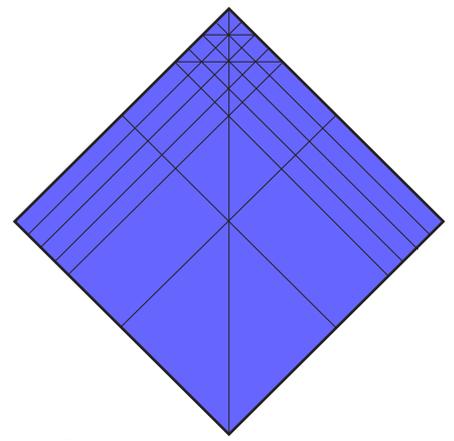
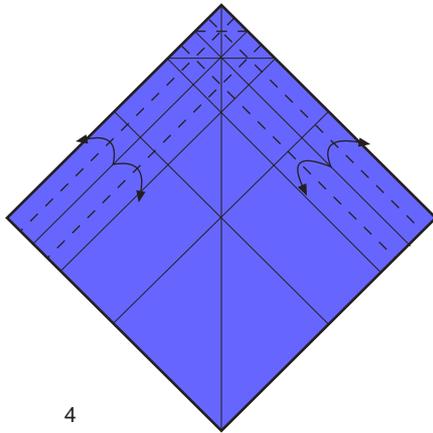
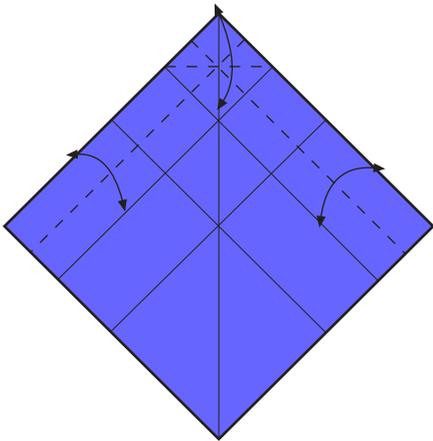
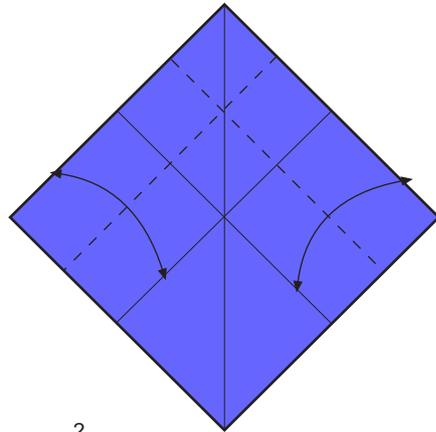
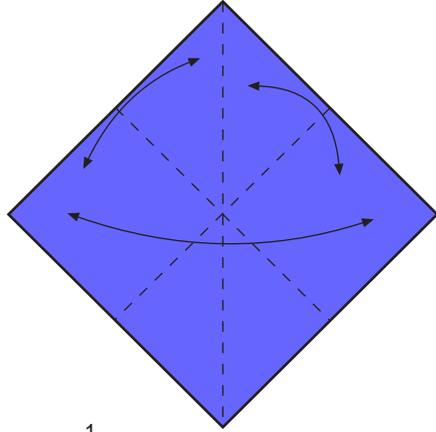


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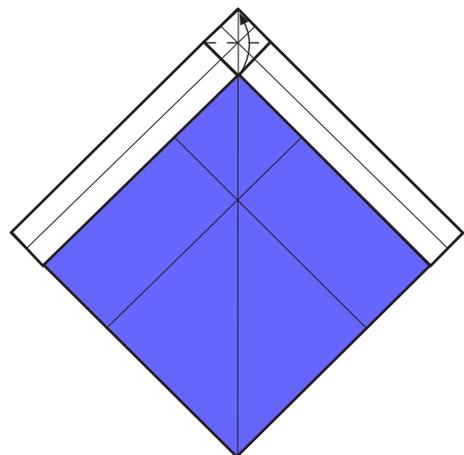
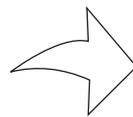
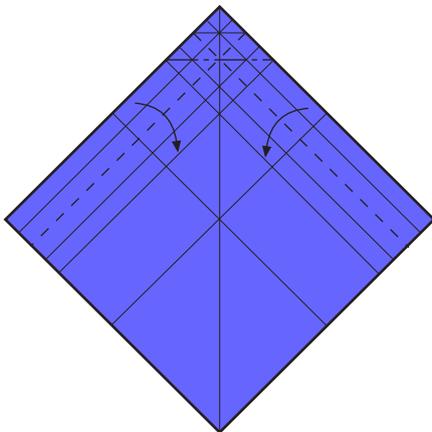
Ángel Morollón Guallar, 2009.



