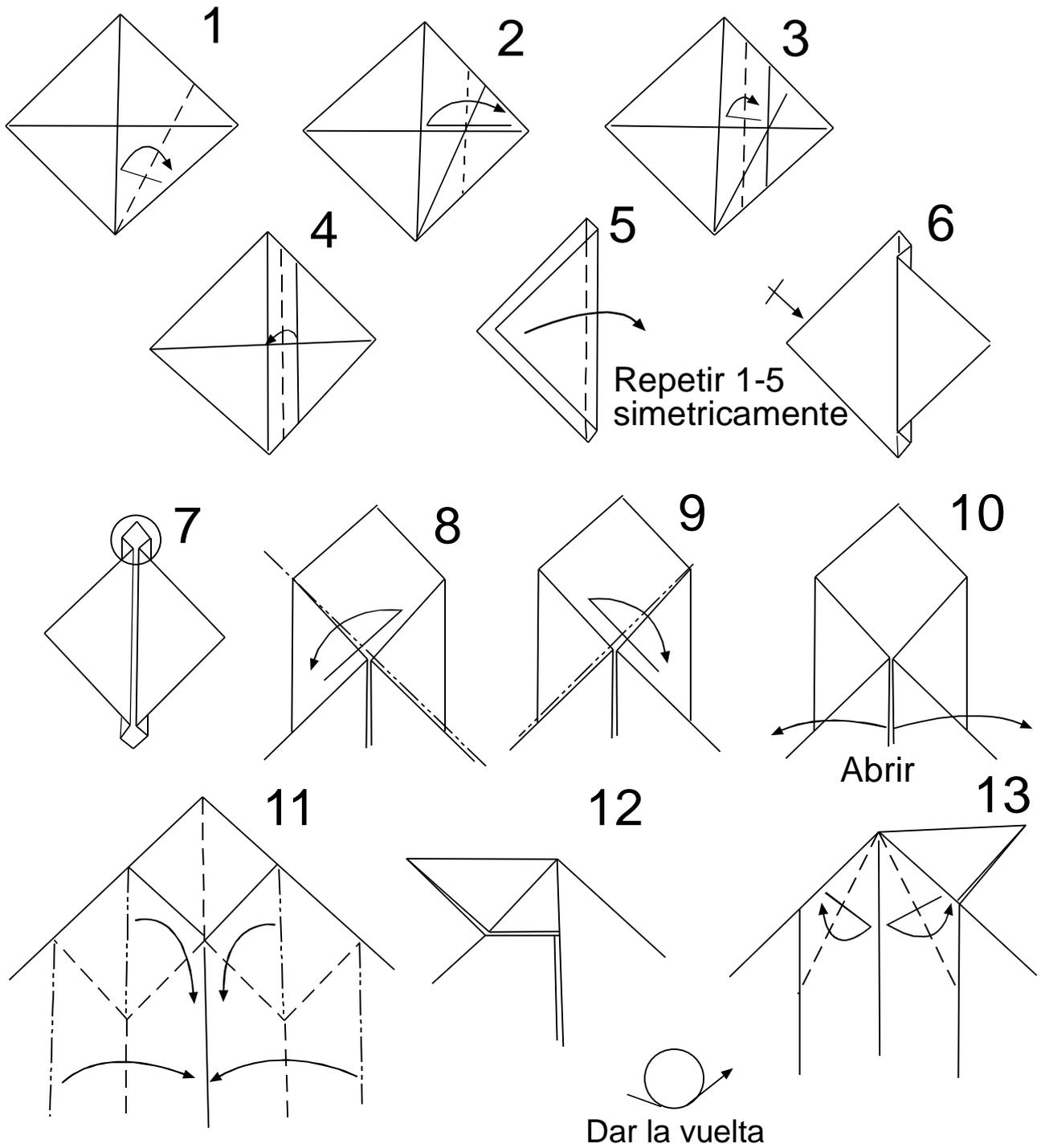
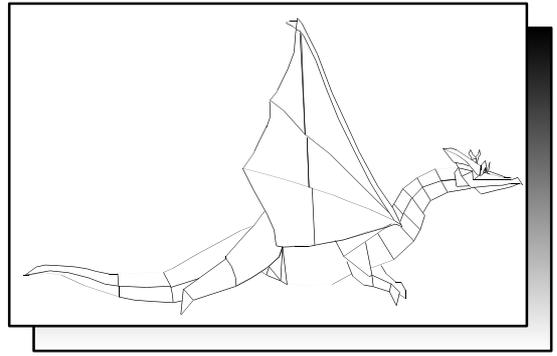


