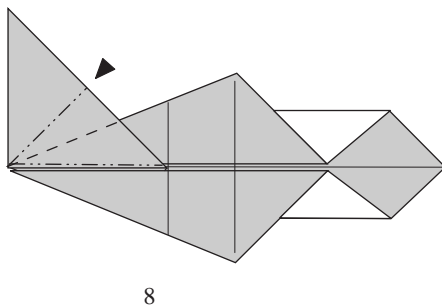
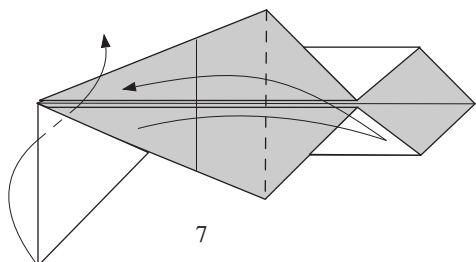
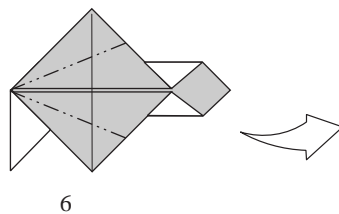
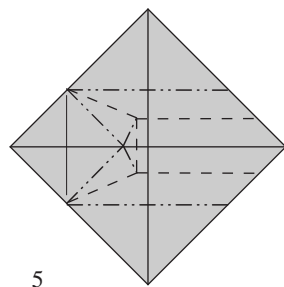
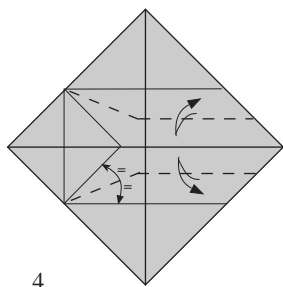
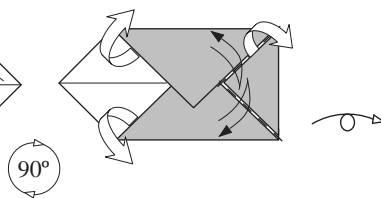
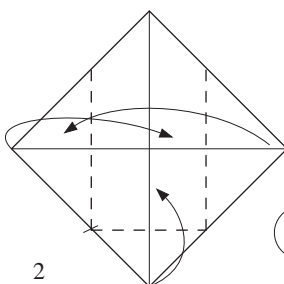
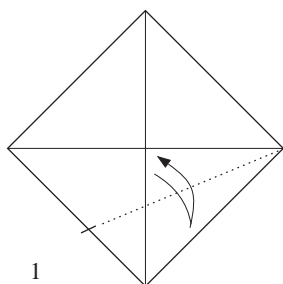
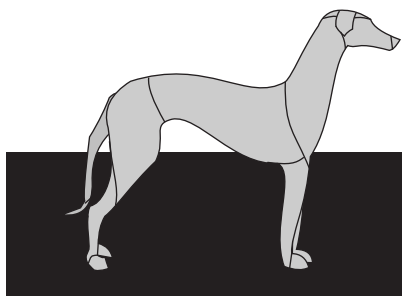


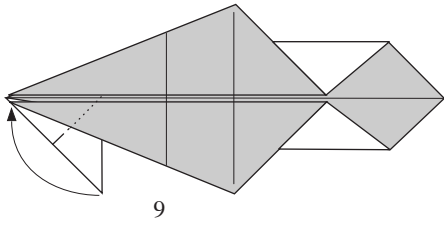
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# Galgo

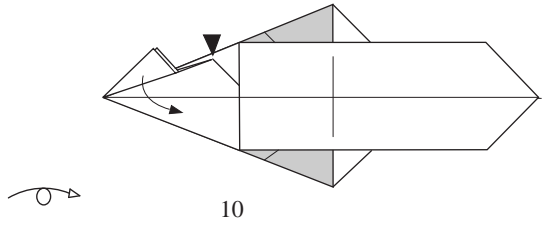
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Manolo Maya

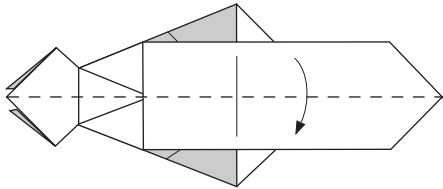




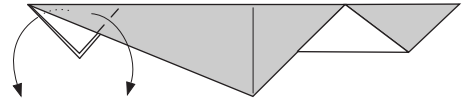
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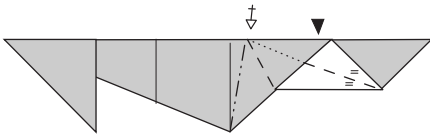
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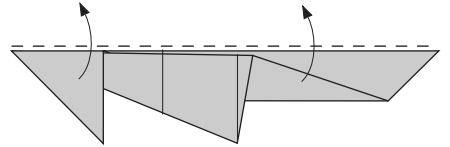
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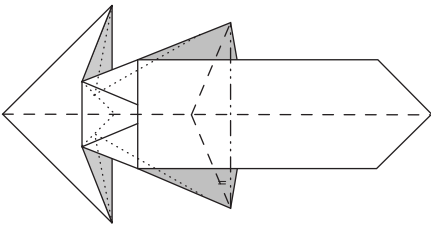
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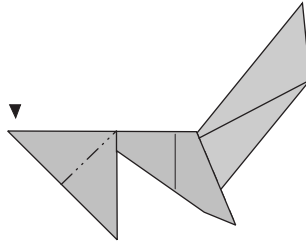
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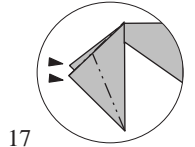
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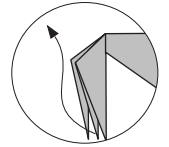
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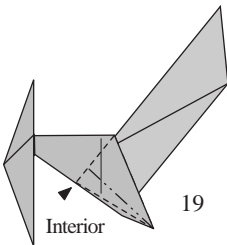
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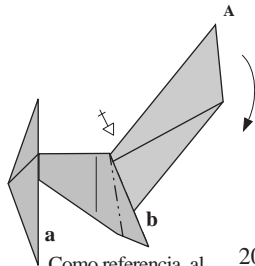


