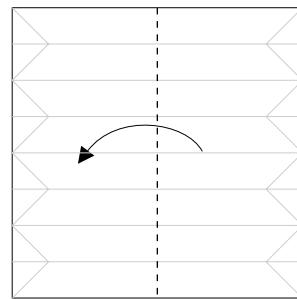
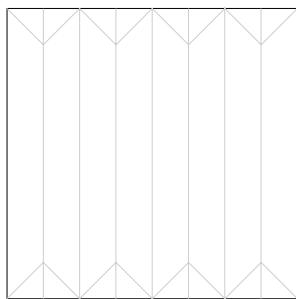
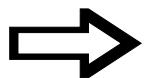
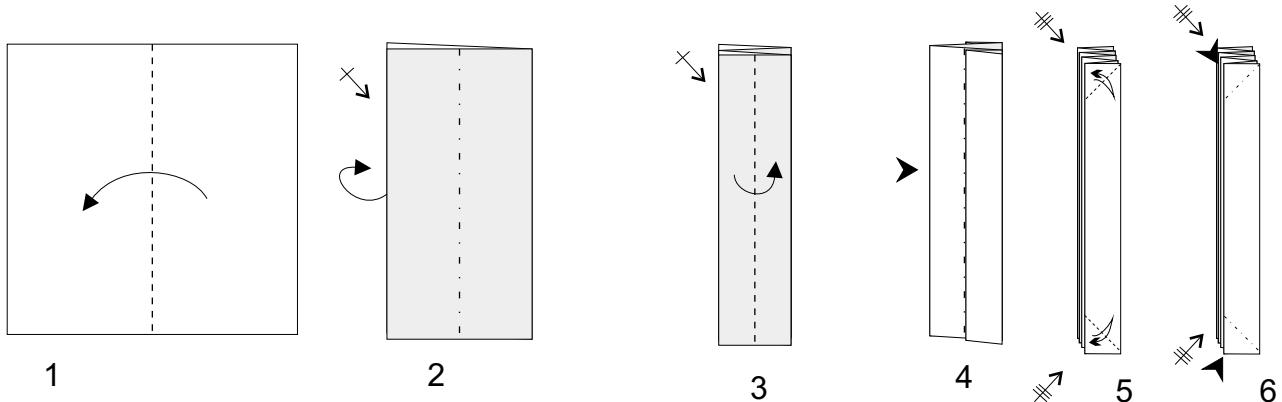


# FORMICA PLEGATA

Juan Pablo Cruz ©2001

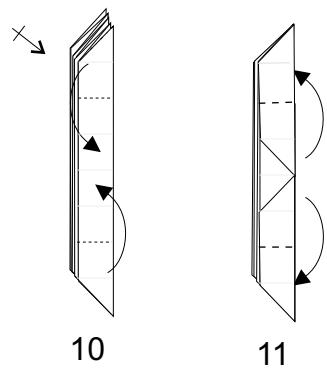
Longitud del cuerpo



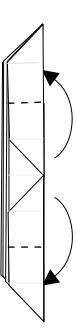
7 Abrir completamente

8

9 Repetir desde el principio



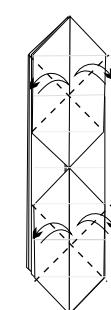
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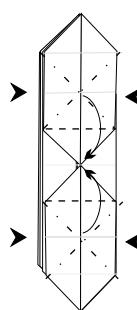
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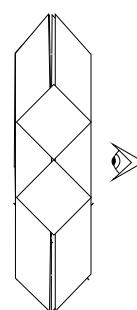
Abrir  
12



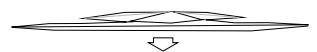
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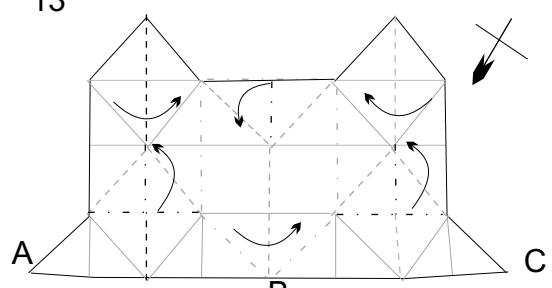
14



