

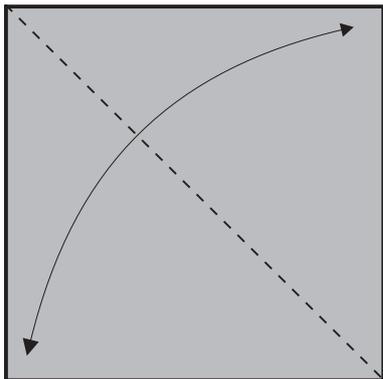
Geco

di P. D'Auria

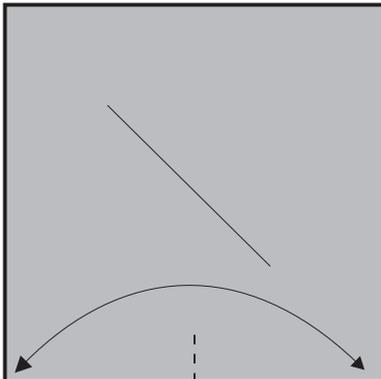
[Http://digilander.libero.it/origamidauria](http://digilander.libero.it/origamidauria)

Usare un quadrato di carta metallizzata con il lato di almeno 24 cm.

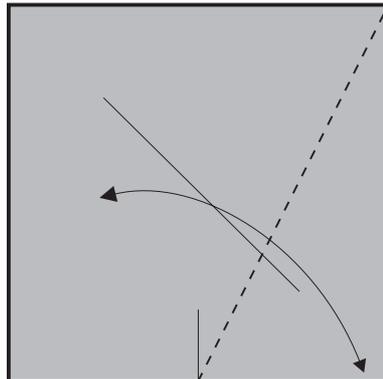
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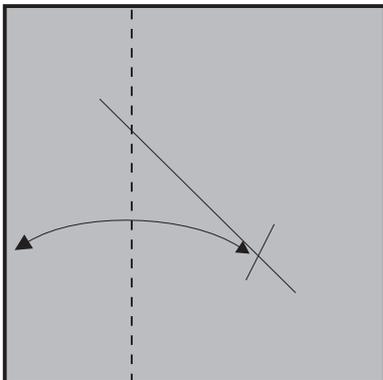
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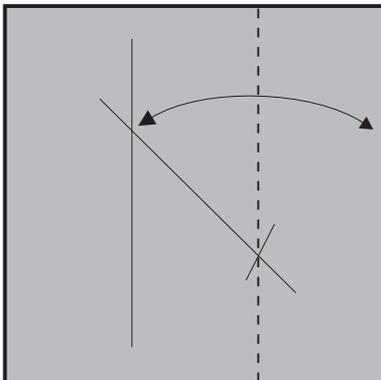
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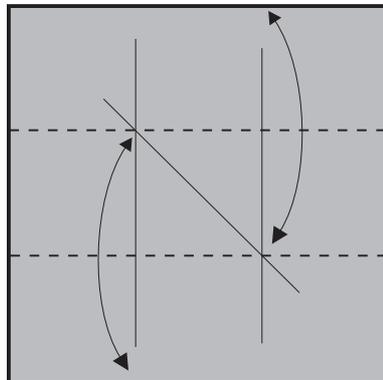
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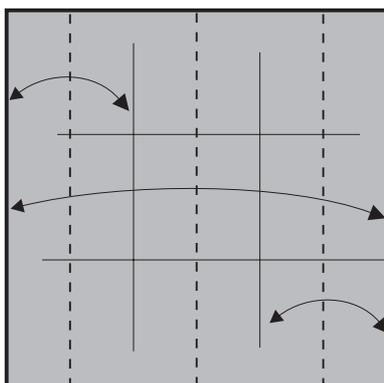
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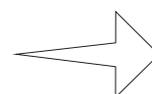
