



ORIGAMI
PASQUALE D'AURIA

Scarigami

NAVIGANDO TRA VALLI E MONTI



origamidauria.it



Aver rinnovato il mio sito, <http://www.origamidauria.it>, è stato per me importante, da troppi anni sempre lo stesso. Ideato da me ben dodici anni fa, aveva una grafica e una struttura superata, con difetti che nel tempo si erano evidenziati, soprattutto paragonandolo ai nuovi siti, più funzionali ed accattivanti.

Poi finalmente trovate le persone giuste ho formato una squadra vincente: due grafici, Alessandro De Sio e Bruna Pallante, un Web Development, Domenico Serio e un esperto di origami che sono io.

Credo e soprattutto spero che abbiamo fatto un buon lavoro.

Per festeggiare questo mio nuovo sito con tutti voi che navigate in cerca di qualcosa di nuovo nel mondo dell'origami, ho deciso di presentare questo libro, gratuito, creato appositamente per il web "SCARIGAMI 1.0" (navigando tra valli e monti).

Se volete stamparlo tenete presente che le prime e le ultime due pagine sono le copertine.

I modelli presentati sono dieci e sono completamente inediti.

Nell'indice, oltre alla pagina del modello, trovate anche il grado di difficoltà (d) e di complessità (c), che vanno da 1 a 5 (bassa, bassa intermedia, intermedia, alta intermedia, alta).

Alcuni consigli agli origamisti alle prime armi, piegate i modelli seguendo l'ordine del libro, inizialmente usate dei fogli molto grandi e fate attenzione al passaggio successivo in modo da avere ben chiaro cosa si deve ottenere.

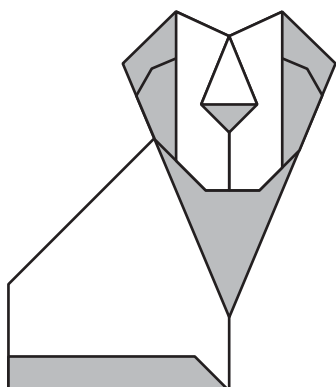
Ringrazio di cuore i due grafici, Alessandro De Sio e Bruna Pallante dello studio Motive, per l'aiuto datomi per la creazione sia del sito sia del libro Scarigami 1.0.

Spero che vi divertiate a piegare "SCARIGAMI 1.0" quanto mi sono divertito io a crearlo.

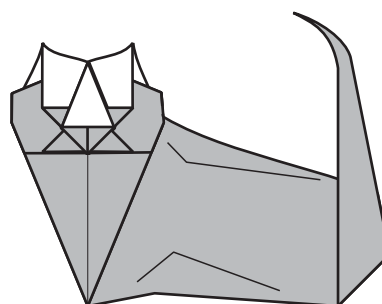
Buone pieghe.

Pasquale.

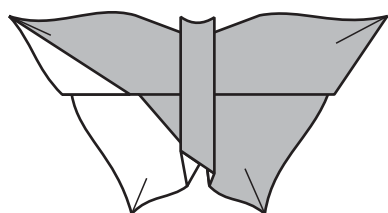
 leone pag. 5



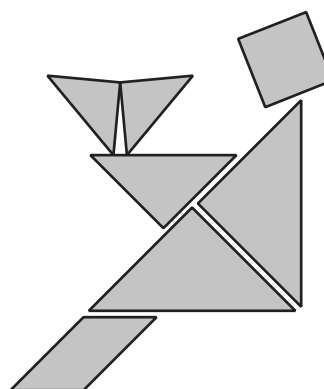
 gatto pag. 9



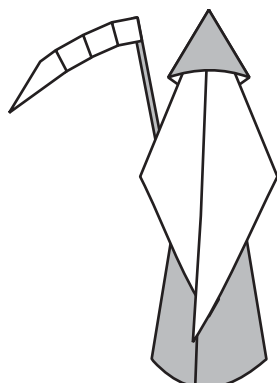
 Farfalla pag. 13



 Tangram pag.17



 Morte pag.22

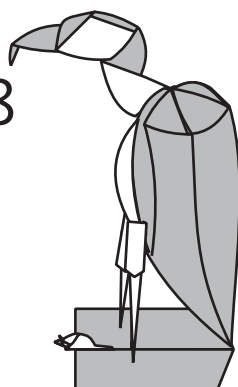


complesso=
difficile=

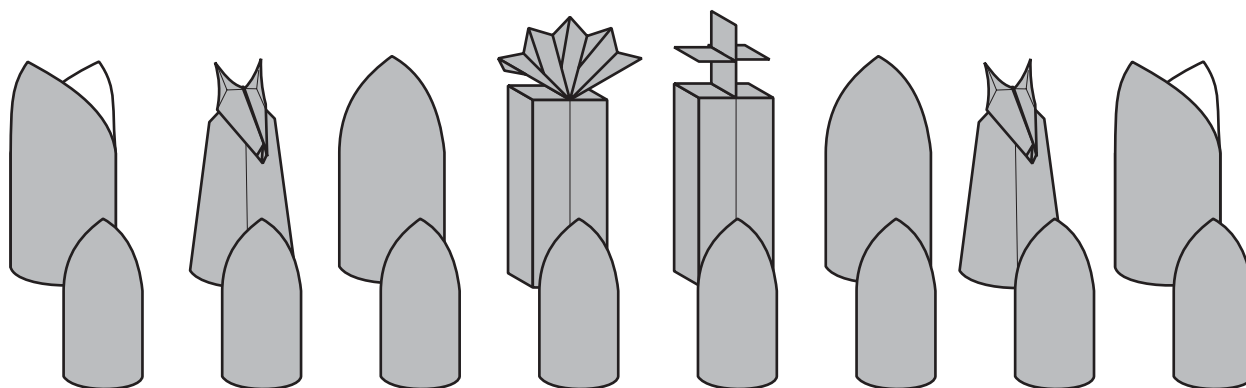




Avvoltoio pag. 28



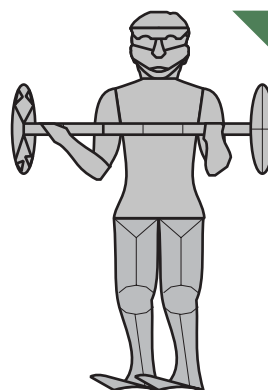
Scacchi pag. 36



Ostacolista pag. 41



Pesista pag. 51



Tassellazione pag. 60

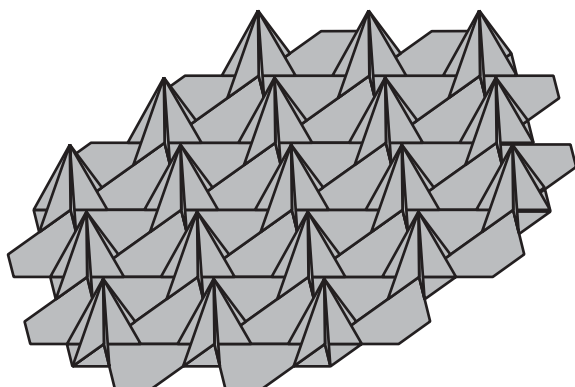
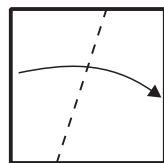


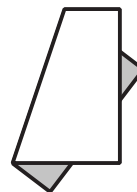
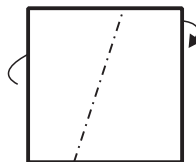
Tabella simboli



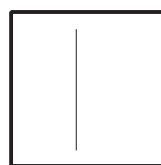
----- Piega a valle



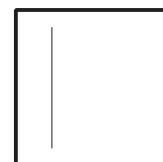
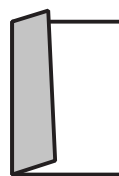
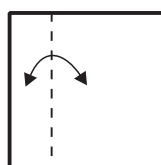
-..... Piega a monte



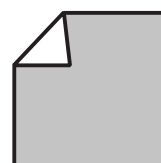
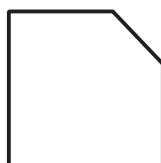
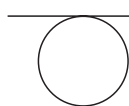
_____ Piega preesistente



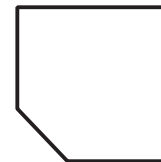
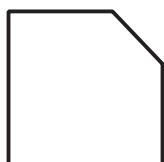
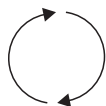
- - - - - Piegare e riaprire



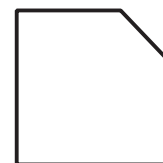
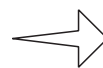
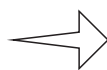
→ Voltare il modello



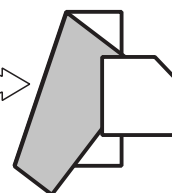
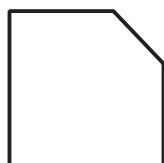
→ Ruotare il modello



→ Aumento di scala



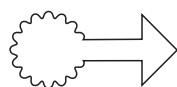
→ Diminuzione di scala



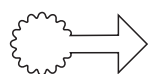
➤ Schiacciare il punto segnato



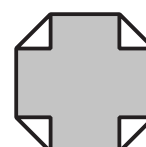
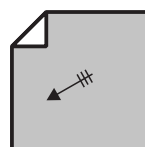
Tabella simboli



Soffiare



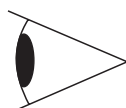
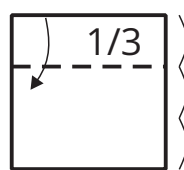
ripetere



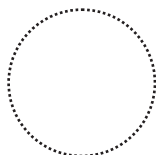
ripetere n volte



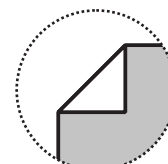
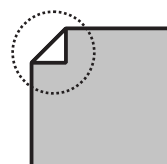
Piegare un
ennesimo



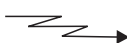
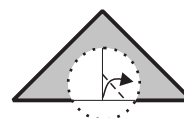
Cambiare
l'angolazione
di visuale



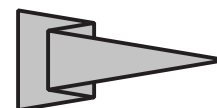
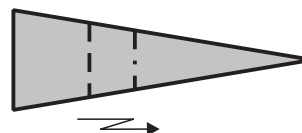
Concentriamoci
su un punto



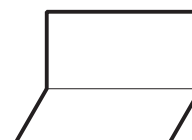
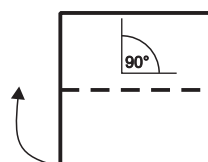
Vista a raggi X



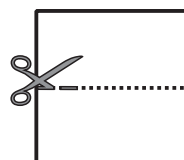
Pieghe a
fisarmonica



piegare secondo
l'angolazione
indicata



Tagliare





Leone

Questo modello, bidimensionale, mi piace particolarmente perché nella sua semplicità riesce a catturare lo spirito del leone.

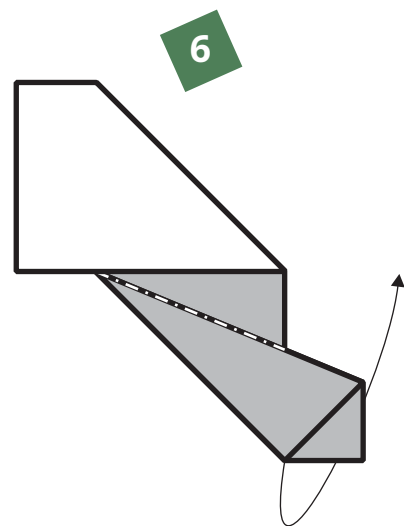
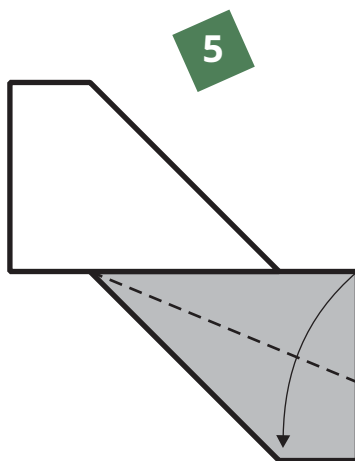
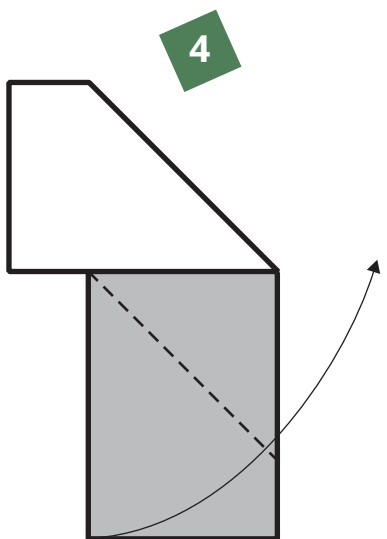
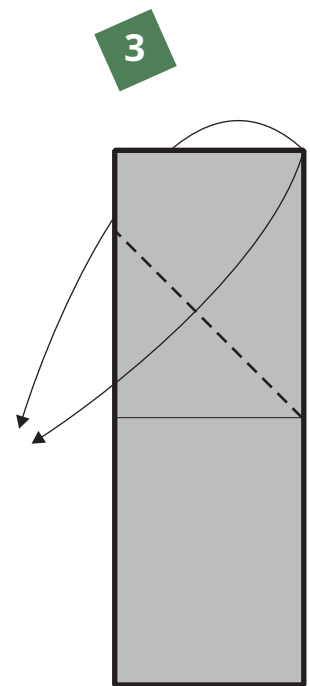
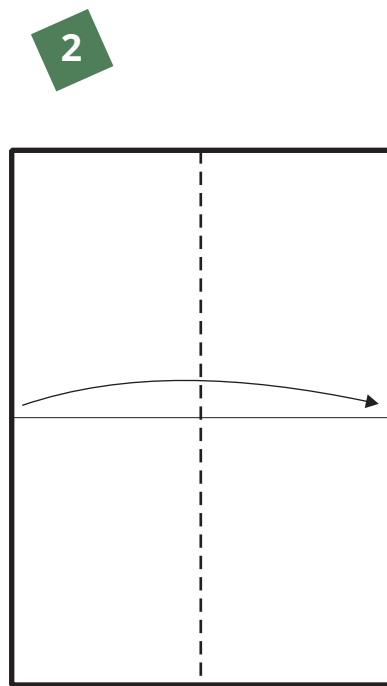
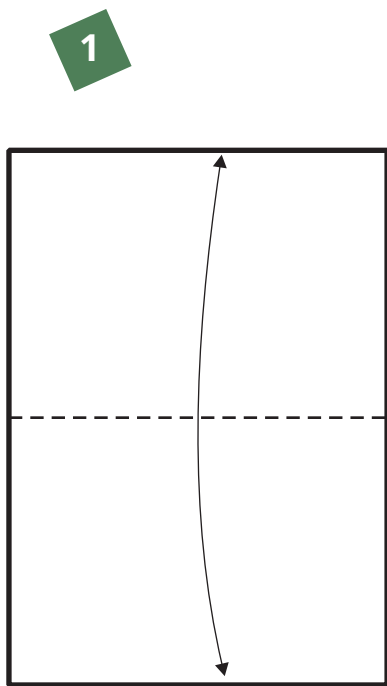
Usare un rettangolo formato a4 (rapporto $1 \times \sqrt{2}$), con i due lati di colore diversi.

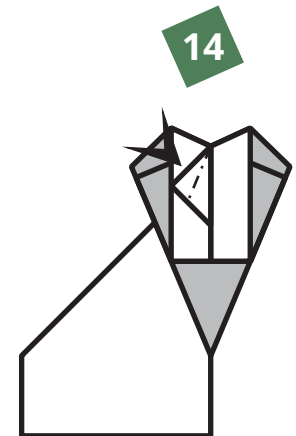
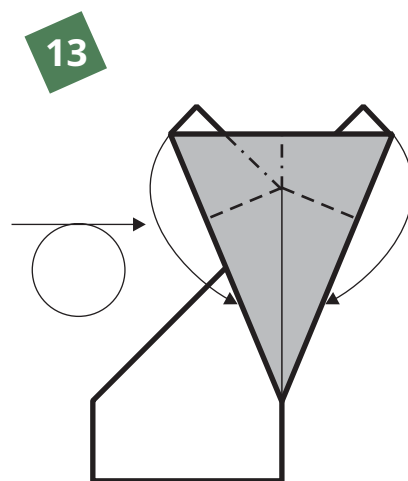
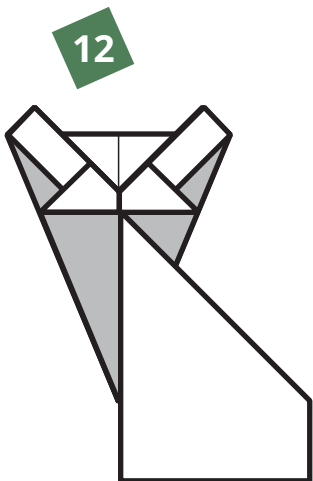
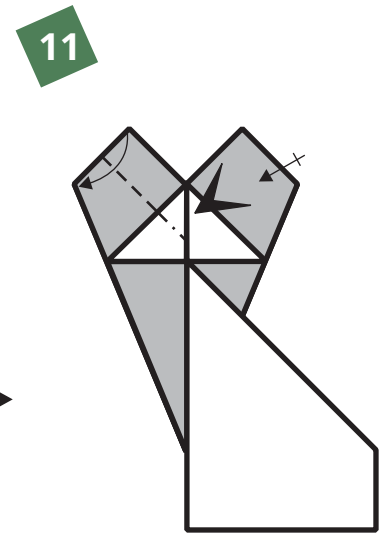
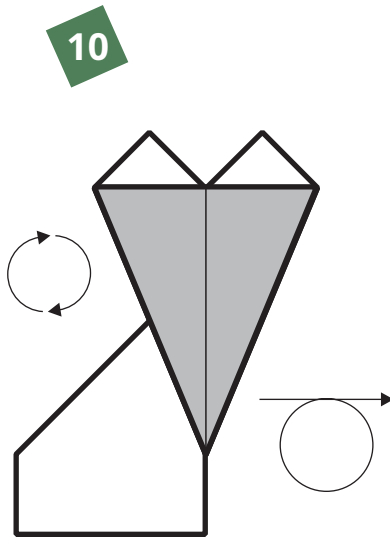
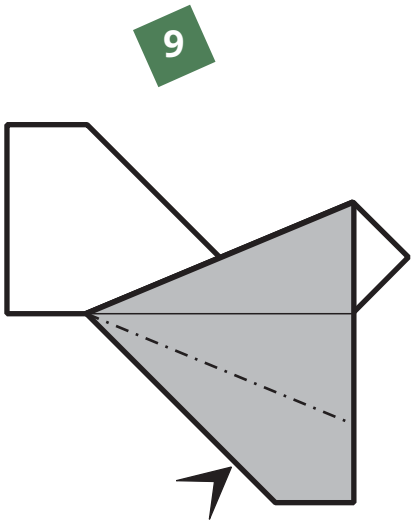
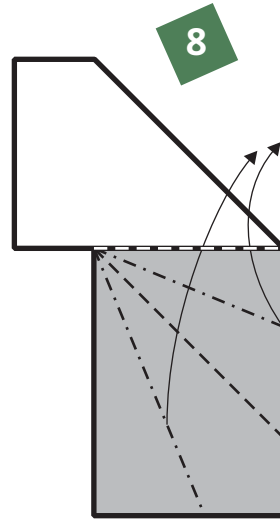
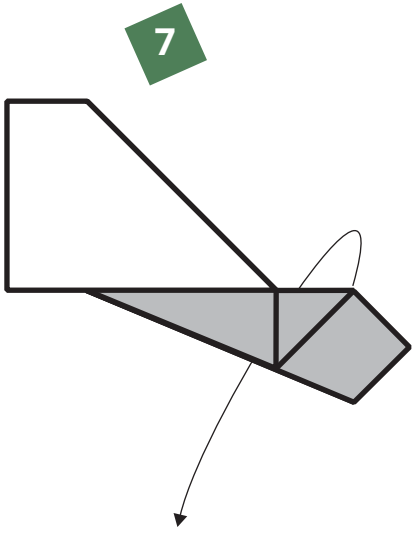
Colore corpo su.

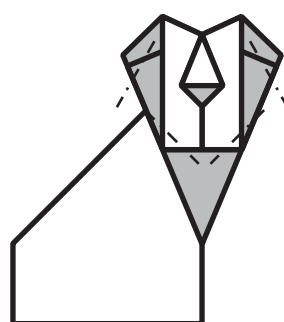


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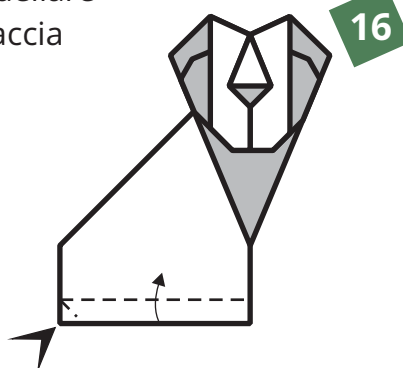
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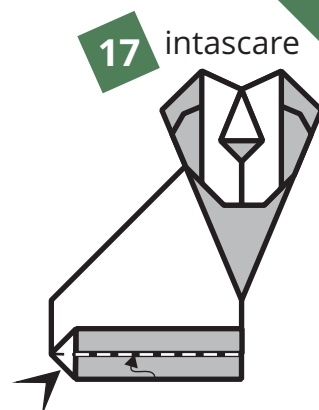




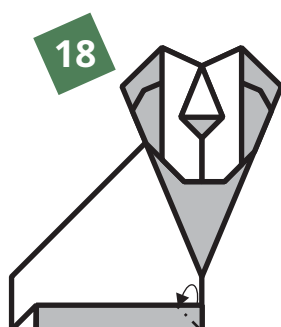
15 modellare
la faccia



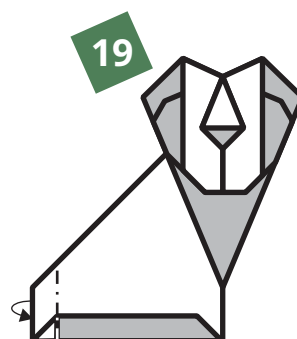
16



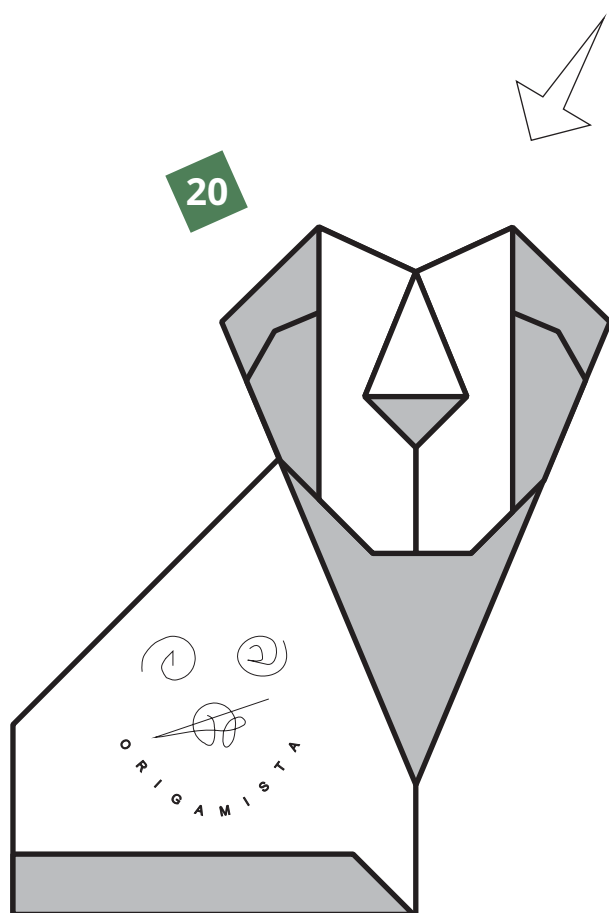
17 intascare



18



19



20

Quando si sveglia,
il leone, sa che dovrà
correre più veloce
della gazzella!

Quando si sveglia,
la gazzella, sa che dovrà
correre più veloce
del leone!

Quando si sveglia l'elefante,
dice: «dove cavolo corrono??»



Gatto

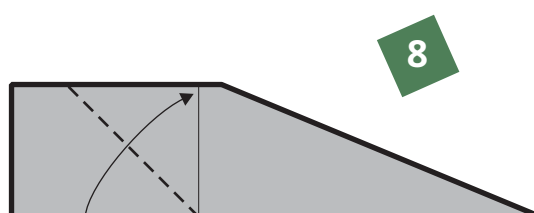
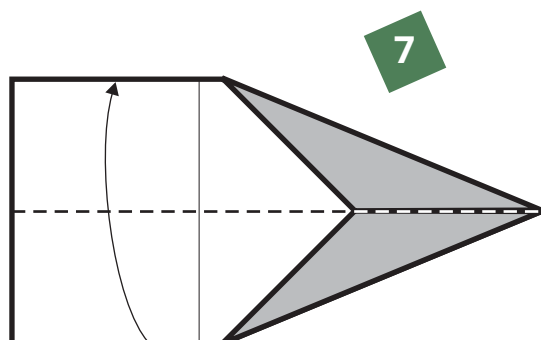
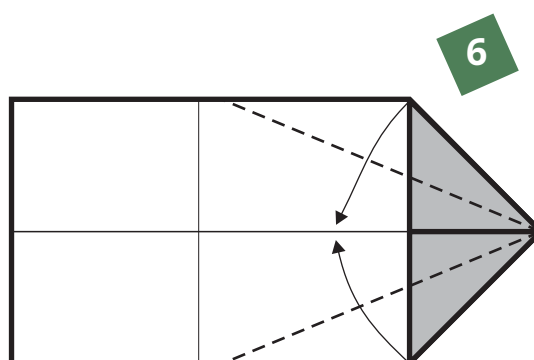
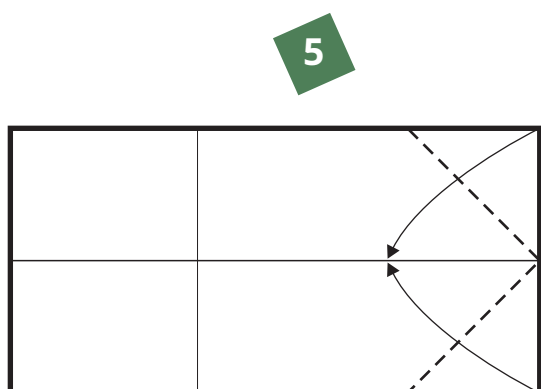
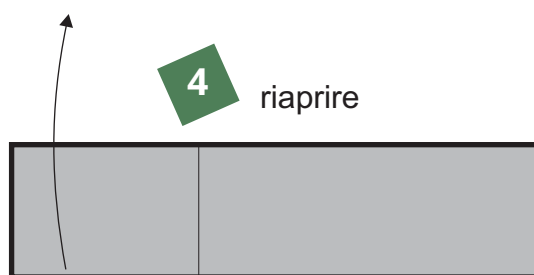
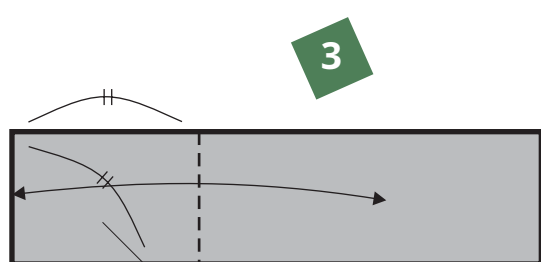
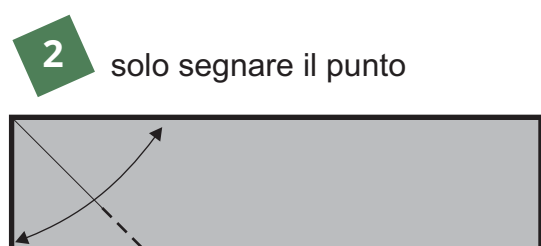
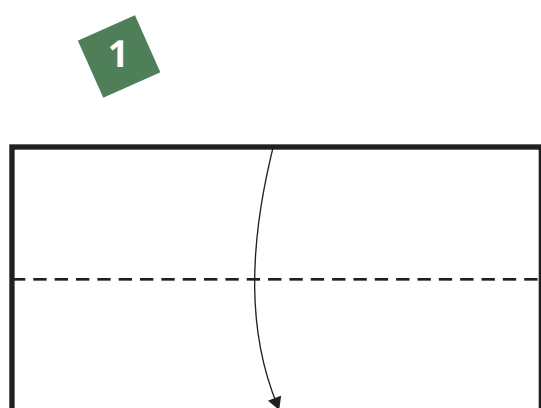
Questo è l'unico origami, di questo libro, che non ho creato io, ma sono particolarmente felice di presentarlo perché è il primo modello della mia allieva Bruna Pallante.