15

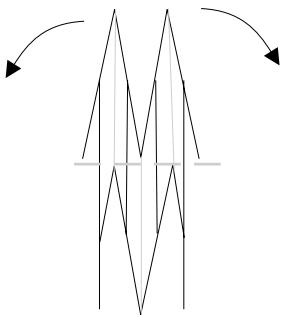


16 Desplegar la parte inferior

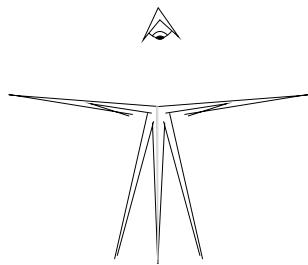


Repetir atras

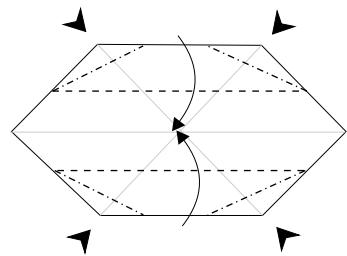
17 Esto es mas o menos 3D si observas el paso siguiente veras que lo que hemos hecho es sacar tres puntas,(A,ByC) que salen perpendiculares al plano anterior



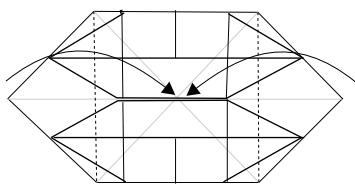
18 Abatir los dos picos superiores hasta dejar una superficie plana



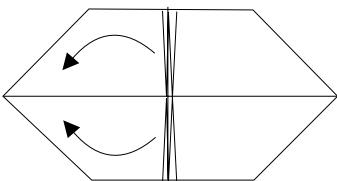
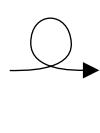
19 El resultado es este mas o menos



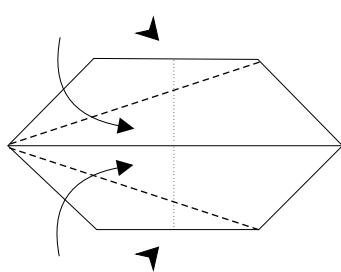
20 Doblar hacia el centro aplastando las esquinas



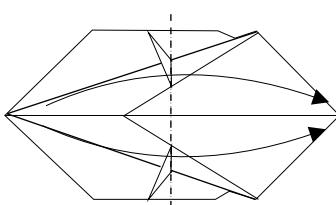
21 Plegar basculando



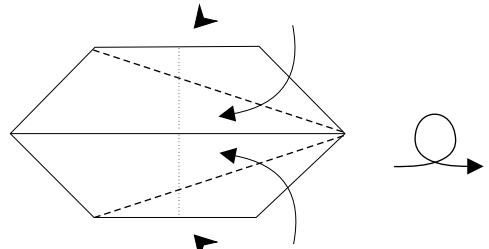
22 Abatir los 6 picos



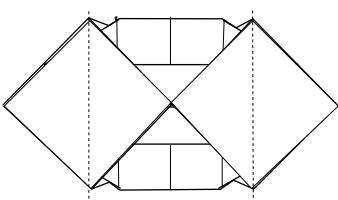
23 Plegar en valle aplastando el pico interior



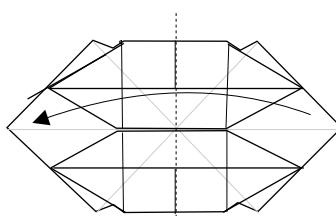
24 Plegar 3 capas a la derecha



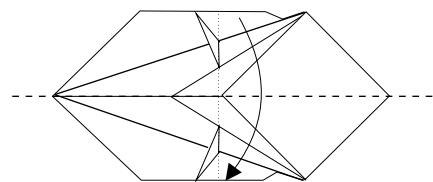
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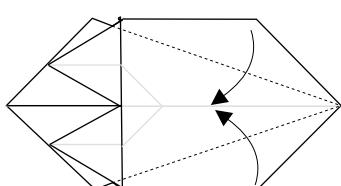
26 Bascular sobre los ejes