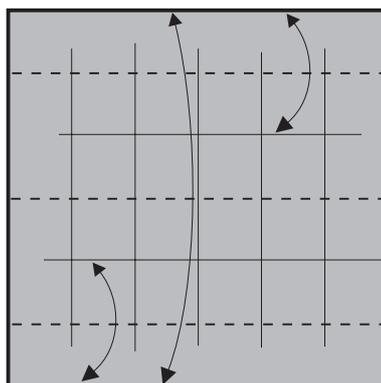
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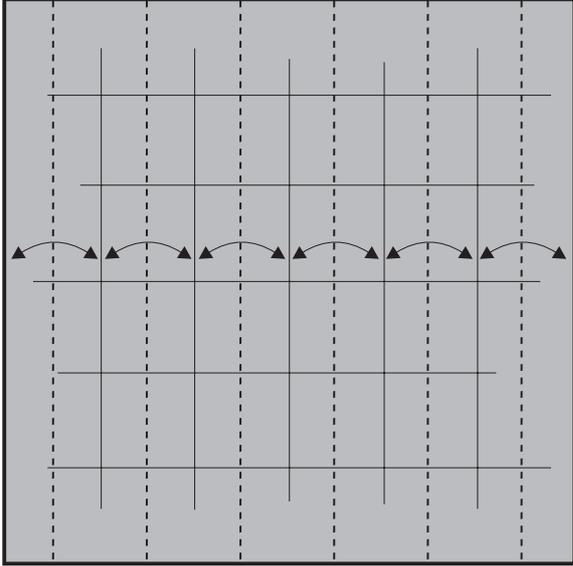
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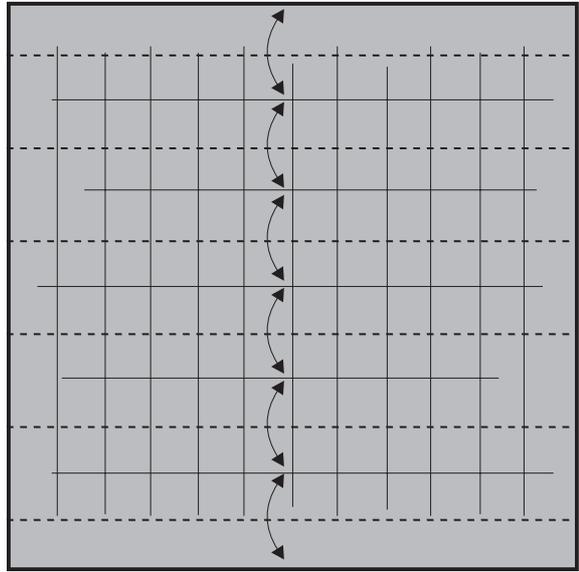
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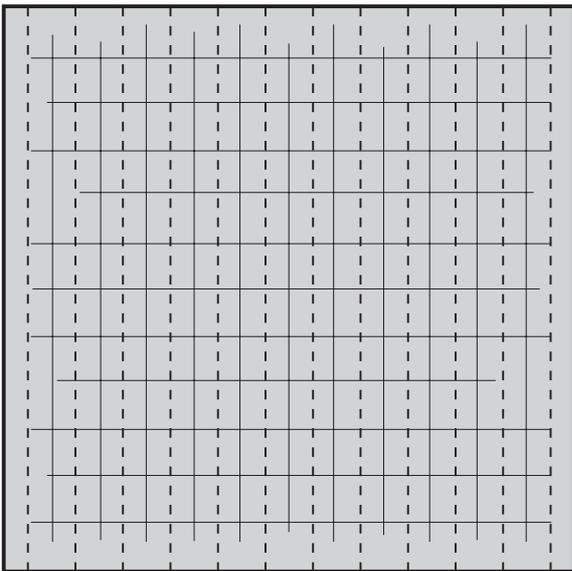
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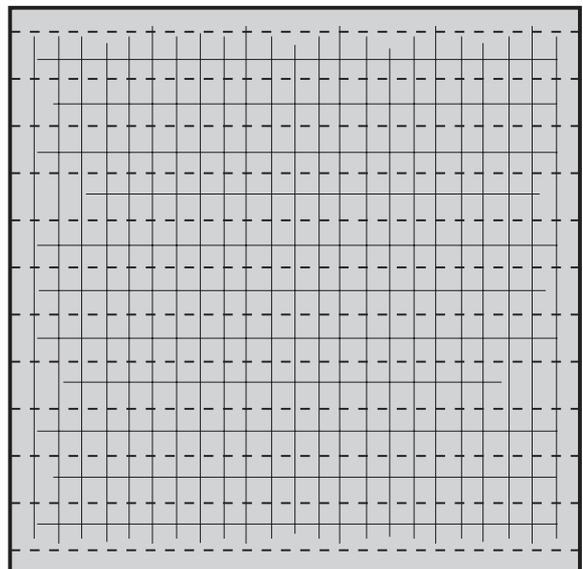
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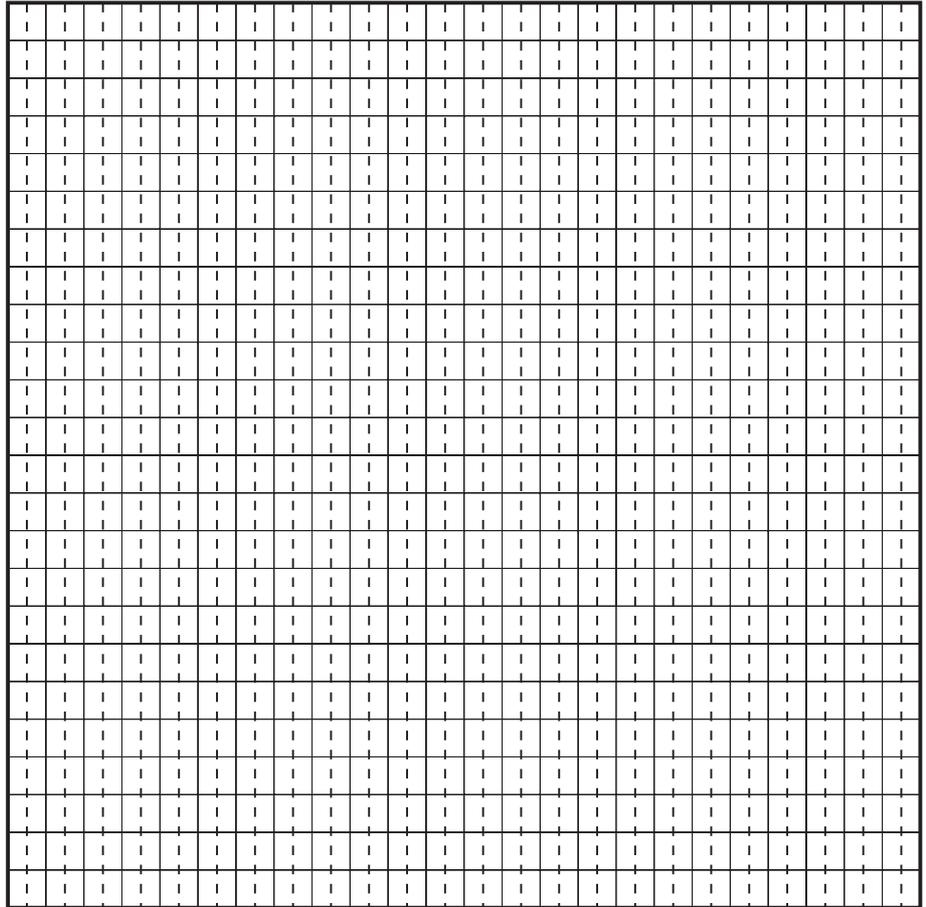
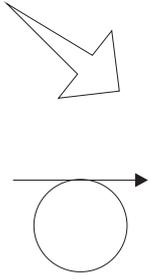
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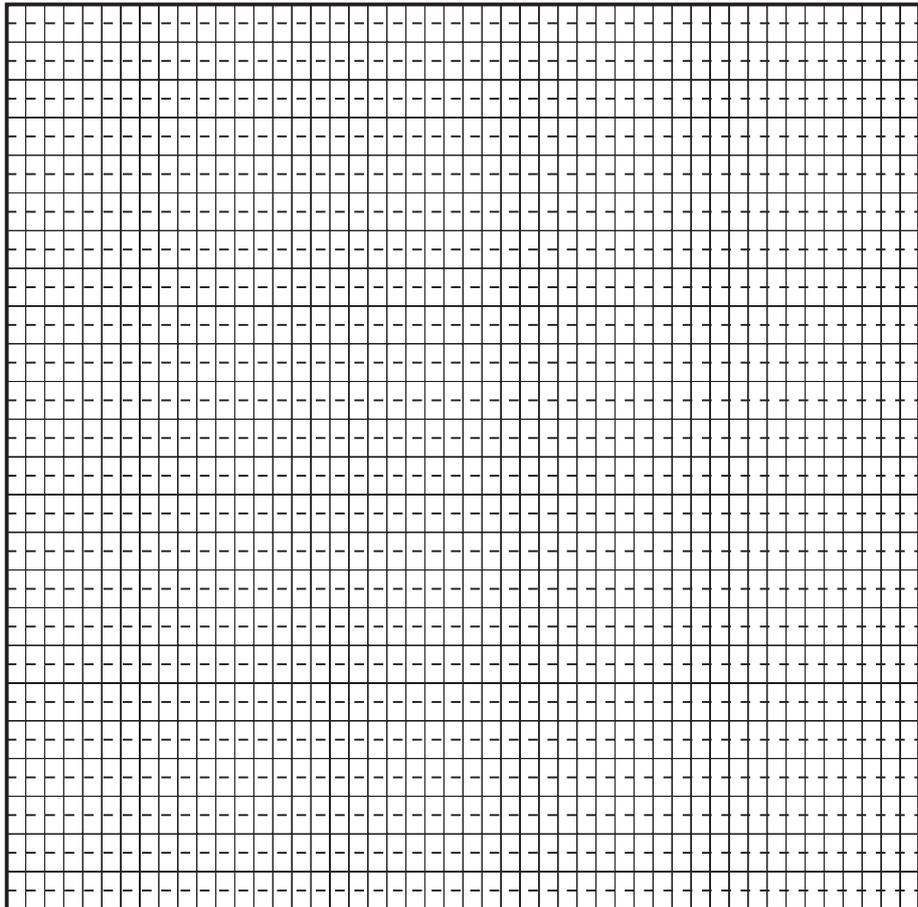
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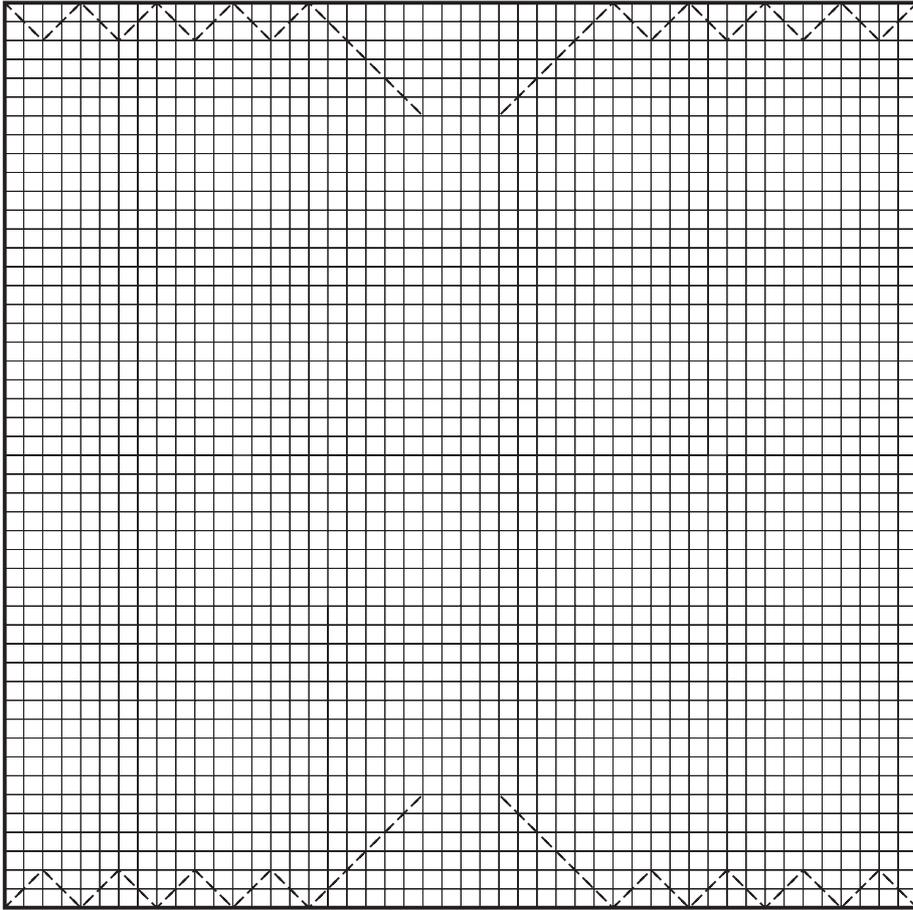


