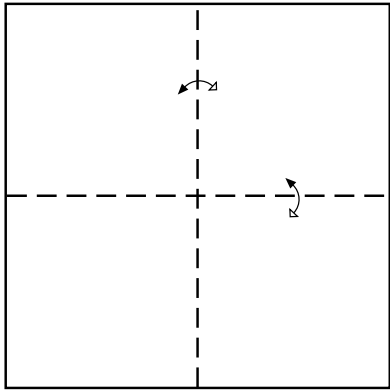
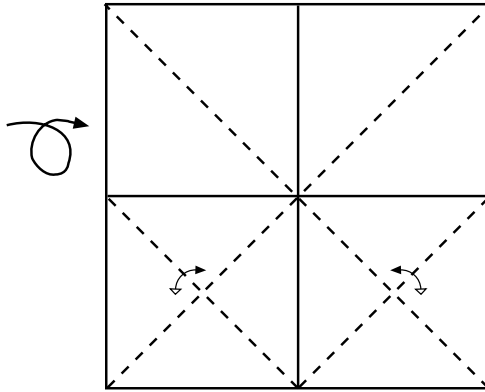


CAZADOR NOCTURNO

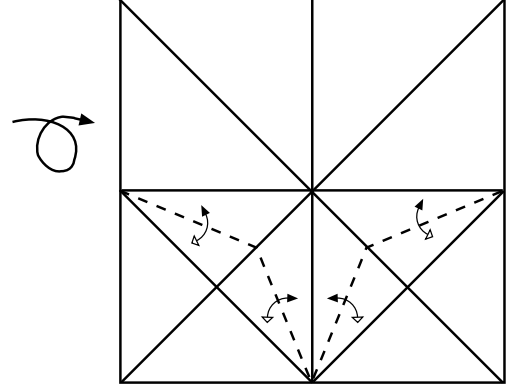
Diagramas por Diego Quevedo, basado en el CP del Night Hunter, opus 469 de Robert J. Lang.
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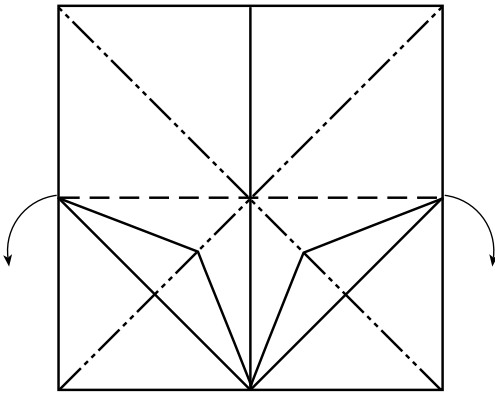
1.



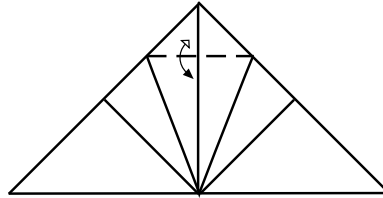
2.



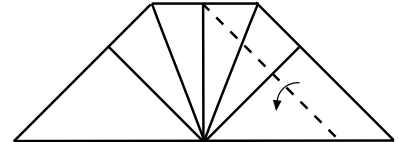
3.



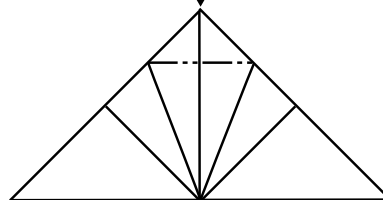
4. Plegar una Base Bomba de Agua



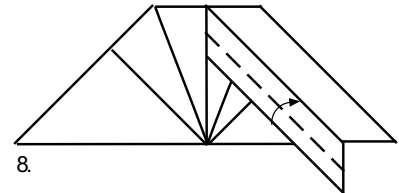
5.



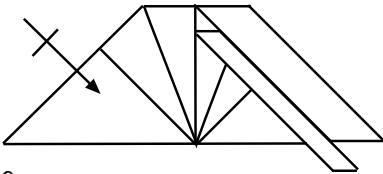
7.



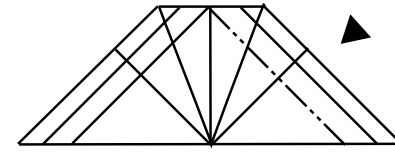
6.



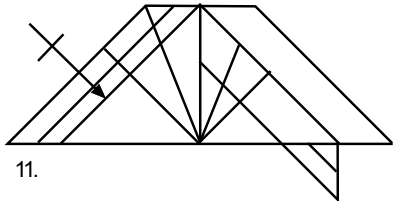
8.