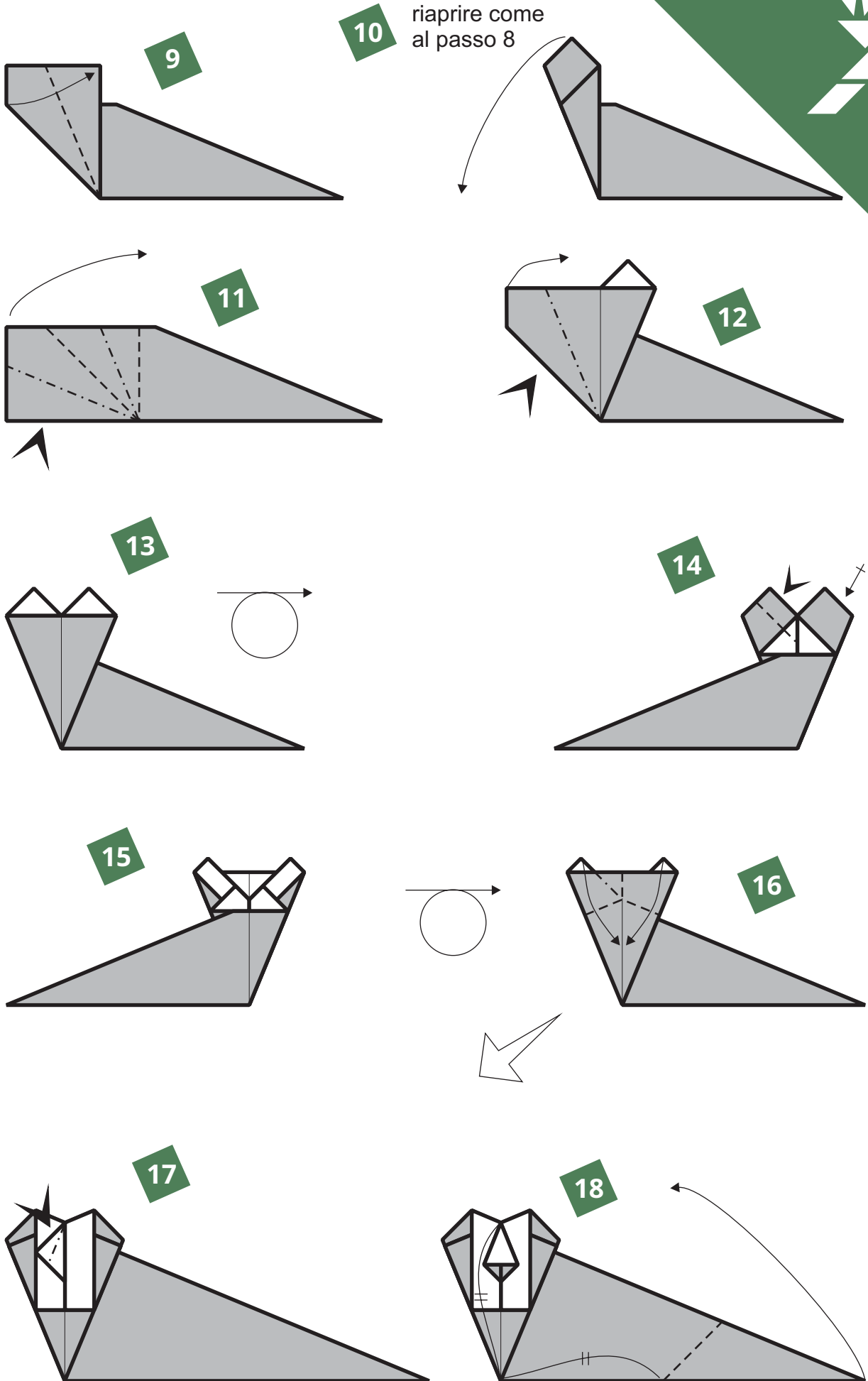
È una variante del Leone, ma le modifiche sono così significative da meritarsi il titolo di modello originale. Iniziare con un rettangolo 1X2 con i lati di diverso colore.

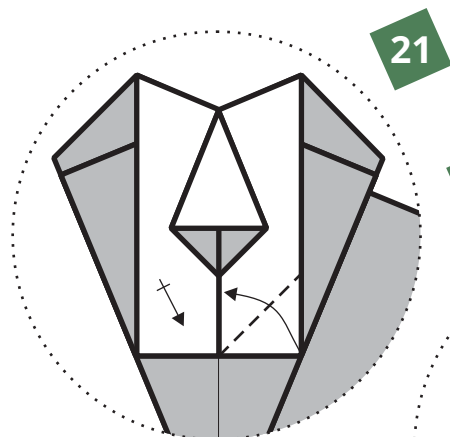
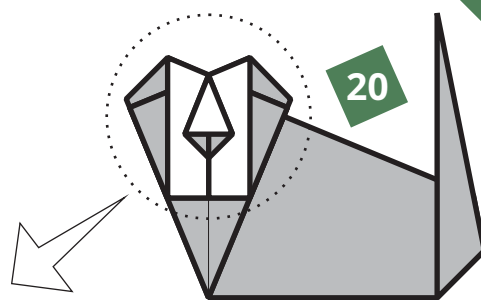
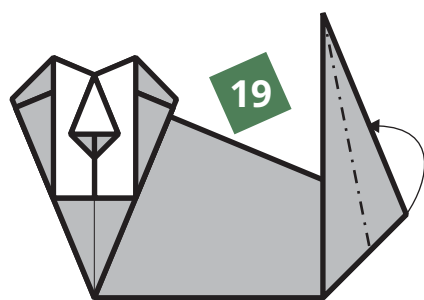


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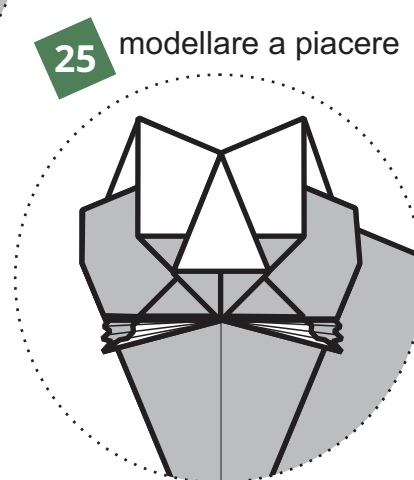
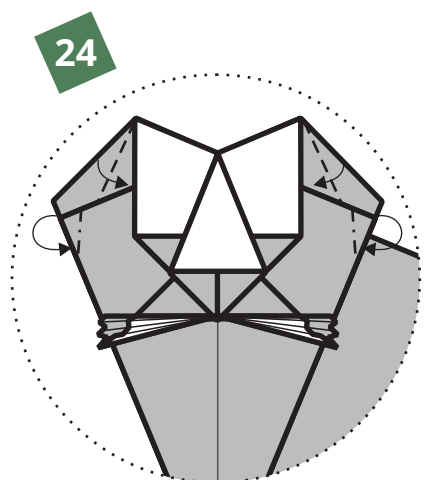
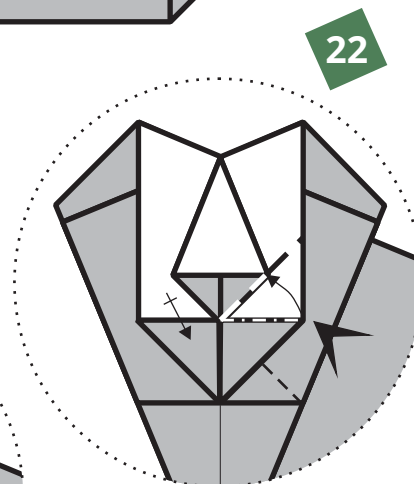
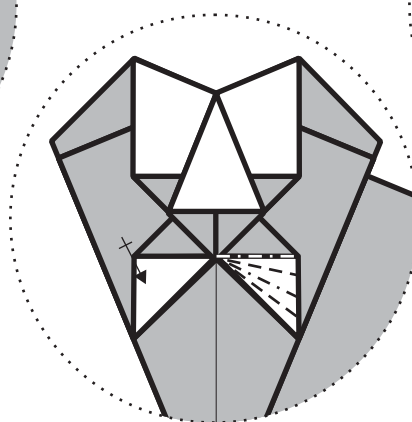
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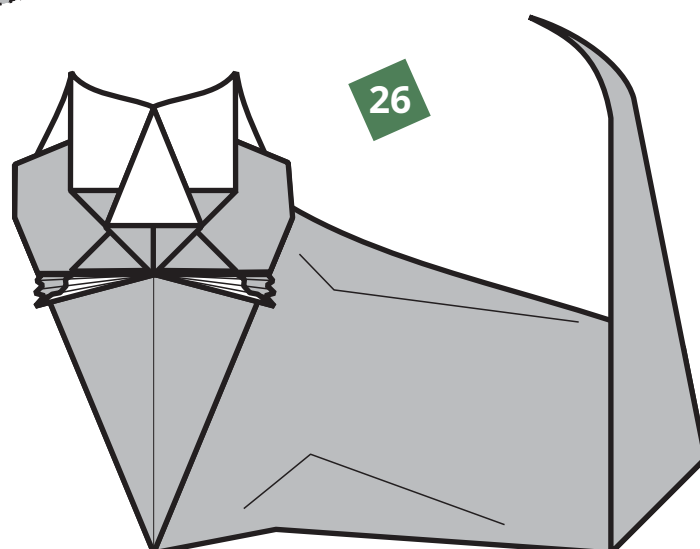




23 modellare i baffi
a fisarmonica



25 modellare a piacere





Farfalla 3.12

Questa è la rielaborazione di un modello di qualche anno fa. Un origami che mi piaceva molto, forse proprio per questo alla fine ho esagerato nella ricerca del particolare, perdendo di vista l'essenzialità del modello. Qui ho riportato il progetto alla sua vera essenza. Partire da un rettangolo 2X3 o da un formato uni, con i lati dello stesso colore.

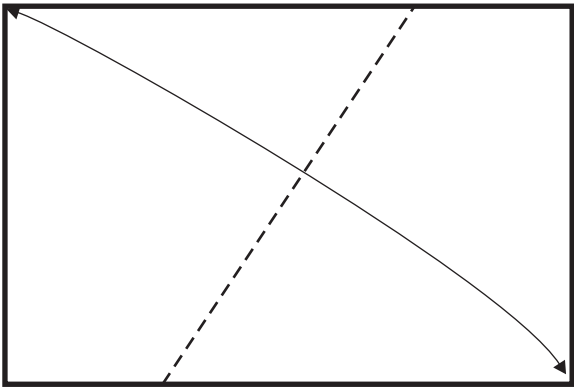


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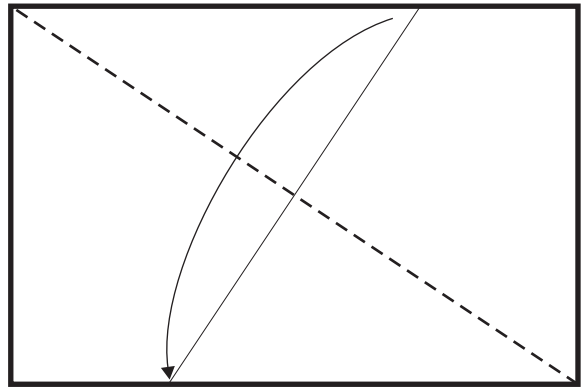
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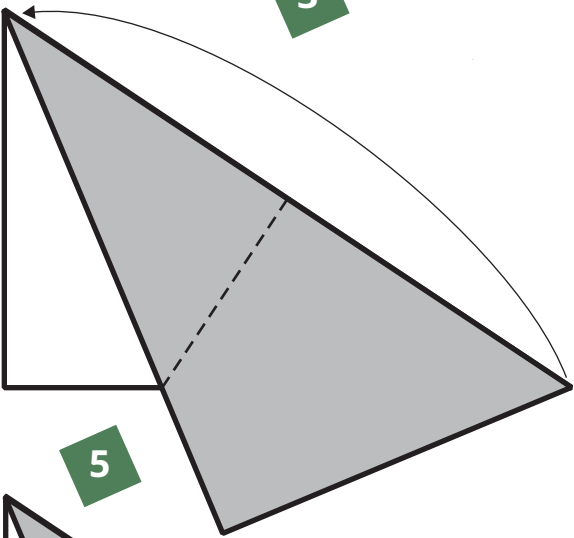
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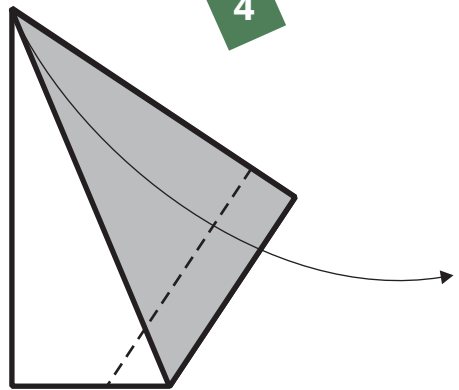
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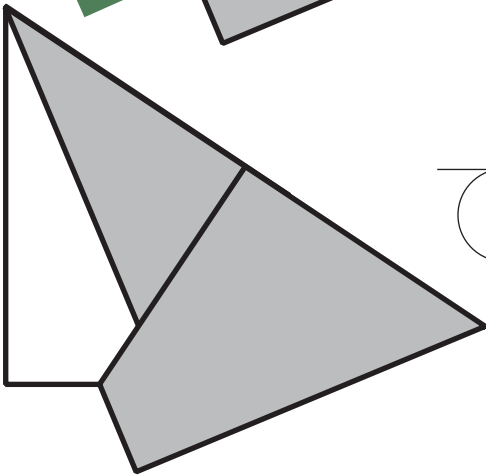
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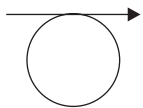
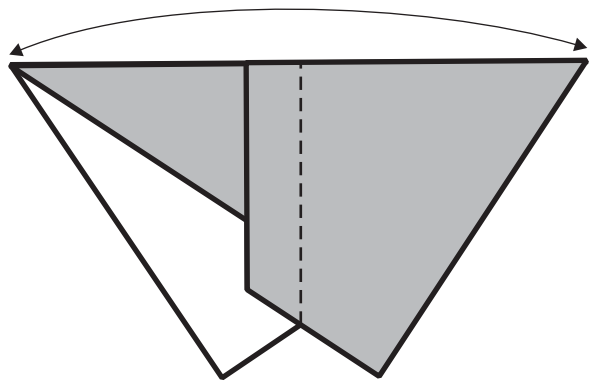
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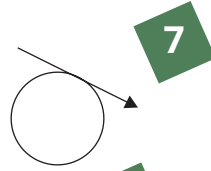
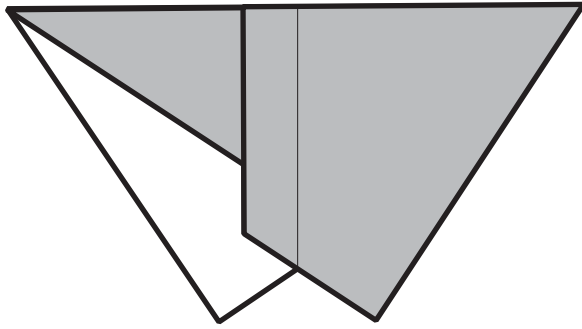


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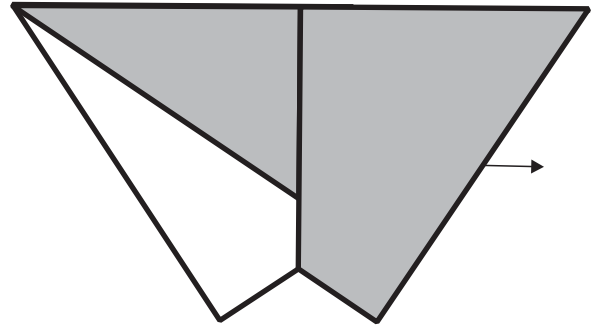


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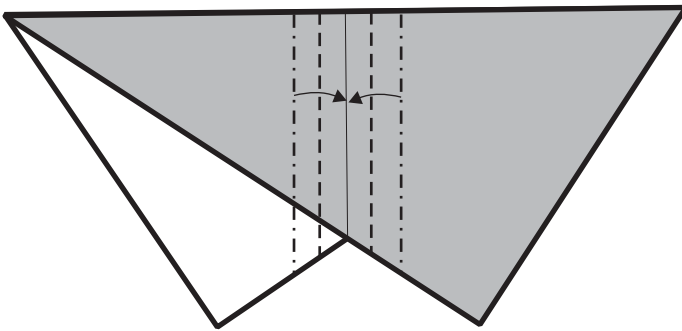




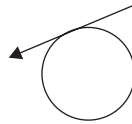
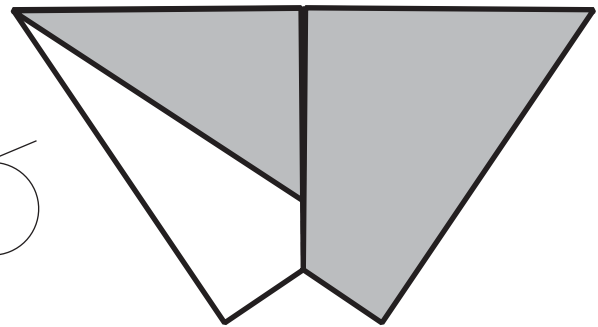
8 riaprire la piega centrale



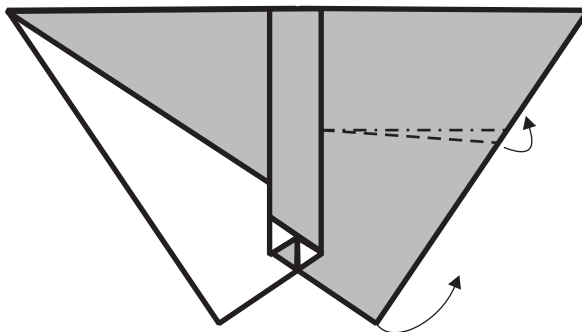
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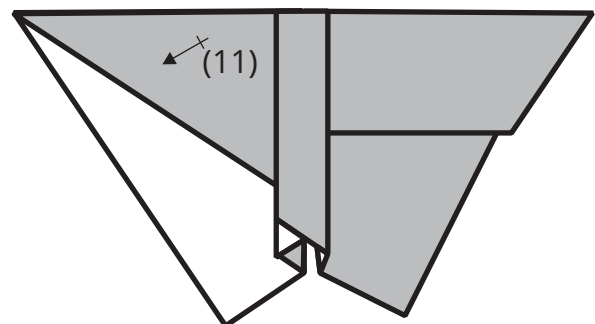
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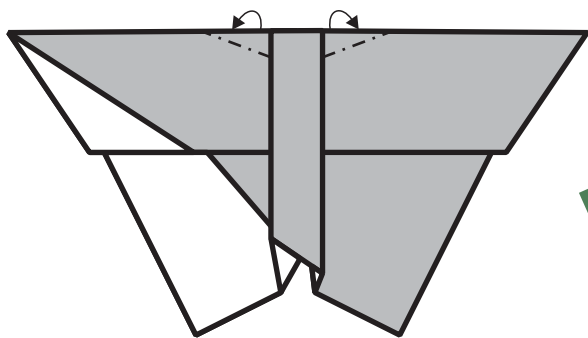


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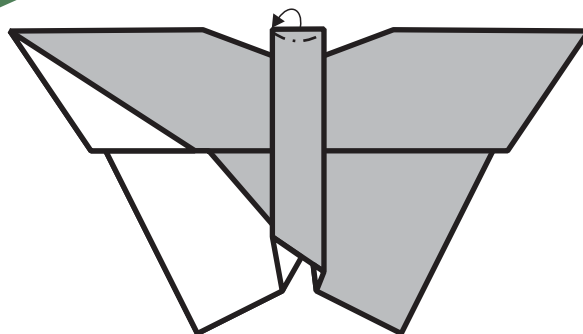
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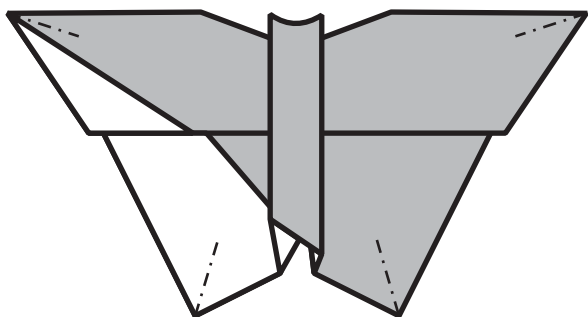
13

14 Creare le antenne modellando il corpo



14

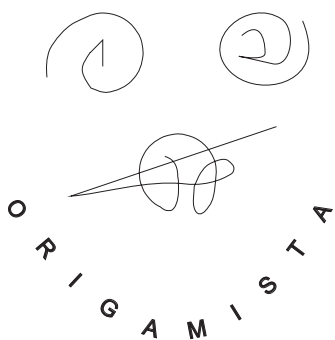
15 pizzicare



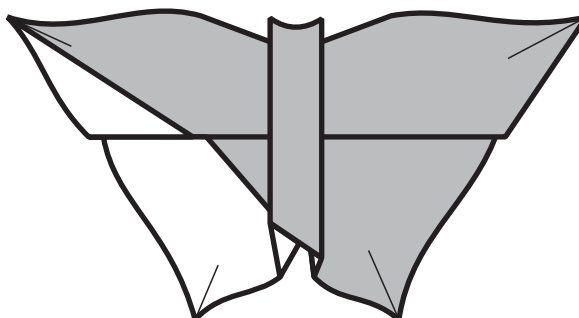
15

non hai messo la battuta sulla farfalla?

dopo Belen meglio evitare!



16





Tangram

Il tangram è un rompicapo cinese che con sette elementi permette di comporre una serie quasi illimitata di figure.

Avendo scelto di realizzare il mio nuovo logo con il tangram, mi è sembrato doveroso crearne uno in origami, anche se ne sono già molti.

Occorrono 7 quadrati della stessa dimensione.

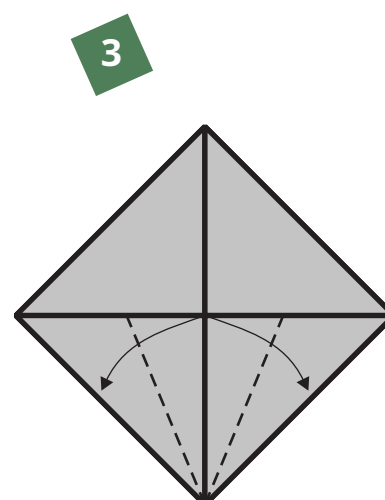
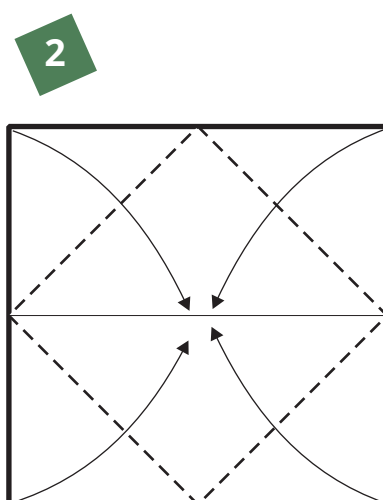
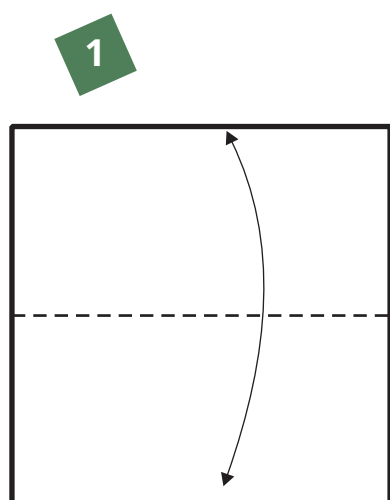


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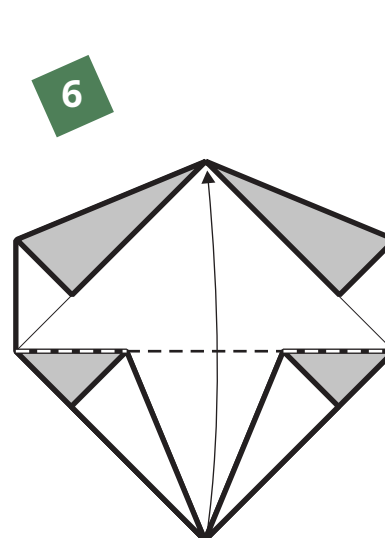
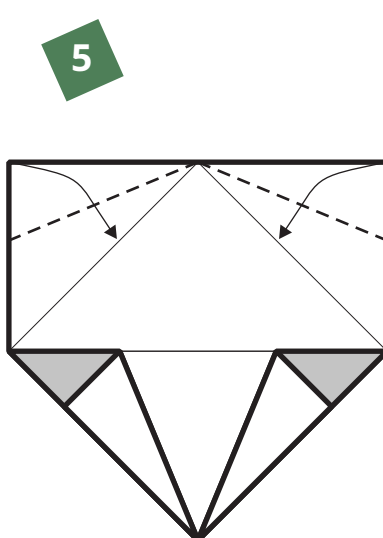
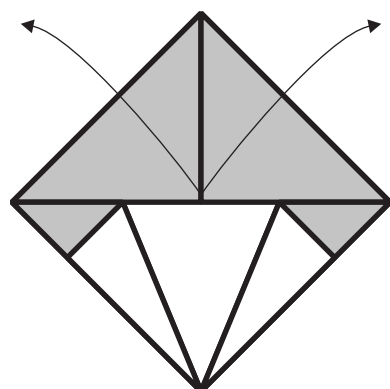
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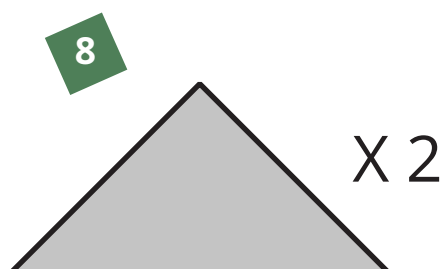
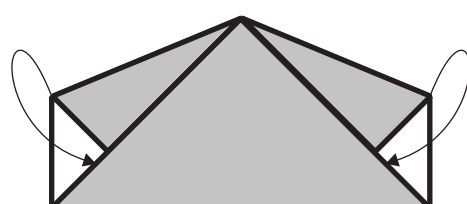
Triangoli grandi



4 riaprire i due triangoli superiori

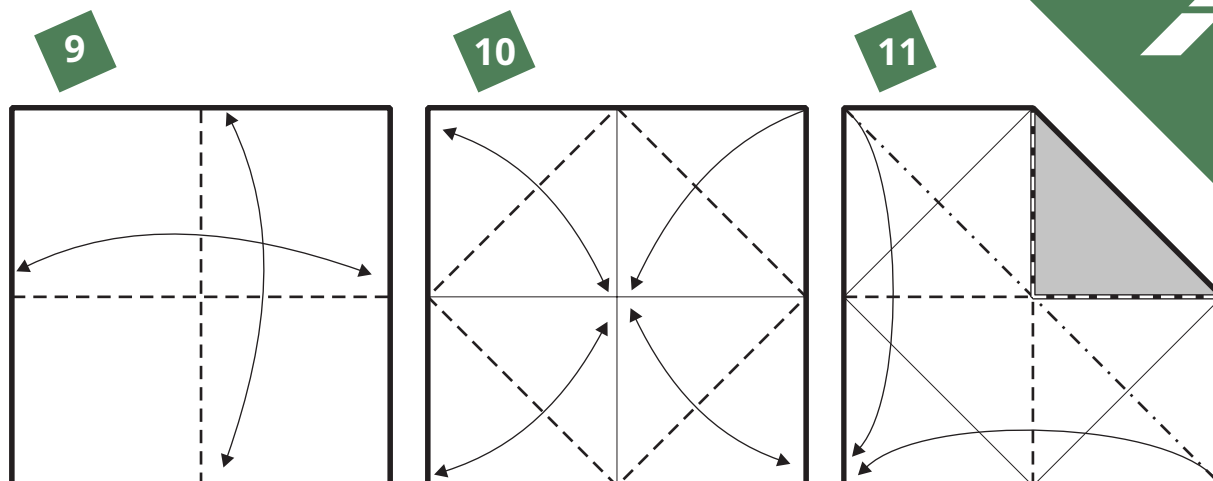


7 Bloccare il modello intascando le alette

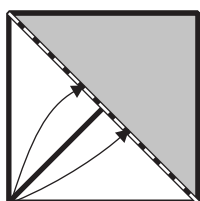




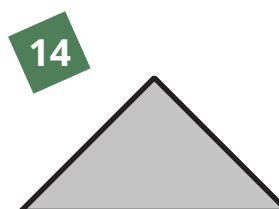
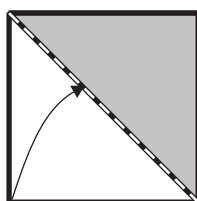
Triangolo medio