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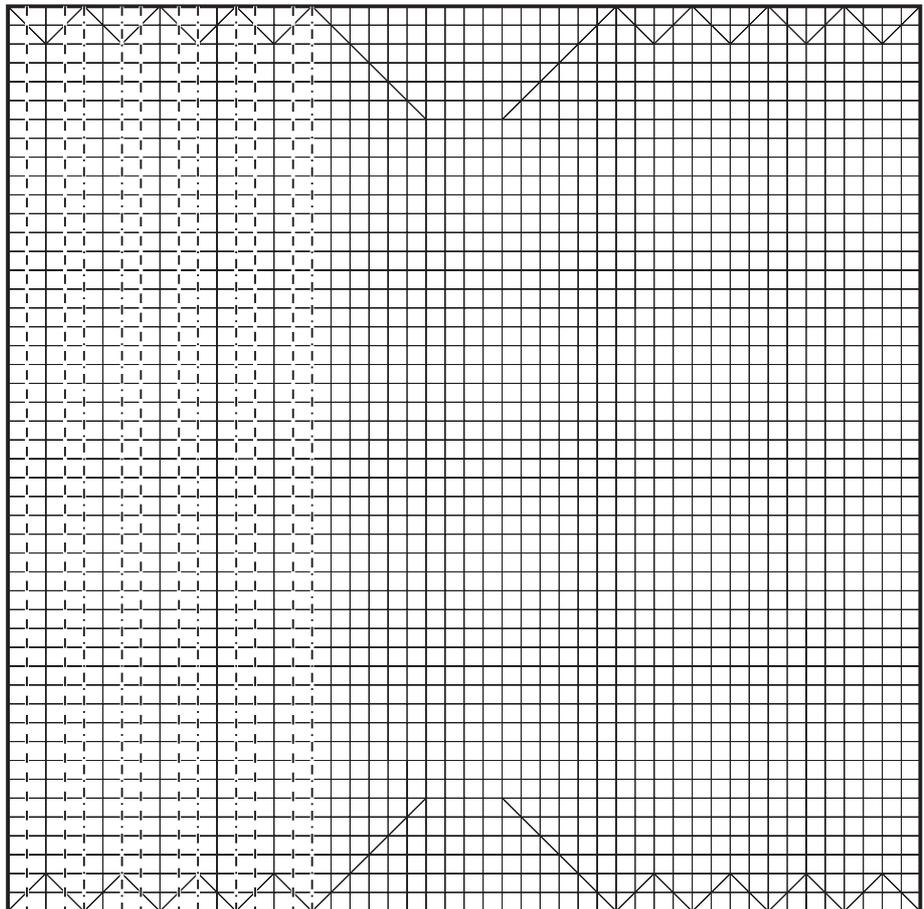
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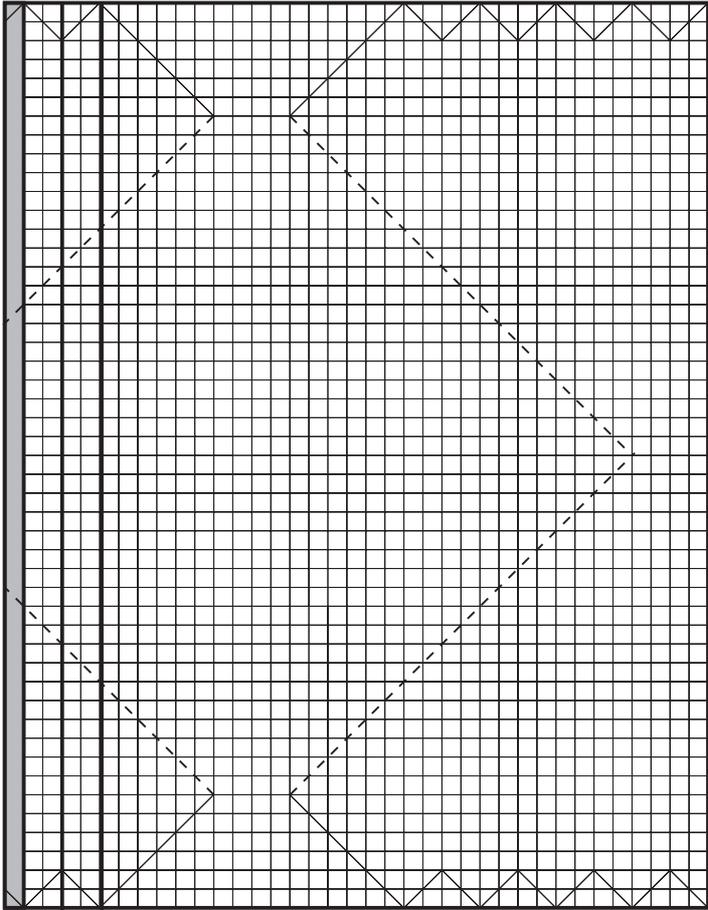




