

BIOMECHANICS



Biomechanics, the study of the mechanical laws of living organisms, is closely intertwined with the concept of cyborgs.

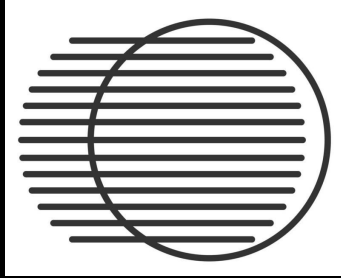
Biomechanics provides knowledge based on understanding how muscles, bones, and joints interact to produce movement. This understanding is crucial for designing artificial limbs that can mimic natural human motion.

BIOMECHANICS + CYBORGS

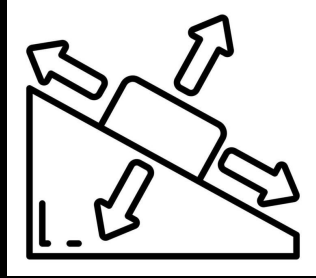


Cyborgs, beings with both organic and biomechatronic parts, often utilize biomechanical principles in their design and function. By understanding how the human body moves and functions, engineers can create more effective and intuitive prosthetic limbs, exoskeletons, and other assistive devices that integrate with the human body.

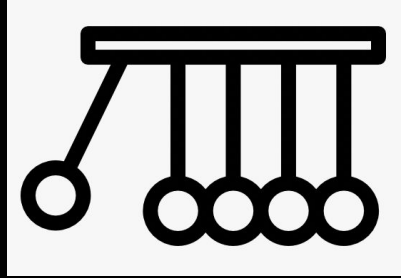
KEY BIOMECHANICAL PRINCIPLES



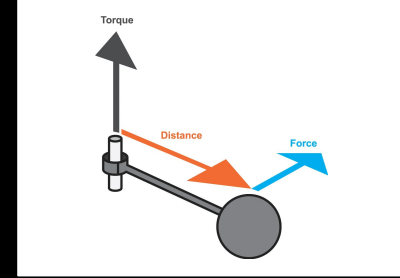
Motion



Force



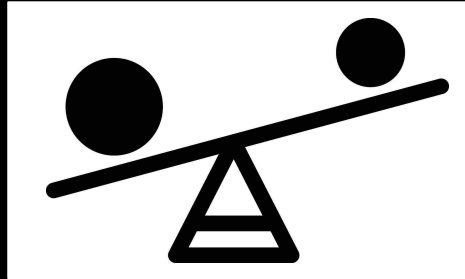
Momentum



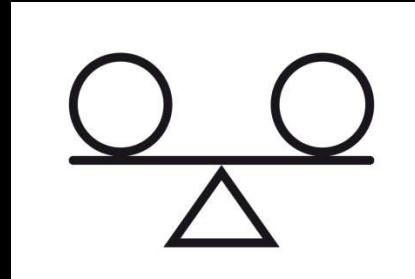
Torque



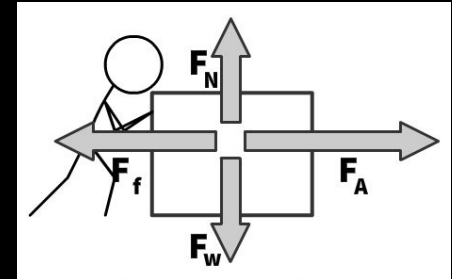
Lever



Balance



Stability



Newton's Laws
of Motion

CYBORG (DC COMICS)