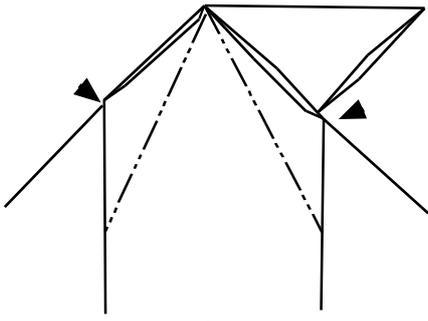
# DRAGÓN

Color arriba

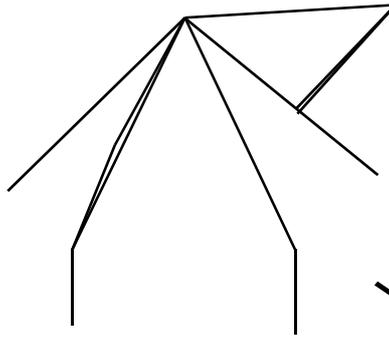
© FERNANDO GILGADO GOMEZ 2001



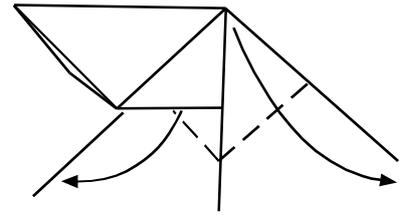
Hundir 14



Dar la vuelta 15

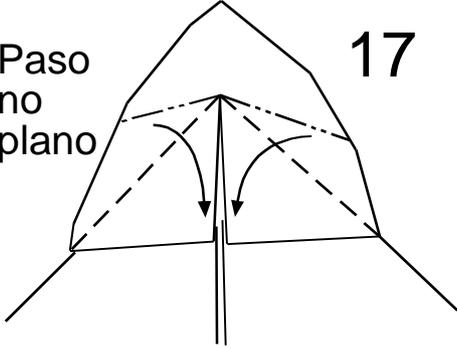


Abrir 16

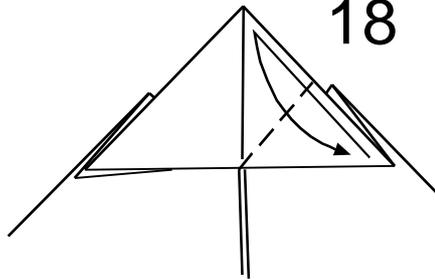


Paso no plano

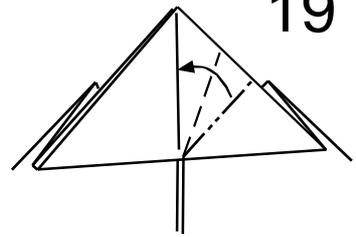
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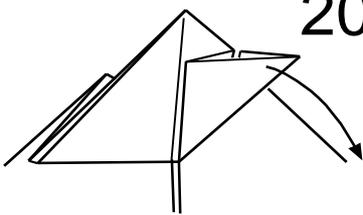
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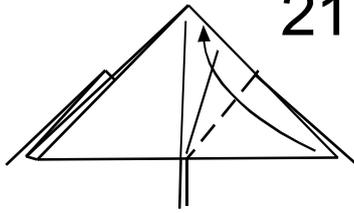
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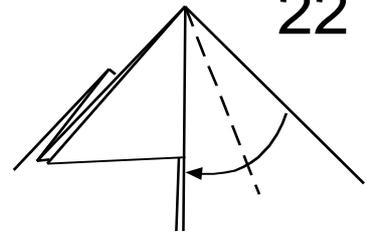
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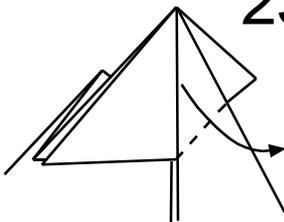
21



22

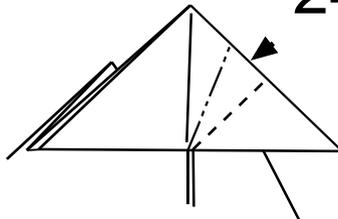


23



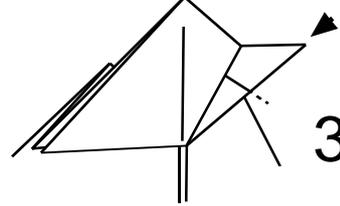
Hundir 24

24



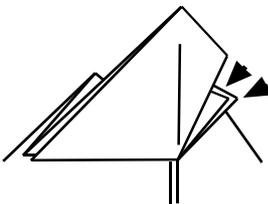
Hundir 25

36



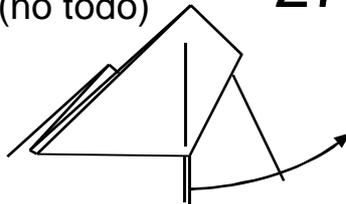
Hundir 26

26

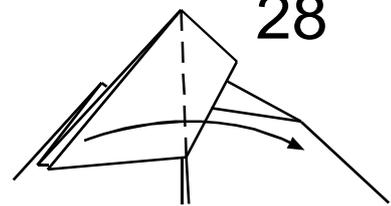


Sacar el papel (no todo)