3

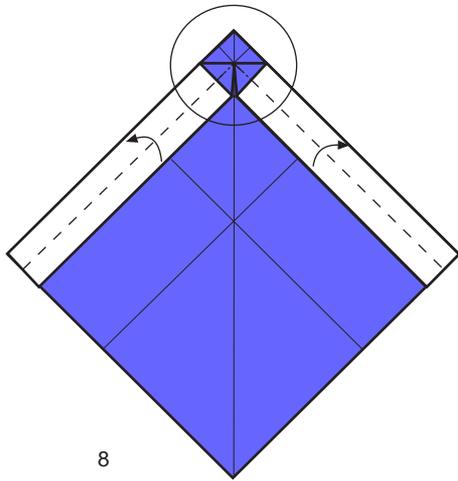
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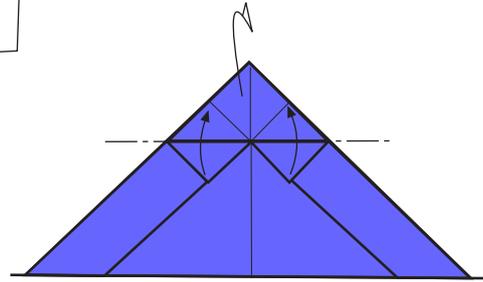


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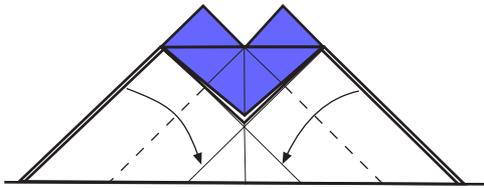
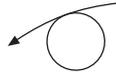
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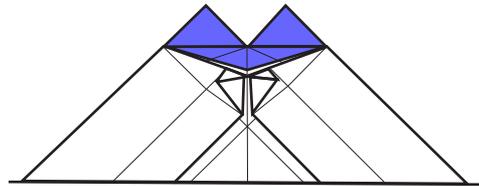
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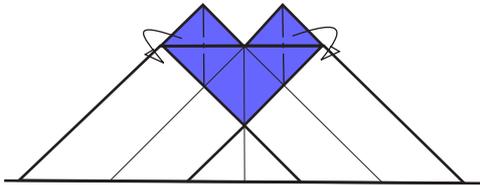
9. Ampliación de la zona marcada.
Plegar y voltear.



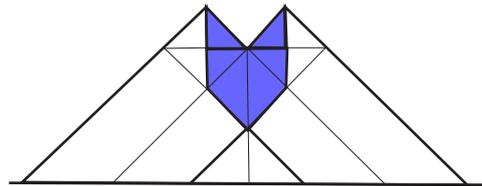
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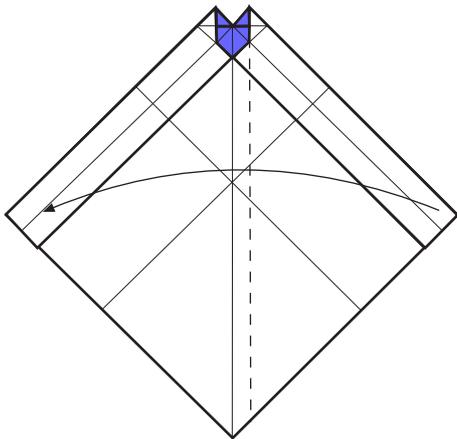
11. Pliegue del paso 10 en proceso.



