



Now we start with something very much like 1 and 2. For want of a better name we shall call him "Doohinkus." All we need do is add some sort of box for a pelvis, some pads for hands and feet, some balls at the joints, and a straight line across for shoulders. We thus give him the following characteristics.

Head is a ball.

Chest is a ball.

Pelvis is a box slanted out at back and in at the sides.

The spine does not go through the chest ball but around the back of it.

The legs are not straight but curve in to the knees and out toward the foot.

Forearm is slightly curved.

Chest ball is divided by a line through the middle and flaring lines at the bottom, like a Y upside down.

The reason for the curve on the bones is that they thus become "springy" and shock-absorbing.

Without those curves we would be nervous wrecks before we were in short pants or panties as the case may be.

Every limb is movable in practically all directions.

The chest ball is fixed to the spine but the spine bends in all directions. It can also twist or turn, so that there is a wide range of movements possible between spine and pelvis.

The human body is just about the nicest bit of mechanics we have in the world. We can walk, run, jump, climb, stand erect, sit, all without any oiling or burnt-out sparkplugs. Our motor starts and stops once. If we take care of the engine it will outlast any metal one. Let's go!

