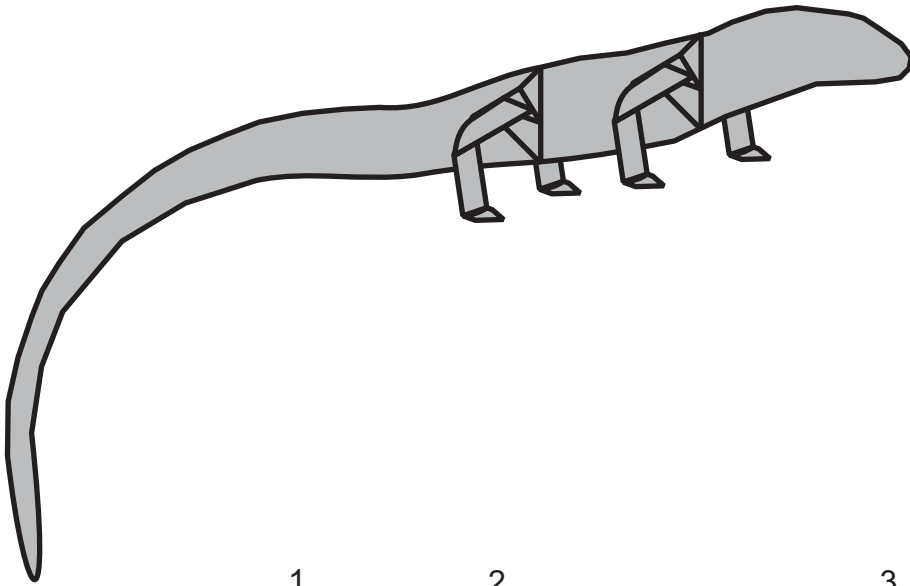


Lucertola di P. D'Auria

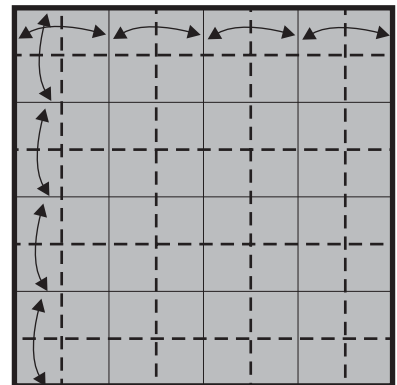
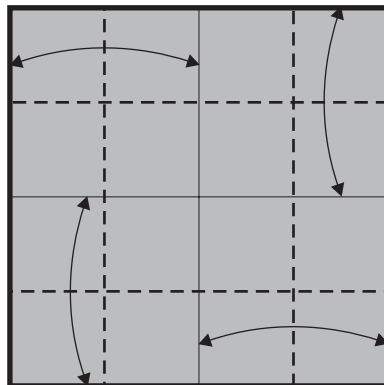
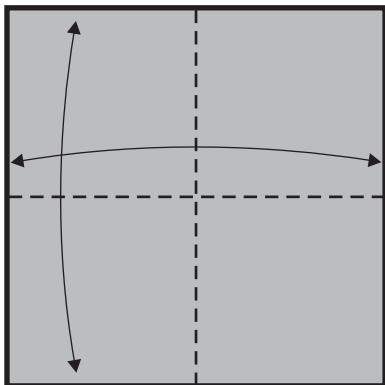
<http://www.origamidauria.it>