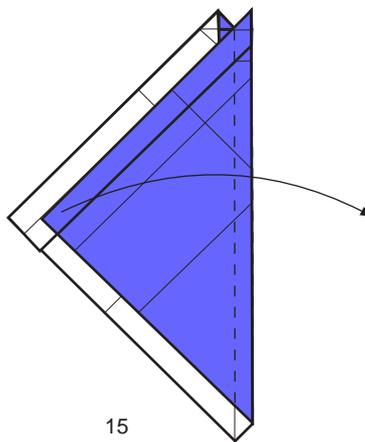
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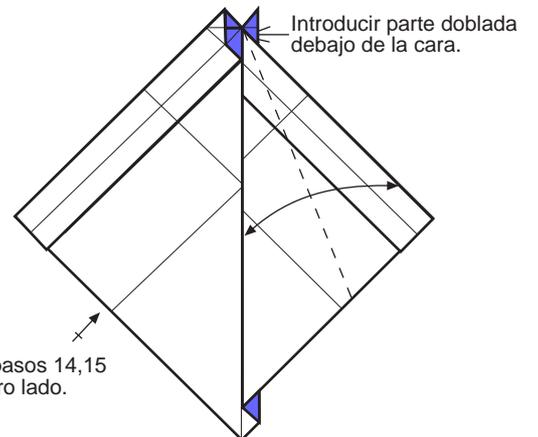
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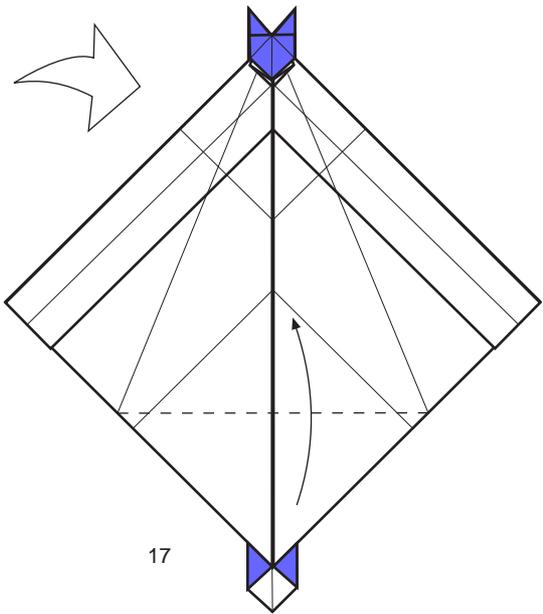
14



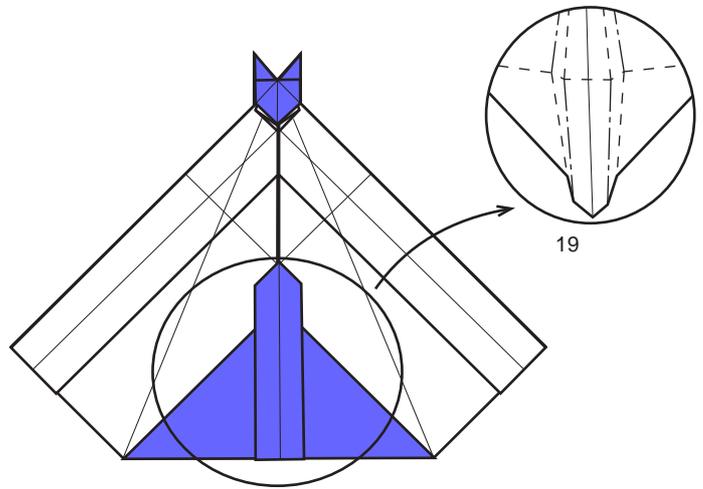
15



16. Repetir pasos 14,15
y 16 en el otro lado.

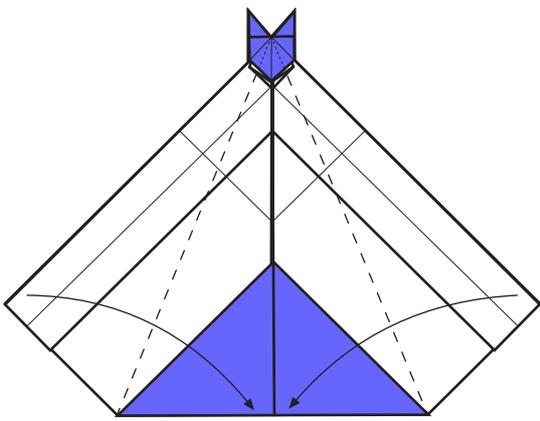


17

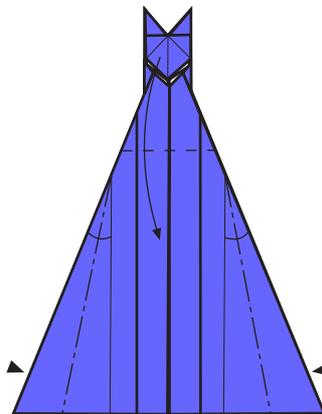


19

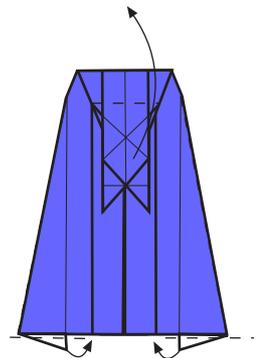
18. Separar, abrir solapas he introducir el pico, ver paso 19, atención a las líneas de plegado, quedará sujeto.