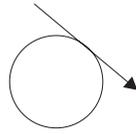
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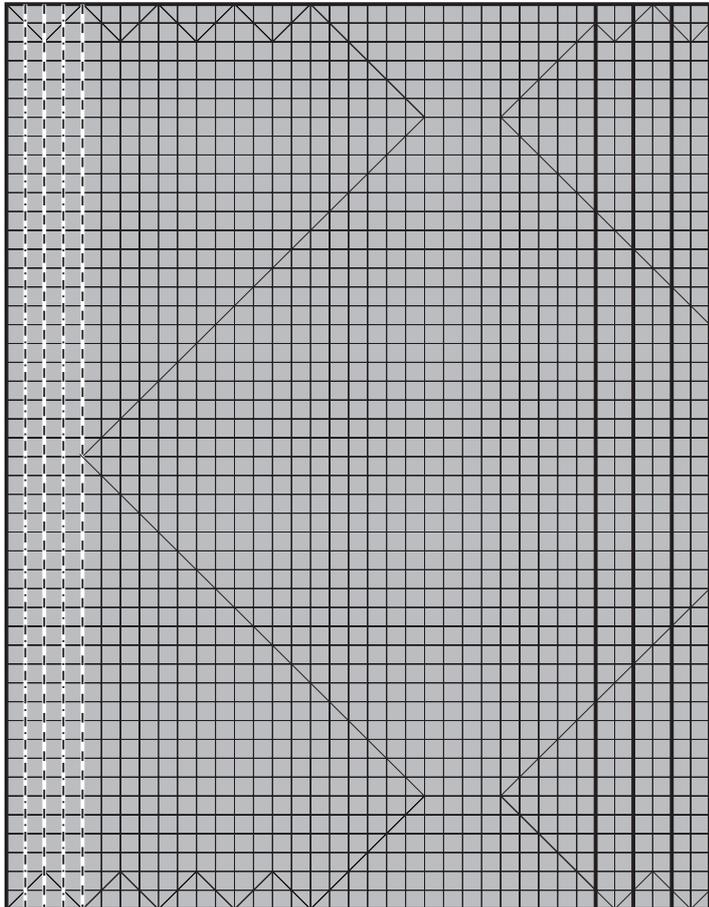