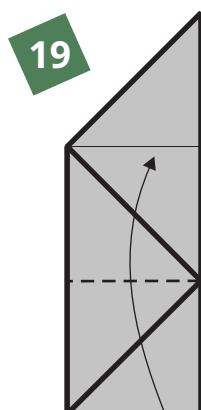
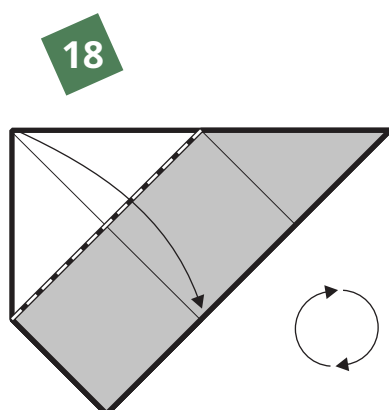
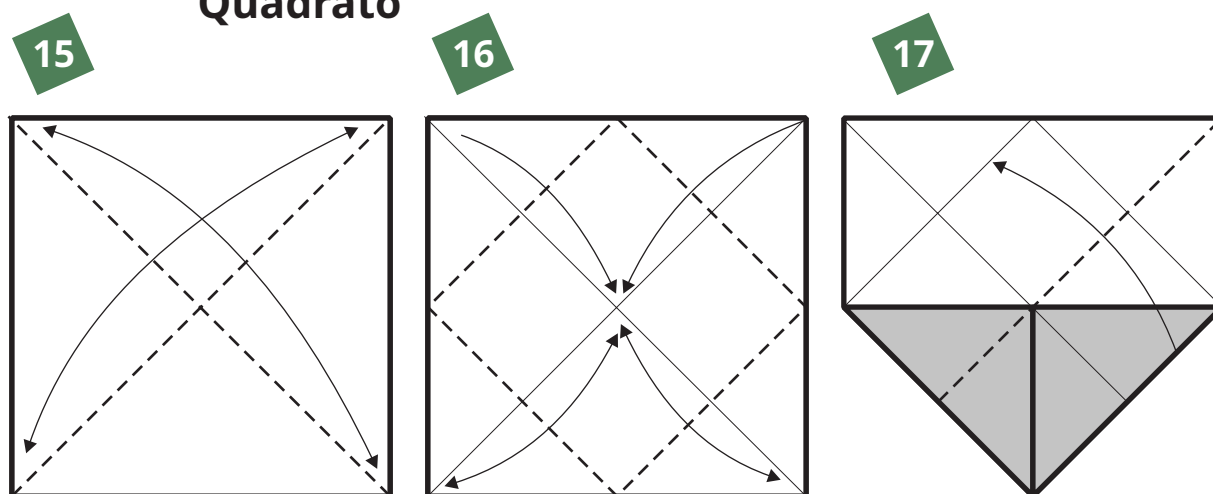
12 Intascare i due triangoli interni



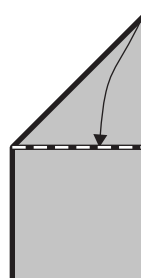
13 Intascare e bloccare il modello



Quadrato



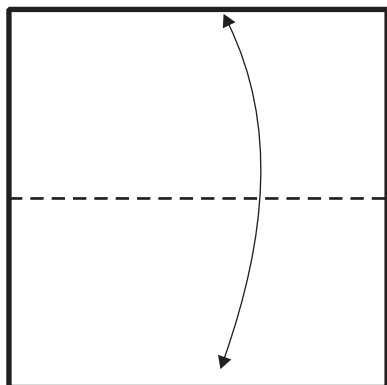
20 intascare e bloccare



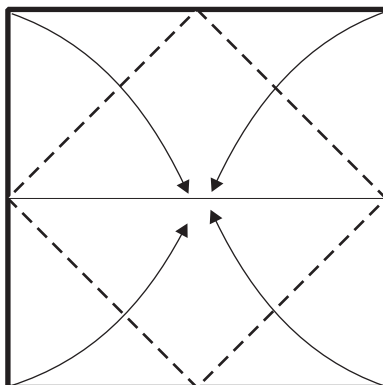


Parallelogramma

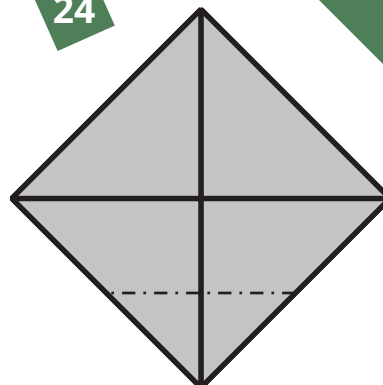
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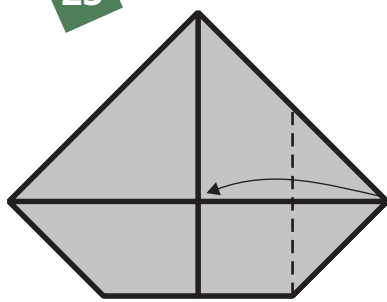
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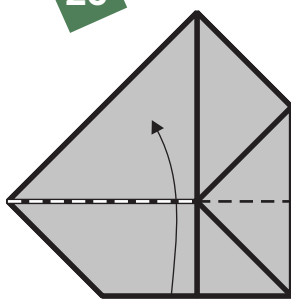
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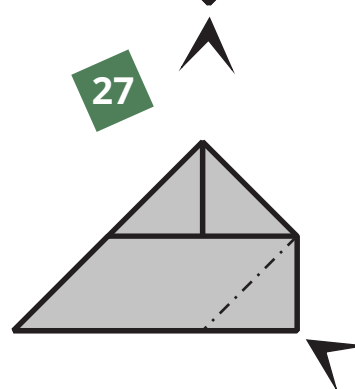
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26

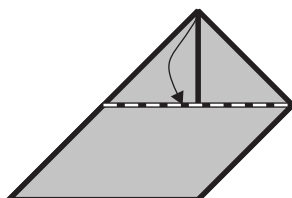


27



28

intascare e
bloccare

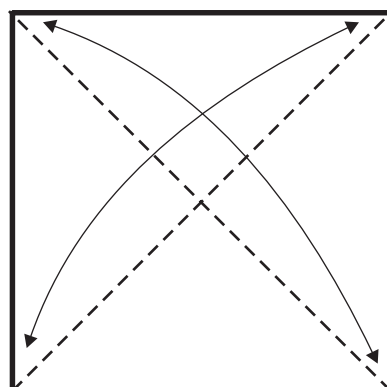


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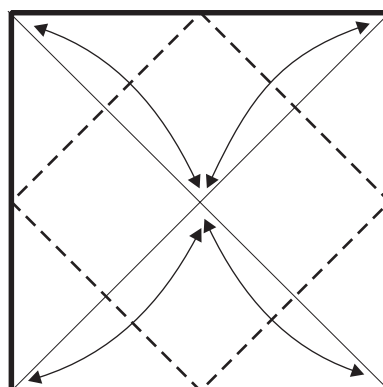


Triangoli piccoli

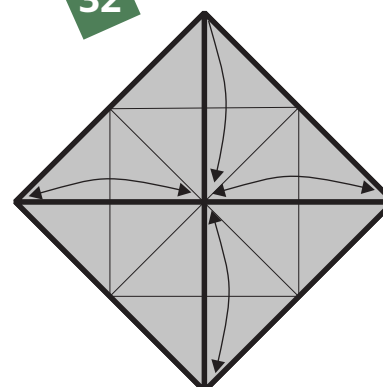
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31



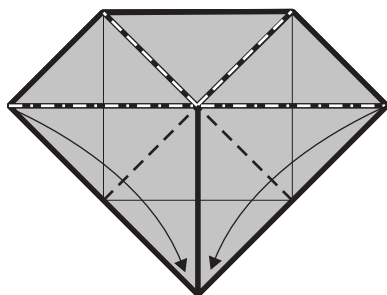
32



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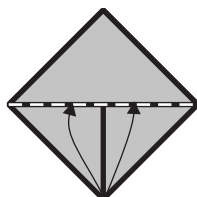


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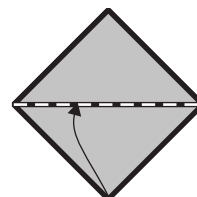
34

Intascare i due triangoli interni



35

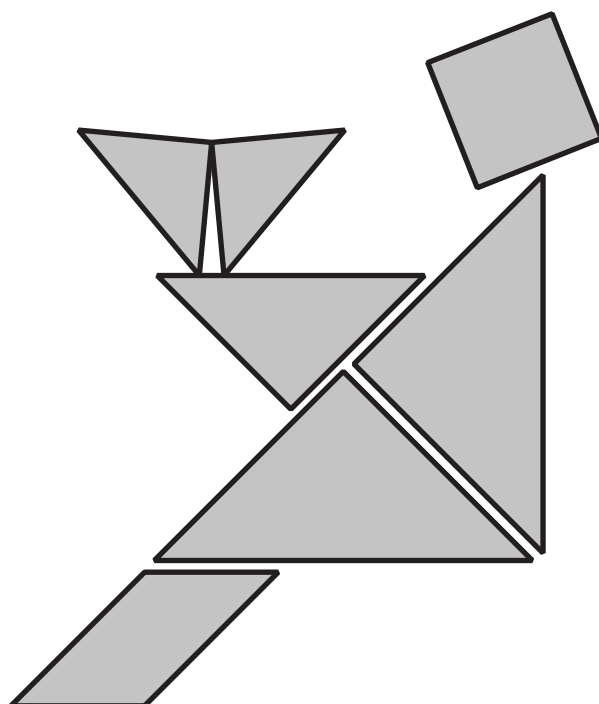
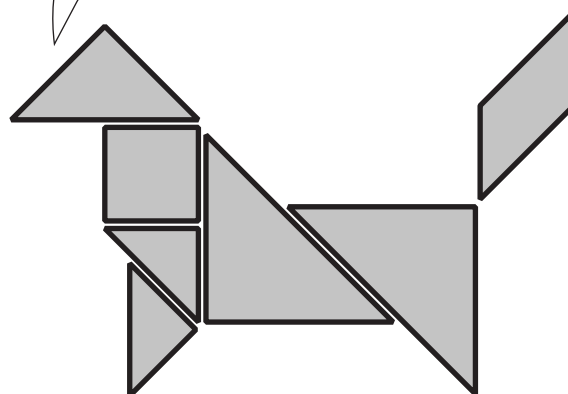
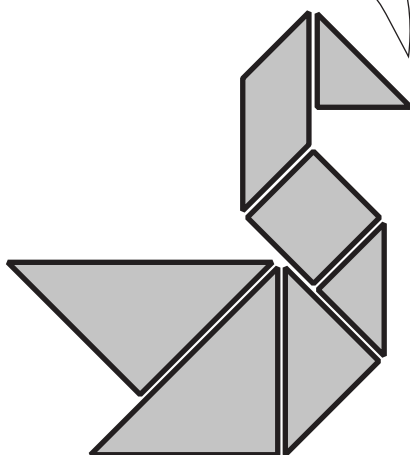
Intascare e bloccare il modello



36



X 2





Morte

Usare un rettangolo 1x2 con i due lati di colore diversi, si può usare qualsiasi combinazione e anche il nero su entrambi i lati, ma per dare il massimo dell'eleganza senza nulla togliere alla sacralità la combinazione migliore è un lato grigio e l'altro nero.

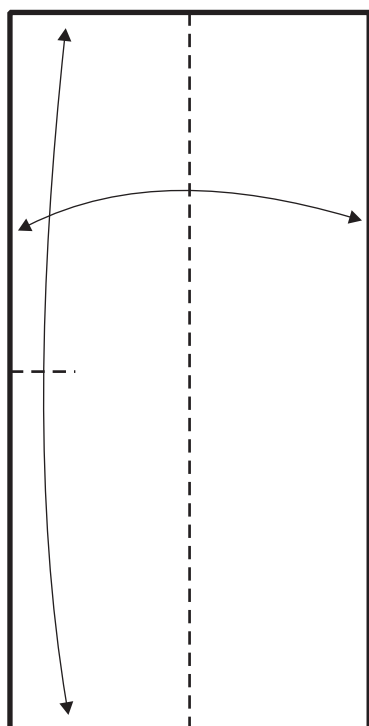


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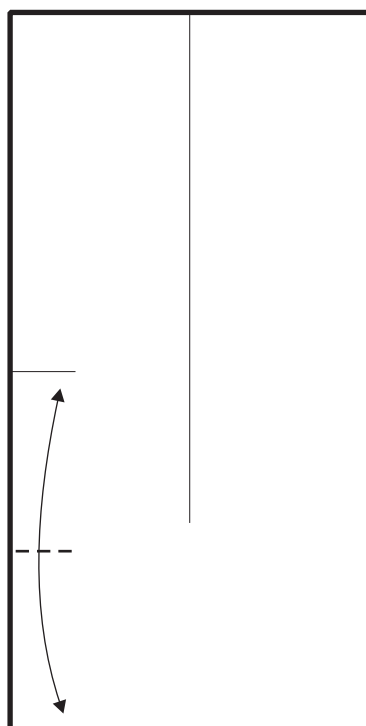
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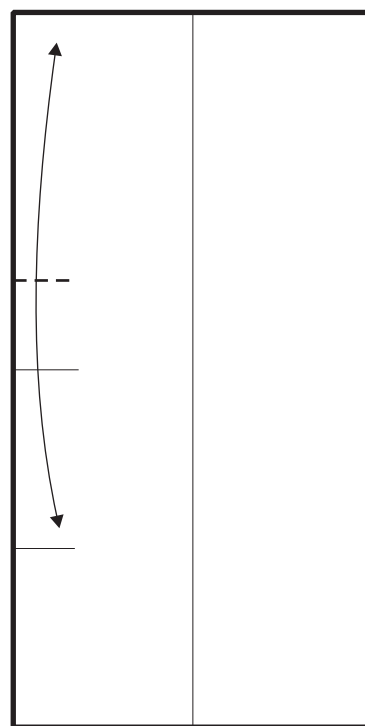
1 grigio su



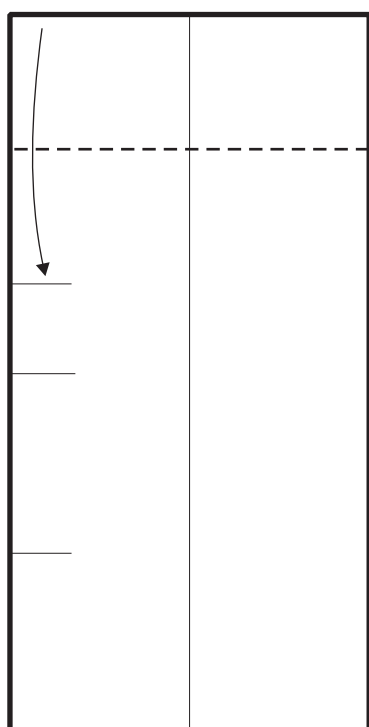
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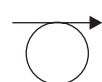
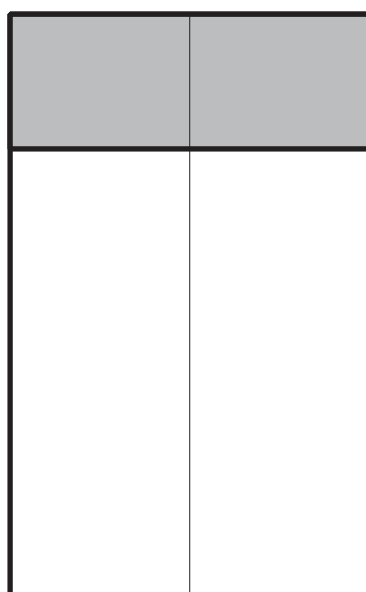
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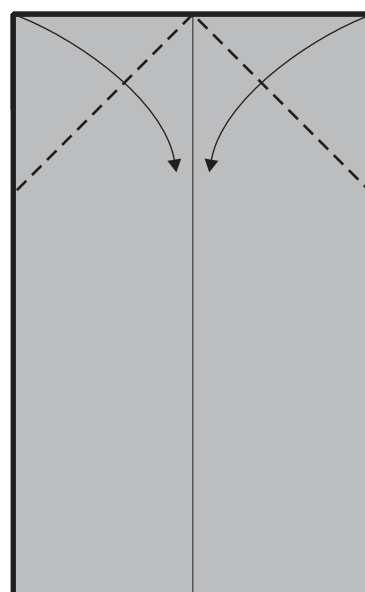
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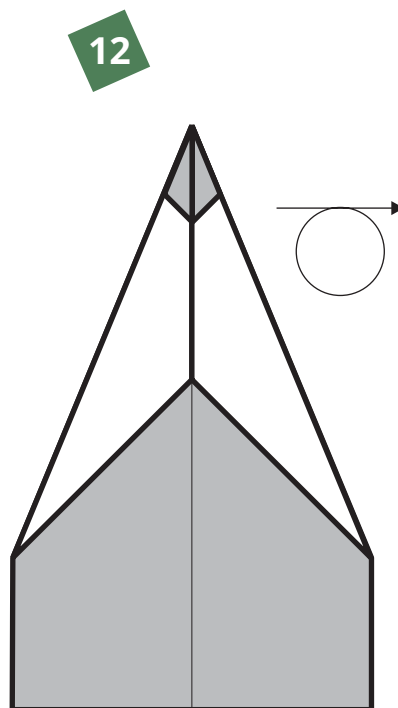
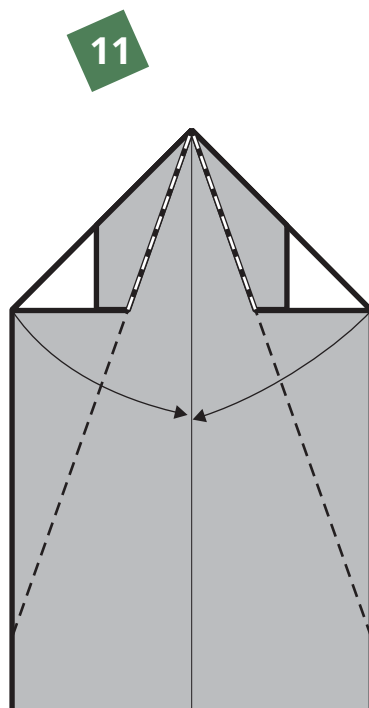
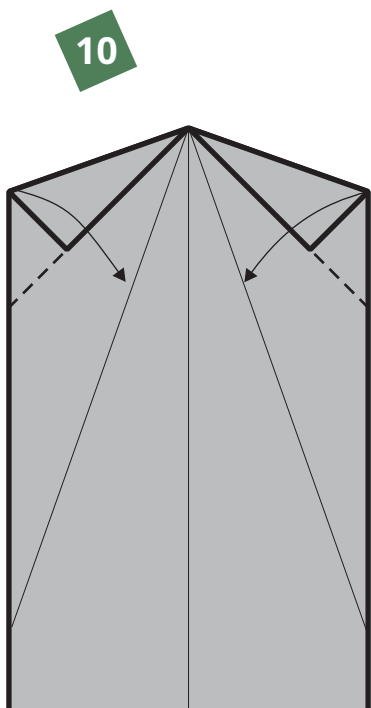
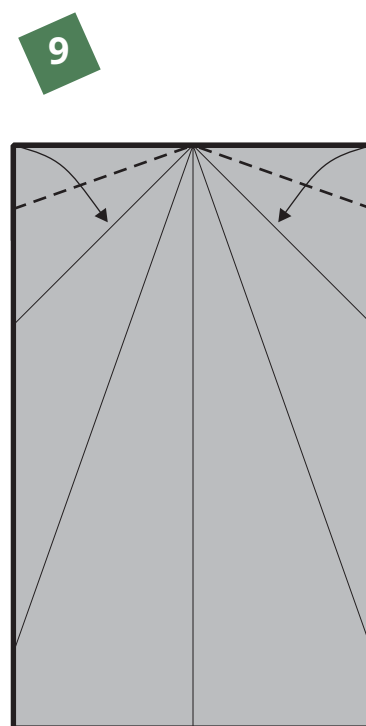
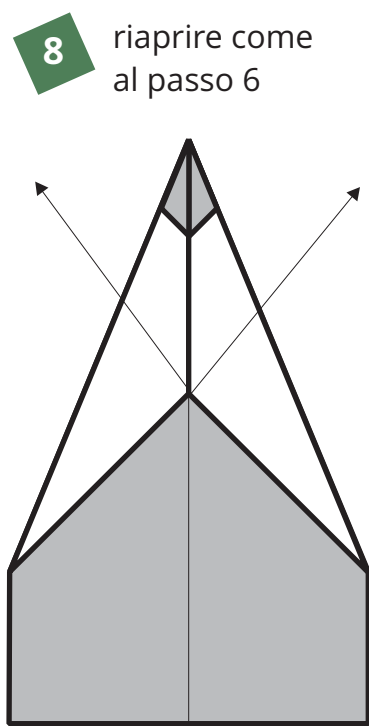
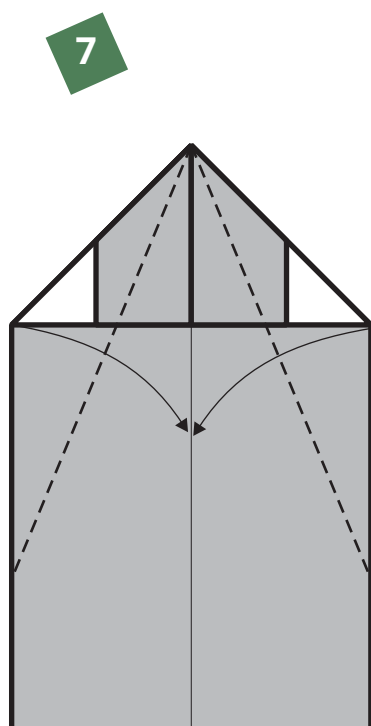


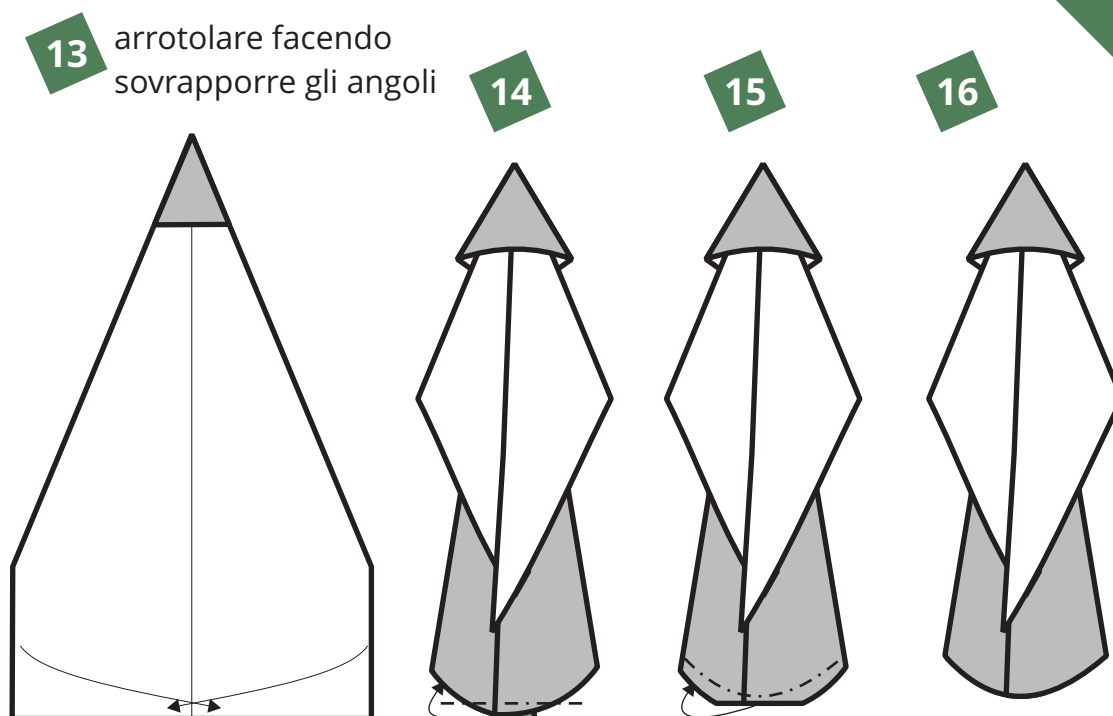
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6

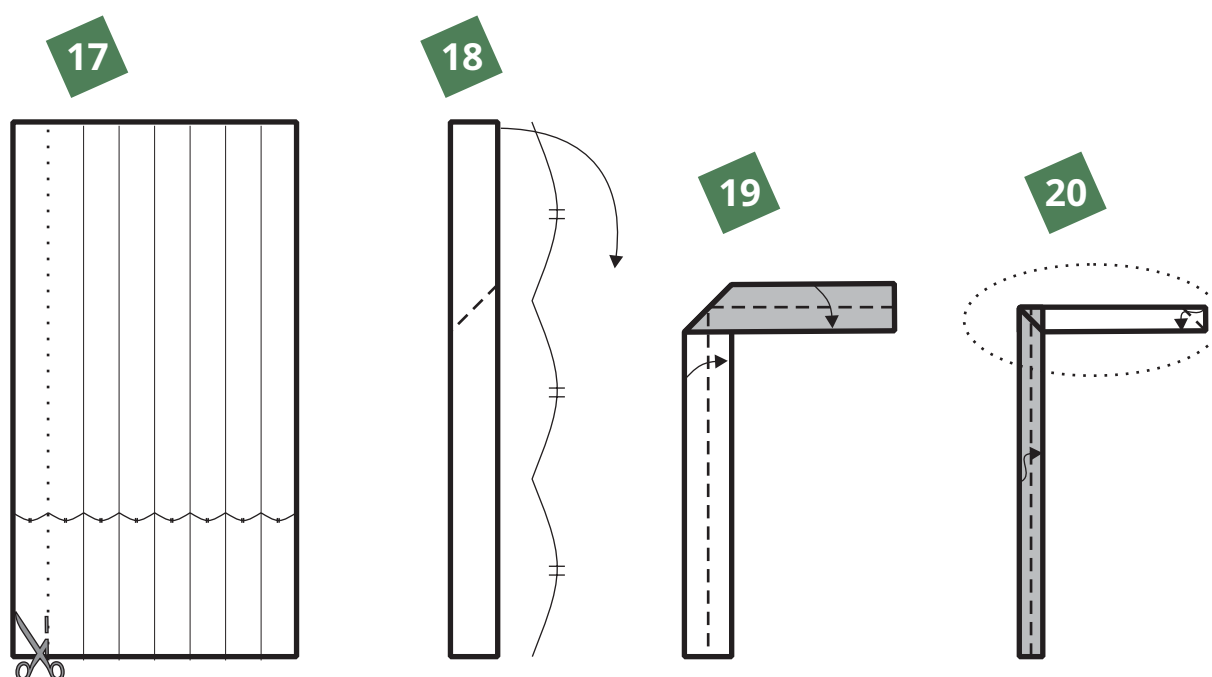






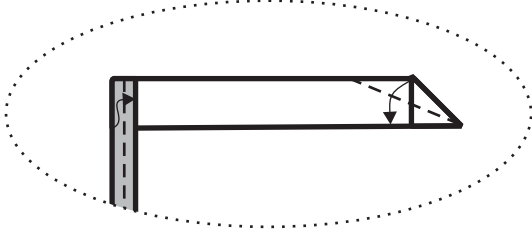
Falce

usare un rettangolo uguale a quello della morte, con un lato nero e l'altro metallizzato color argento usandone solo un ottavo del lato corto.