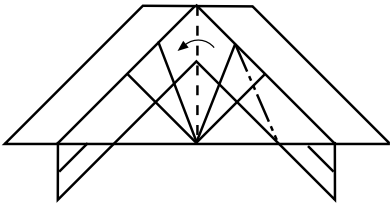
9. Desdoblar y repetir de 7 a 9 en el lugar indicado



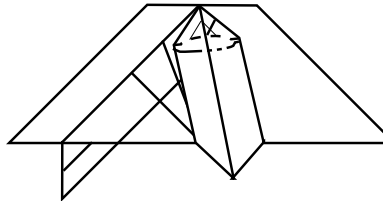
10. Realizar un hundimiento abierto.



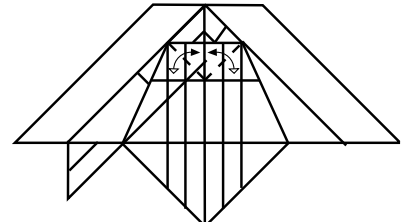
11.



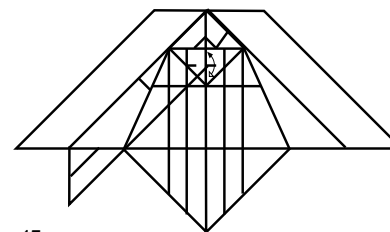
12. Realizar Un pliegue aplastado (squash fold)



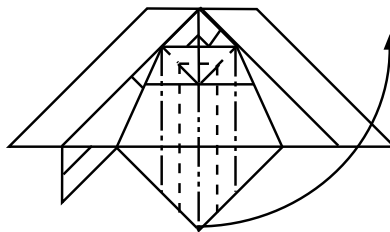
13. Paso intermedio simplificando líneas



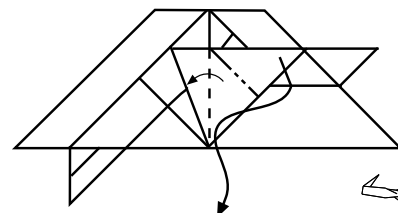
14. Pliegue aplastado terminado (squash fold finished)



15.

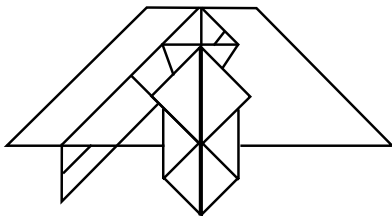


16. Doblar como se indica

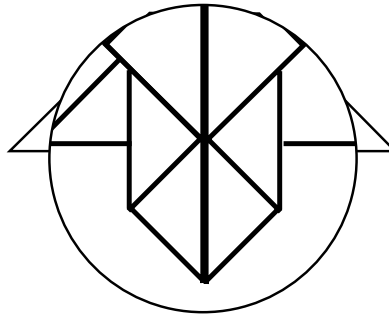


17.

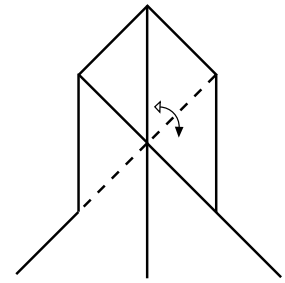
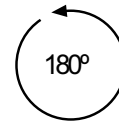




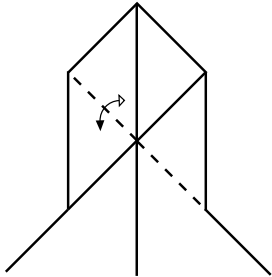
18.



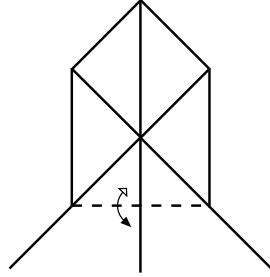
19. Zoom para realizar las garras.



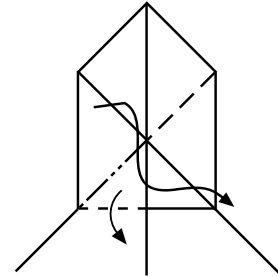
20. Marcar



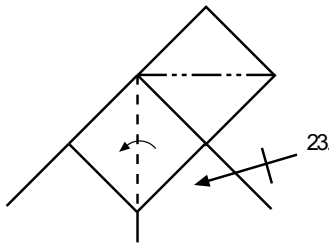
21. Marcar



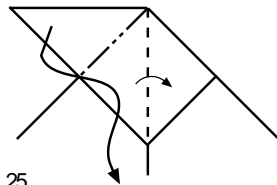
22. Marcar



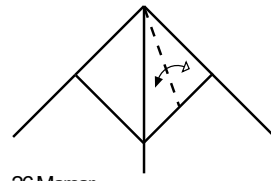
23.