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2

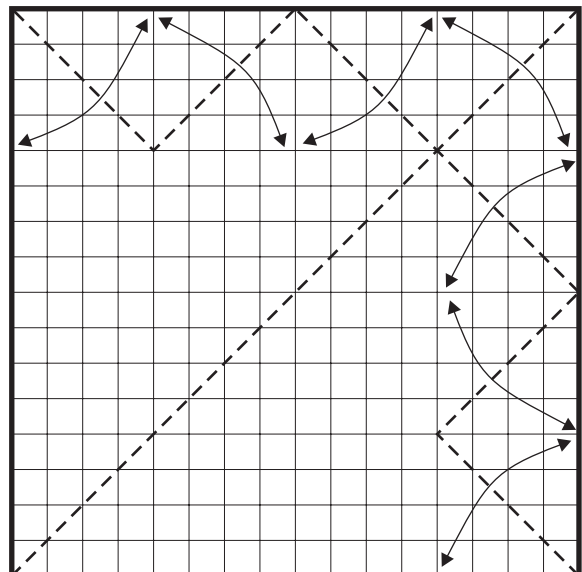
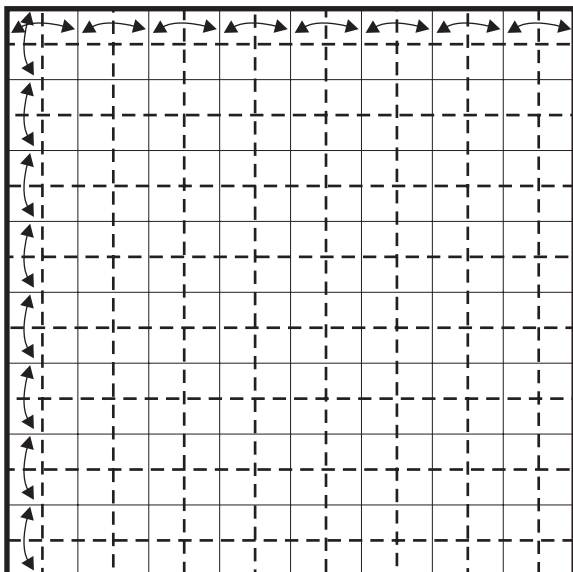
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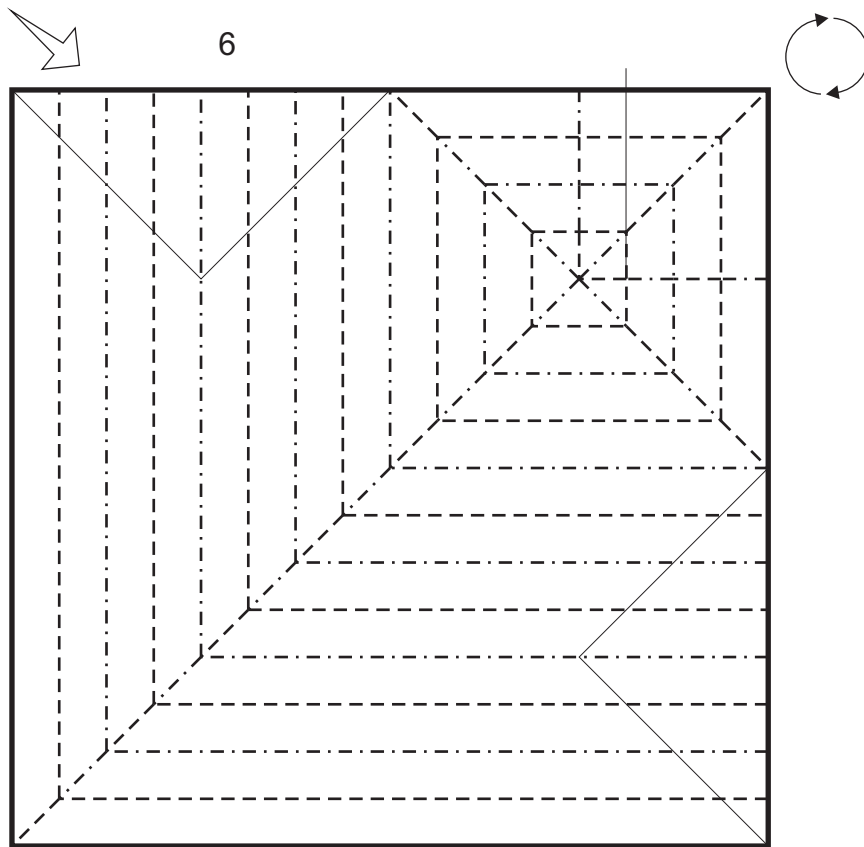