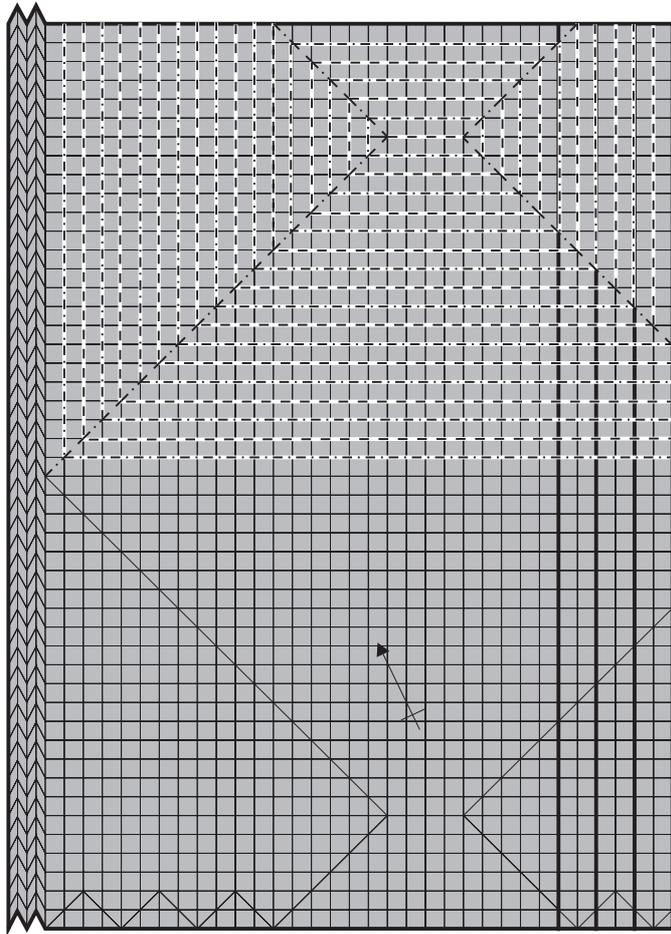
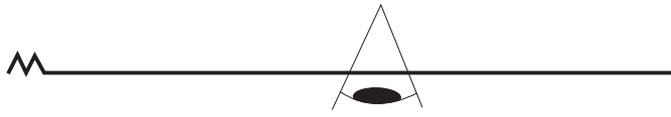