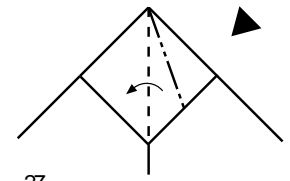
24.



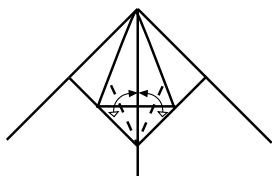
25.



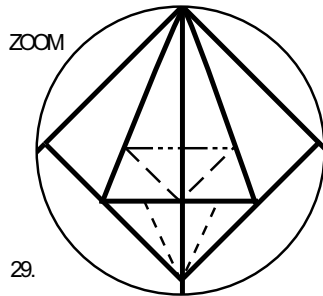
26. Marcar



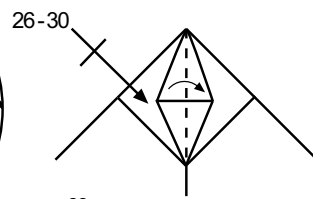
27.



28.

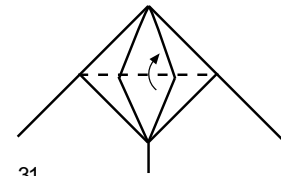


29.

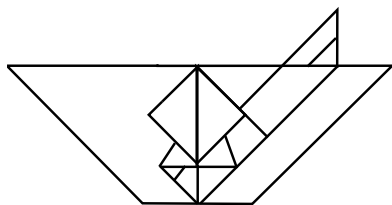


26-30

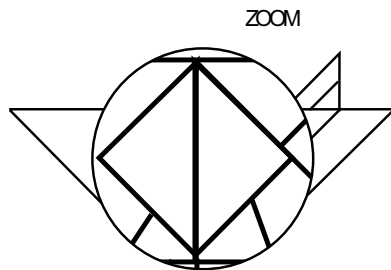
30.



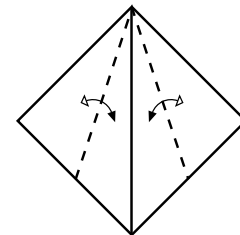
31.



32.

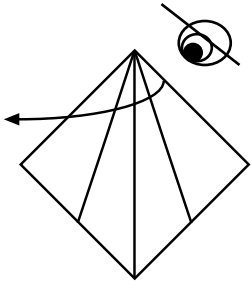


33. Zoom

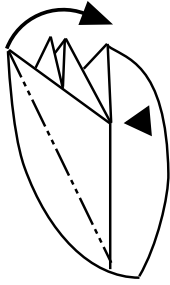


34. Marcar

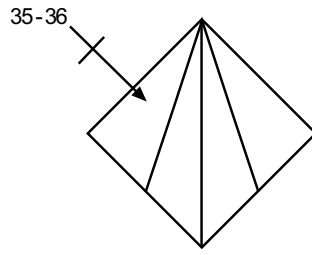




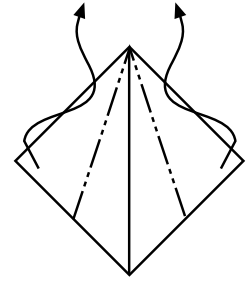
35. Abrir Capa



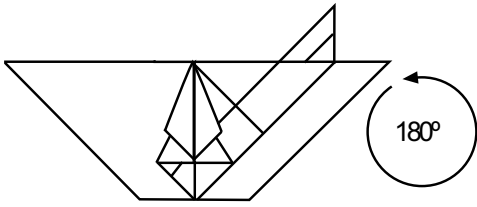
36. Hundir y cerrar capa



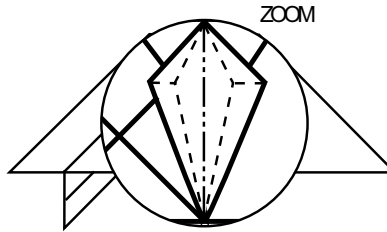
37.



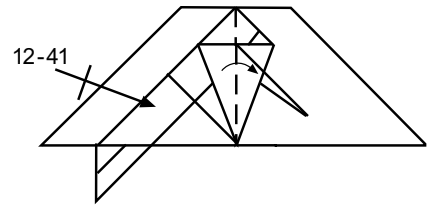
38.



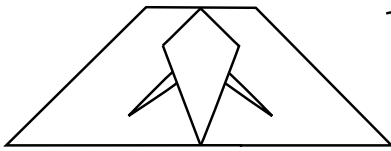
39.



