

Check (✓) the features and abilities that are mentioned in the article about each robot.

2 **ADA**, a robot artist, can draw **realistic** portraits. ADA was named after Ada Lovelace, the first computer programmer. ADA was once an **industrial** robot. It used to make parts in a car factory. However, a company called Visionaire expanded its uses. Engineers **attached** a camera to ADA's arm. Computer programmers gave it the **ability** to recognize human faces. To make art, ADA uses its camera to look at someone's face. It then uses a pen to draw a portrait. ADA moves like a human artist. For example, it can pause and "look" at the person while it draws.

Features and abilities	AD A	Ai-Da	e-David
1. can paint			
2. has cameras			
3. sells art work			
4. was an industrial robot			
5. signs paintings			
6. can talk			
7. competes in art contests			

3 **Ai-Da**, another robot artist named after Ada Lovelace actually looks like a human artist. Ai-Da uses cameras in its eyes to look at a person. Then the robot uses its bionic arm to draw a portrait. Each drawing is different. Ai-Da is programmed not to draw the exact same picture. This ability makes it more like a human artist. Ai-Da can also talk. Ai-Da can draw, but it can't paint. Instead, a human artist adds paint to its drawings. Art collectors have already spent over \$1 million on Ai-Da's paintings.

4 Like ADA, **e-David** started life in a car factory. Two professors in Germany turned e-David into a robot artist. Unlike ADA, e-David doesn't draw live portraits. Instead, it takes a photo of someone with a camera. It then recreates the photo using paint. The robot uses a paint brush and 24 colors to **produce** its work. A computer tells e-David where to put the paint. The paintings look very much like the **original** photos. e-David has human qualities, too. For example, it can correct mistakes. e-David also signs its name on finished paintings.

5 In 2016, e-David, along with 24 other robot artists, participated in an **exhibit** called RobotArt.