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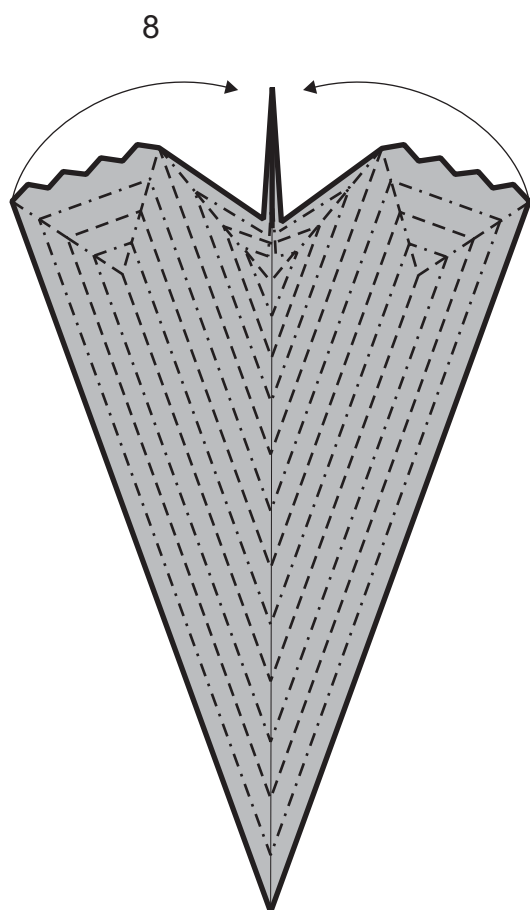




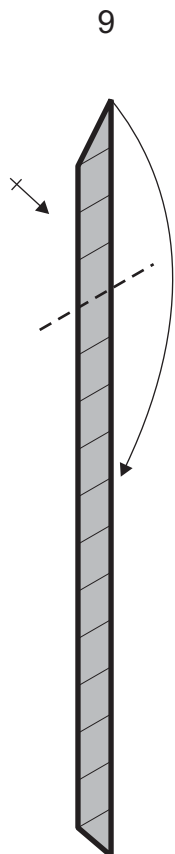
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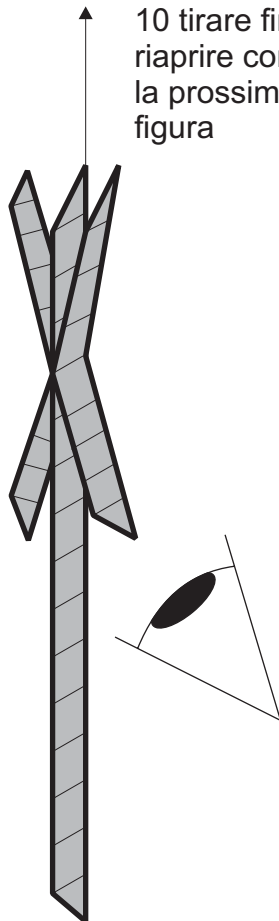
7 riaprire solo quanto basta per poter piegare le gambe