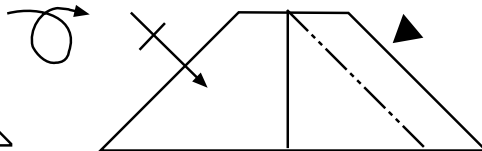
40. Plegar como se indica.



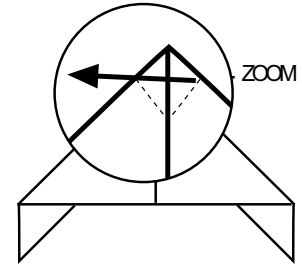
41.



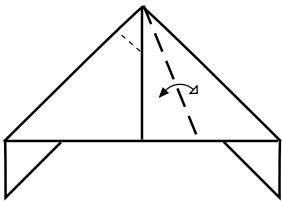
42.



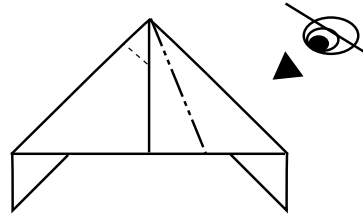
43. Realizar un Hundimiento abierto



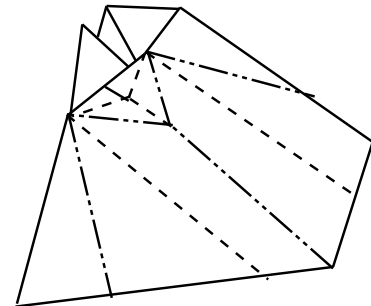
44. Cambiar de sitio la sección interior señalada



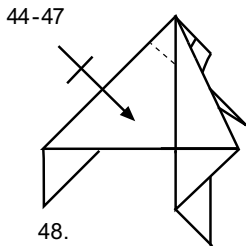
45.



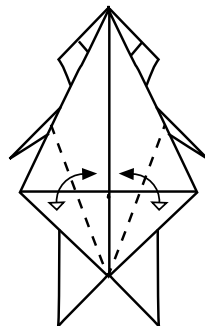
46. Cambiar el punto de vista y abrir toda la sección.



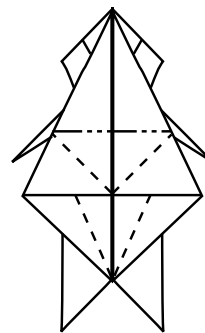
47. Plegar los valles y los montes como se indica.



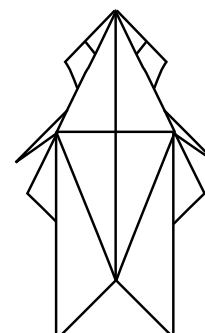
48.



49. Marcar

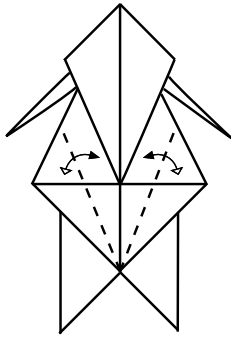


50.

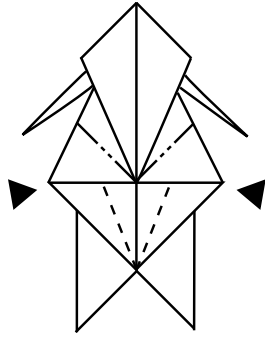


51.

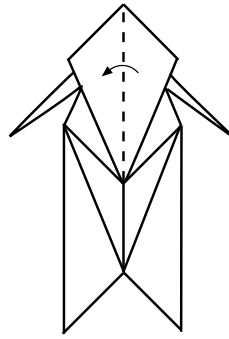




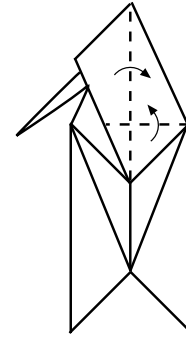
52. Marcar.



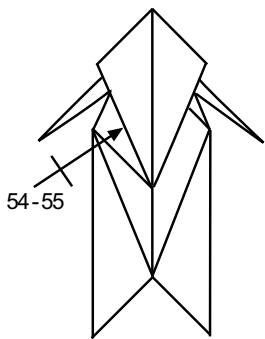
53. Plegar como se indica.



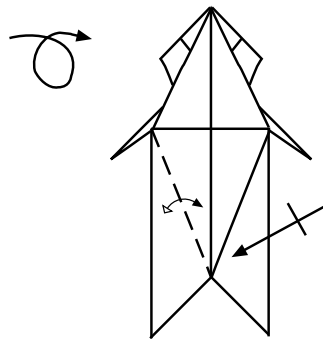
54.