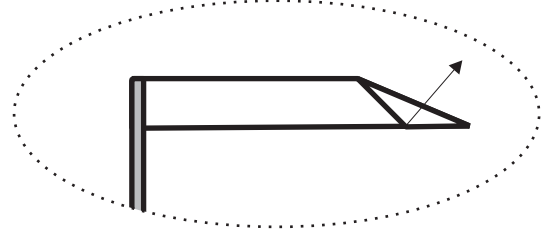


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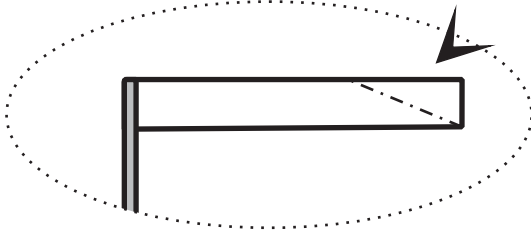


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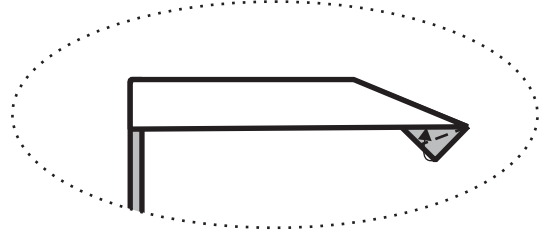
riaprire



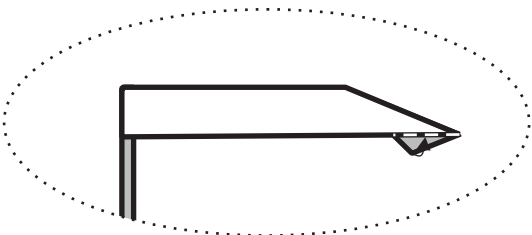
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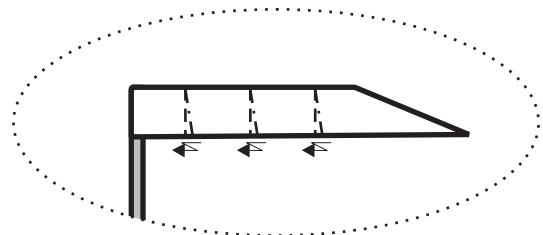
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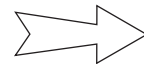
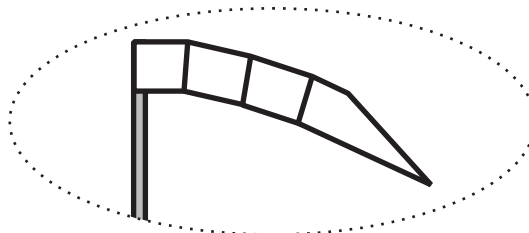
25



26



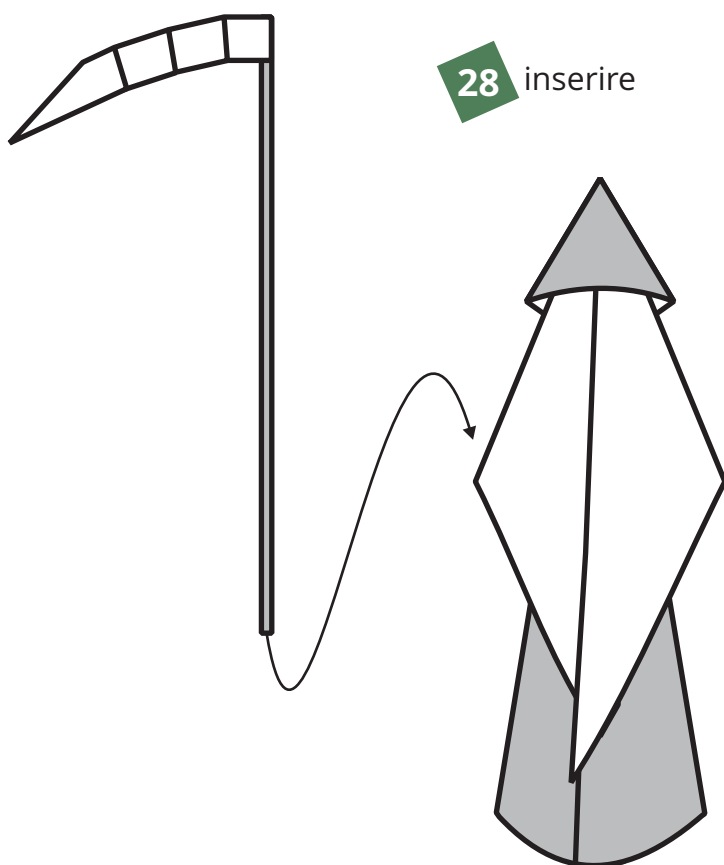
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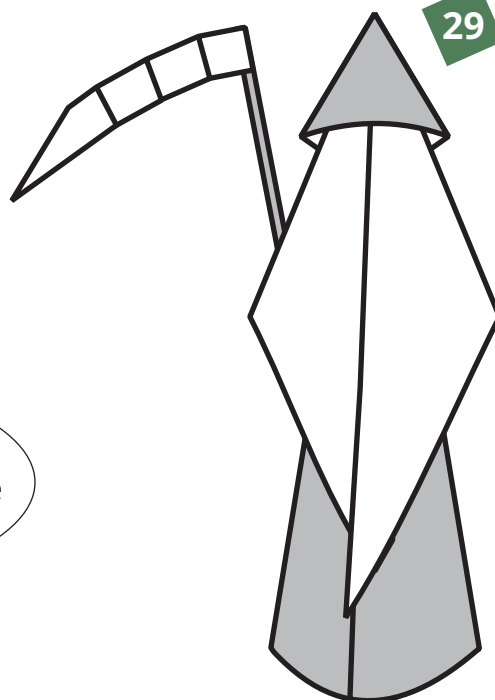
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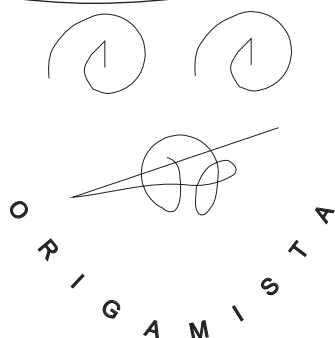
28 inserire



29



Spero di morire nel sonno, come
mio nonno e non gridando come
i suoi passeggeri





Avvoltoio

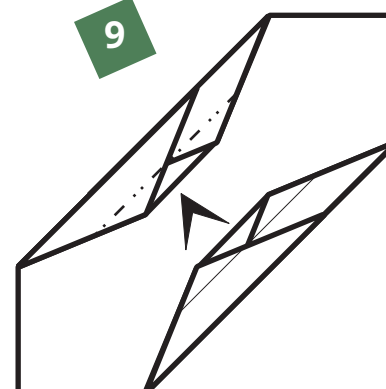
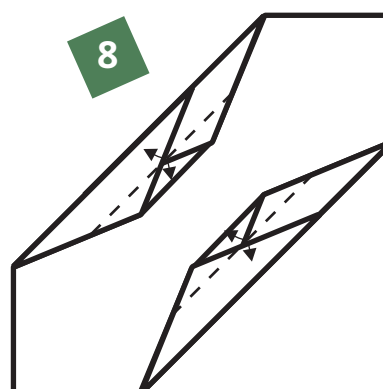
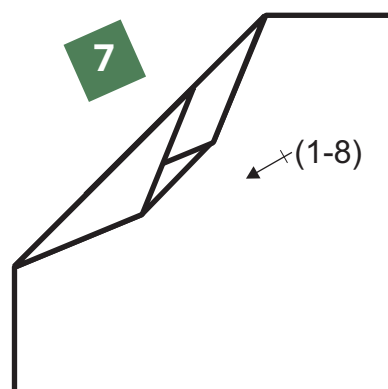
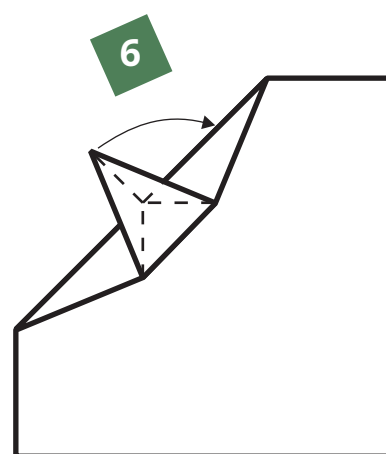
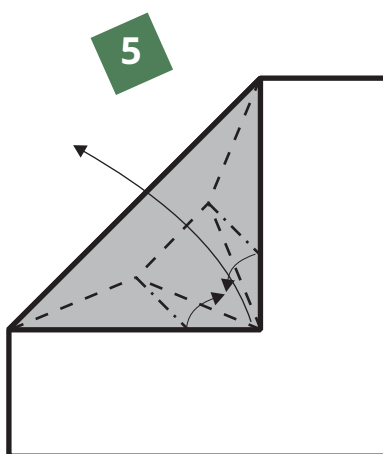
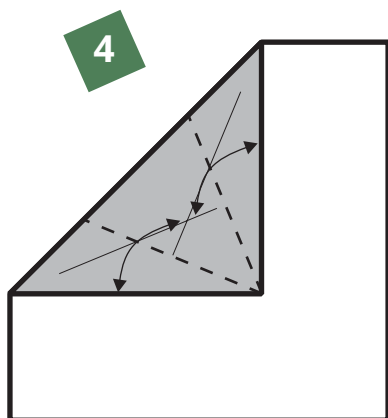
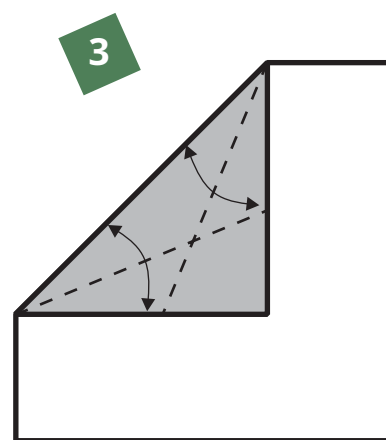
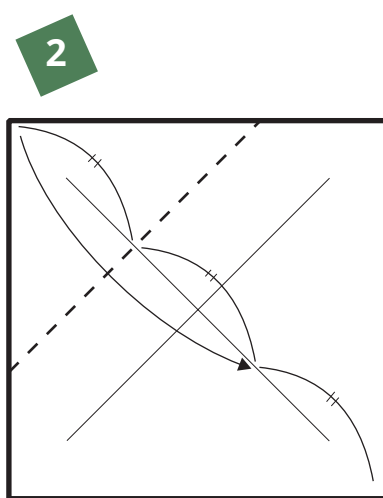
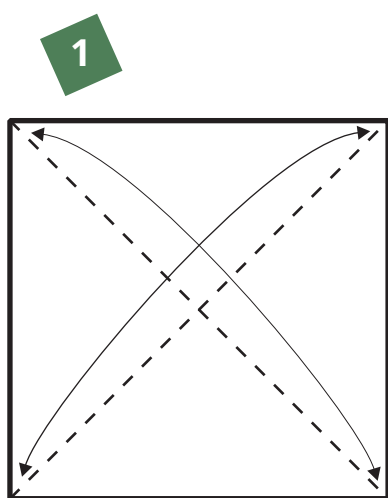
Modello tridimensionale, bisogna fare molto attenzione nella fase di modellazione, eliminando tutti gli spigoli e tentando di metterlo in una postura più realistica possibile.

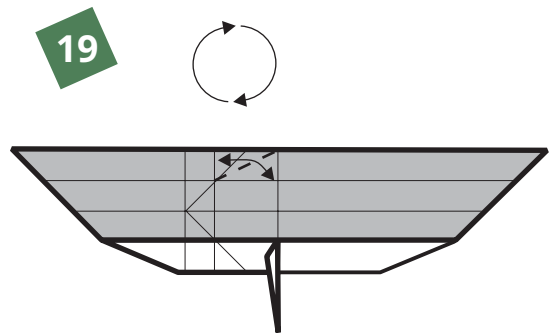
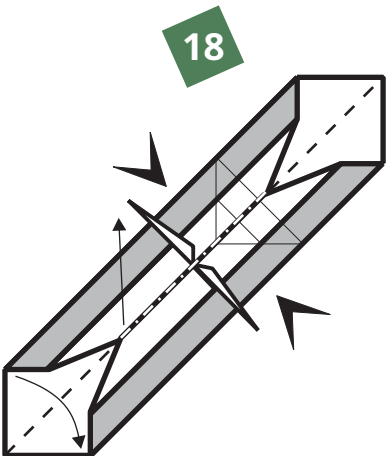
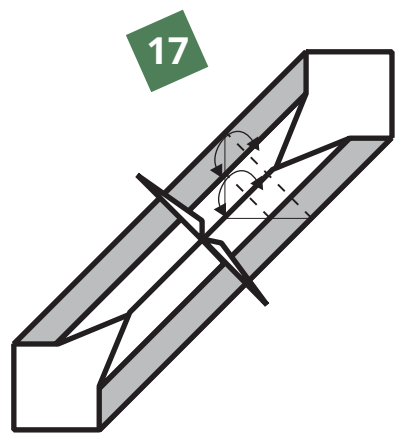
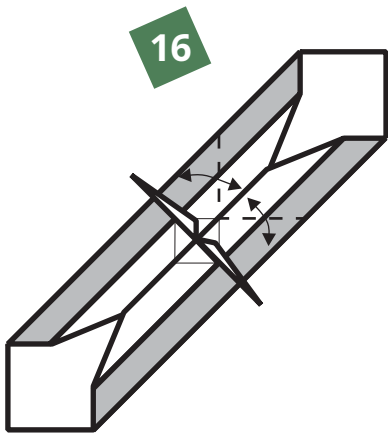
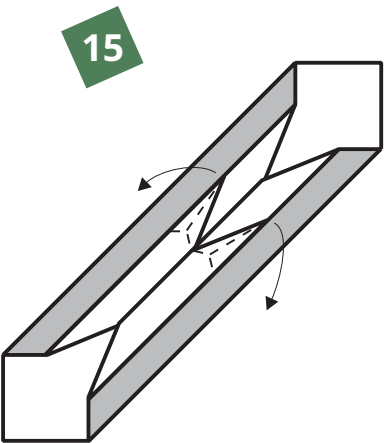
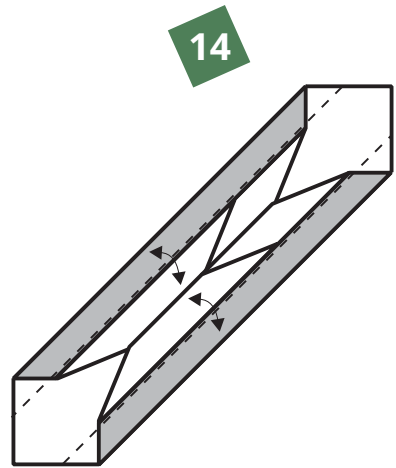
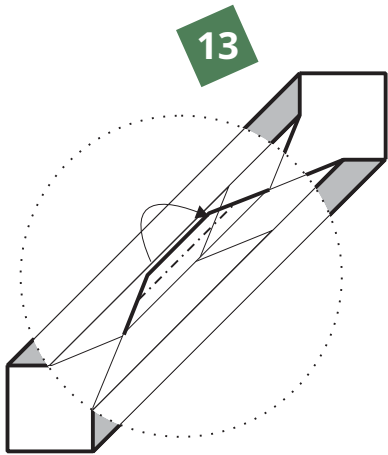
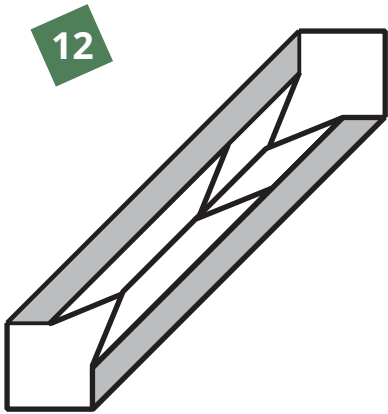
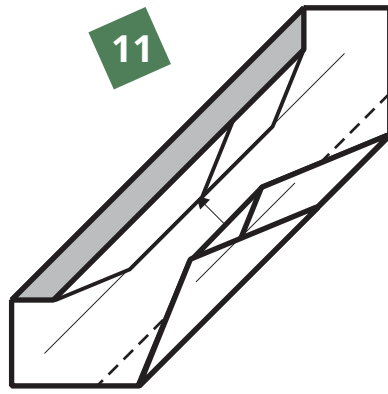
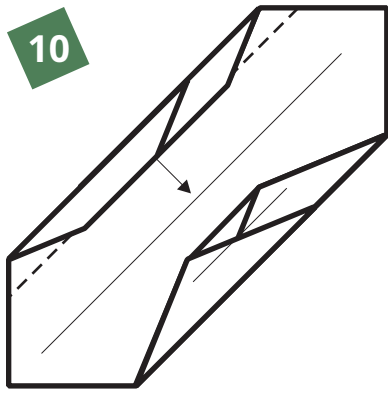
Usare un quadrato di grosse proporzioni, con una grammatura pesante e preferibilmente con i due lati di diverso colore, per far risaltare il topolino tra le zampe.

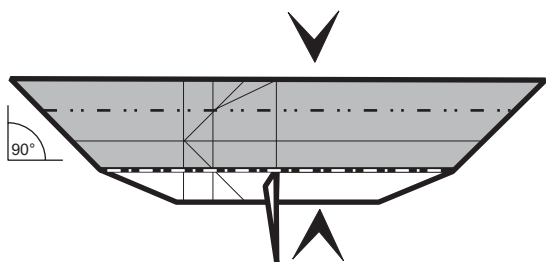


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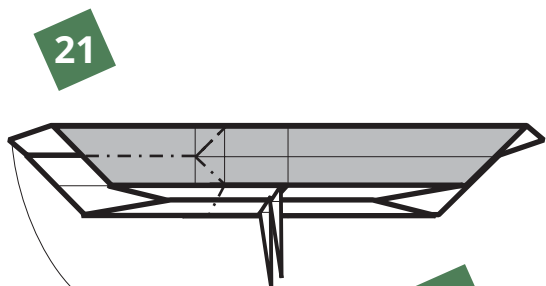




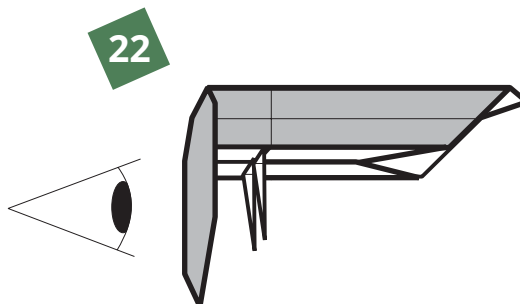


20

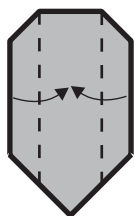
formare un parallelepipedo aperto
vedere il prossimo disegno



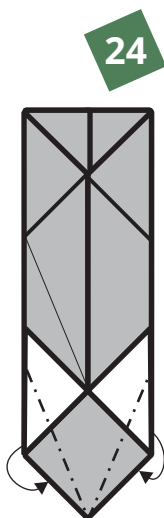
21



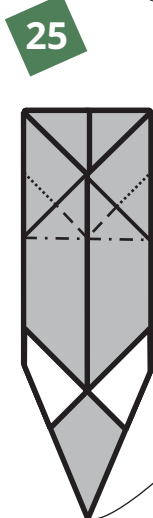
22



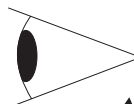
23



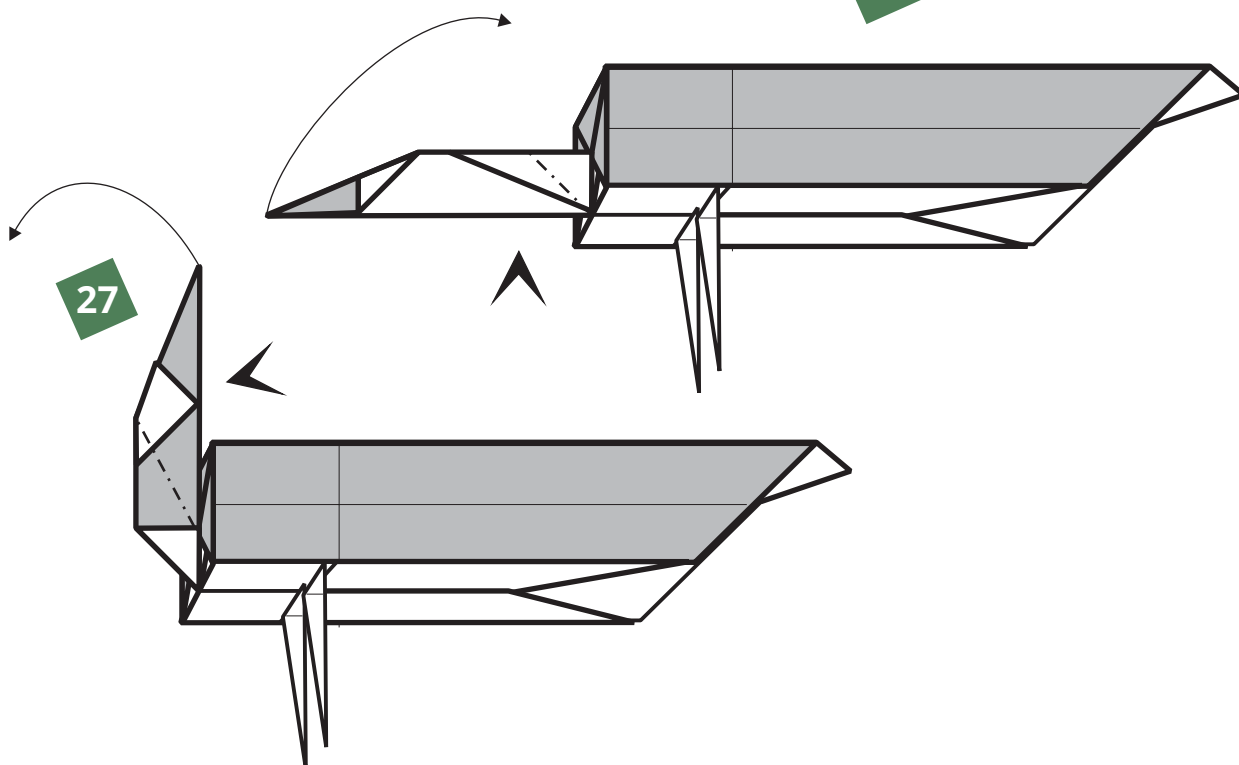
24



25

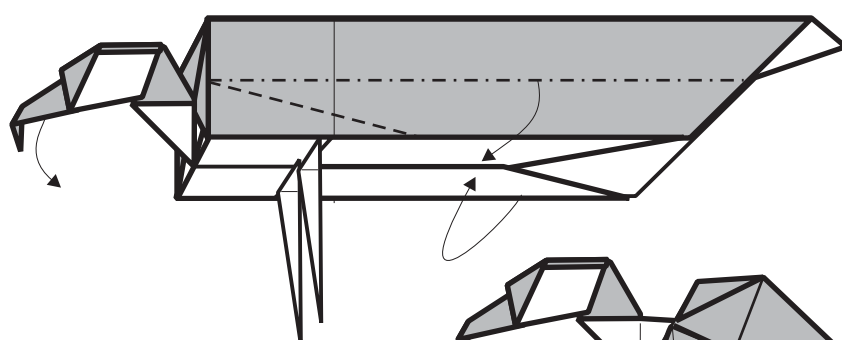
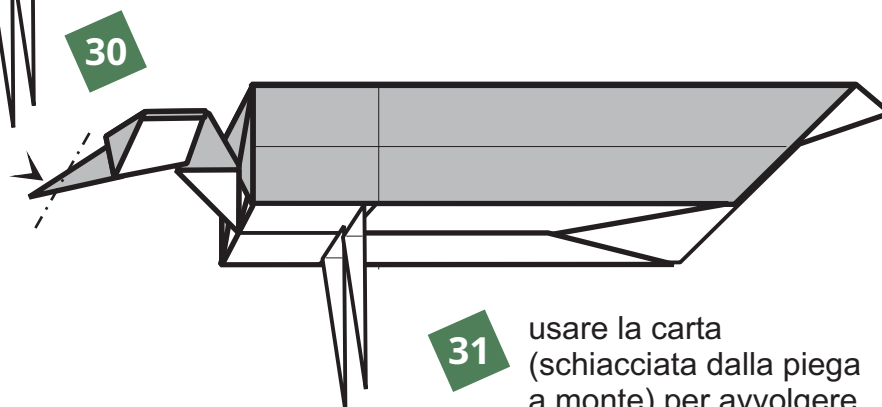
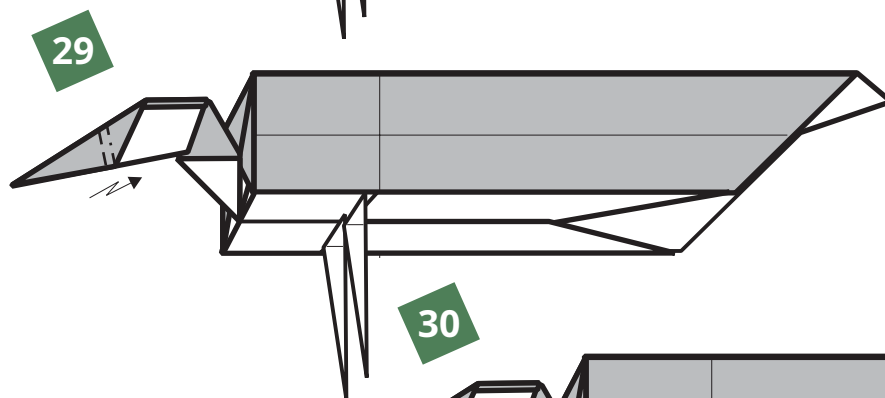
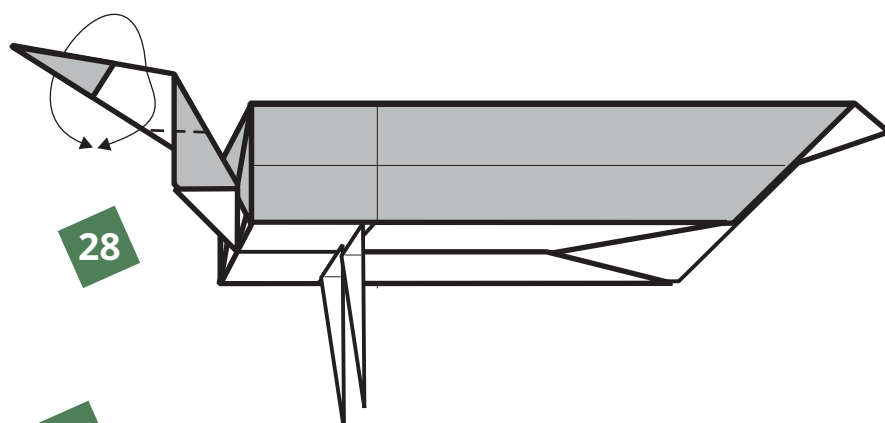


26

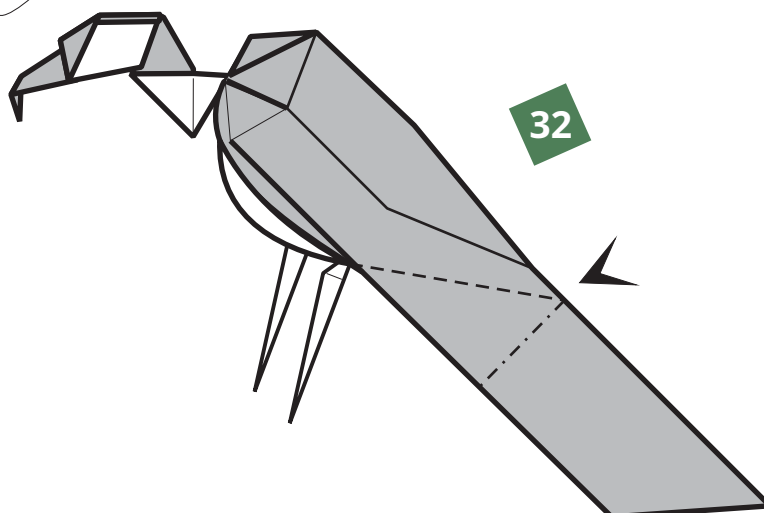


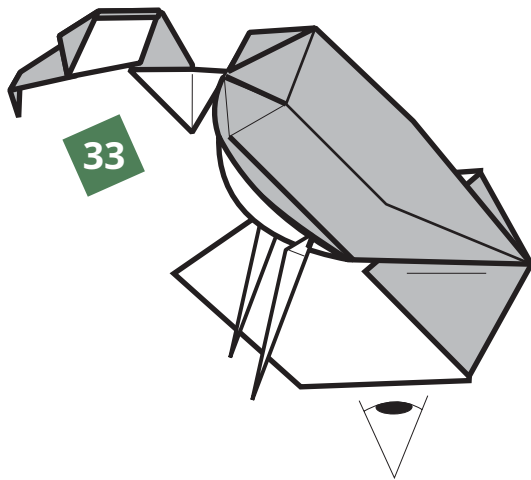
27

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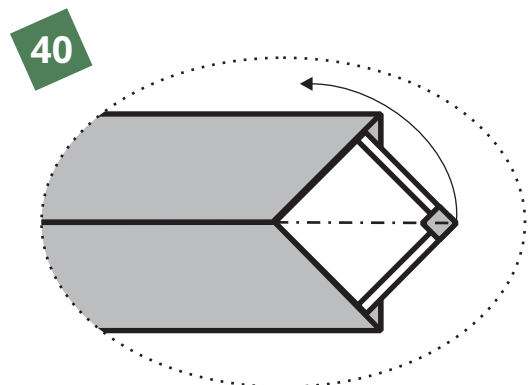
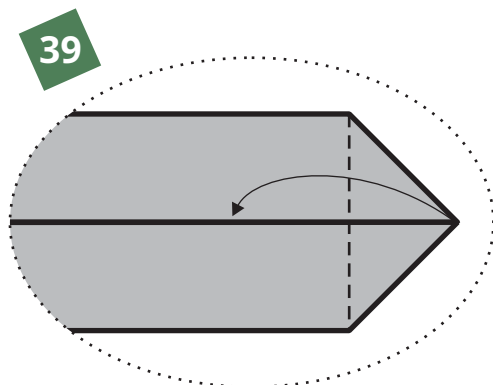
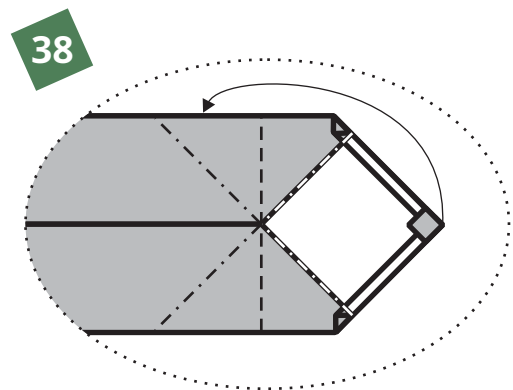
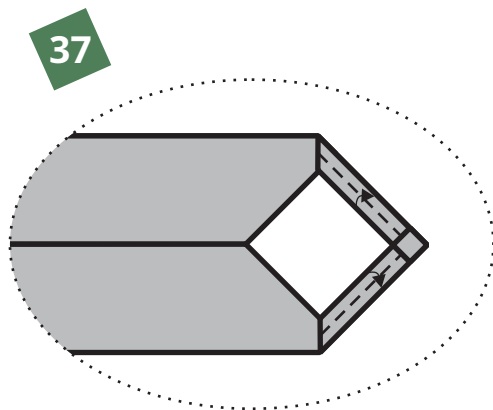
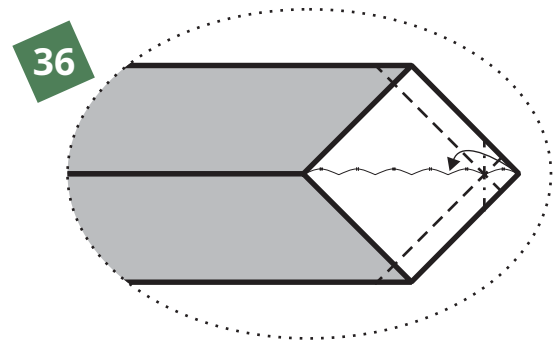
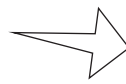
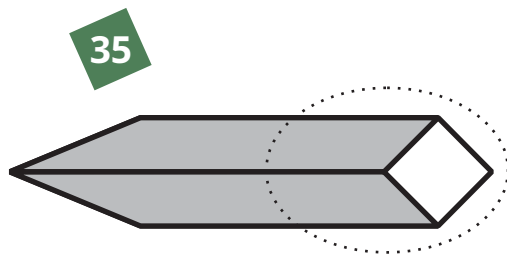
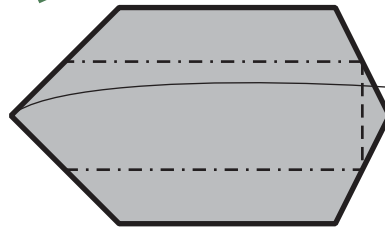


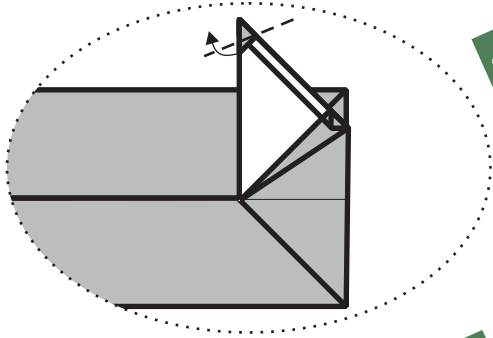
31 usare la carta (schiacciata dalla piega a monte) per avvolgere il corpo come se fossero le ali, e poi riunirla sotto per preparare la coda, cambiare l'angolazione della testa.