27

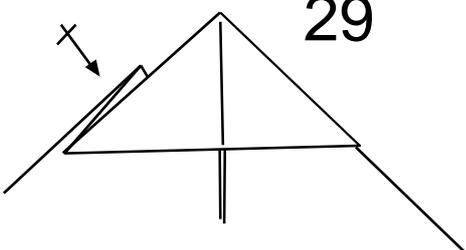


28

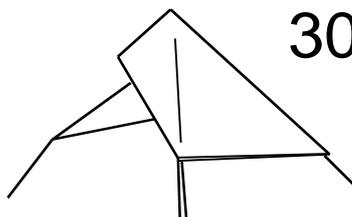


Repetir 18-27

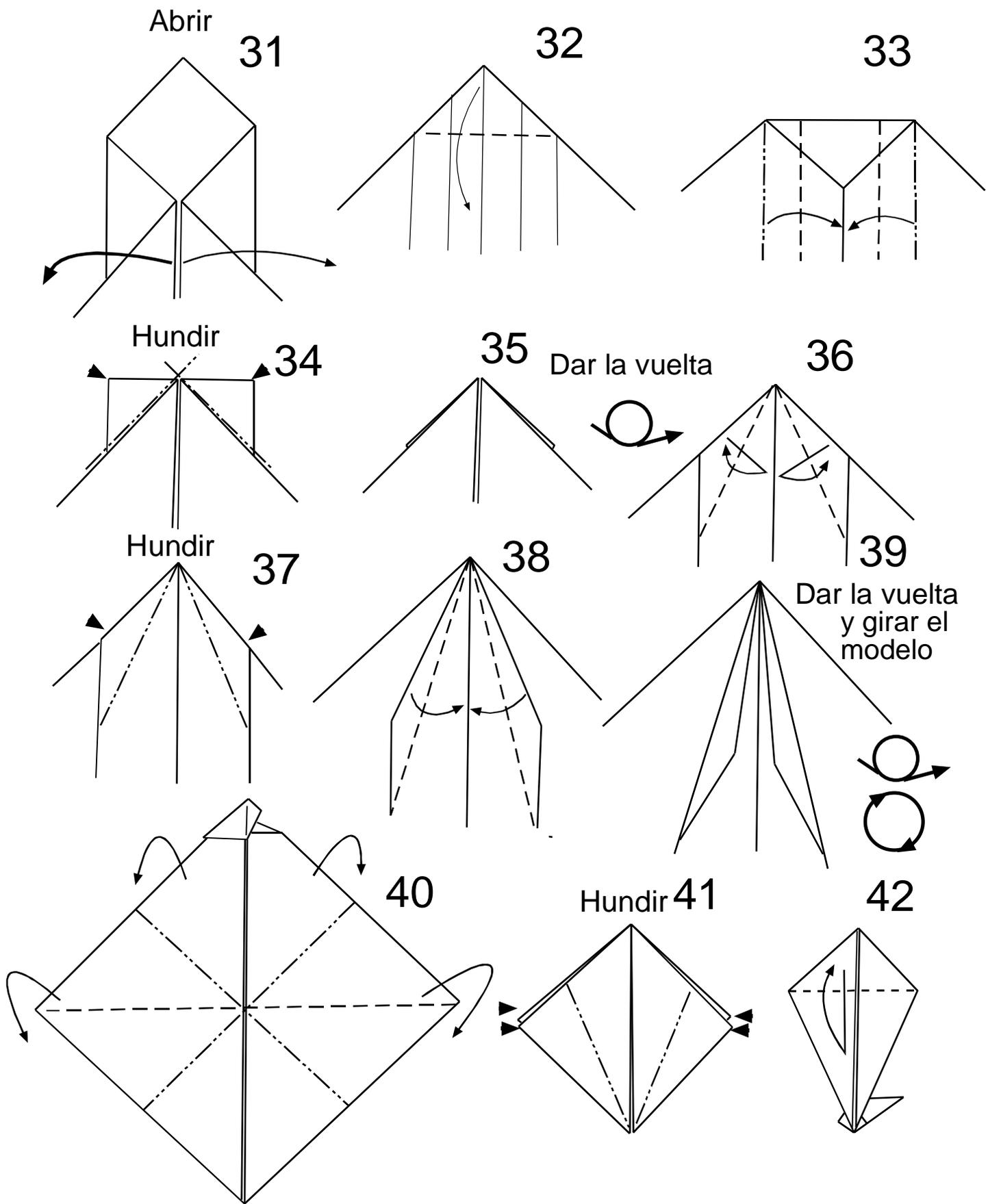
29



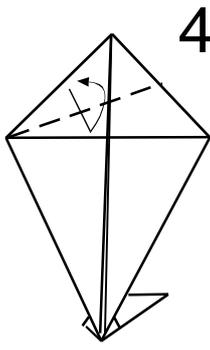
30



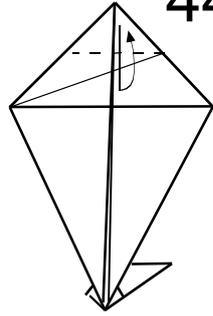
Girar el modelo y seguimos con la punta opuesta



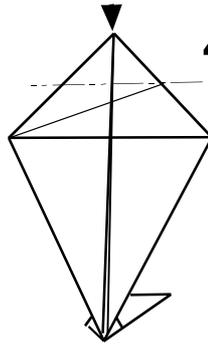
Hundir



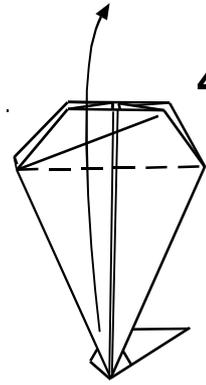
43



44

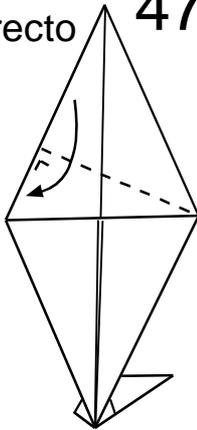


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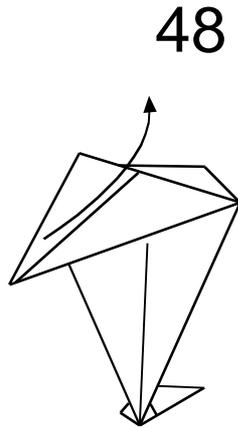