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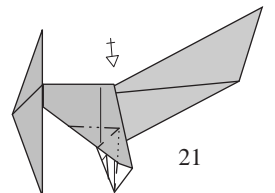
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Interior

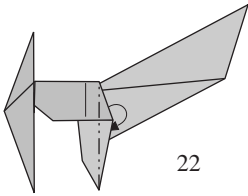


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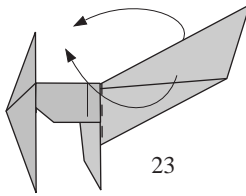
Como referencia, al bajar la punta A, la línea "b" debe quedar paralela a la "a"



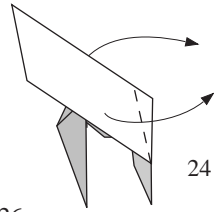
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22

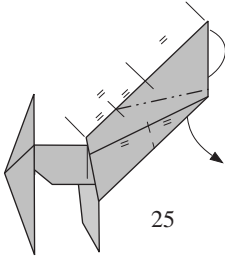


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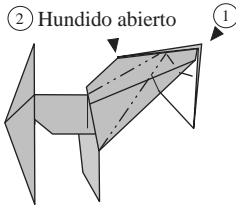


24

26

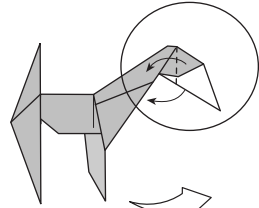


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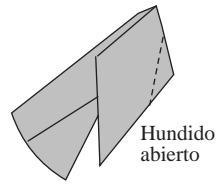


② Hundido abierto

①

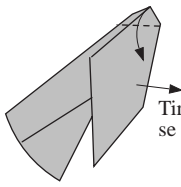


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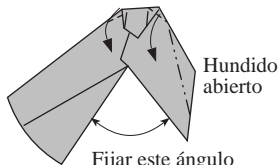
28

Hundido abierto



Tirar a la vez que se bajan las orejas

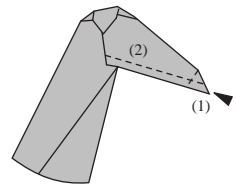
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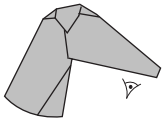
Hundido abierto

Fijar este ángulo según se desee la inclinación de la cabeza

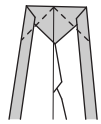
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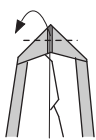
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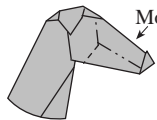
32



33



34



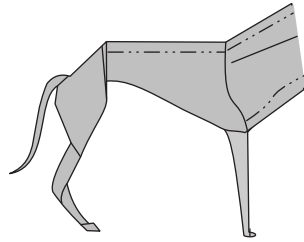
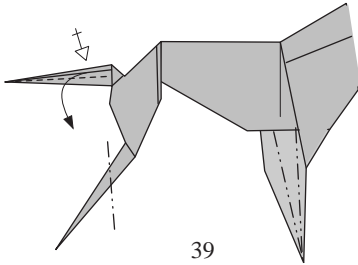
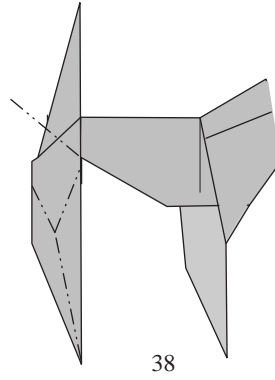
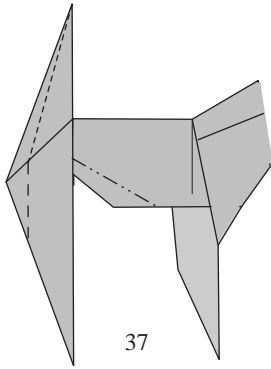
Modelar

35

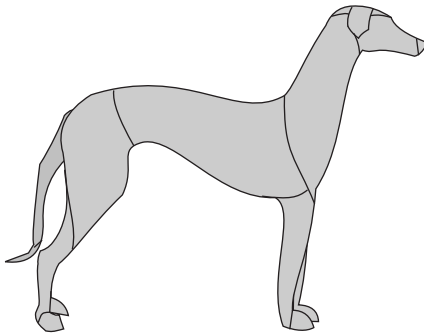


Cabeza terminada  
36

De paso 27



40 Patas y rabo terminados.  
Acabar de modelar la figura



Galgo terminado. Mi agradecimiento a Alfredo Pérez por la realizacion de estos diagramas