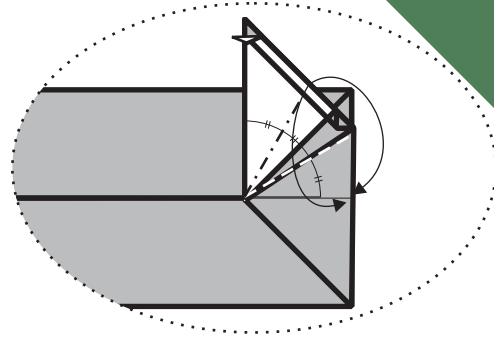


34 vista semplificata

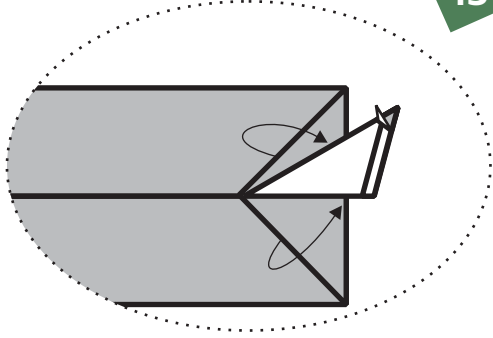




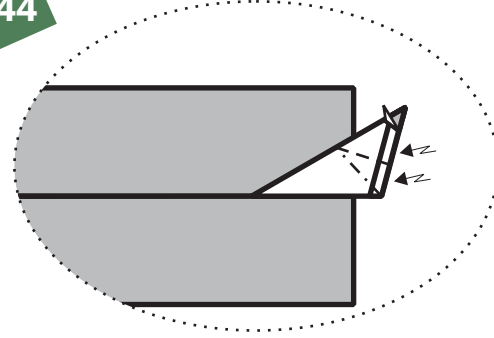
41



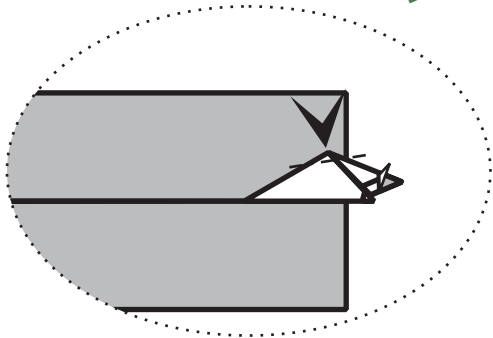
42



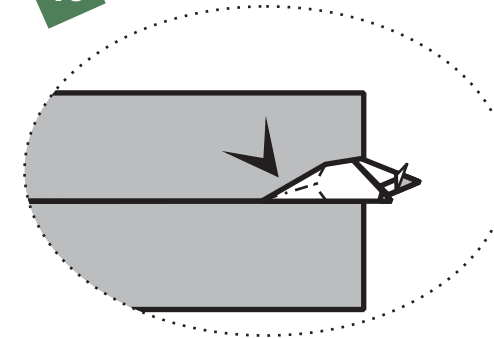
43



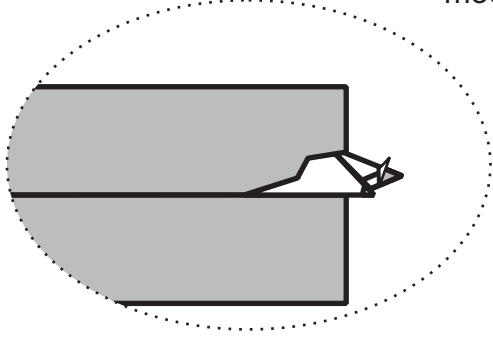
44



45

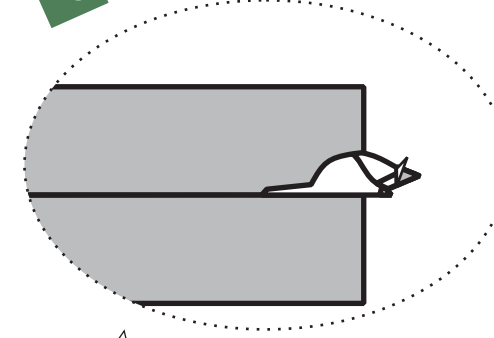


46

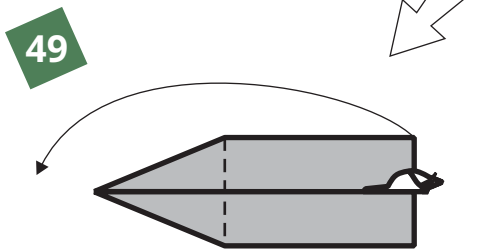


47

modellare



48

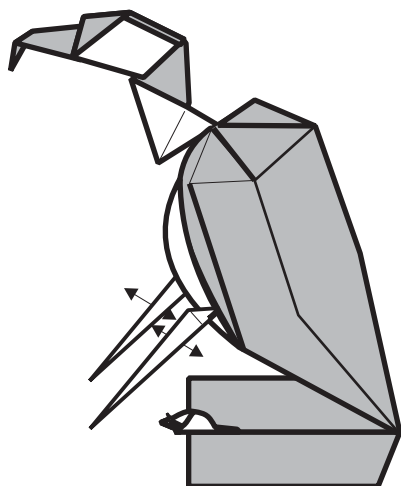


49



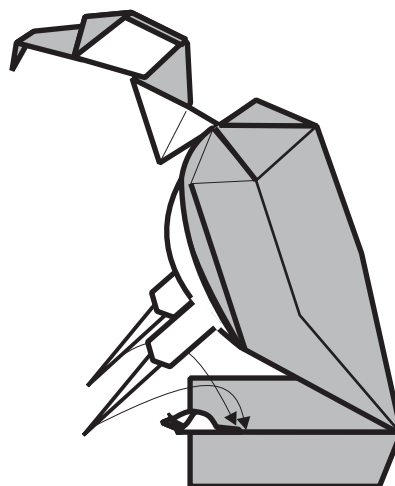
50

vista normale,
aprire la parte
superiore della zampa



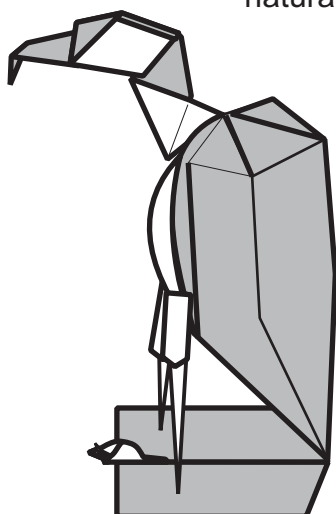
51

portare le zampe
dell'avvoltoio dietro
la coda del topo.

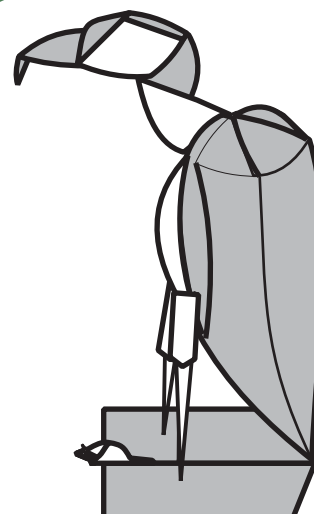


52

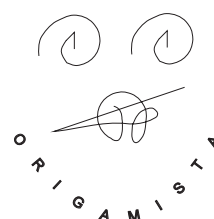
modellare, guardando
qualche foto cercando di
creare una postura più
naturale possibile.



53



ho un po di ansia!!





Scacchi

Di scacchi in origami ne esistono molti, ho tentato di renderli semplici, senza nulla togliere alla bellezza e alla rassomiglianza con i veri pezzi da torneo.

Usare 32 quadrati:

8 bianchi con il lato l,

8 neri con il lato l

8 bianchi con il lato $5/4$ l

8 neri con il lato $5/4$ l.

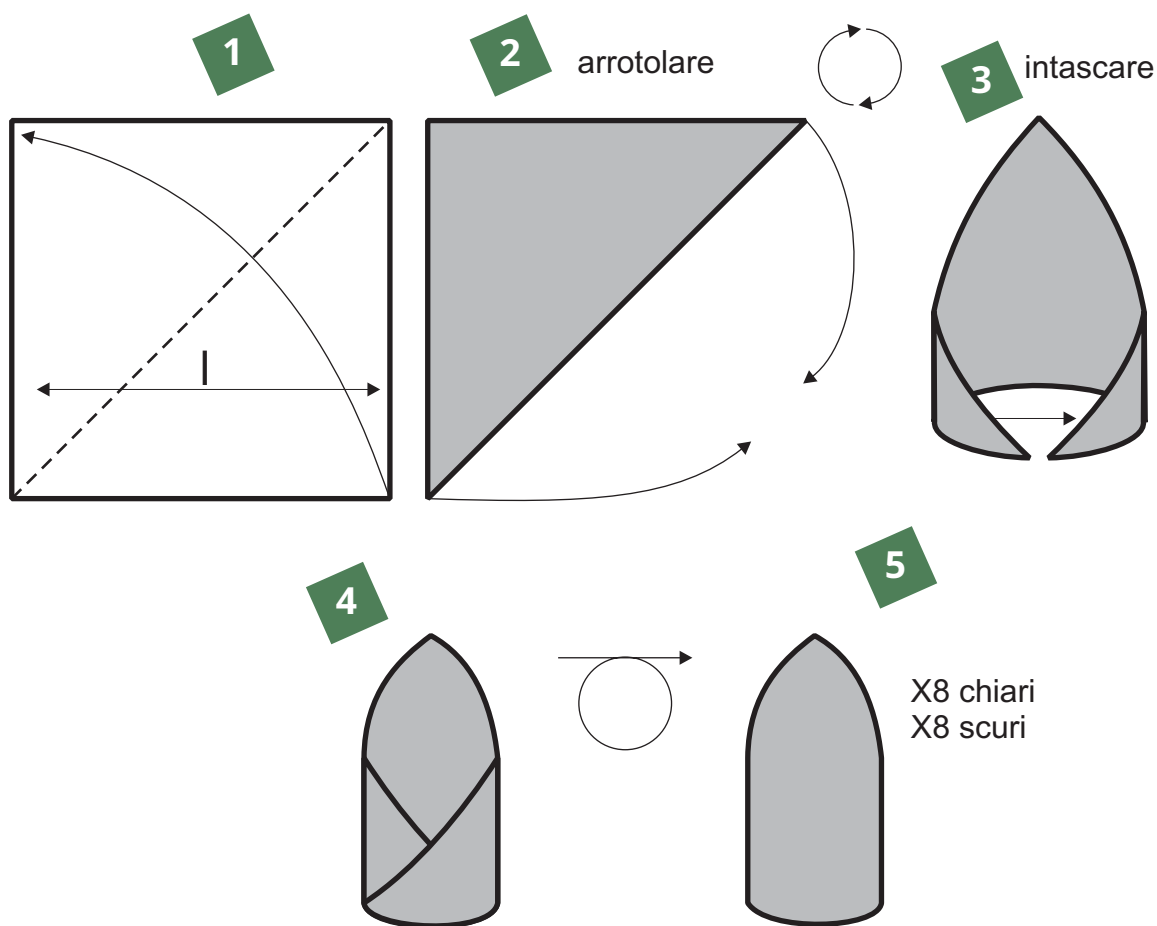


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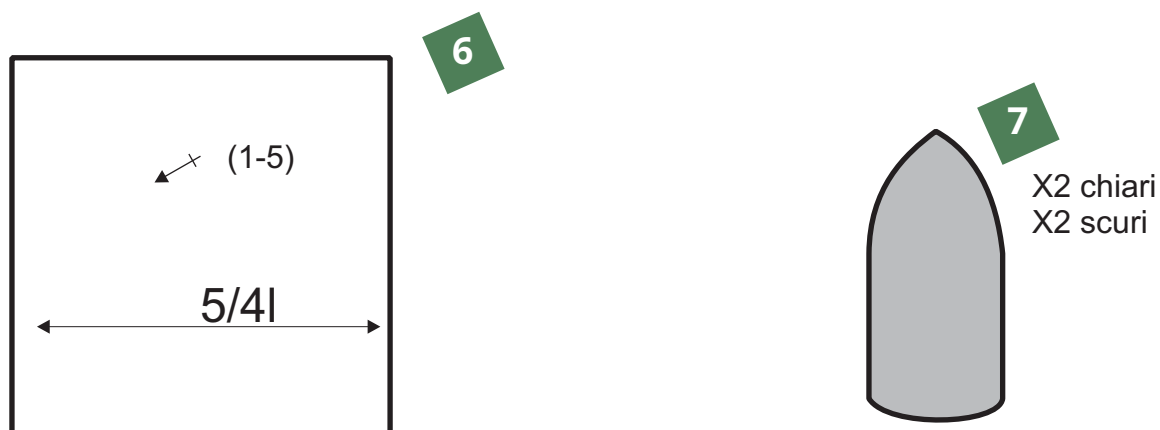
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Pedone

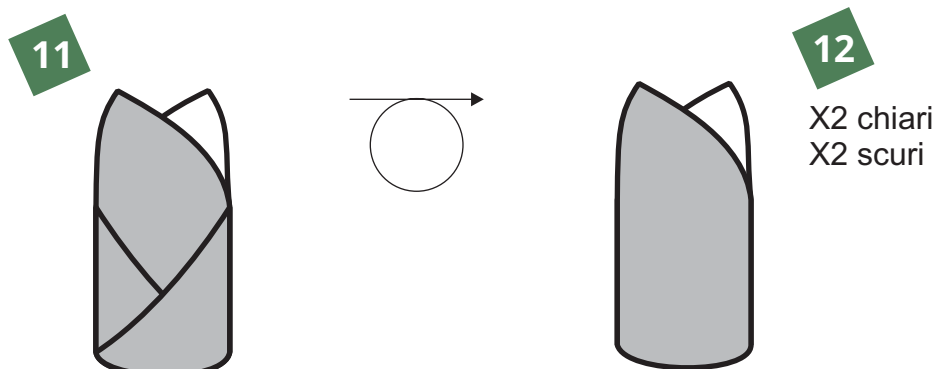
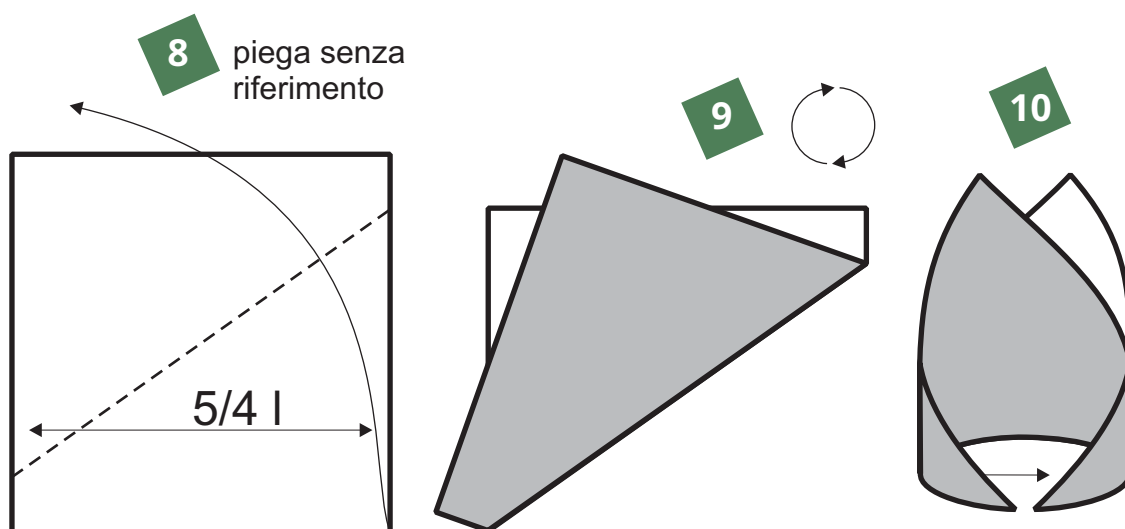


Alfiere

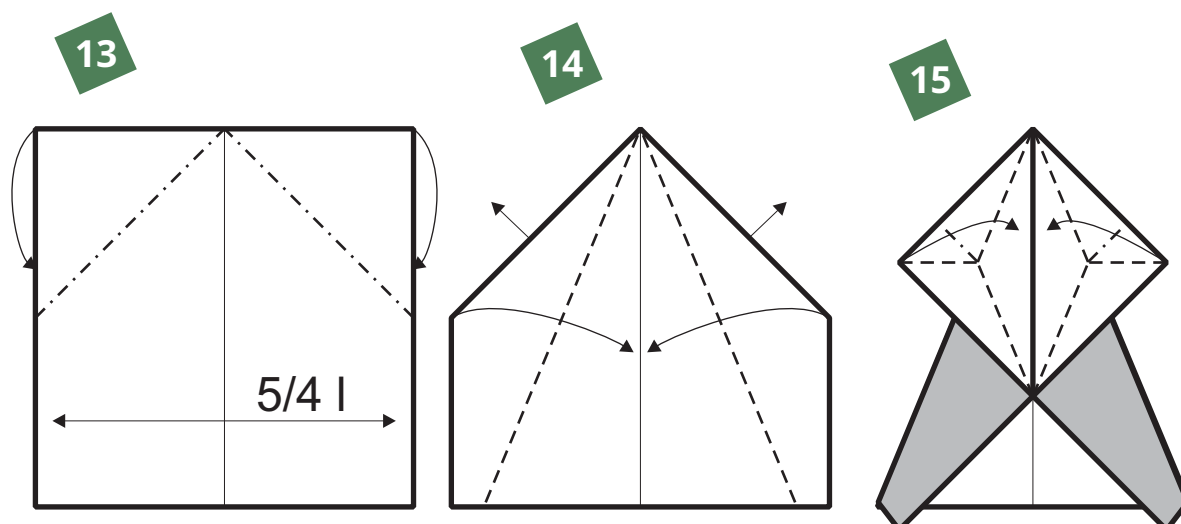


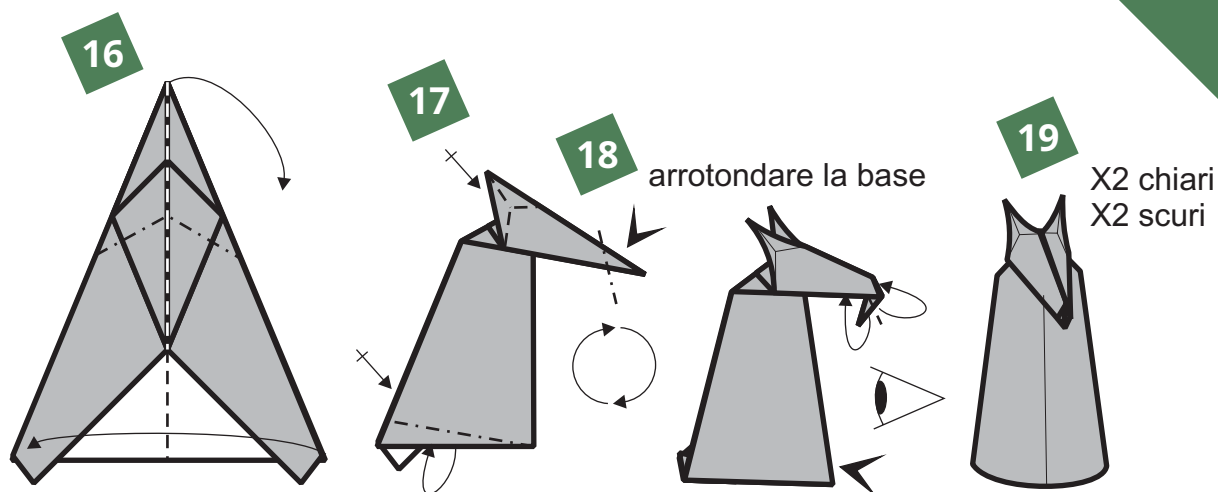


Torre

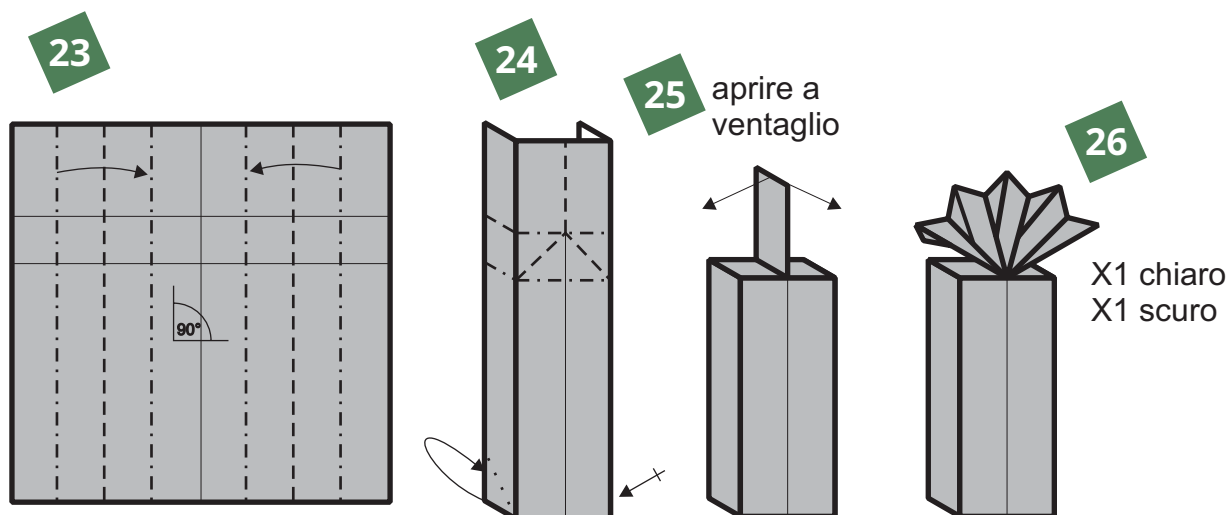
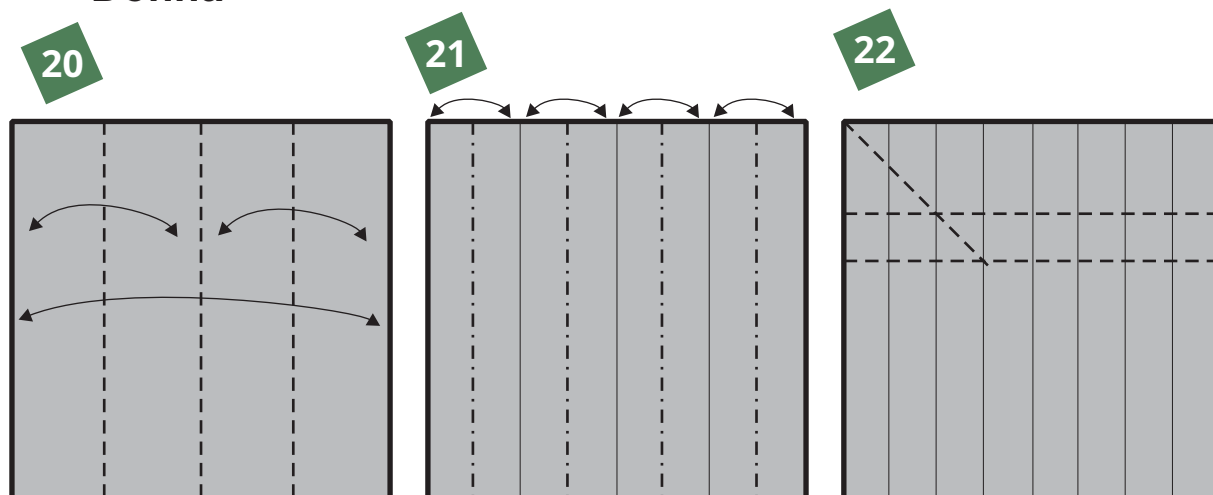


Cavallo





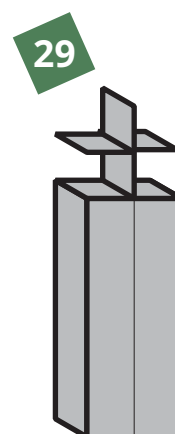
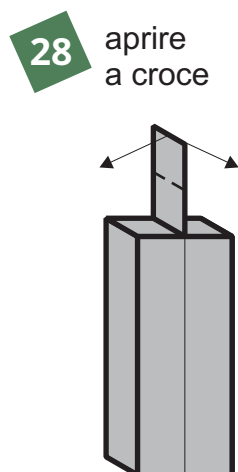
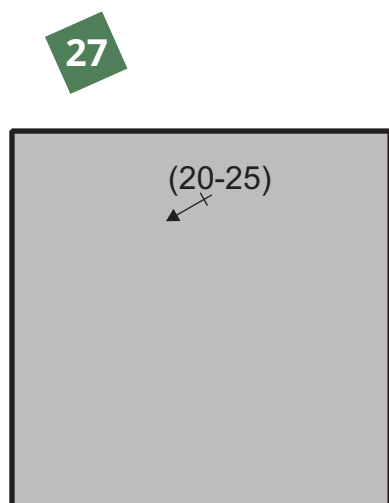
Donna





RE

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X1 chiaro
X1 scuro





Ostacolista

Usare un rettangolo 1x3.
Misure consigliate per la
prima prova, 24X72 cm.
Usare preferibilmente carta
metallizzata.
Fare molta attenzione nella
fase di modellazione.

