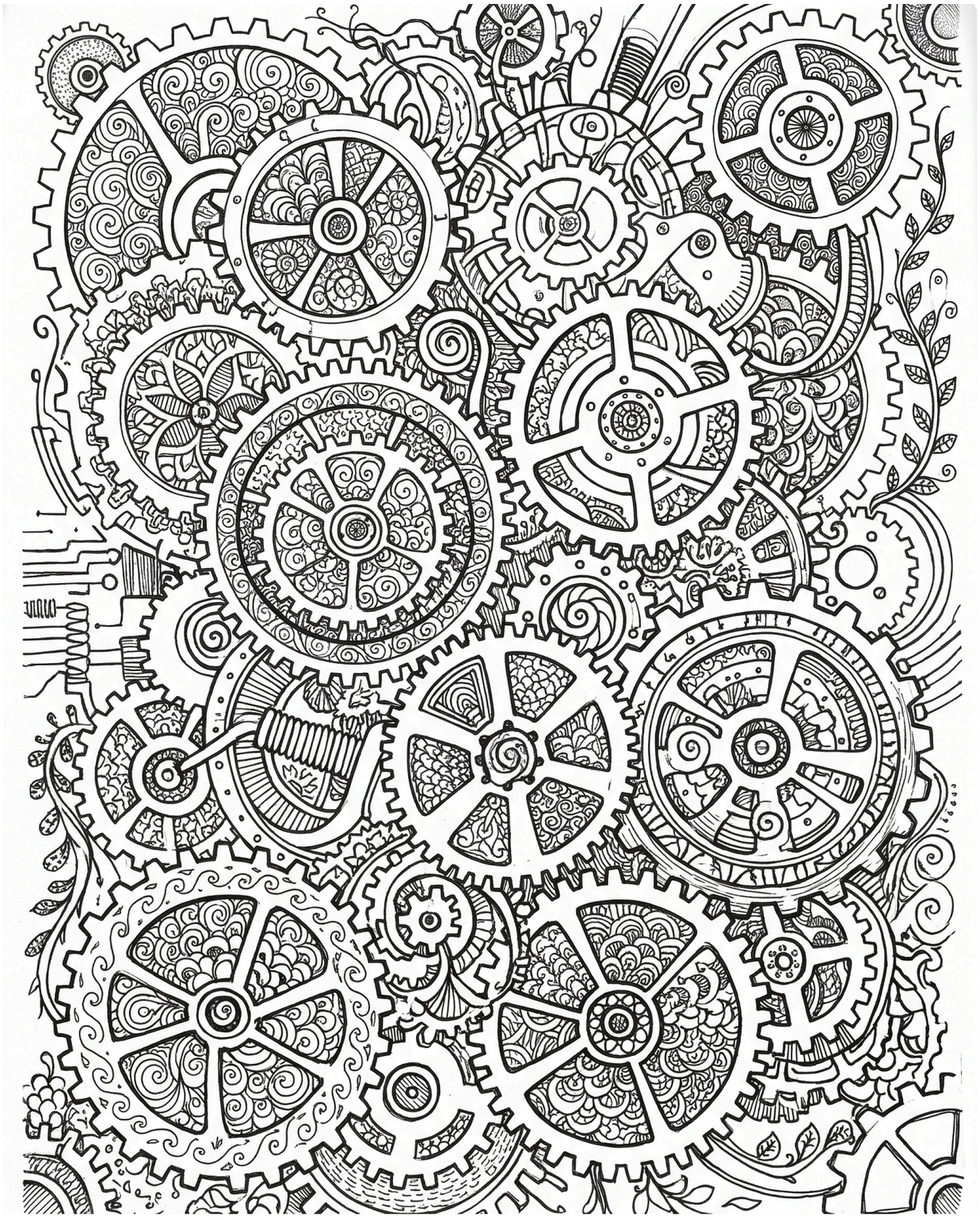
Jada’s Clockwork Diagram

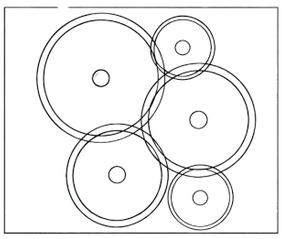
“Good notes make for great adventures!”

Help Jada color her diagram of the clockwork pannel for her journal! Then, follow the steps on the next page to create your very own gear panel.



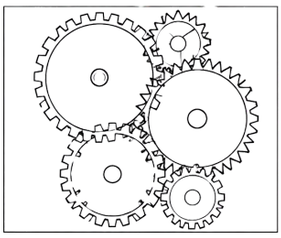
Step 1: The Master Chassis (The Outlines)

Every great machine needs a foundation. Start by drawing 3 to 5 circles of different sizes across your page. These will be your main gears. It’s okay if they overlap or run off the edge of the page!



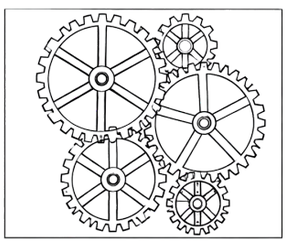
Step 2: The Cogs and Teeth

For gears to turn in flawless unison, they need teeth. Around the outside edge of each circle, draw small, evenly spaced squares, triangles, or trapezoids.



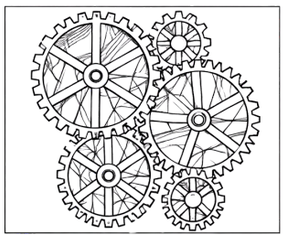
Step 3: Internal Mechanisms (Spokes & Hubs)

Give your gears some structure. Draw smaller circles right in the center (the hubs), and connect them to the outer rings with thick lines (the spokes). Try making some spokes straight and others curved or geometric—like the intricate sapphire gears on the bridge control panel.



Step 4: The Data Lines (Sectioning)

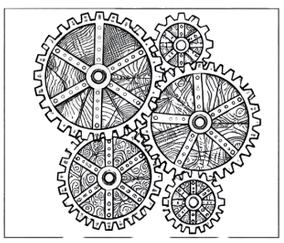
Now for the Zentangle part! Take the empty spaces inside your gears and draw a few random, intersecting lines to break them up into smaller, bite-sized sections.



Step 5: Create Patterns

Fill each tiny section with a different repetitive pattern. Let your mind wander! Some ideas to try:

- Rivets: Rows of tiny circles.
- Data Streams: Flowing, parallel neon-style lines.
- Crosshatching: Criss-crossing diagonal lines to look like rough metal.
- Coils: Tightly wound spirals or springs.



Step 6: Add Depth (Shading)

To make your gear panel truly pop, grab a pencil and lightly shade the areas where your gears overlap or where the spokes meet the inner hubs. This gives your 2D drawing a massive, 3D mechanical feel.