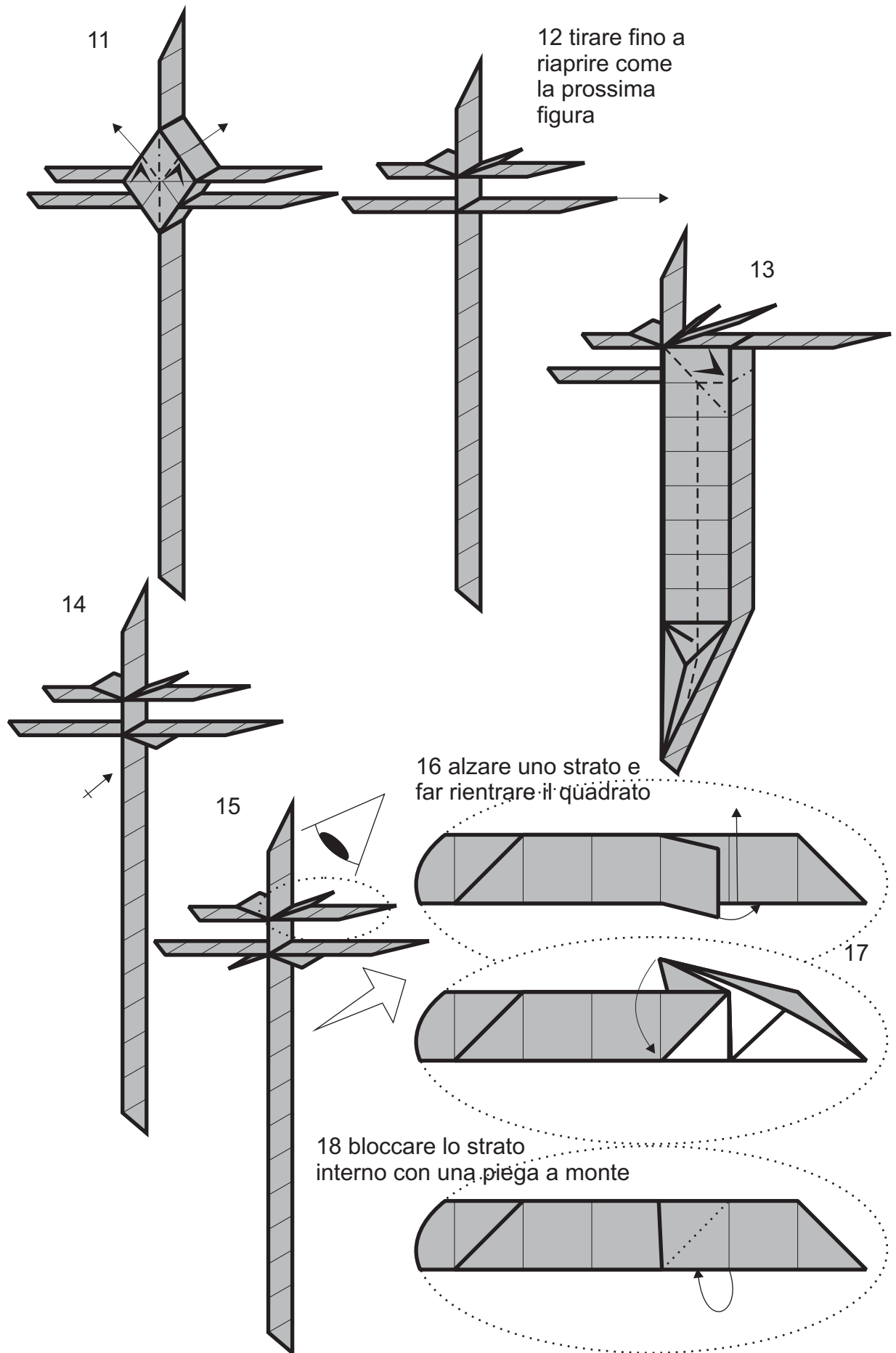
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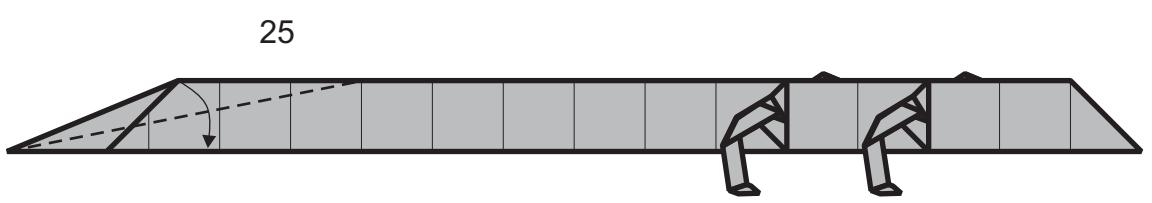
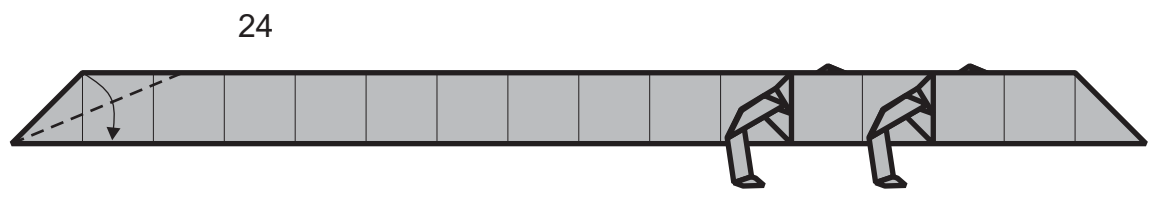