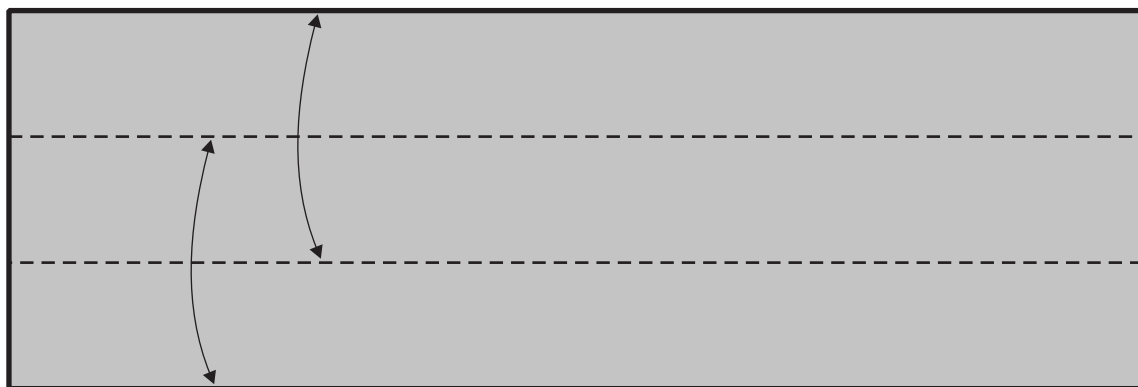


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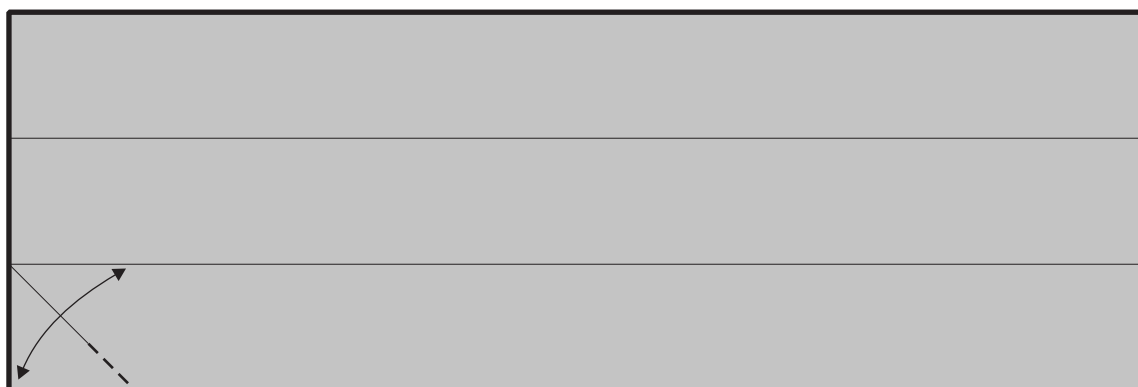
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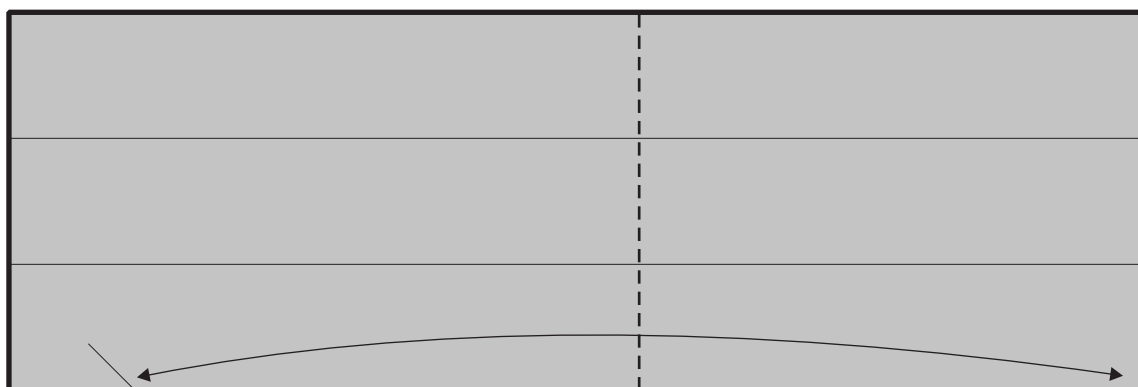
1



2

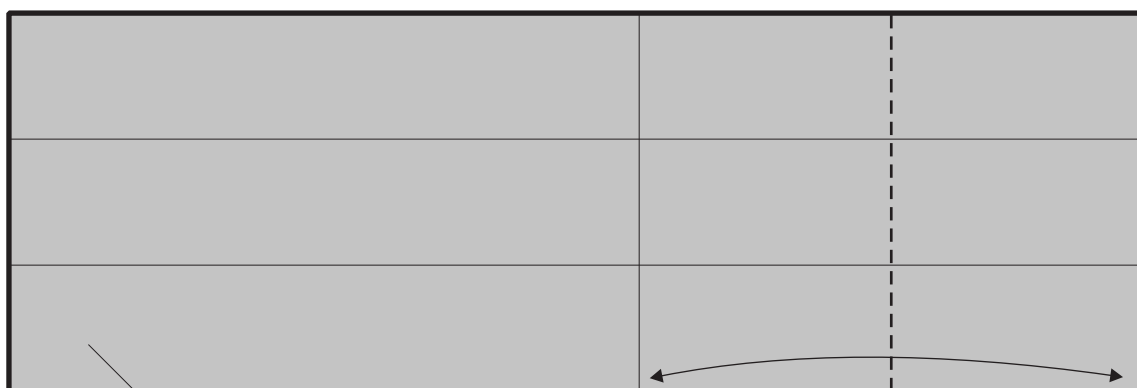


3

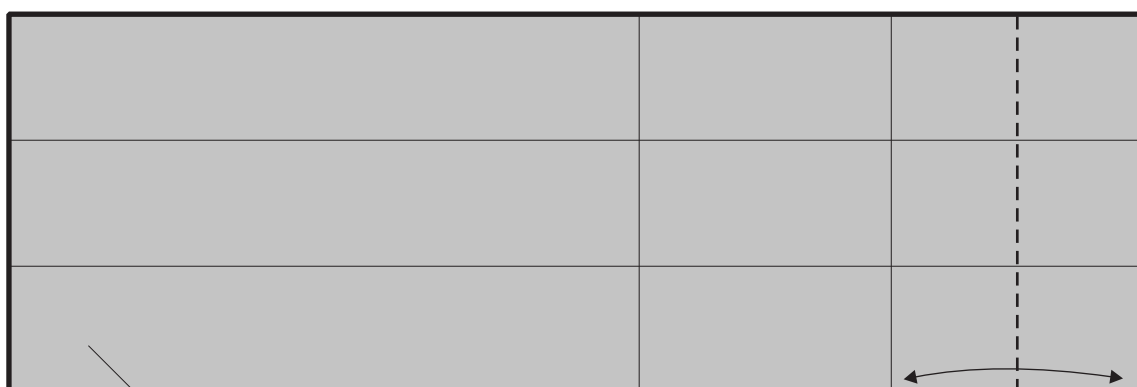




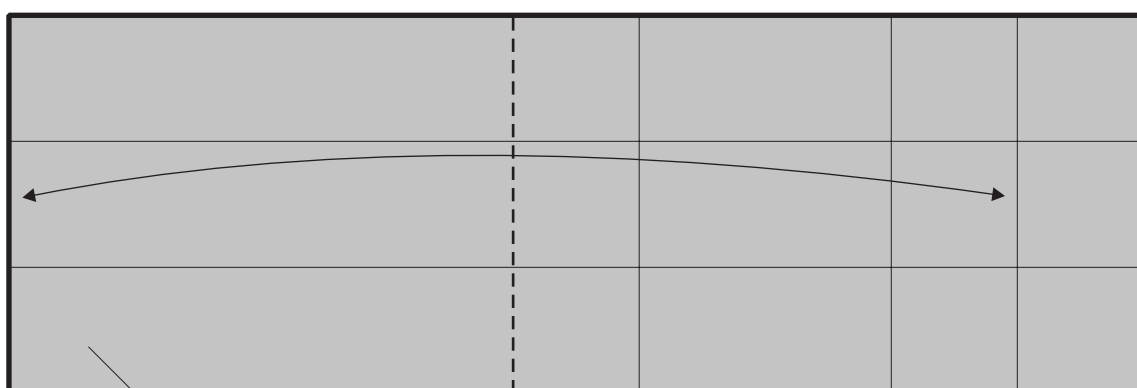
4



5

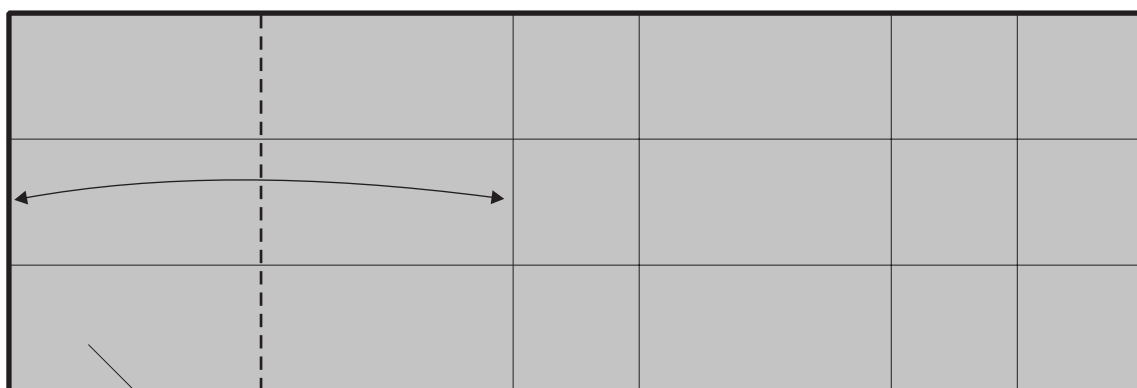


6

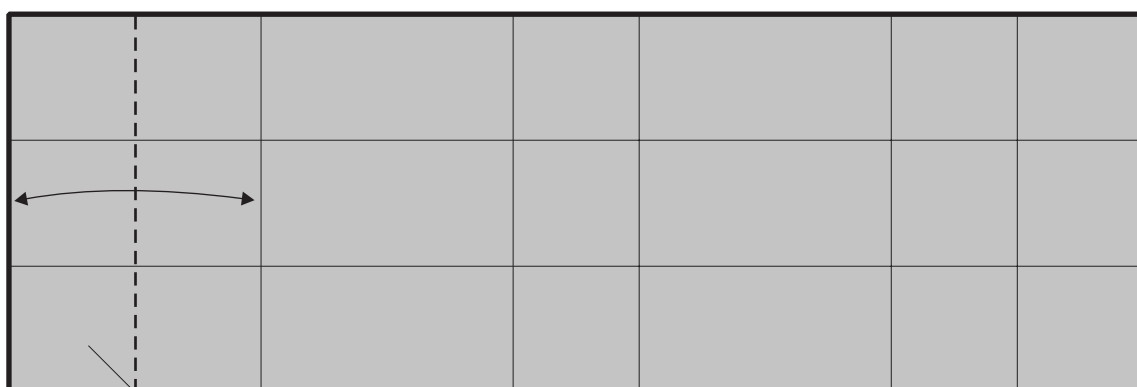




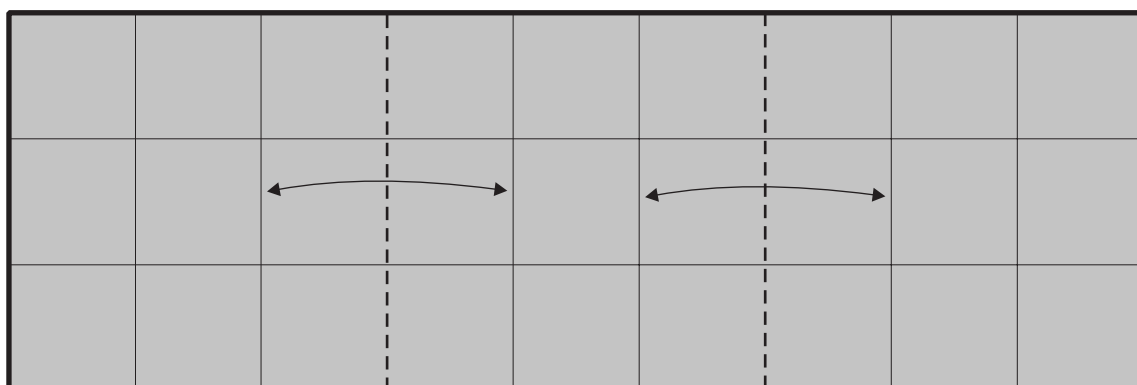
7



8

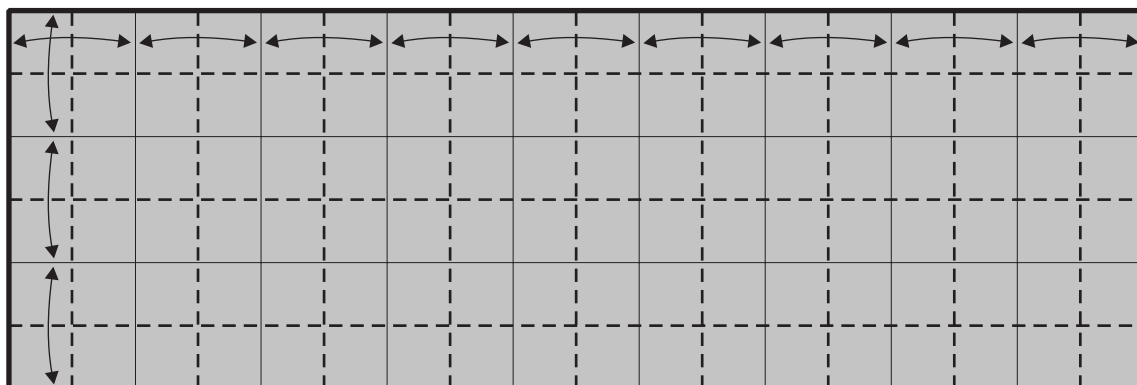


9

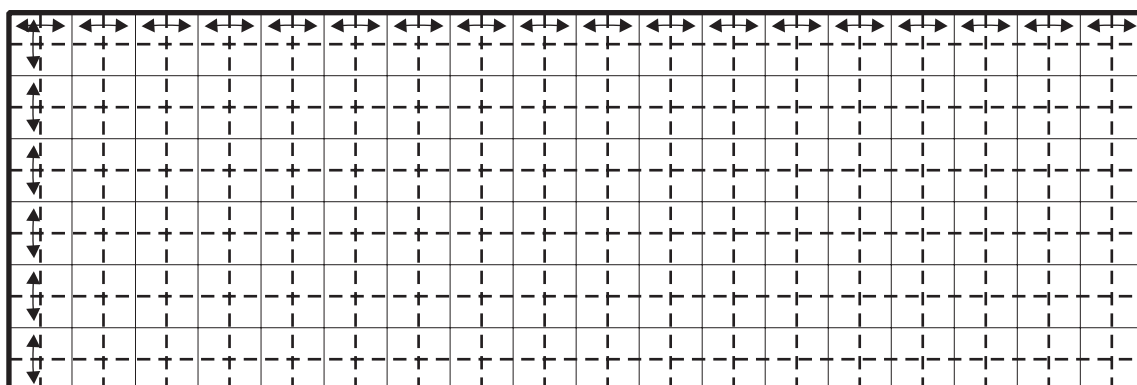




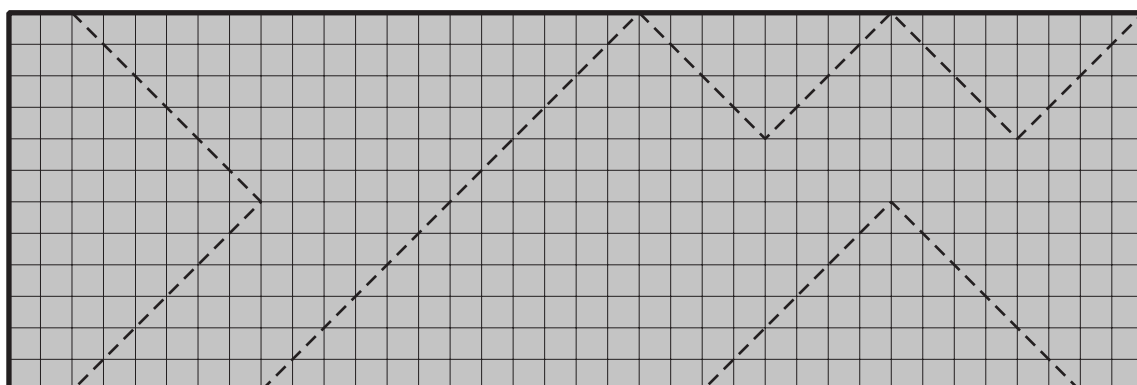
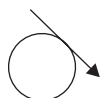
10



11

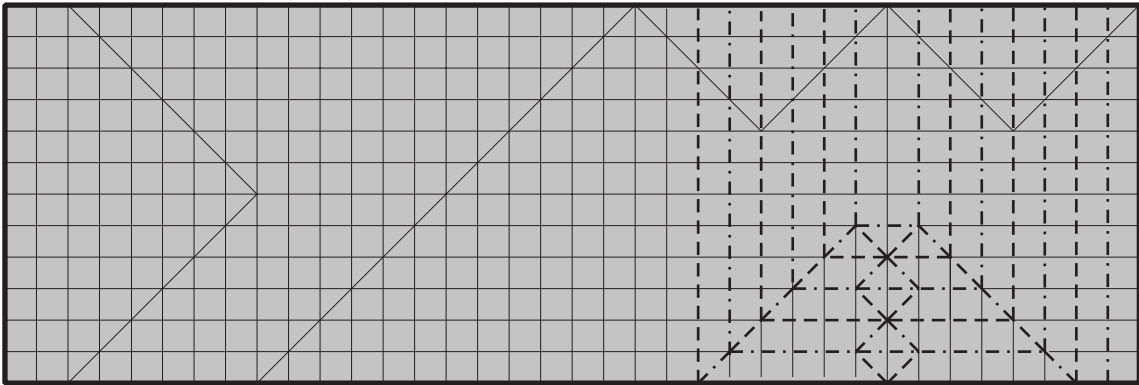


12



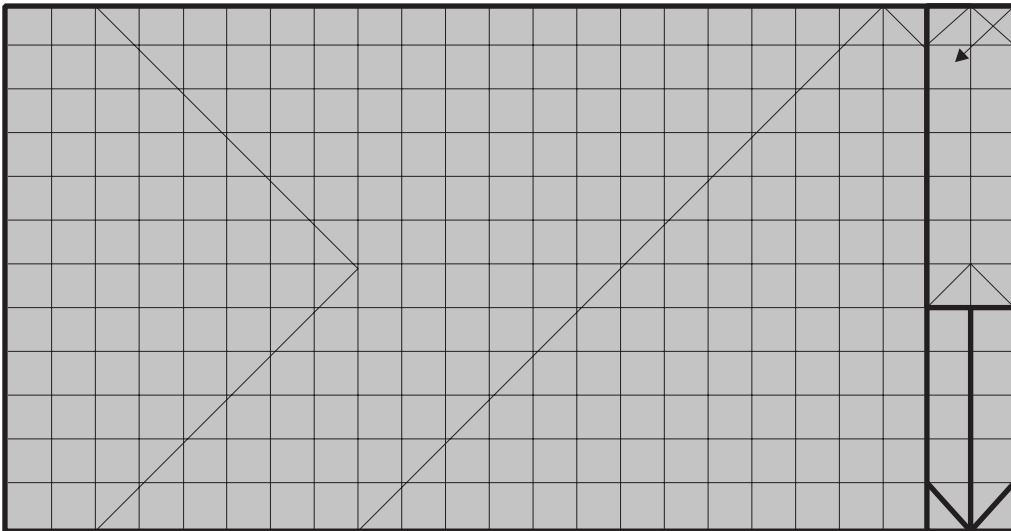


13

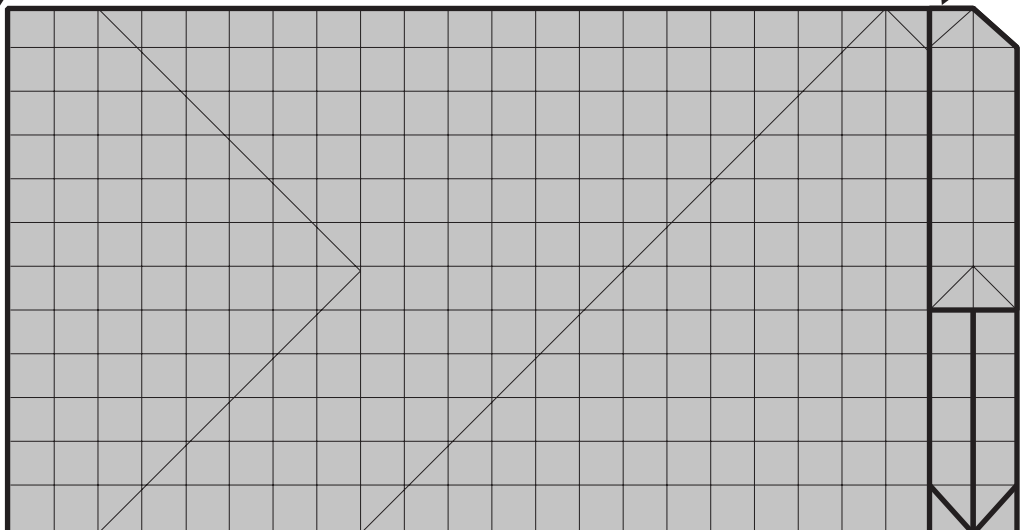


14

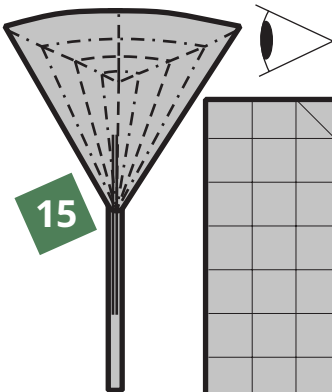
aprire quanto basta per poter fare le
pieghe per dividere il braccio dal corpo



16

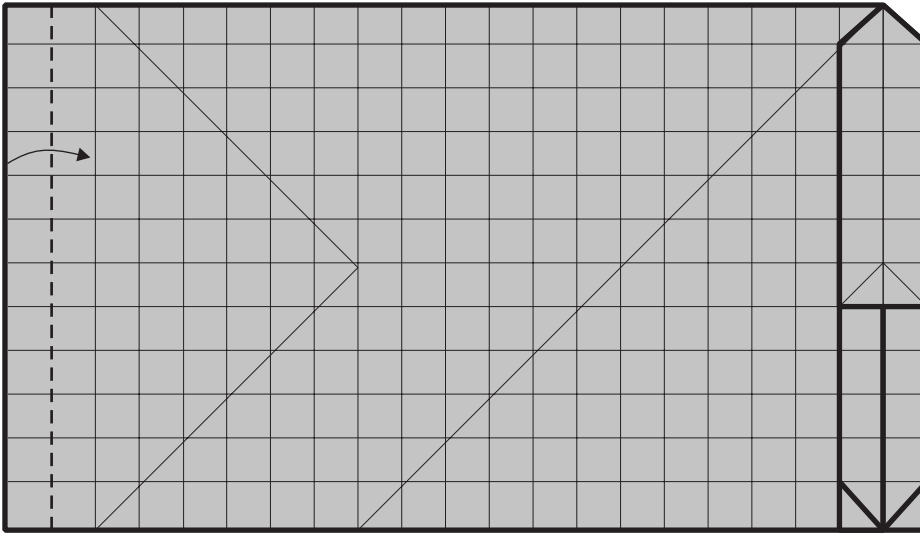


15

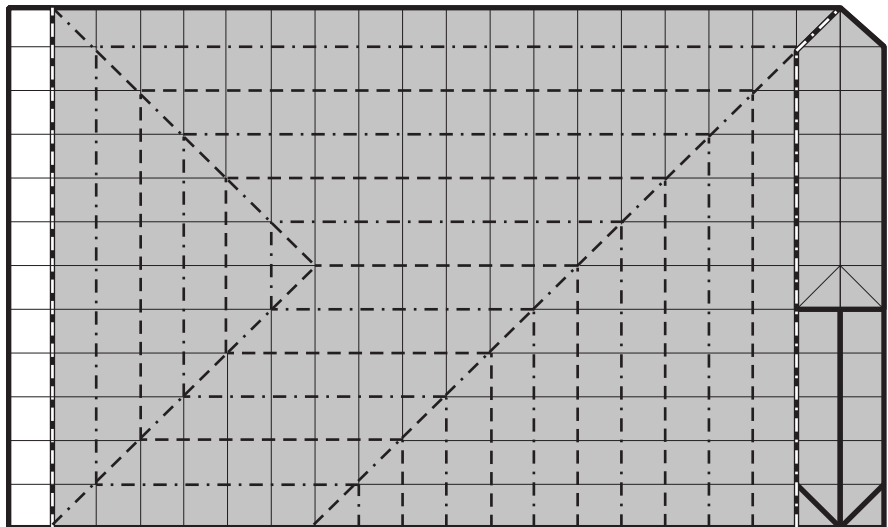


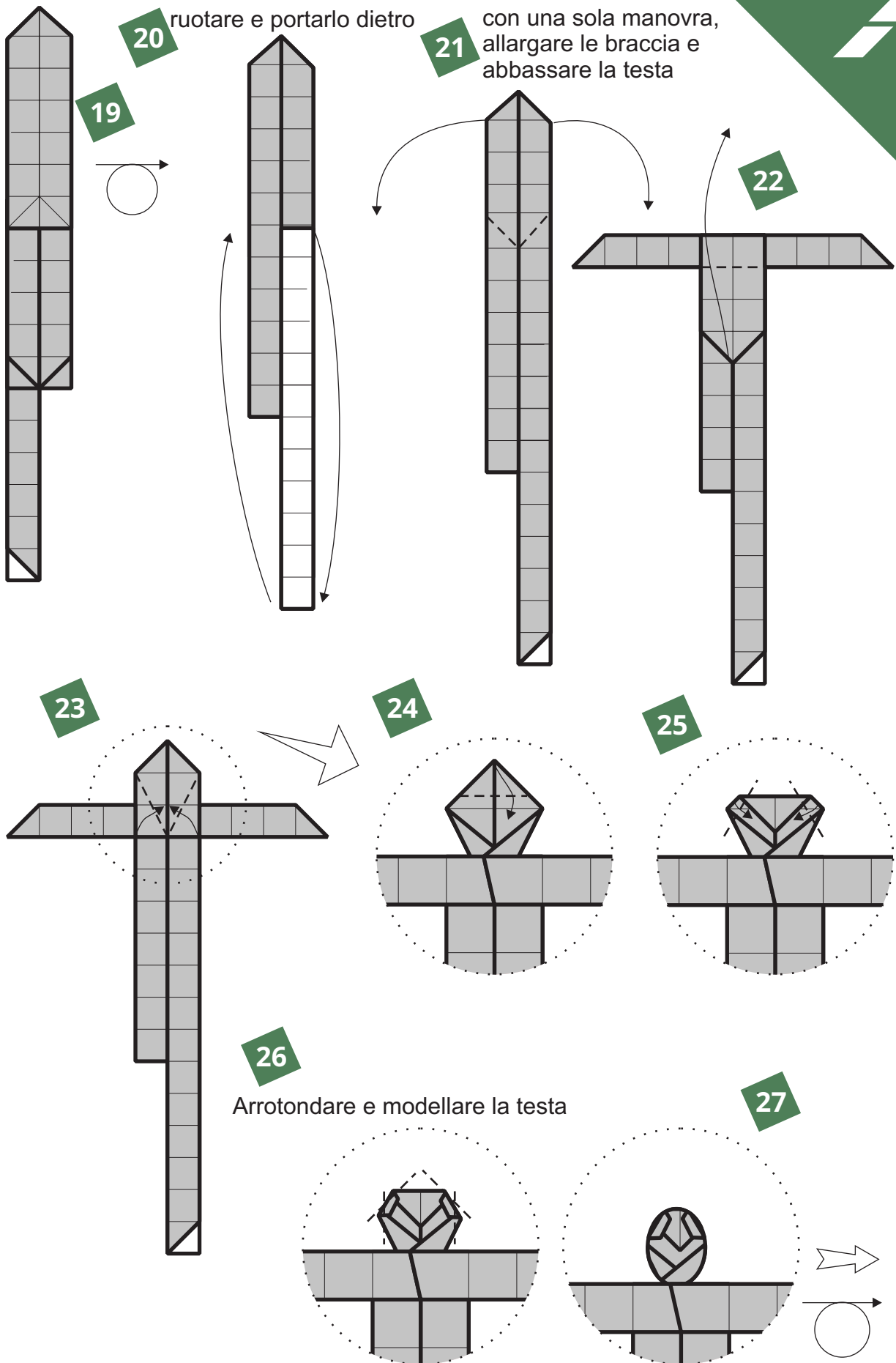


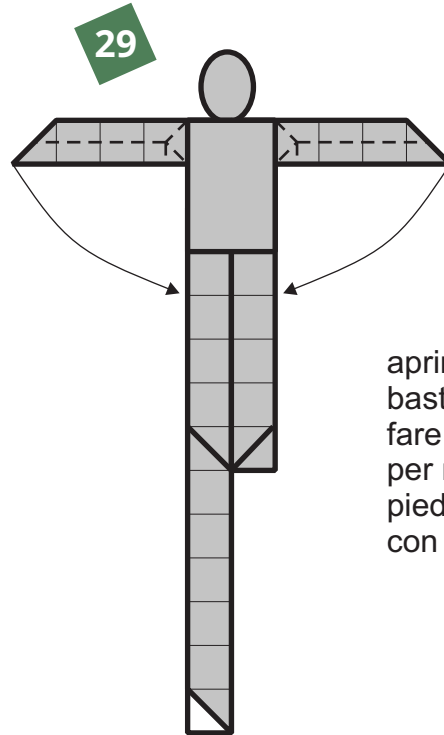
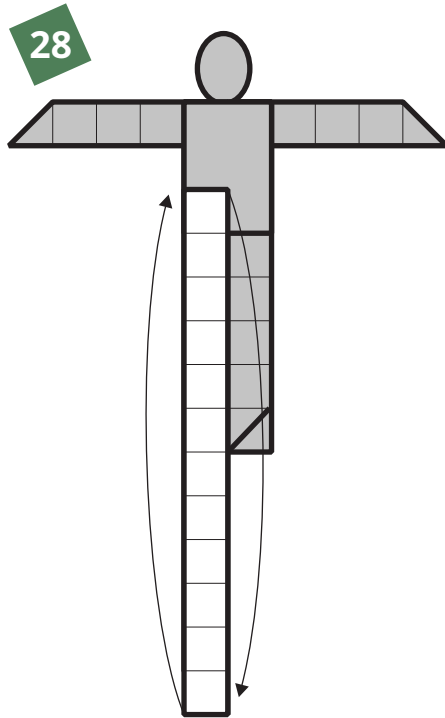
17



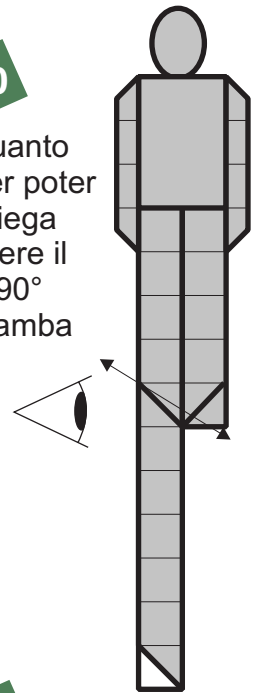
18



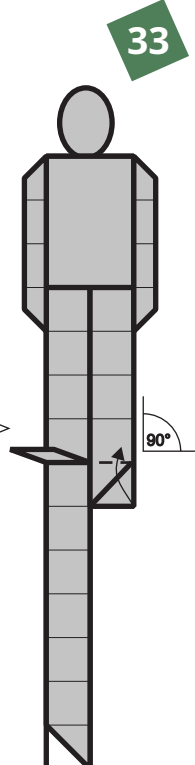
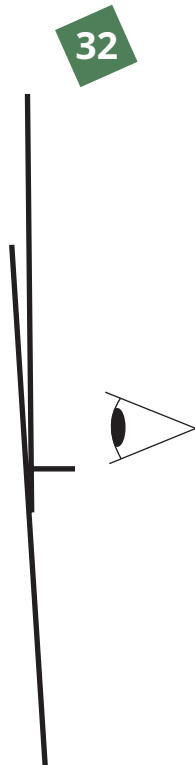
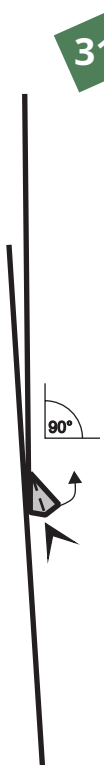




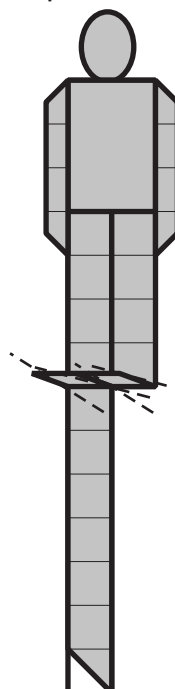
30
aprire quanto
basta per poter
fare la piega
per mettere il
piede a 90°
con la gamba



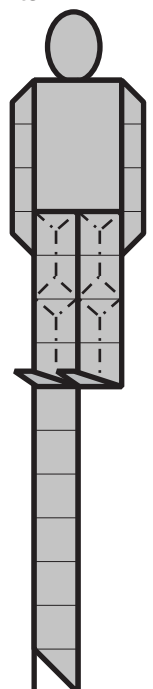
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34
modellare
i piedi

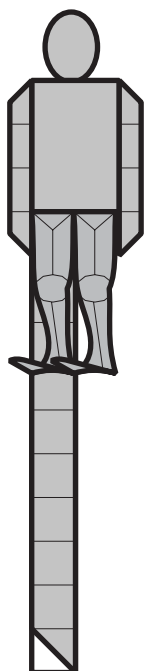


35
Queste non
sono vere
pieghe, ma
sono un
modellare
la carta.

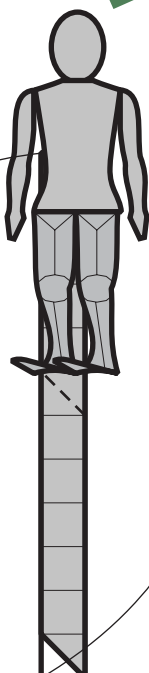




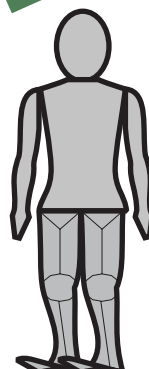
36 modellare tutto il corpo



37

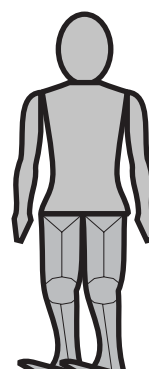


38

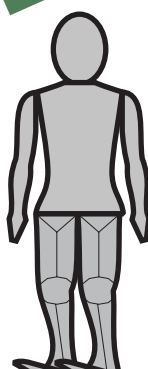


40

modellare la postura guardando delle foto



39



41



in una gara mista le
donne dovrebbero
essere più veloci
dei maschi!