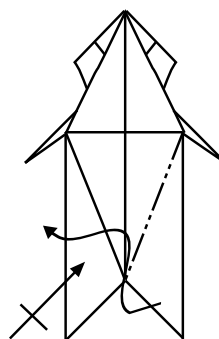
55.



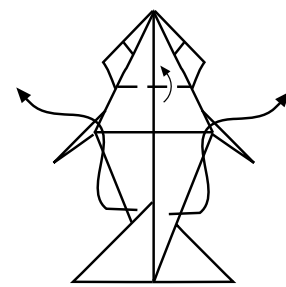
56.



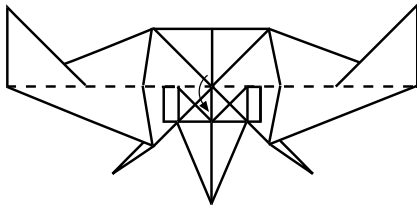
57.



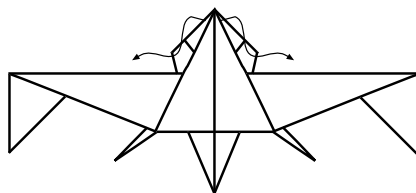
58.



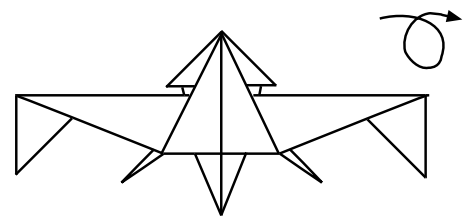
59. Al subir las puntas que formarán las alas hay que hundir a la vez la punta central interna escondida.



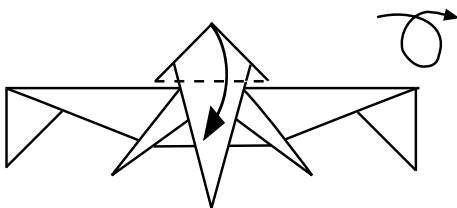
60.



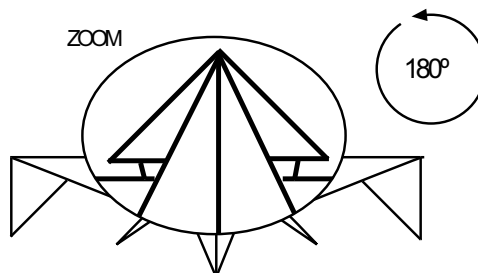
61. Bajar Puntas



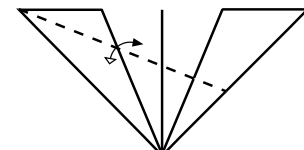
62.



63. Bajar solo una punta.

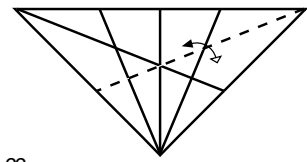


64. zoom

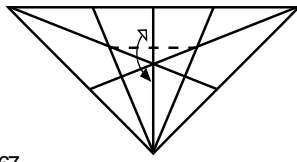


65.

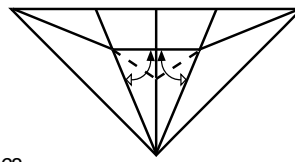




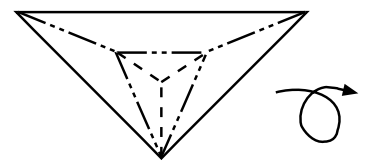
66.



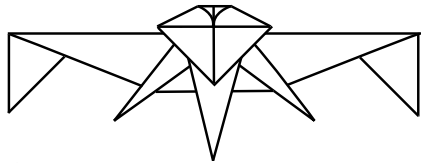
67.



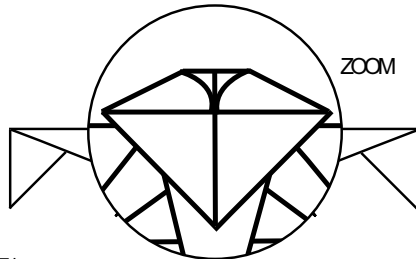
68.



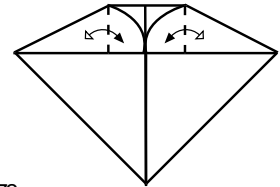
69. Plegar como se indica



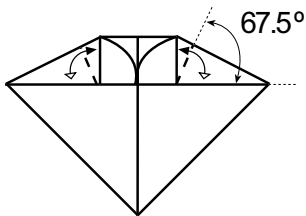
70.