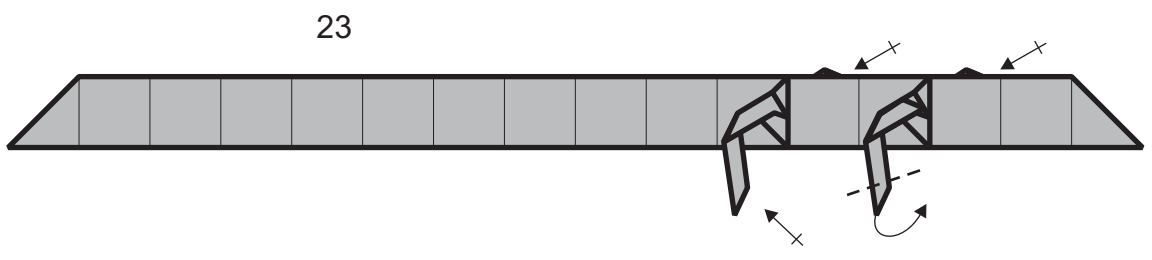
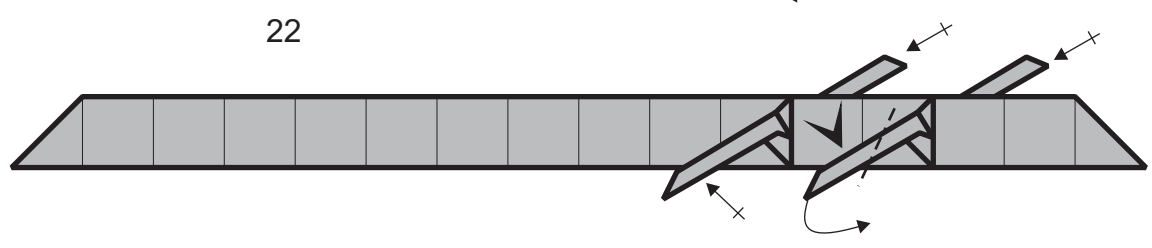
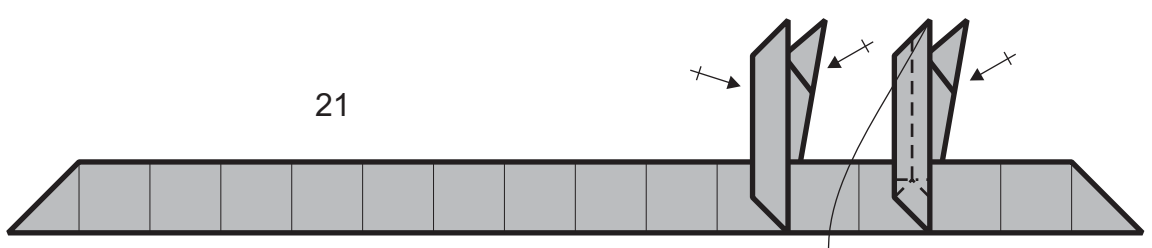
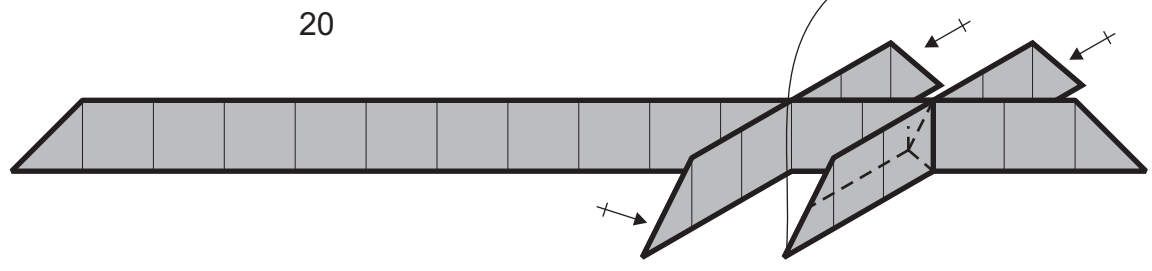
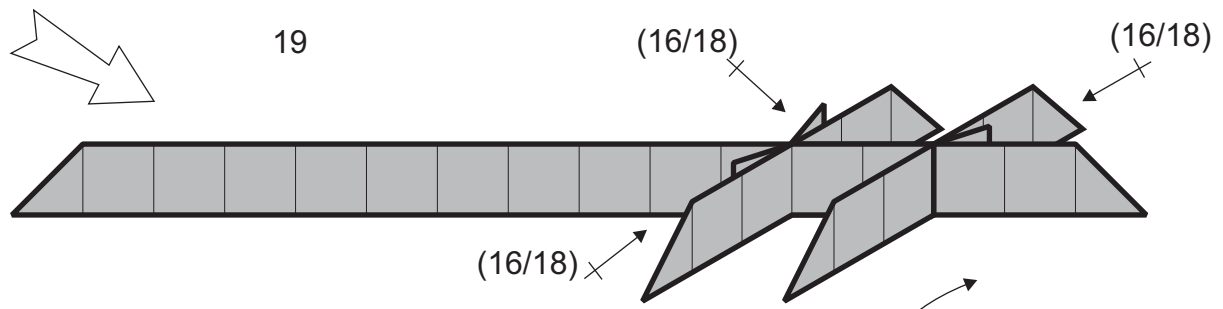