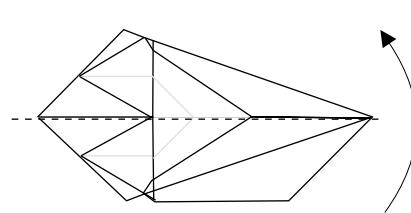
27 Pasar una capa a la izquierda



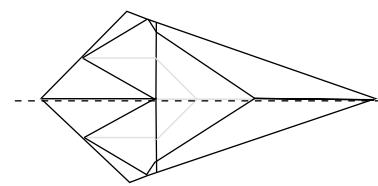
28 Plegar una capa hacia abajo



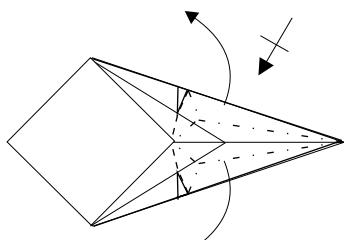
29



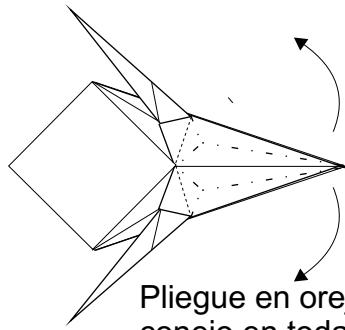
30 Subir dos capas y repetir



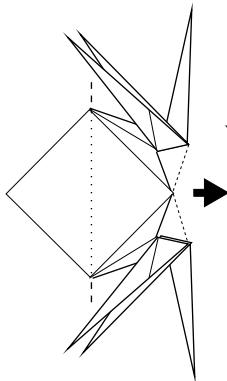
31 Plegar una capa hacia abajo delante y una hacia arriba atrás



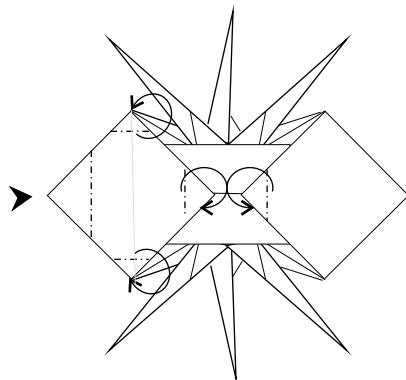
32 Dos pliegues de oreja de conejo  
repetir detrás



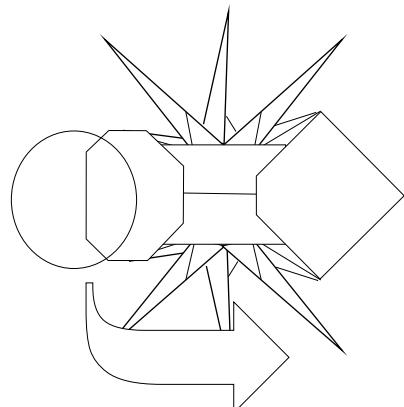
33 Pliegue en oreja de conejo en todas las capas



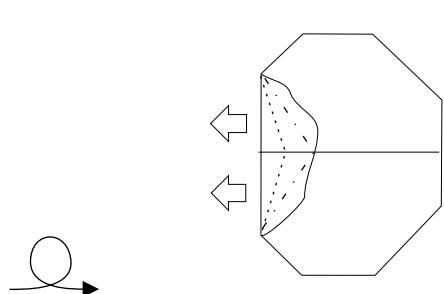
34 Estirar del pico superior  
plegado a la vez la parte  
interior (lease, abrir el  
modelo, de alguna manera)



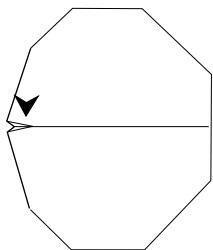
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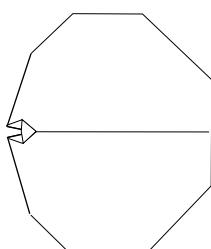
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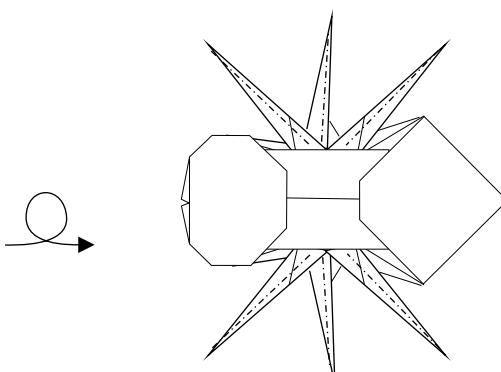
37



38 Aplastar



39



40 Afinar las patas y darles forma.  
Ahuecar la cabeza y el abdomen.  
Modelar.



Me he cansado de dibujar y ademas todo lo que queda es cuando menos subjetivo. De todos modos es preferible usar un papel metalizado o sandwich, aunque sale casi con cualquier papel