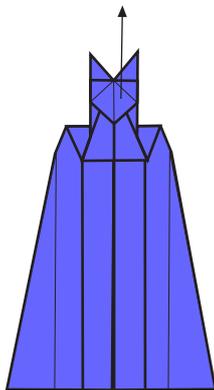
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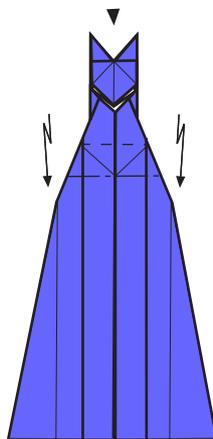
21. Plegar la cabeza por una marca horizontal preexistente. Hundir por la bisectriz.



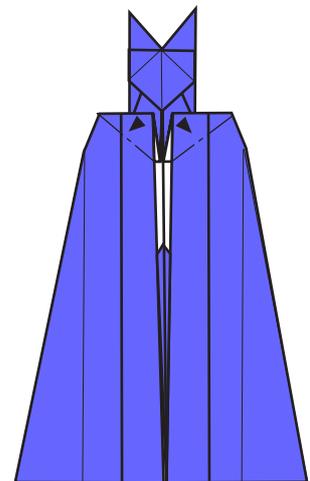
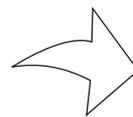
22. Pliegue en capucha de los bordes que sobresalen.



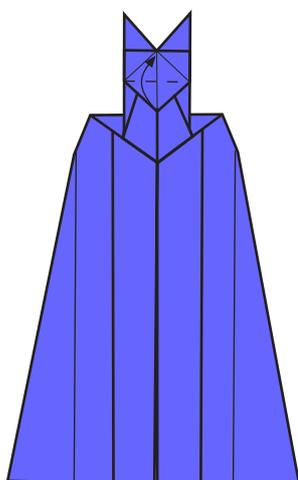
23. Desplegar.



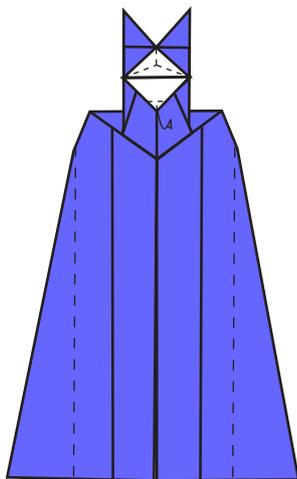
24. Abrir la capa y hundir siguiendo los pliegues marcados en los pasos 21 y 22.



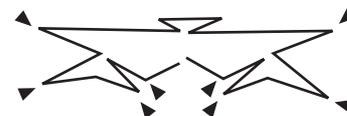
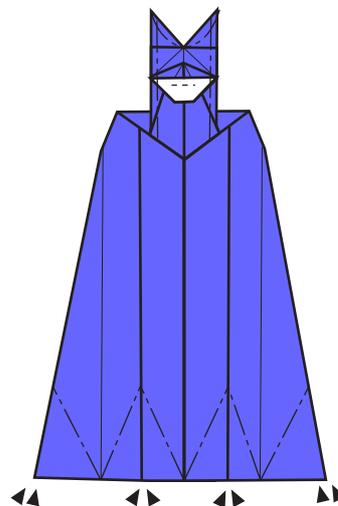
25. Hundir.



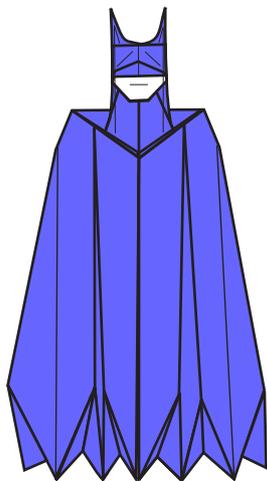
26



27. Pliegue en oreja de conejo para la nariz.
Plegar hacia dentro el mentón.
Los pliegues de la capa alternarán valle-
montaña siguiendo la secuencia de pliegues
marcados, incluso los ocultos.



28. Hundir las esquinas en ángulos
de 20-30°, se obtienen 8 hundidos.



29. Modelar, arrugar,
dar forma a la capa