46

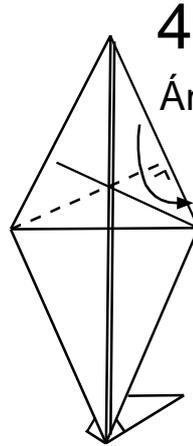
Ángulo recto



47

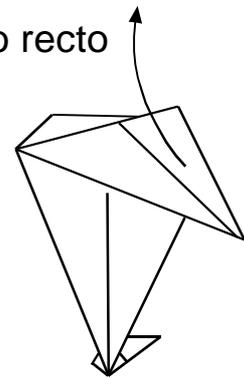


48

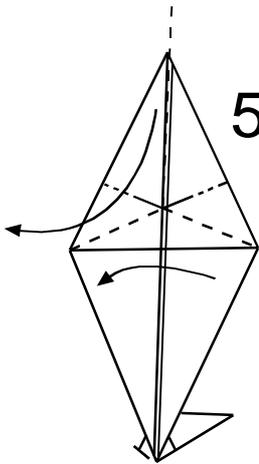


49

Ángulo recto

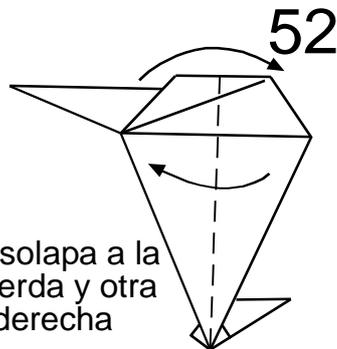


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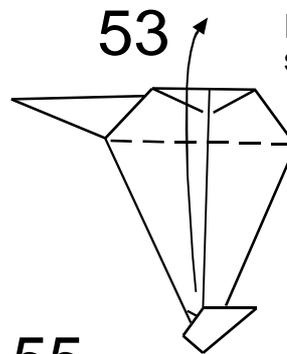