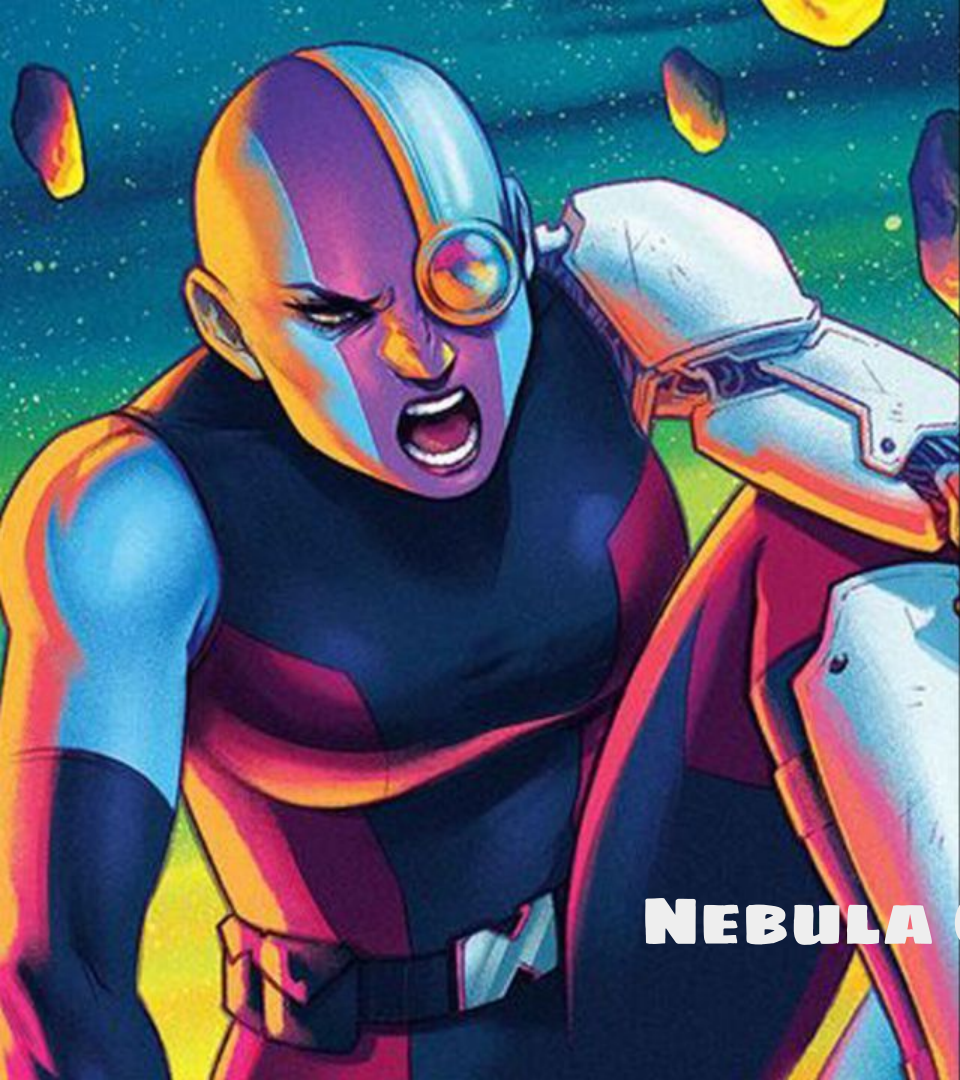
IRONHEART (MARVEL)



FORGE (MARVEL)

JIM LEE
ISRAEL SILVA





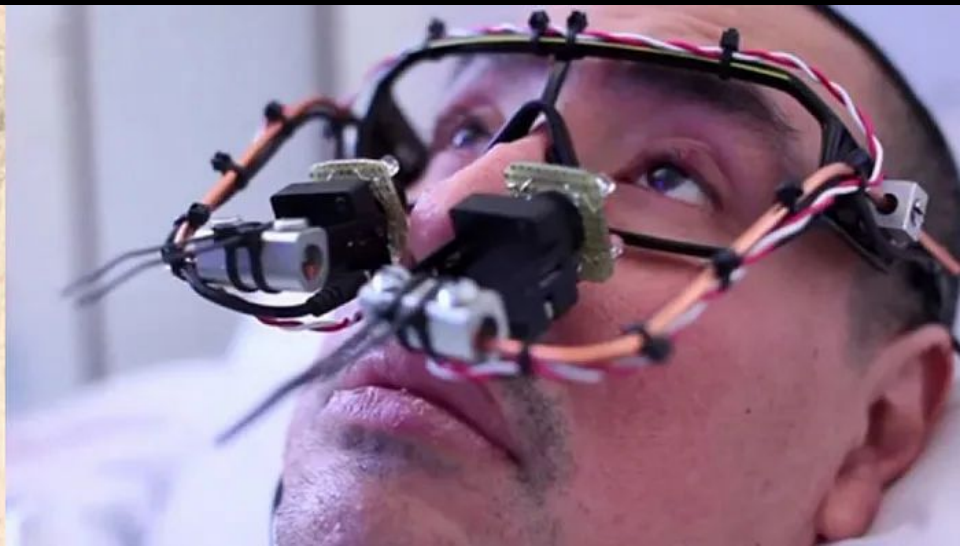
NEBULA (MARVEL)



ONYX ASHANTI



TEMPT1 (EYEWITER)



NEIL HARBISSE



AMBER CASE

