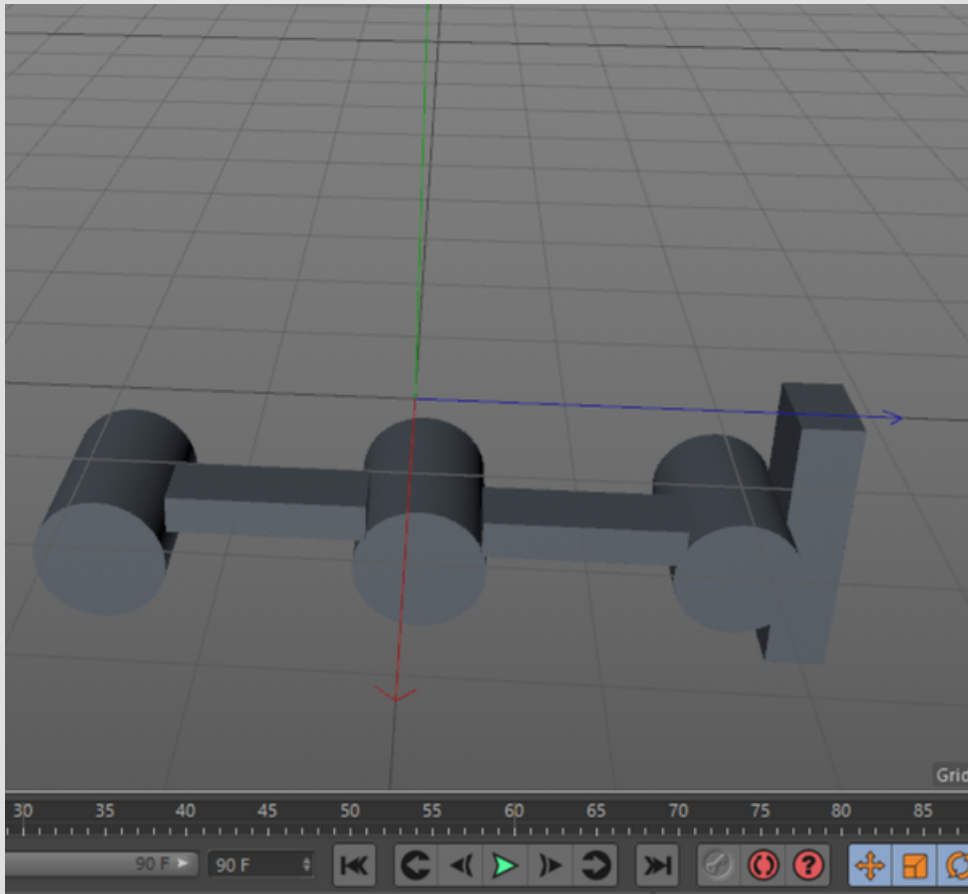
final result:

# final result:



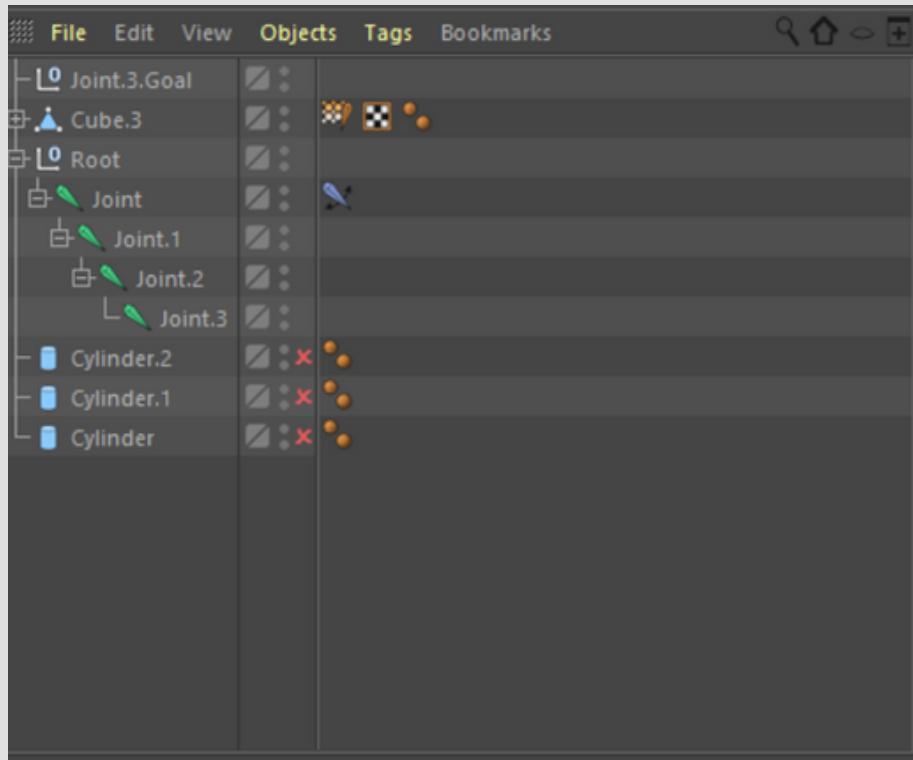
second task: calculating its  
angle

1- i desinged another leg  
part

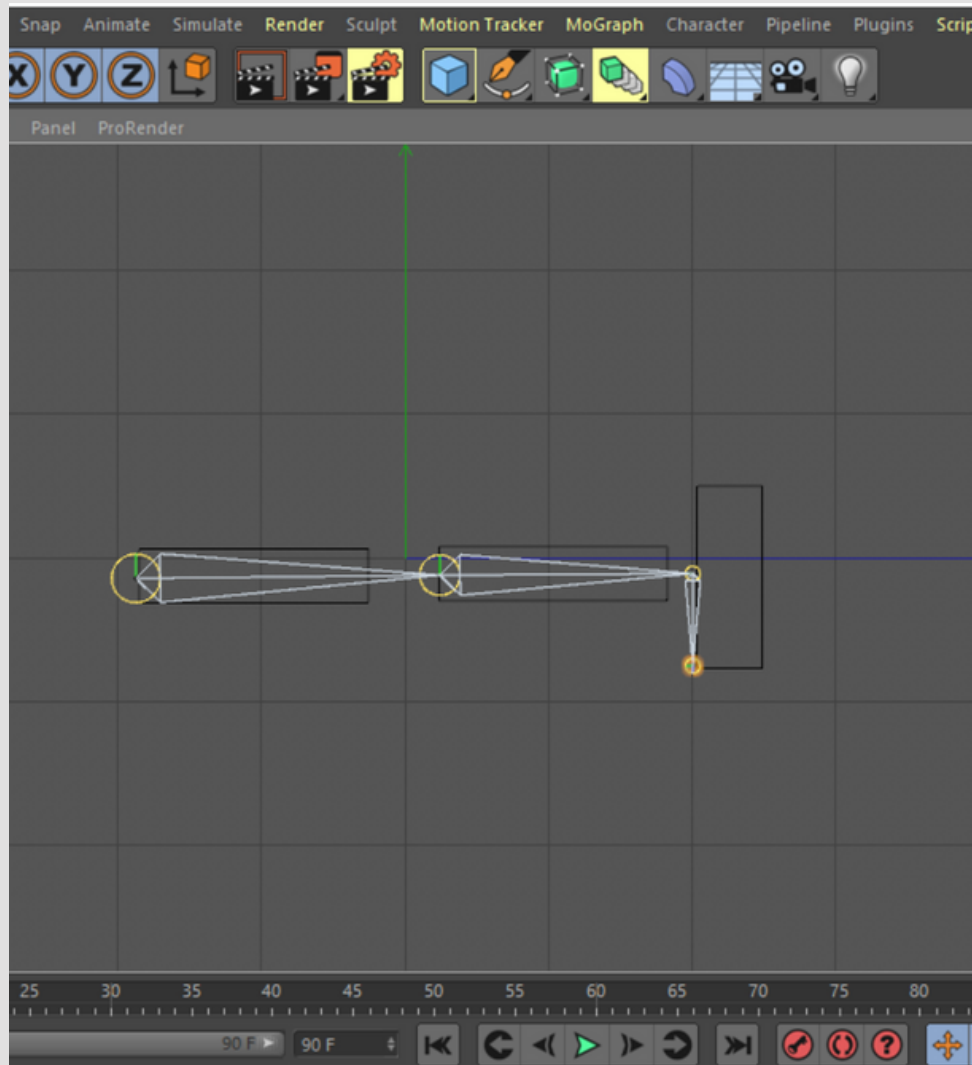


2-i hid the cylinders part

3-enabled editing to cubes  
after i combined them  
together



4-i added four joints insted  
of cylinders parts from :  
character>joint tool



5-then i used rotation to  
move the leg

6-i calculated the angles  
using the IK chain from  
character>commands>cre  
ate IK chain