51

Una solapa a la izquierda y otra a la derecha

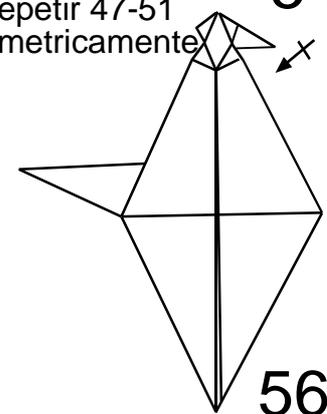


52



53

Repetir 47-51 simetricamente

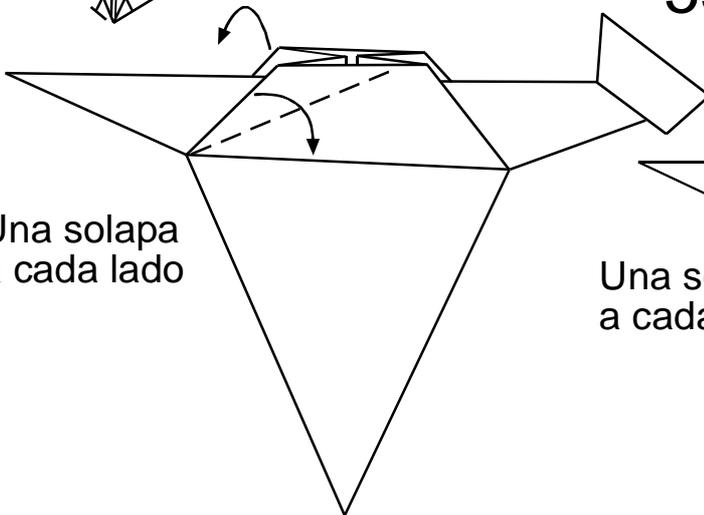


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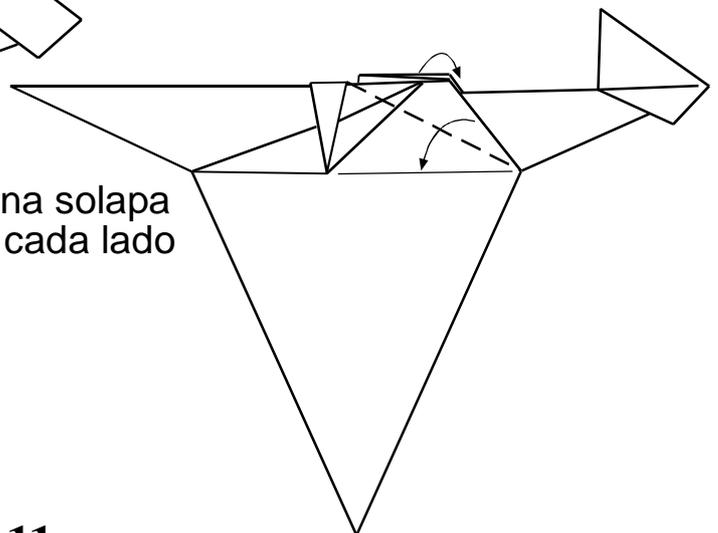
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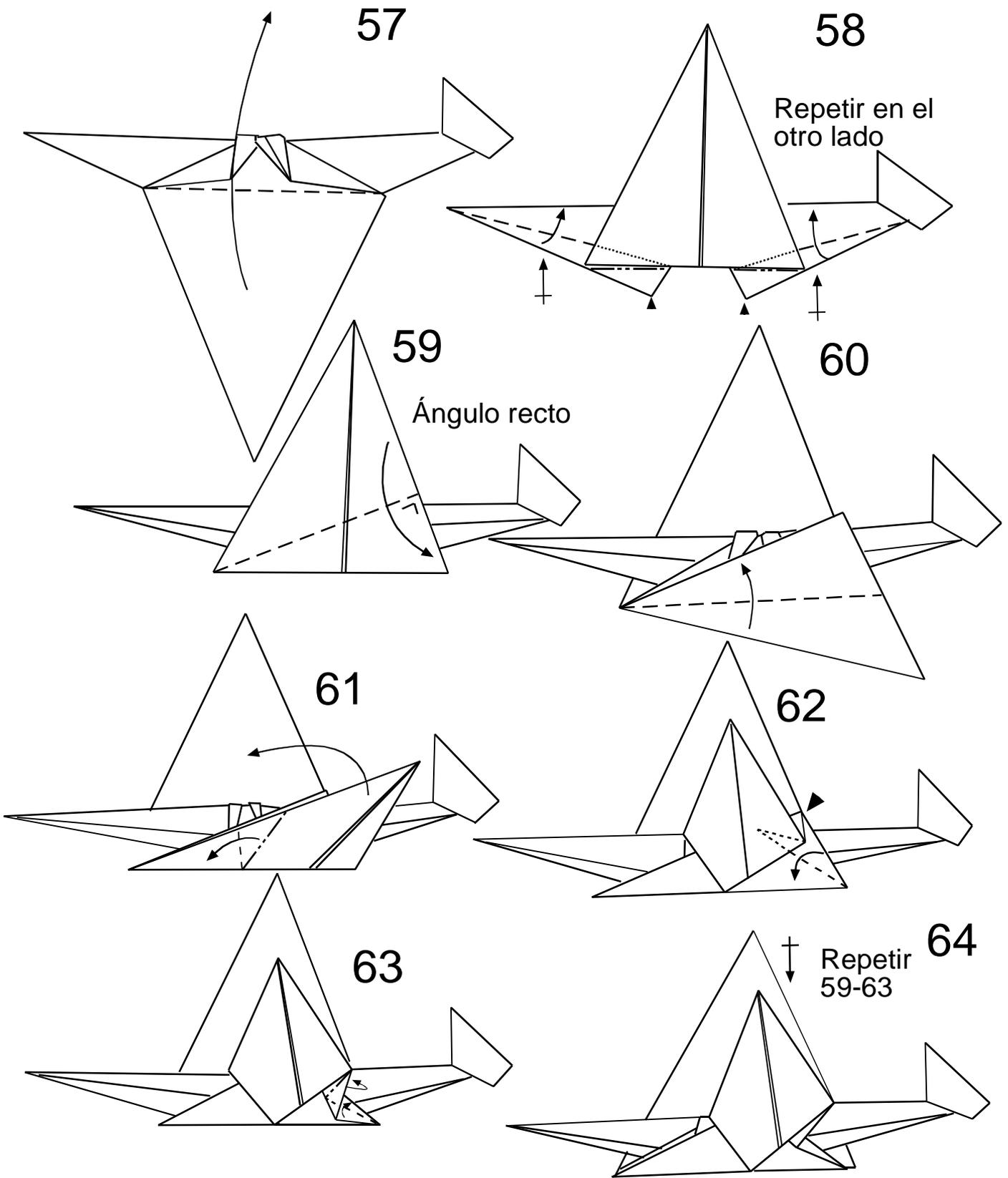
56