???

perché sono truccate!!!





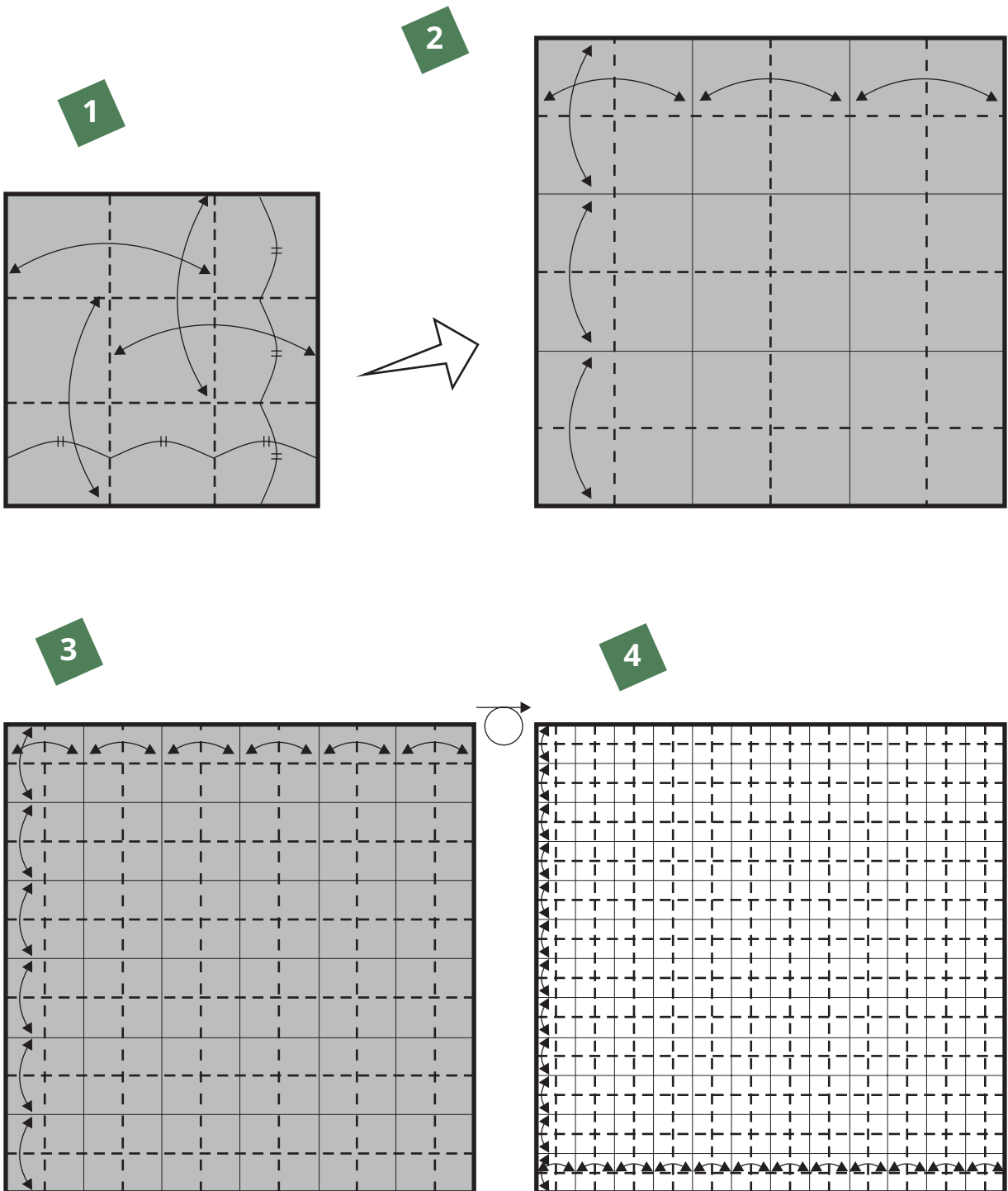
Pesista

Come per tutte le figure umane, fare molto attenzione nella fase di modellazione e soprattutto rispettare le proporzioni tra le varie parti del corpo. Per questo modello è consigliabile un foglio di carta metallizzata di grande dimensione.



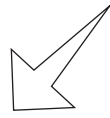
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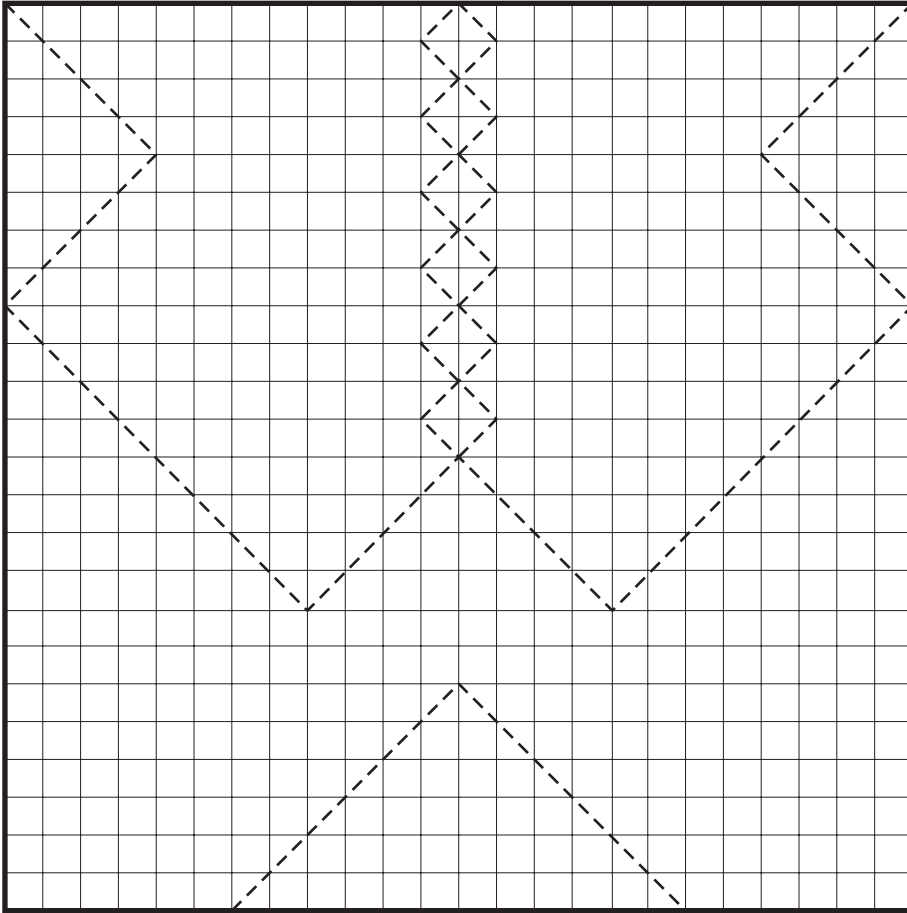




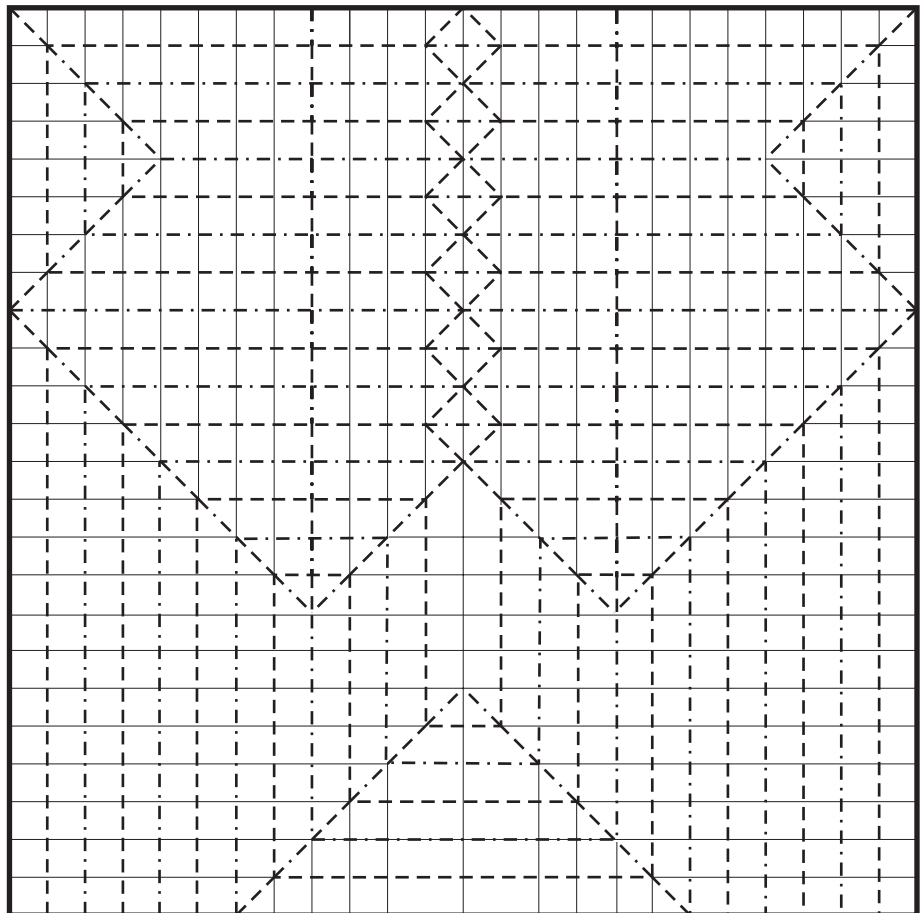
5

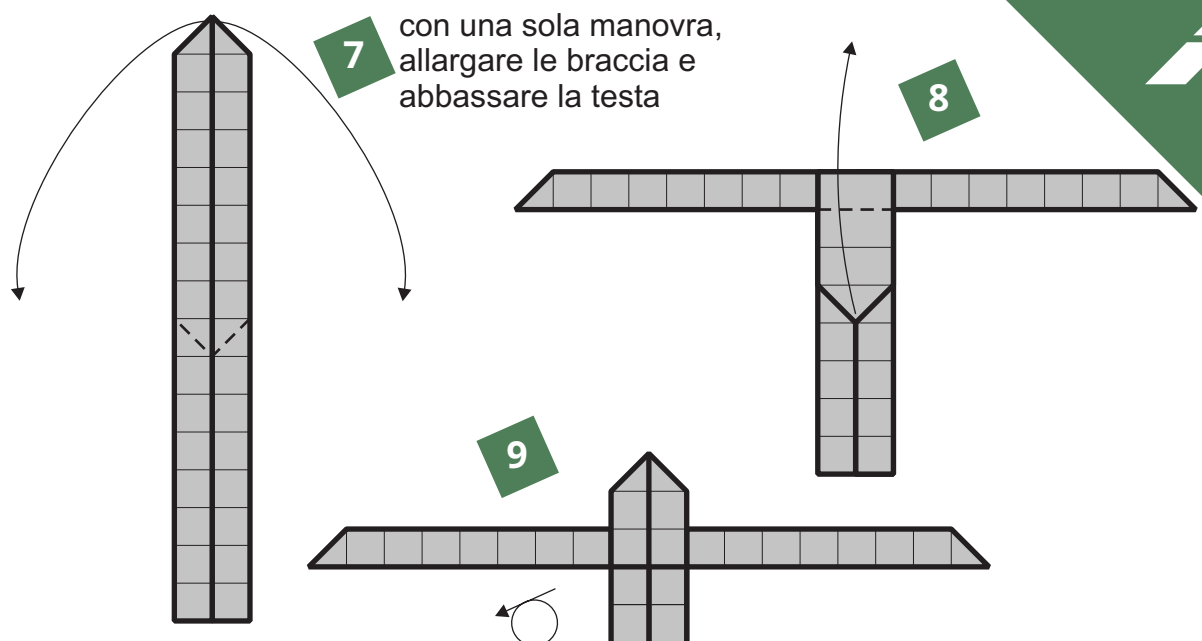


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6

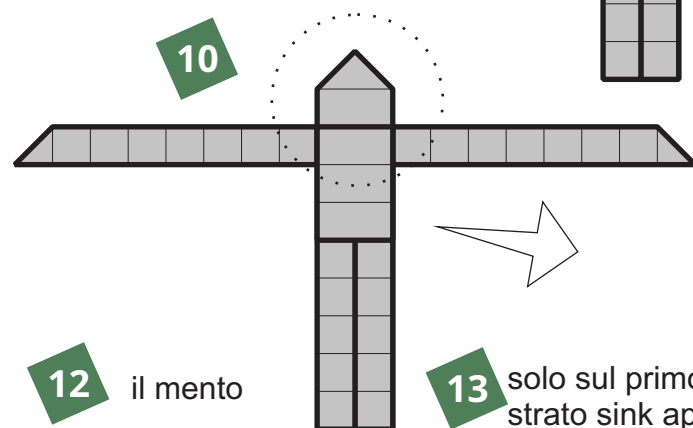




7 con una sola manovra,
allargare le braccia e
abbassare la testa

8

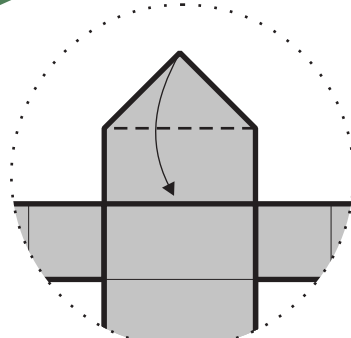
9



10

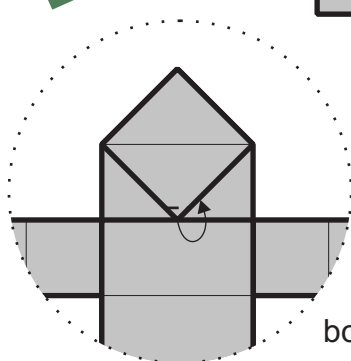
11

abbassare il primo strato



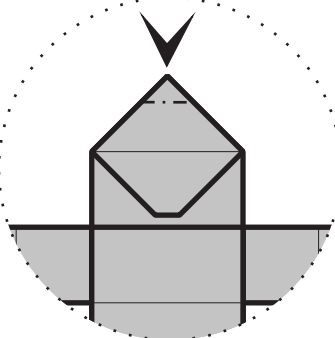
12

il mento

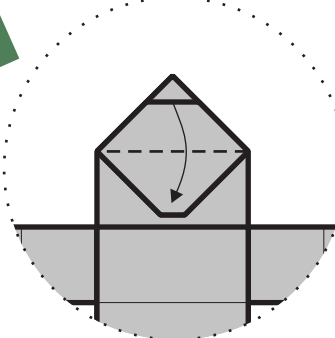


13

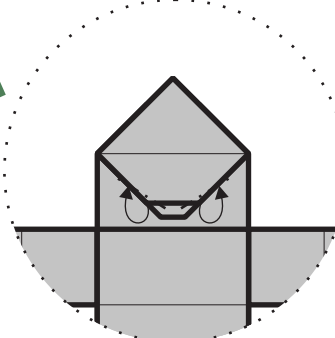
solo sul primo
strato sink aperto



14



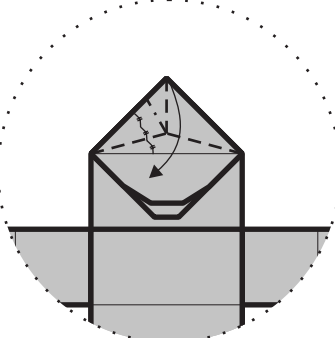
15

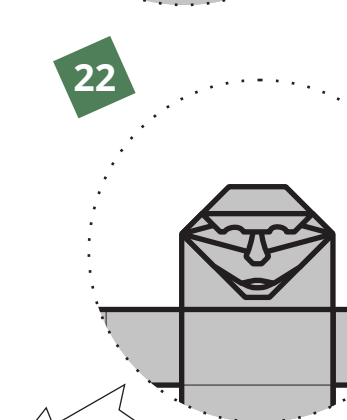
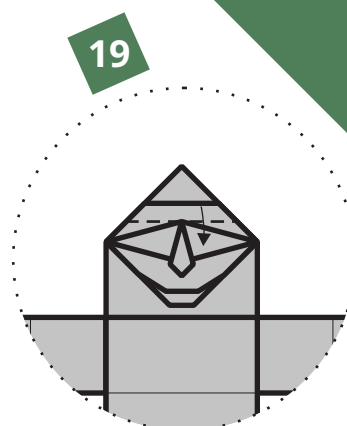
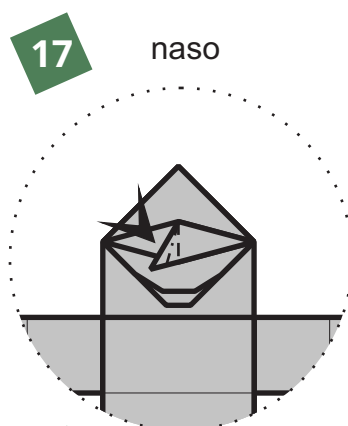


bocca

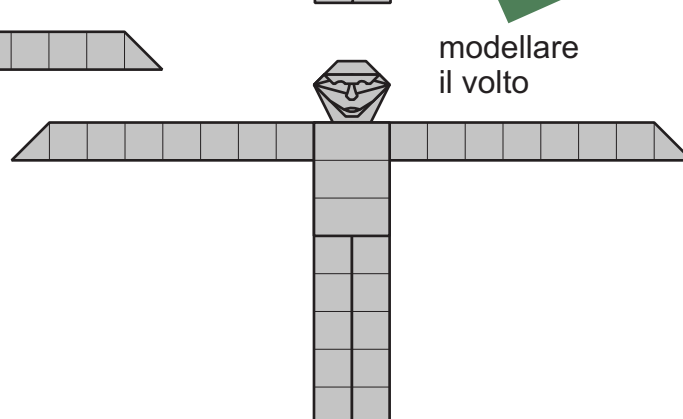
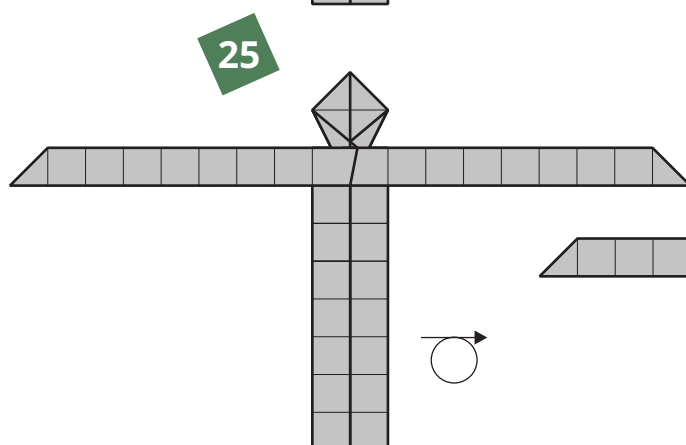
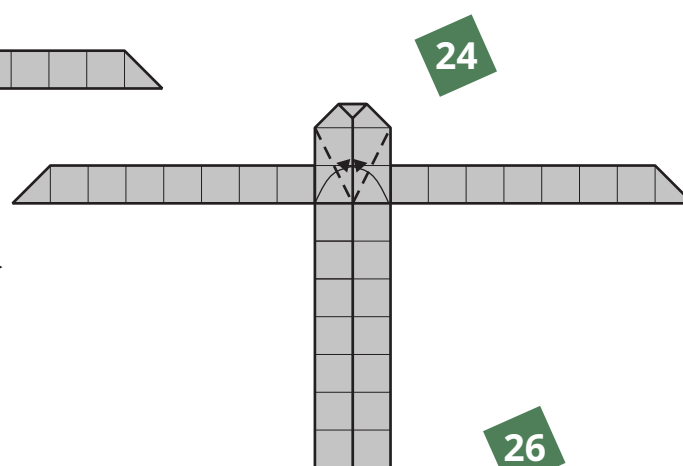
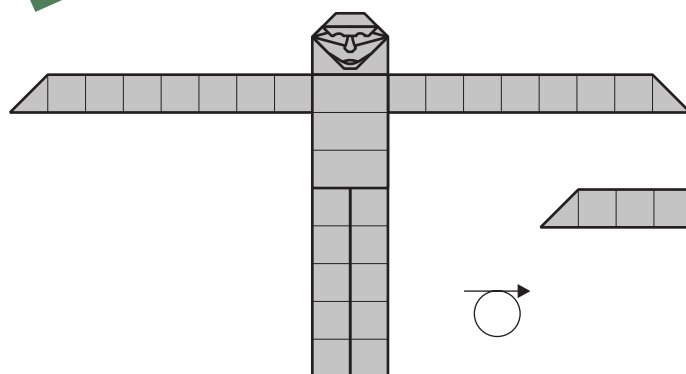
16

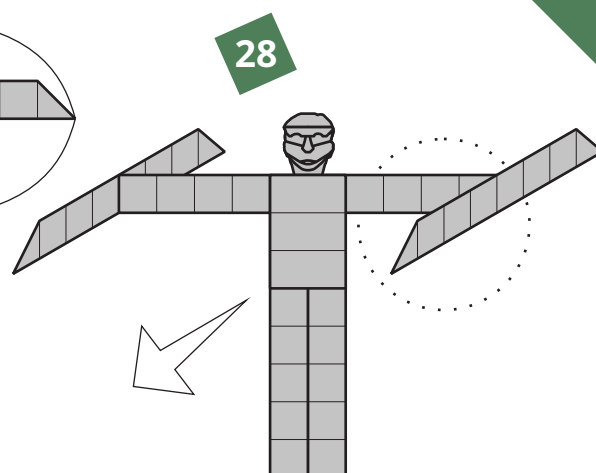
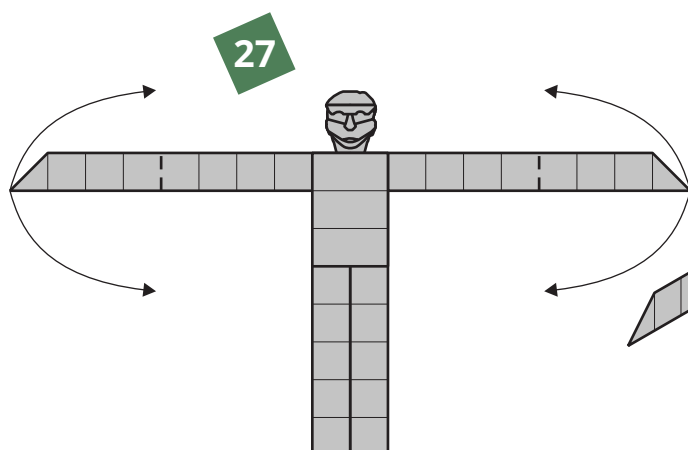
solo sul
primo strato



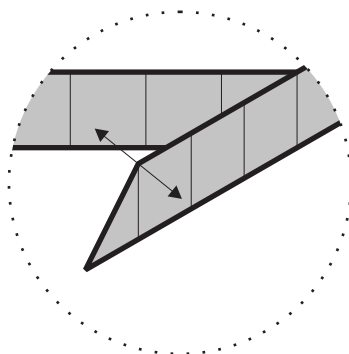


23 le linee sono più sottili per evidenziare i particolari

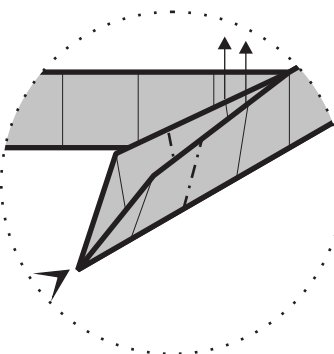




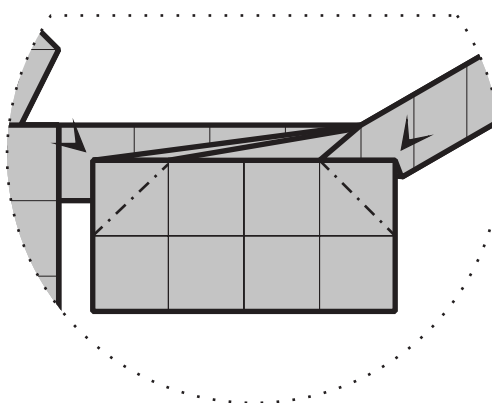
29
aprire quanto basta
per poter lavorare



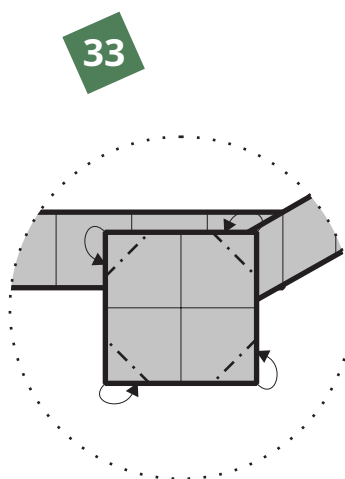
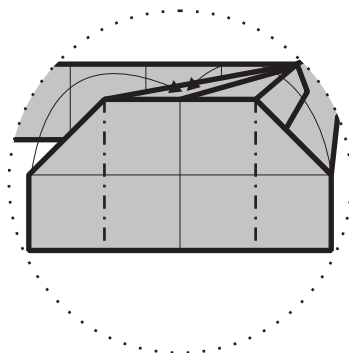
30
estrarre gli strati
interni e creare la
figura successiva



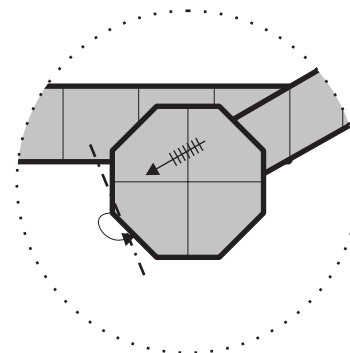
31
con queste pieghe
rimettiamo dentro lo
strato che avevamo estratto