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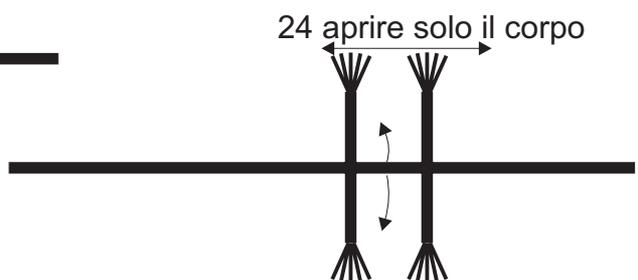
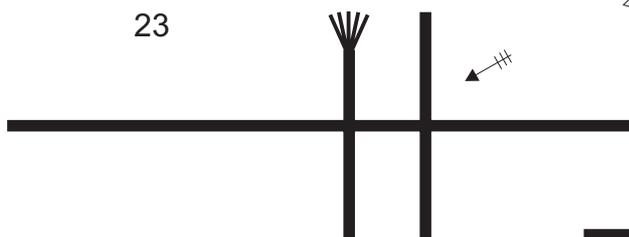
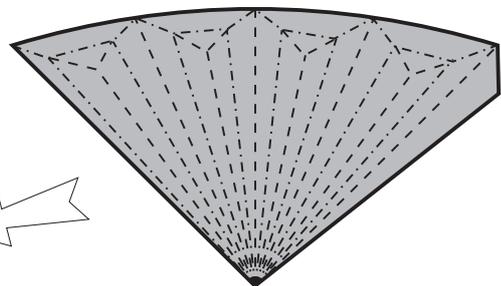
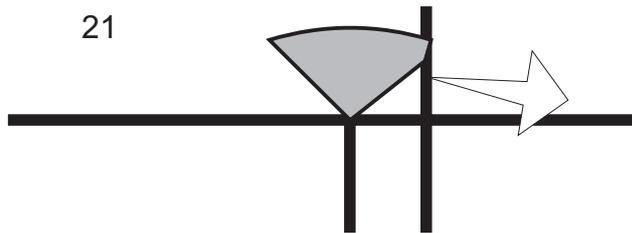
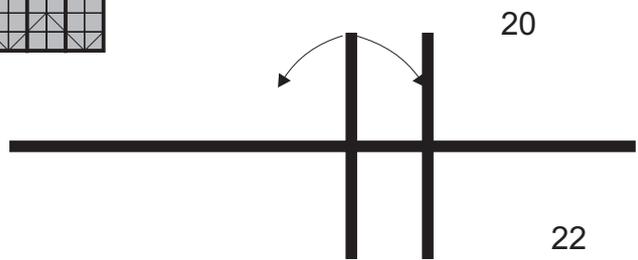