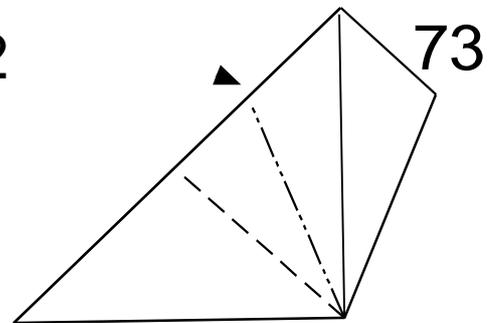
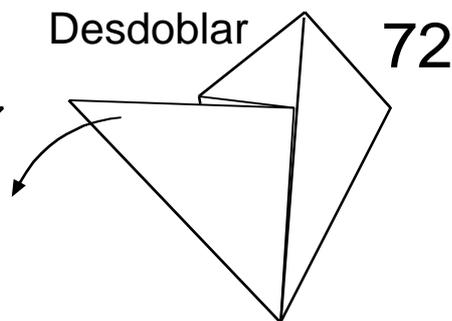
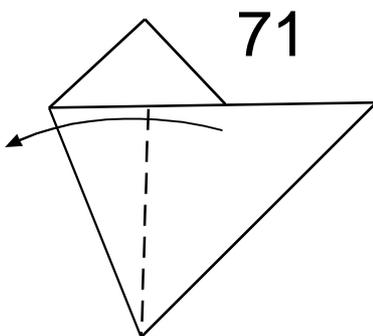
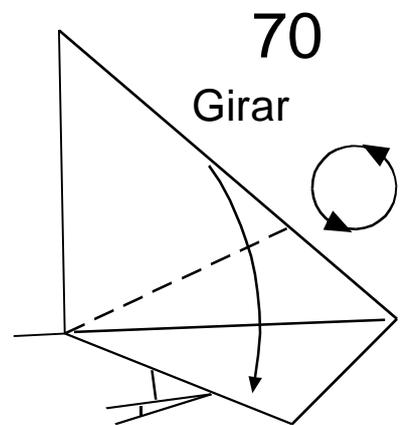
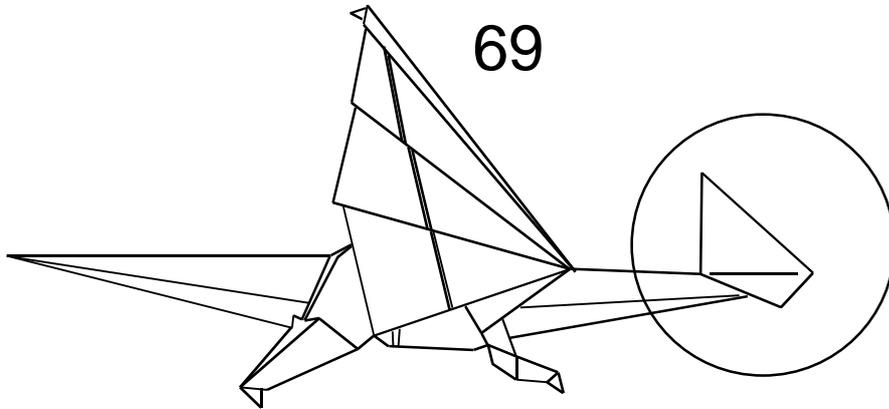
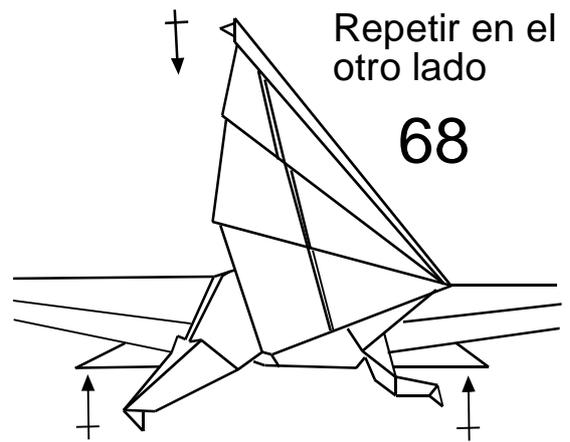
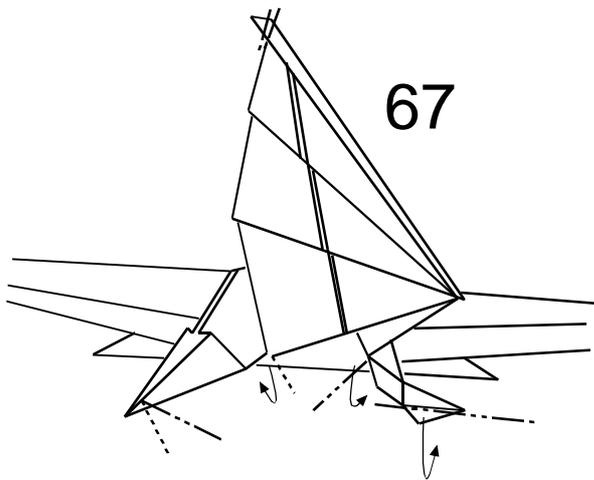
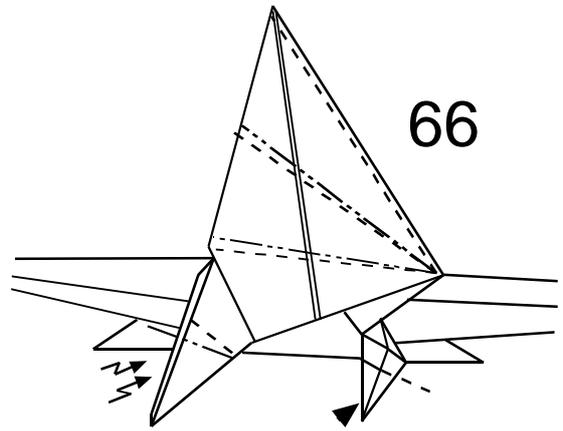
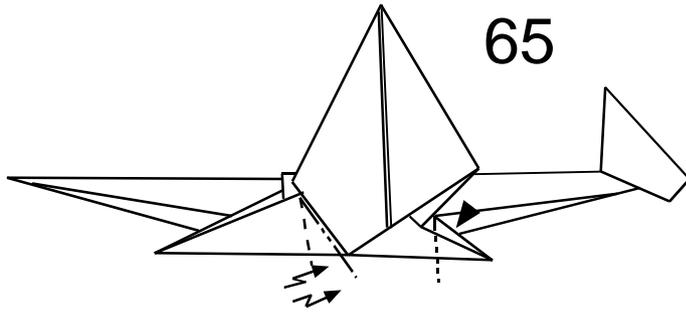
Una solapa a cada lado