71. zoom

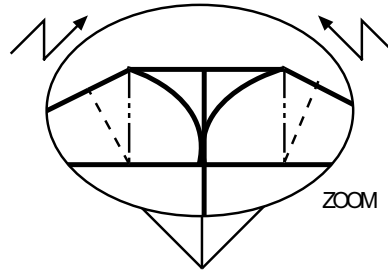


72.

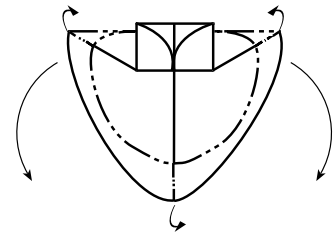


73.

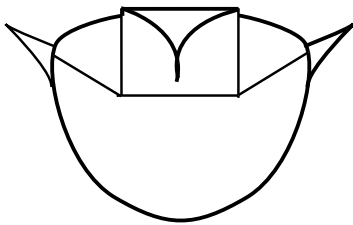
Marcar las líneas indicadas, con una inclinación de 67.5° con respecto a la horizontal. Primero marque 45° y luego si los $67.5^\circ \dots 45/2$.



74. Pliegues escalonados o Crimps para comenzar a curvar la cabeza.

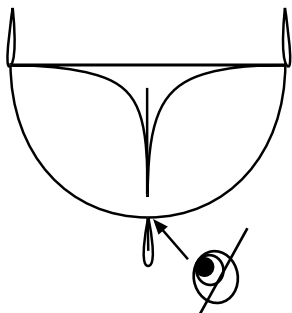
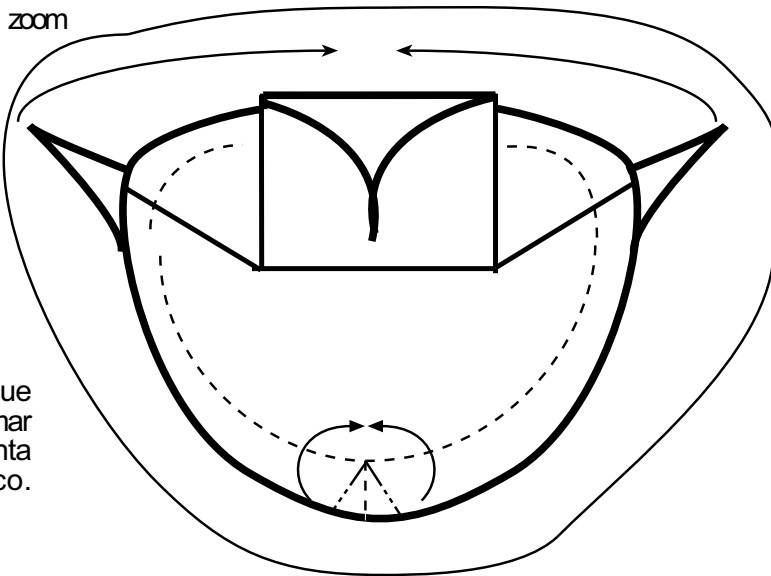


75. Plegar en montaña como se indica, al tiempo que se bajan las capas correspondientes al cuerpo.

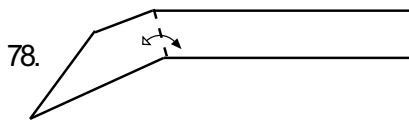


76.

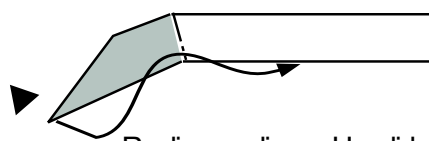
Subir puntas, al tiempo que curvamos el papel para formar los ojos y bajamos la punta correspondiente al pico.



77. Cambiar punto de vista

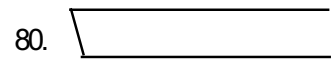


78.



79.

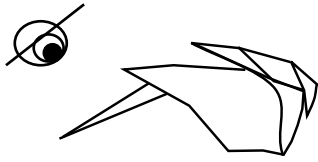
Realiza un pliegue Hundido cerrado de la sección indicada.



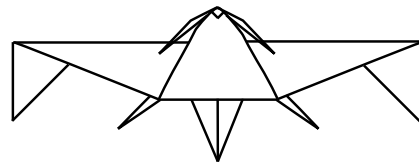
80.

81.