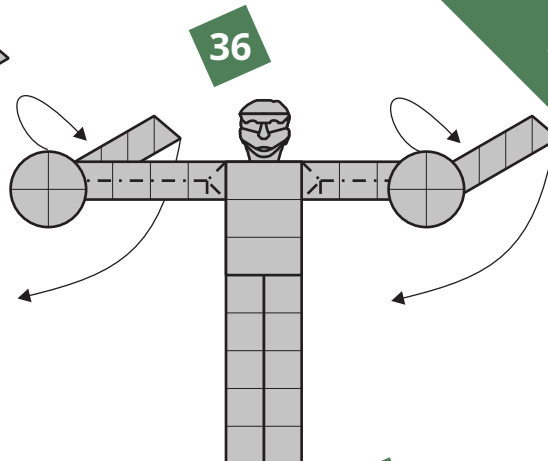
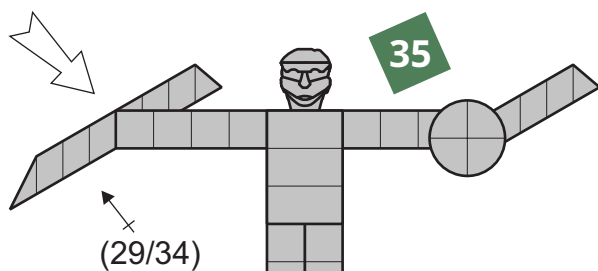


32
per fare queste pieghe
dobbiamo schiacciare
gli strati nascosti

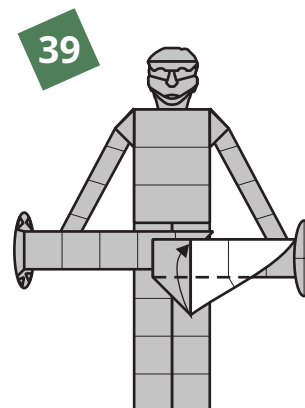
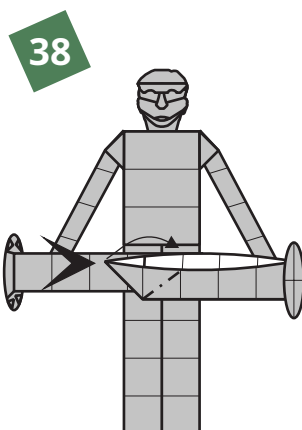
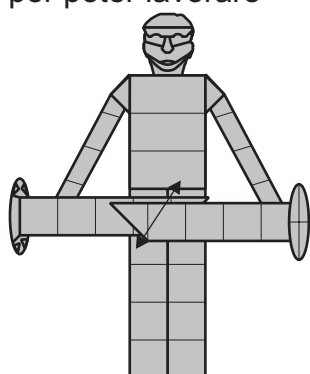


34
rendere il più possibile
simile ad un cerchio

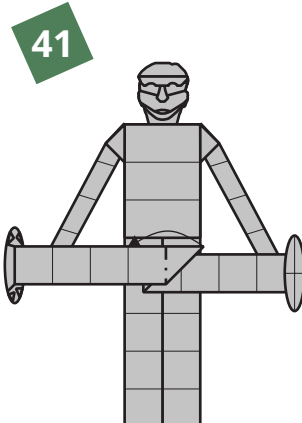
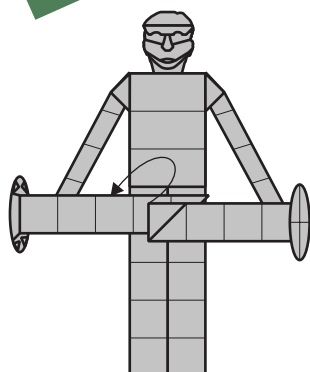




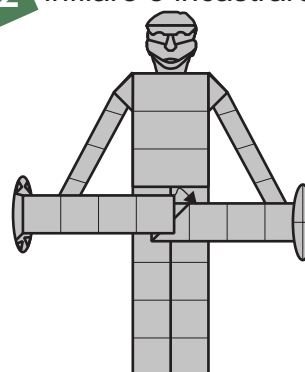
37
aprire quanto basta
per poter lavorare



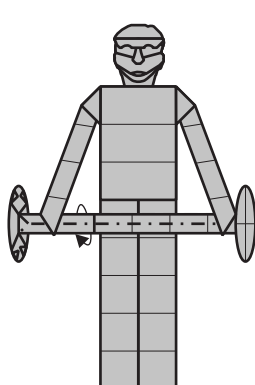
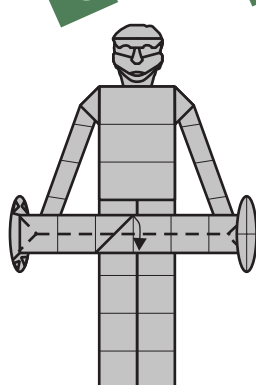
40 mettere dietro



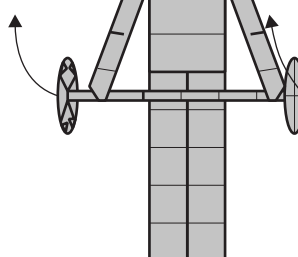
42 infilare e incastrare

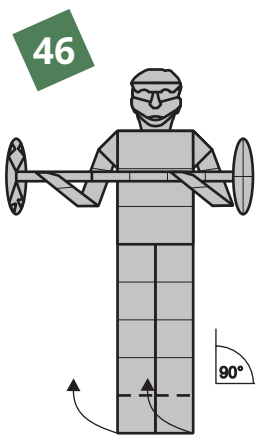


43 **44** rendere il più possibile
simile ad una sbarra

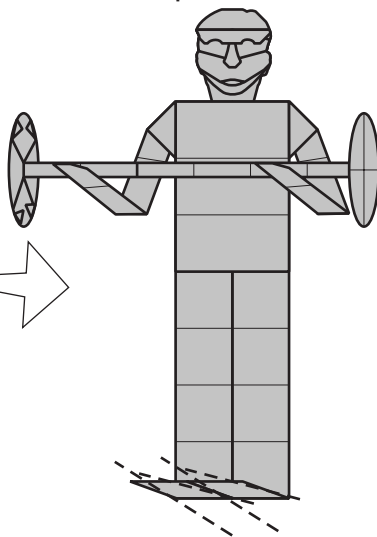


45 pieghiamo i gomiti,
per alzare ed
allontanare il bilanciere
dal corpo, ricordiamoci
che è un gomito, quindi
una piega morbida.

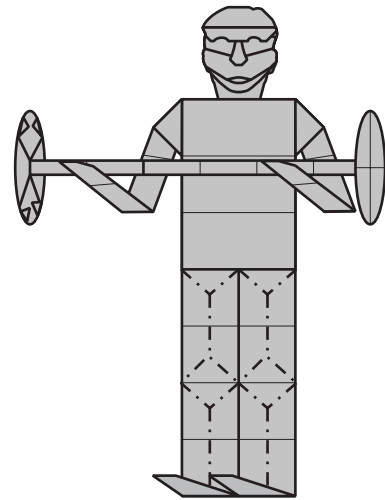




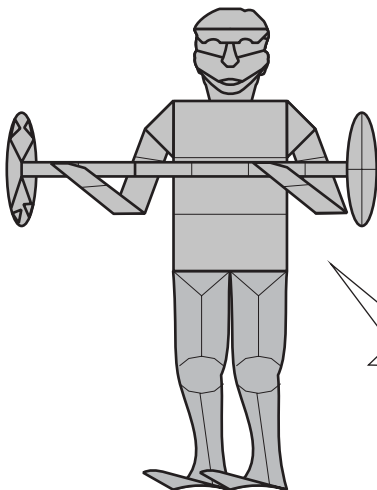
47 modellare i piedi



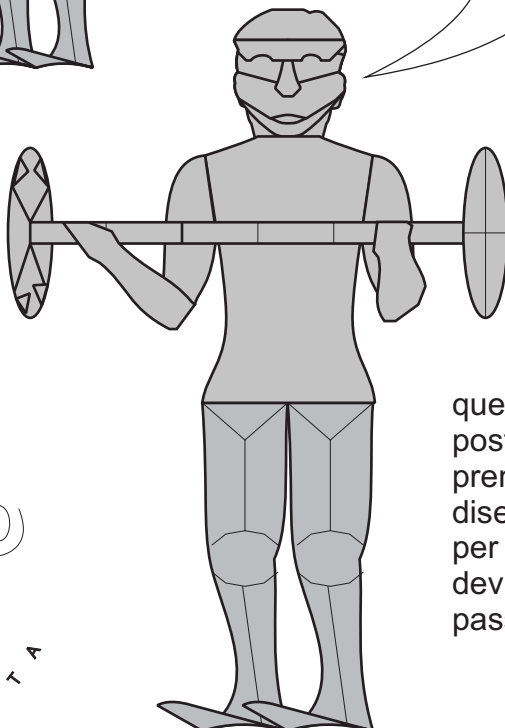
48 queste non sono vere pieghe, ma sono un modellare la carta.



49 modellare tutto il corpo

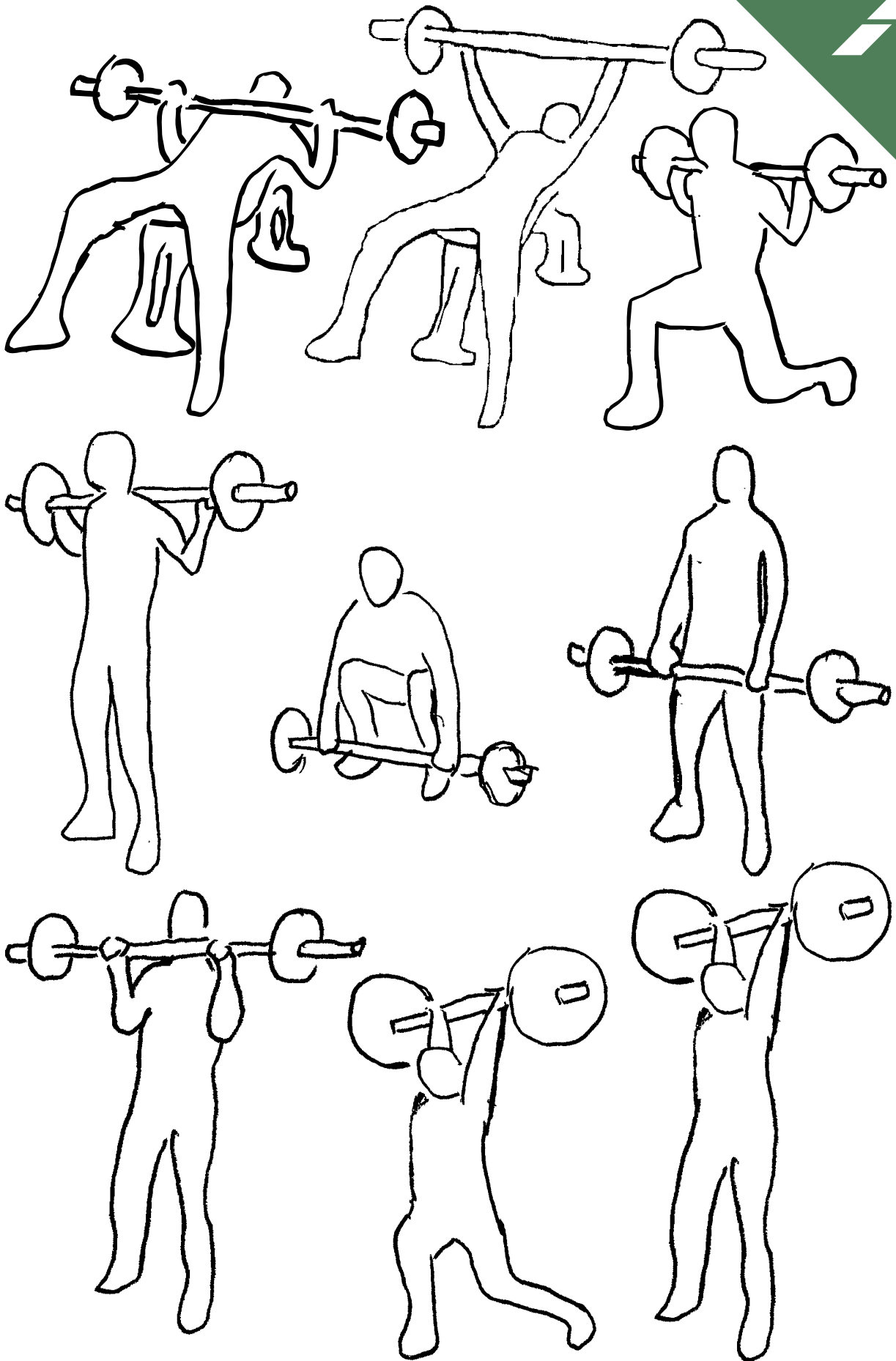


se ti faccio cadere il peso addosso, sarà dichiarato «omicidio col peso?»



questo modello può assumere diverse posture, per la modellazione finale puoi prendere spunto da fotografie o dai disegni della prossima pagina, per alcune posizioni devi far ruotare le spalle facendo passare i piedi all'interno del bilanciamento





Tassellazione

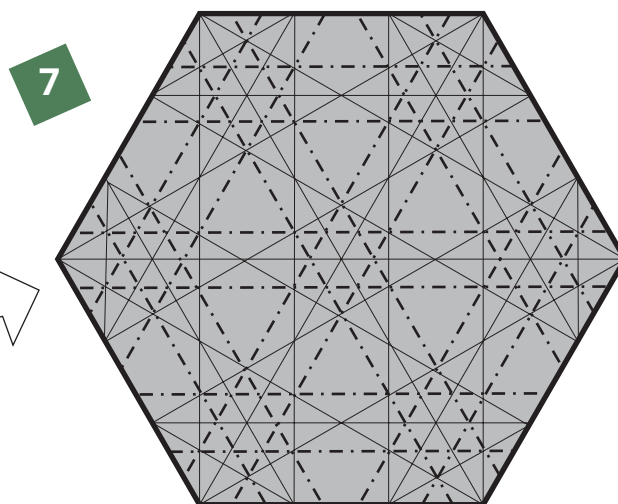
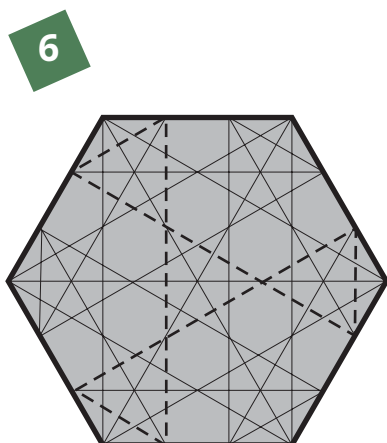
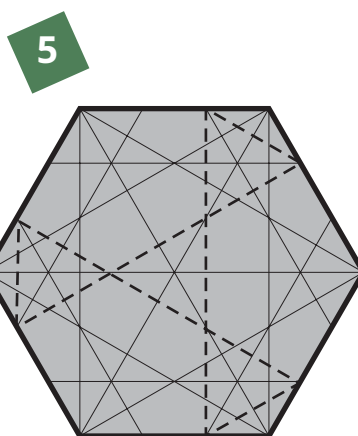
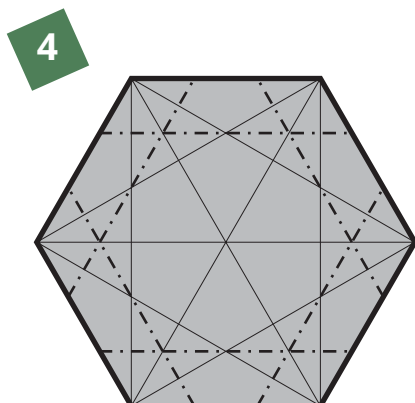
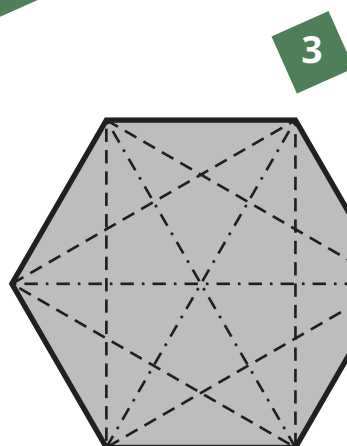
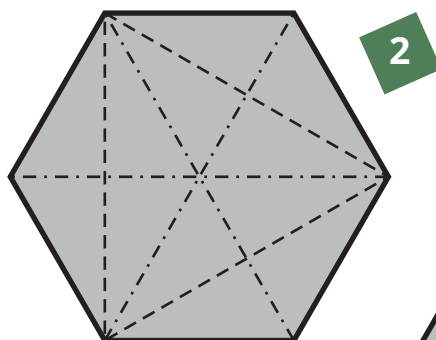
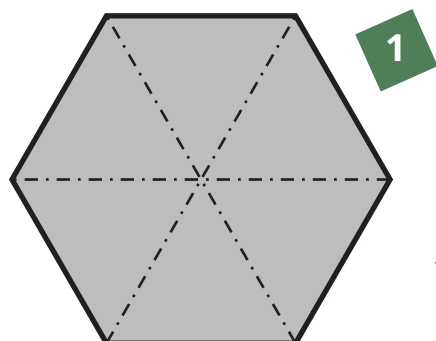
Le tassellazioni a foglio unico, non sono solo belle, ma sono anche una ottima palestra per migliorare le proprie capacità di interagire con la carta. Questa, da quando l'ho creata la prima volta l'ho sempre chiamata «tassellazione torta con candeline».

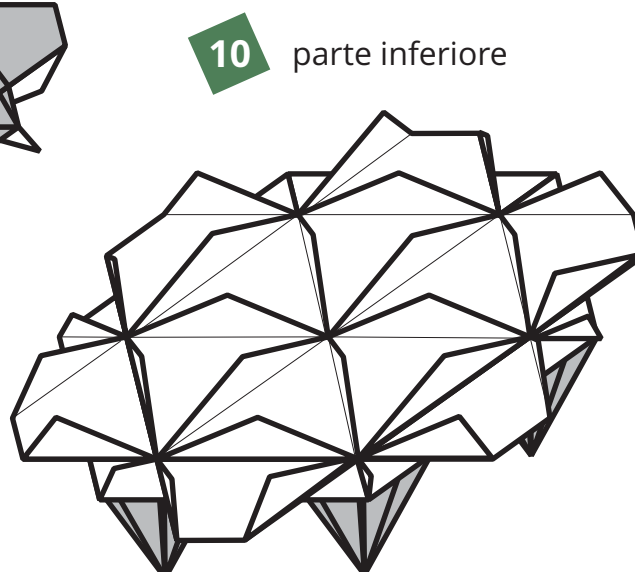
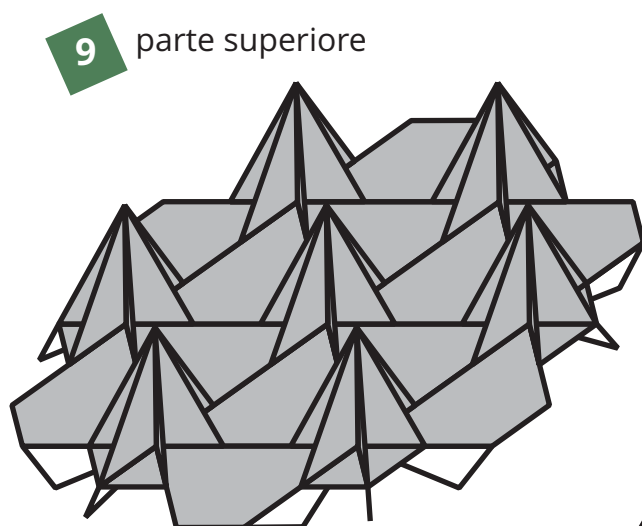
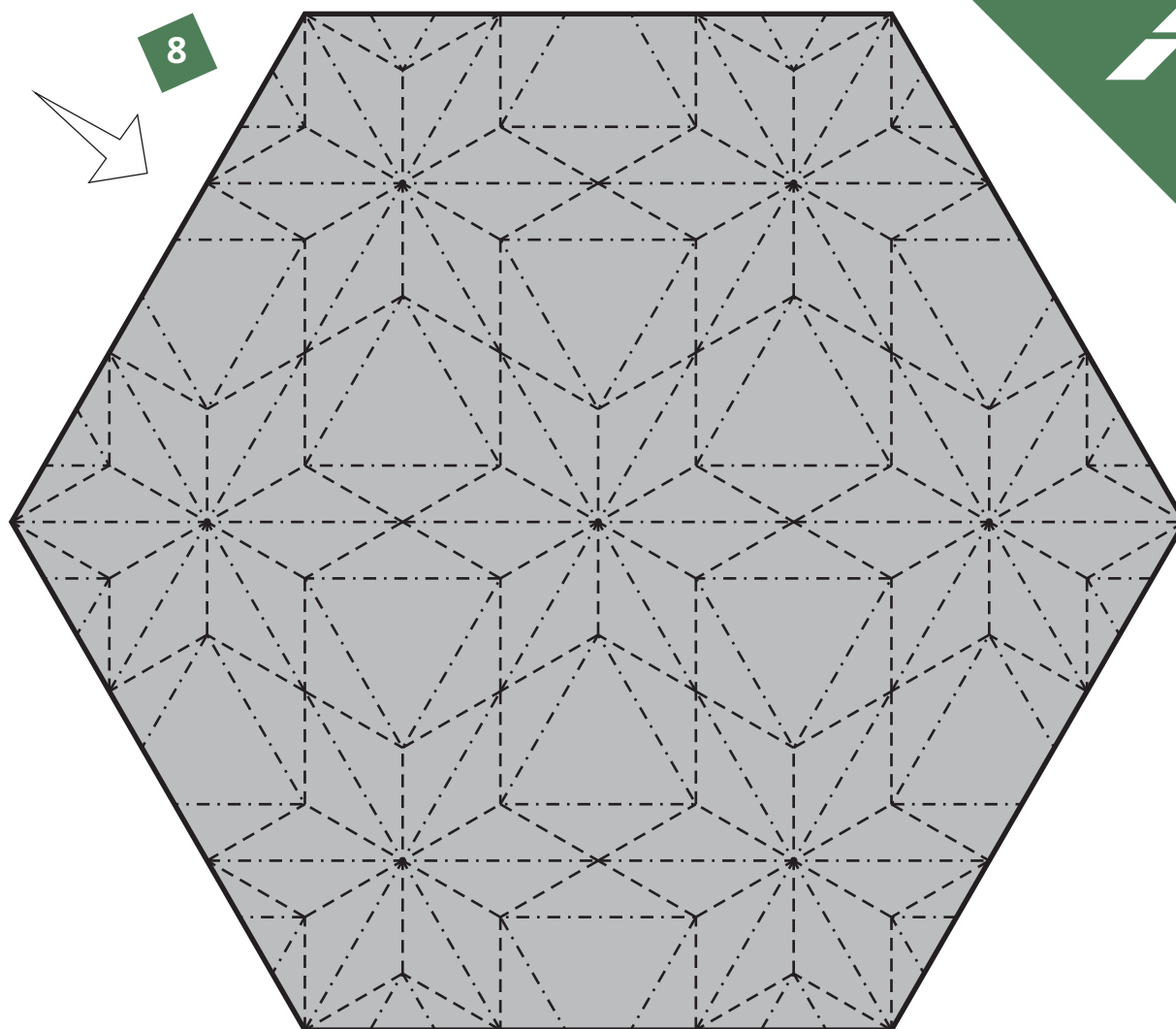
Partire con un foglio esagonale. Per semplificare, le prime volte, si può stampare il disegno e piegare direttamente il modello evitando le prepieghe.



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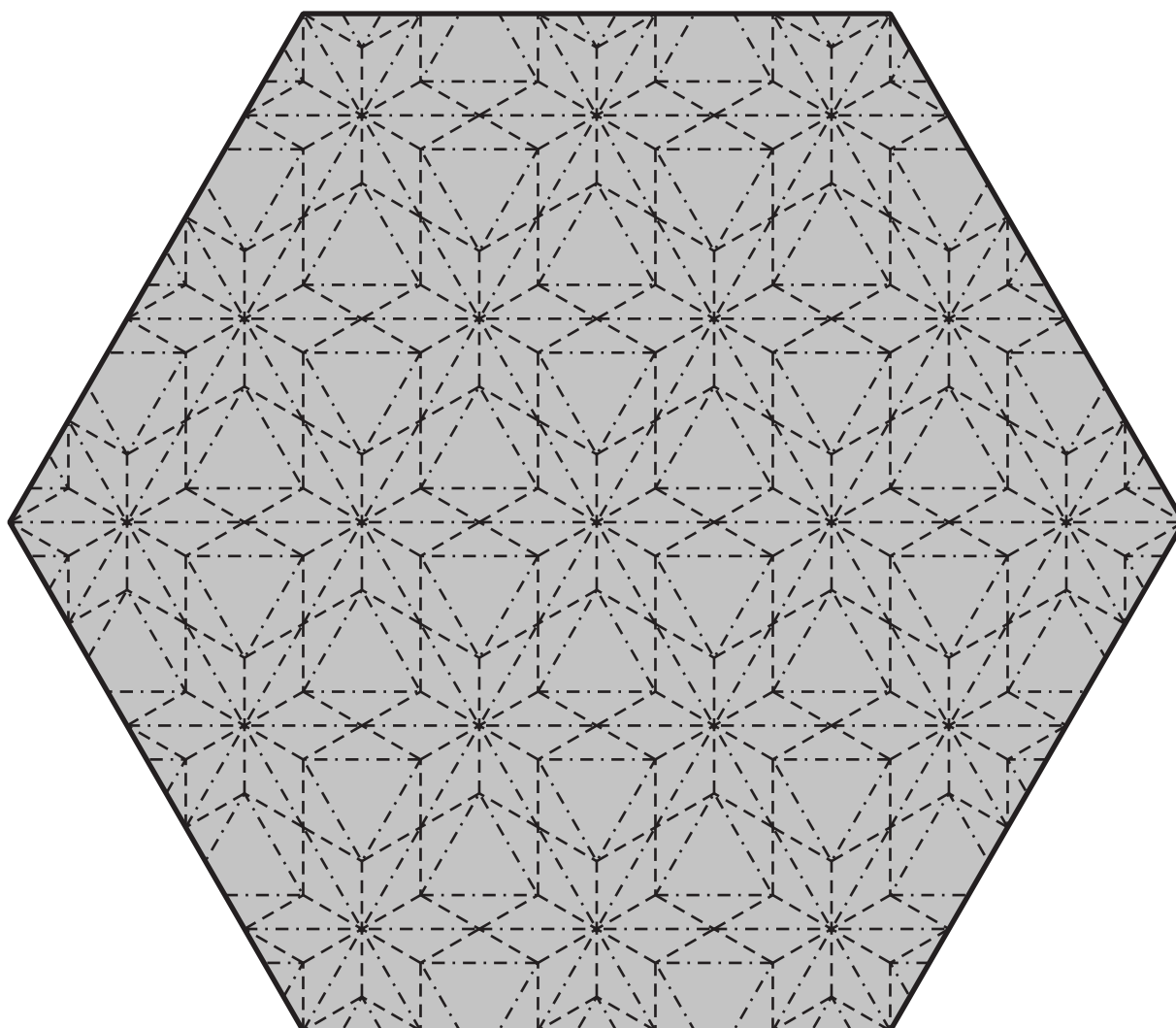
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- 11** Una volta imparato il metodo
possiamo fare tassellazioni con più divisioni.





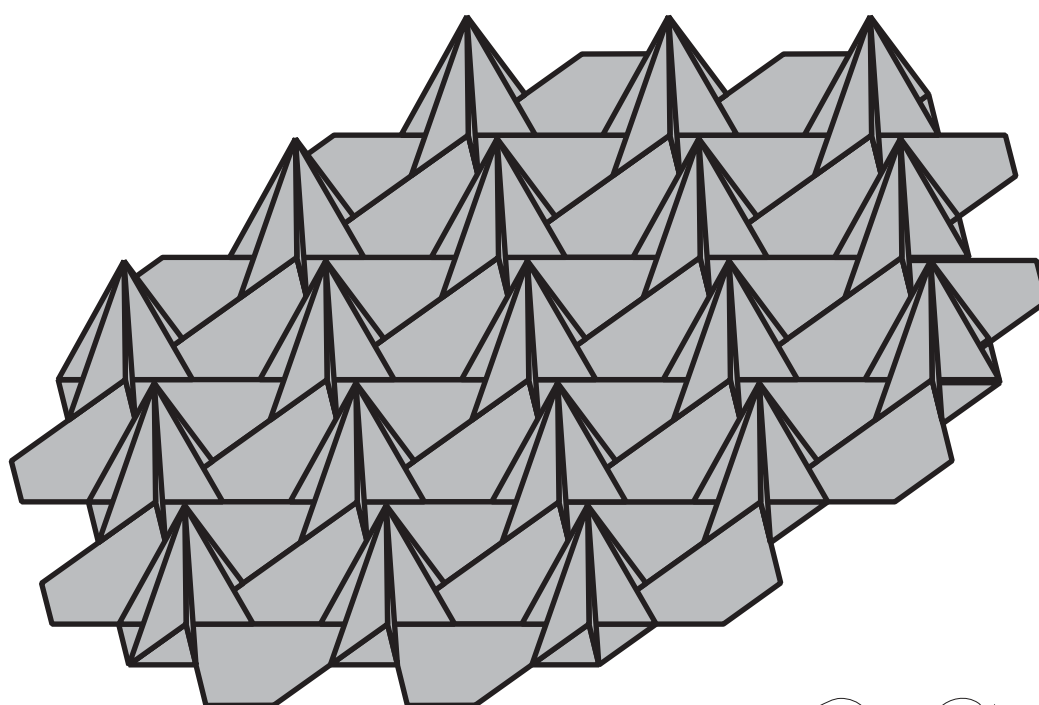
Se non gli cambi
il nome non
piegherò mai
questo modello!

????

12

non potrei mai
divertirmi con
qualcosa che
inizia con le
«tasse...»!!!

non ho disegnato lo spessore
inferiore, sia per semplificare il
disegno e sia perché è possibile
piegare i triangoli e rendere la base
bidimensionale.





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