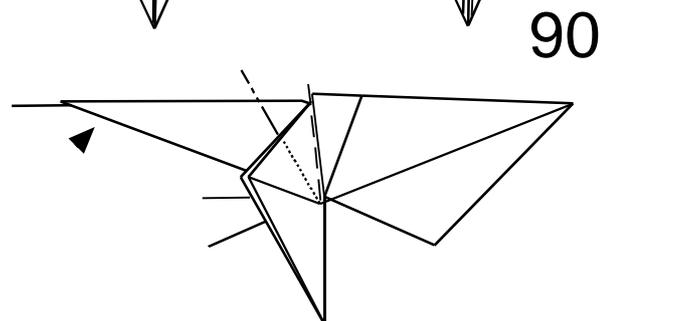
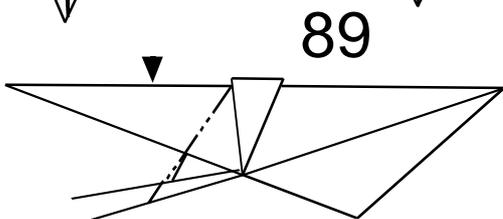
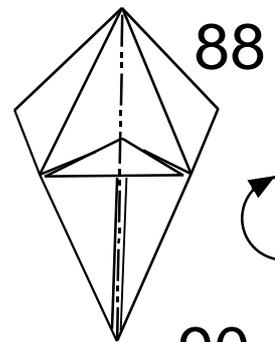
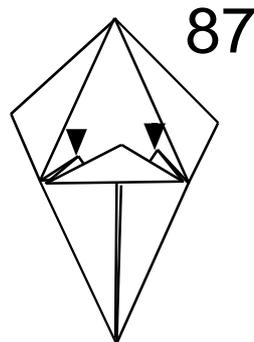
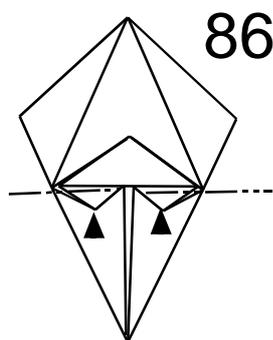
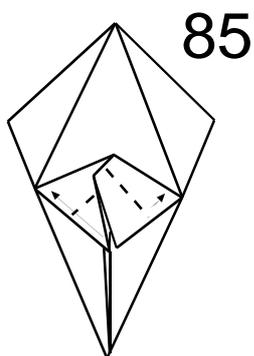
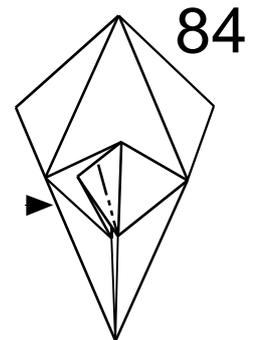
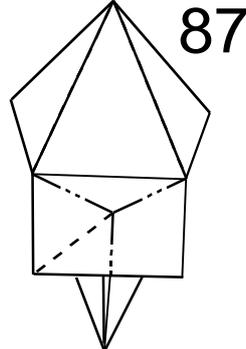
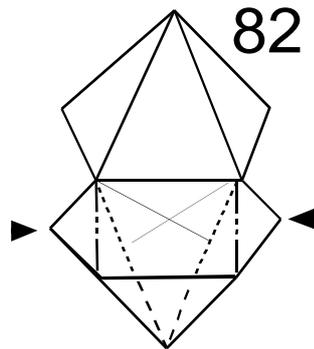
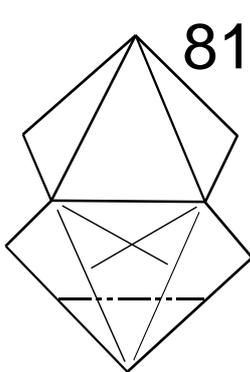
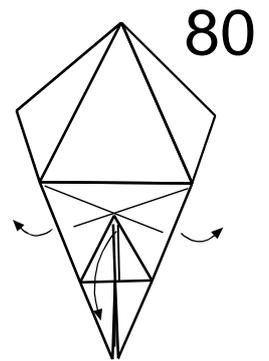
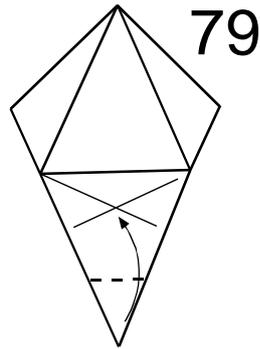
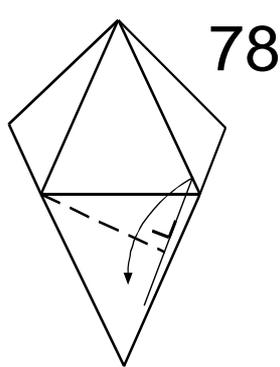
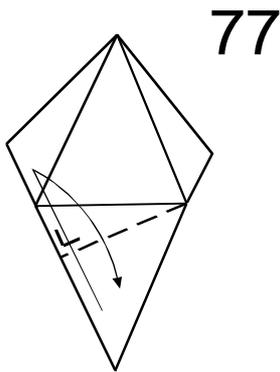
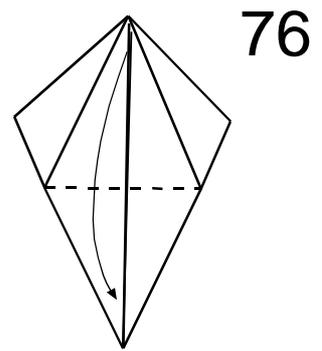
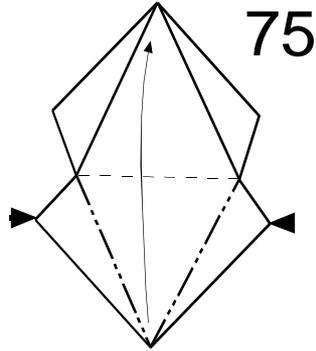
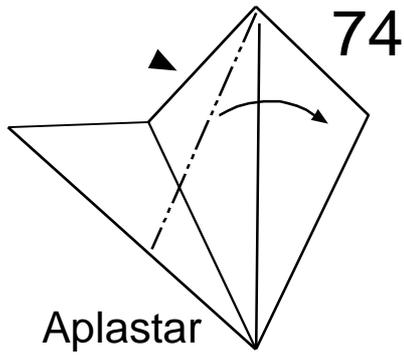