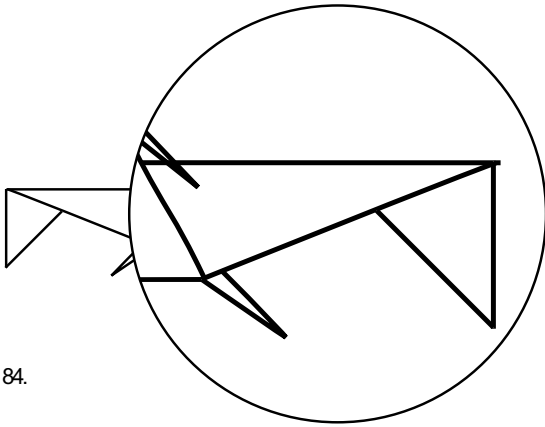




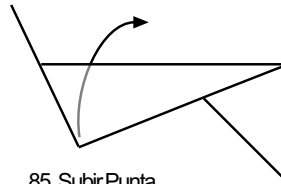
82. Vista lateral "sin alas ni cola" para simplificar el dibujo y presentar detalles de las capas que se movieron en el paso anterior, así como la posición de la cabeza.



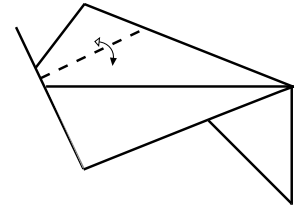
83.



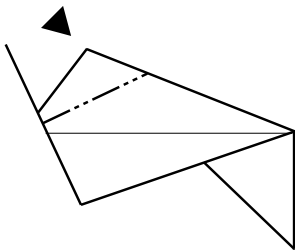
84.



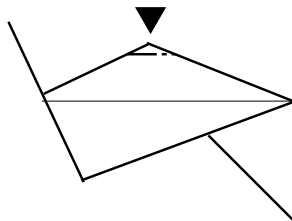
85. Subir Punta



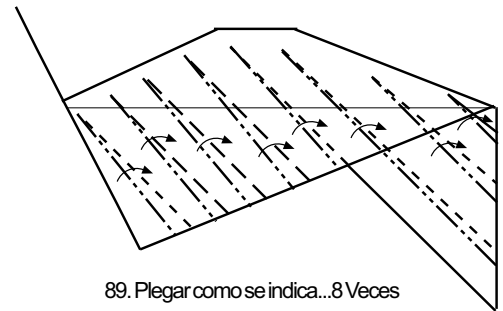
86. Marcar



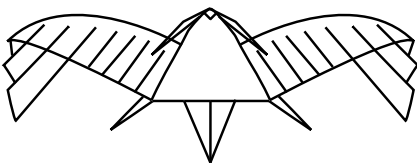
87.



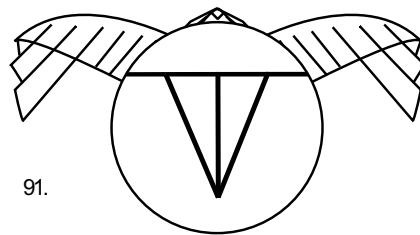
88.



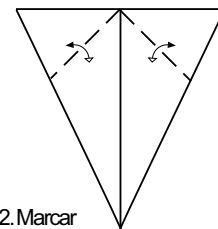
89. Plegar como se indica...8 Veces



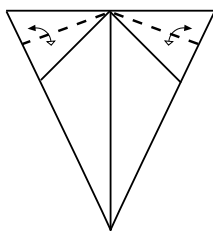
90.



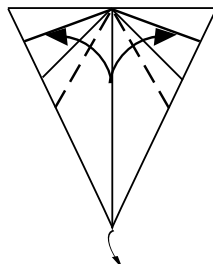
91.



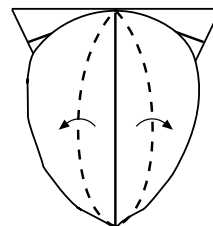
92. Marcar



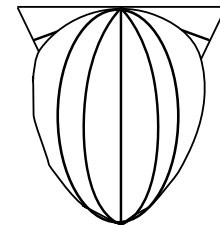
93. Marcar



94. Solo plegar la primera capa, Dandole Volumen a la cola.

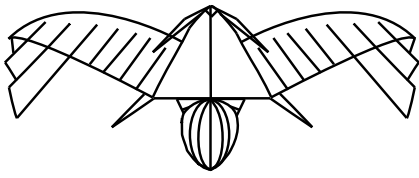


95.



96.