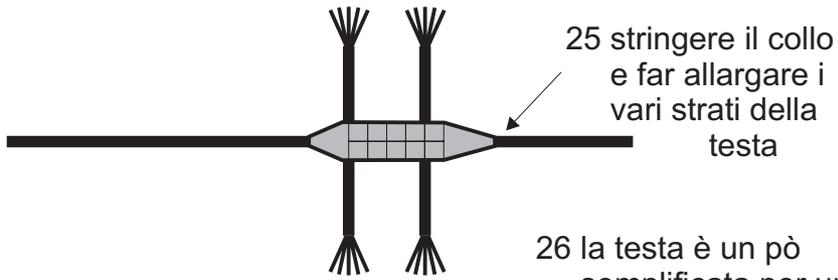
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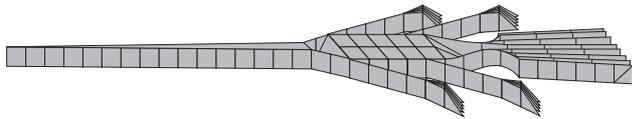
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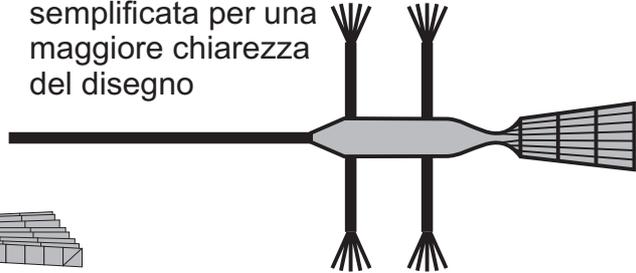


25 stringere il collo e far allargare i vari strati della testa

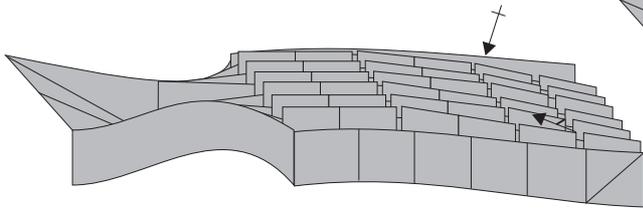
27 ho usato solo linee sottili per il solito motivo di chiarezza



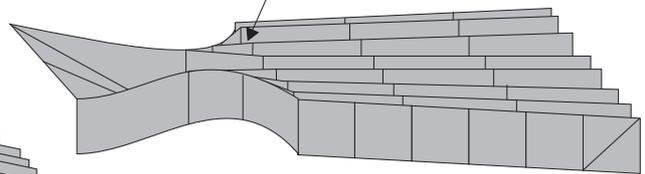
26 la testa è un pò semplificata per una maggiore chiarezza del disegno



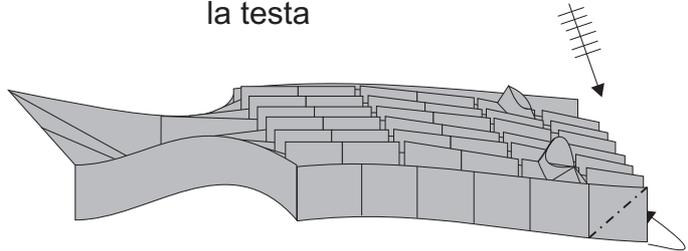
29 per creare gli occhi tirare indietro lo strato superiore e arrotondarlo per dare maggiore realismo



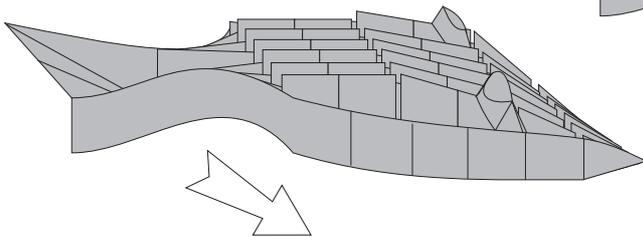
28 sollevare lo strato indicato e arrotondare gli altri