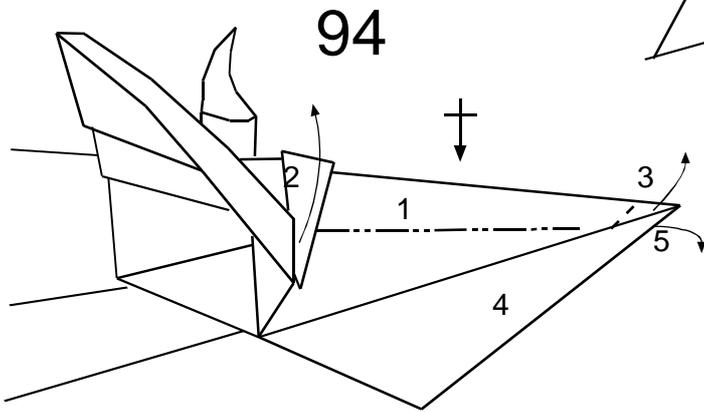
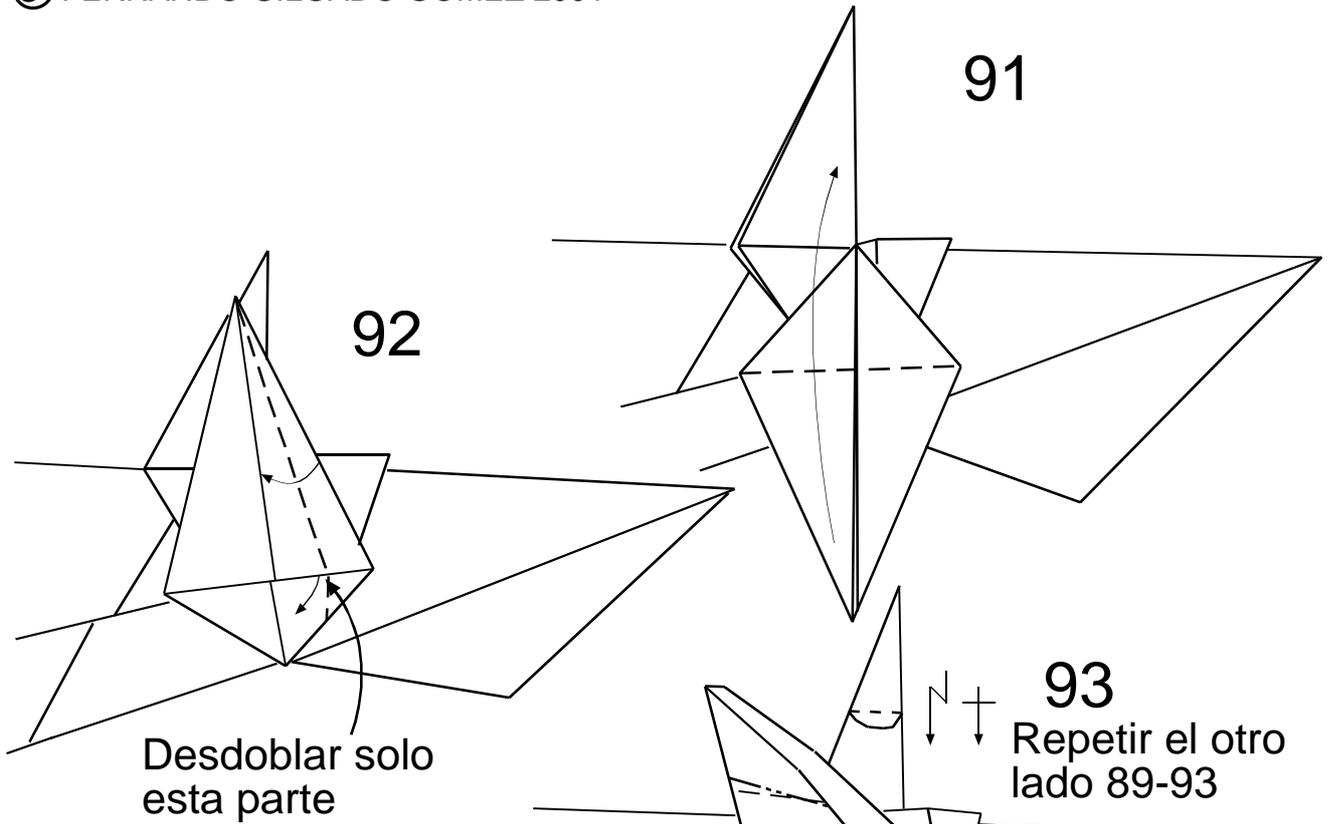
Una solapa a cada lado











1. Dar forma tridimensional a la cabeza
2. Subir las puntas de los ojos y ahuecar
3. Subir los pliegues de la punta para hacer la nariz
4. Unir la parte inferior de la mandíbula para cerrar la cabeza por debajo
5. Redondear el morro hacia abajo