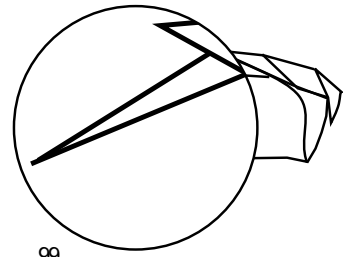
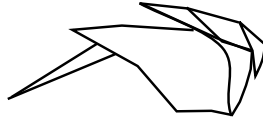




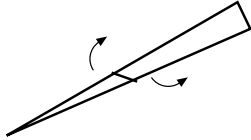
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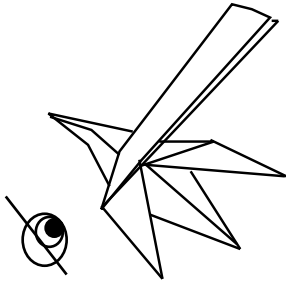
98.



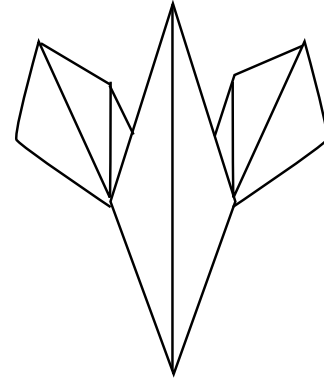
99.



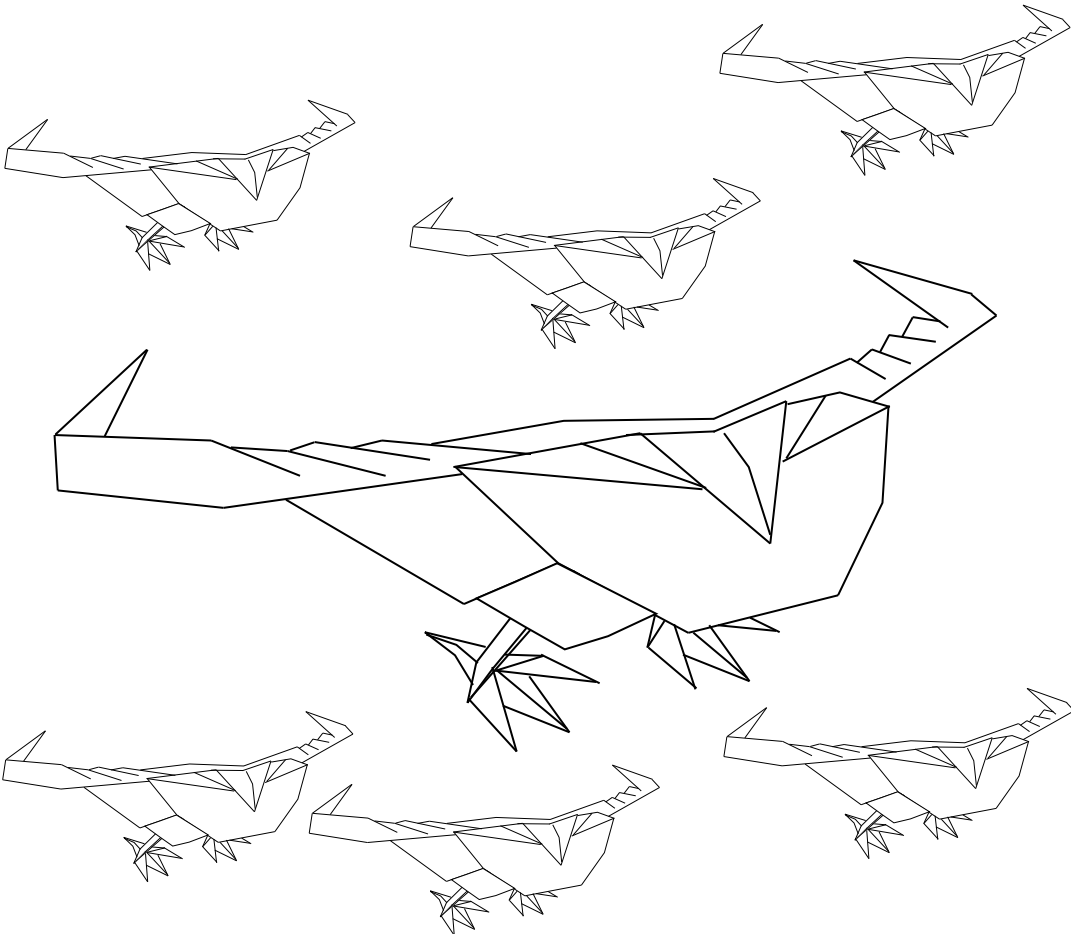
100. Separar garras



101. Vista isometrica



102.



Cualquier consulta acerca de los diagramas escribe a :
YHOYODAP@INBOX.COM

o ingresa a mi blog:
<http://oriproyectos.blogspot.com/>