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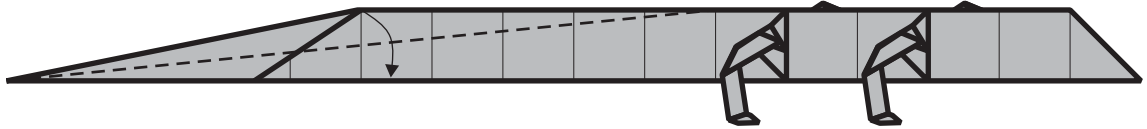


10 tirare fino a riaprire come la prossima figura

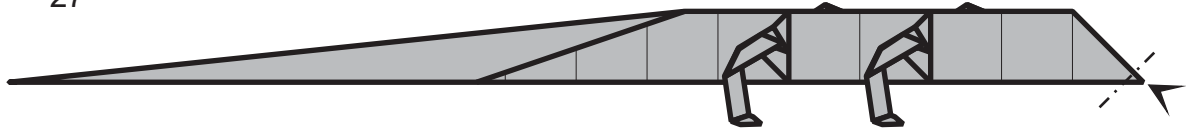




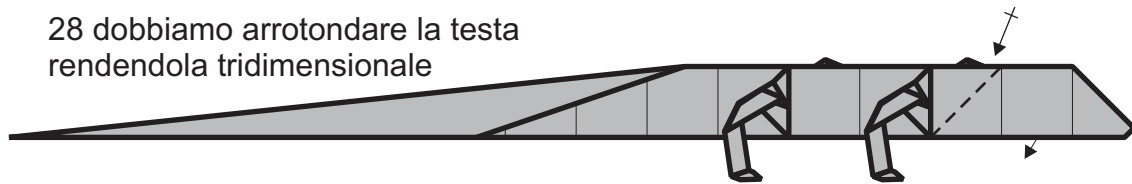
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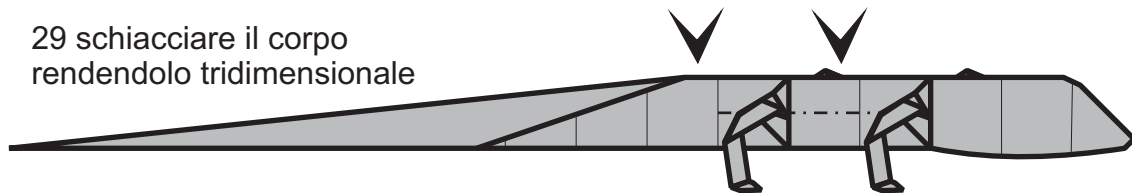
27



28 dobbiamo arrotondare la testa rendendola tridimensionale



29 schiacciare il corpo rendendolo tridimensionale



30 modellare tutto il corpo, aiutandosi con una foto, rendendola quanto più realistica è possibile



dimmi un rettile

lucertola

dimmi un altro rettile

un'altra lucertola

31