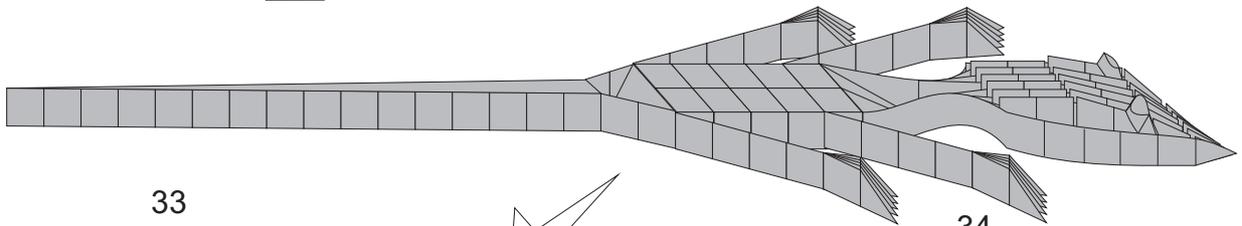
30 Contemporaneamente al blocco del muso allargare e arrotondare la testa



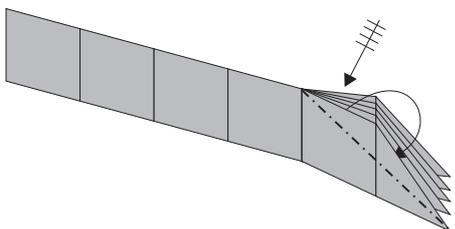
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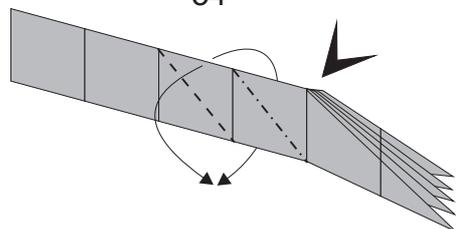
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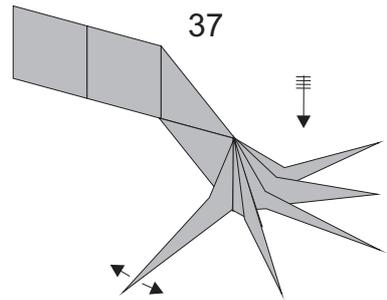
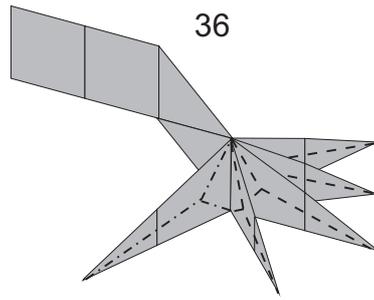
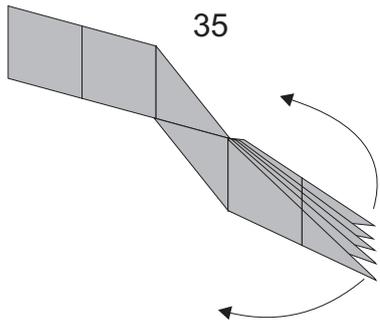


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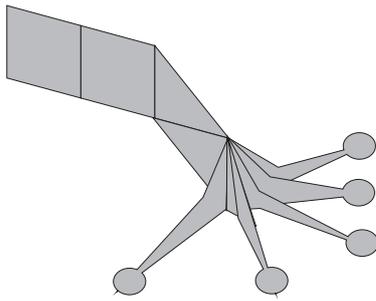


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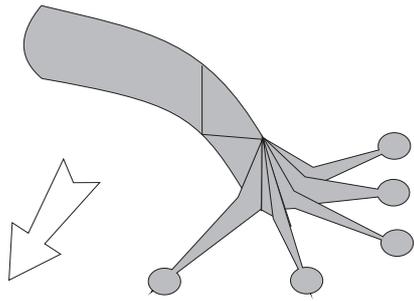




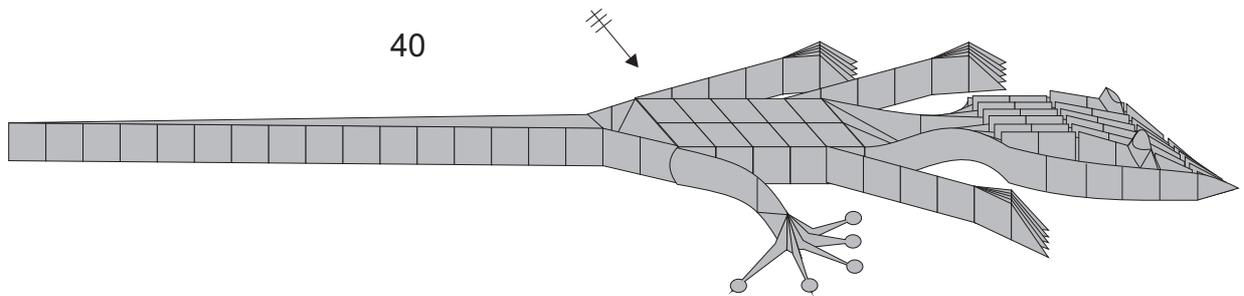
38 arrotondare la zampa



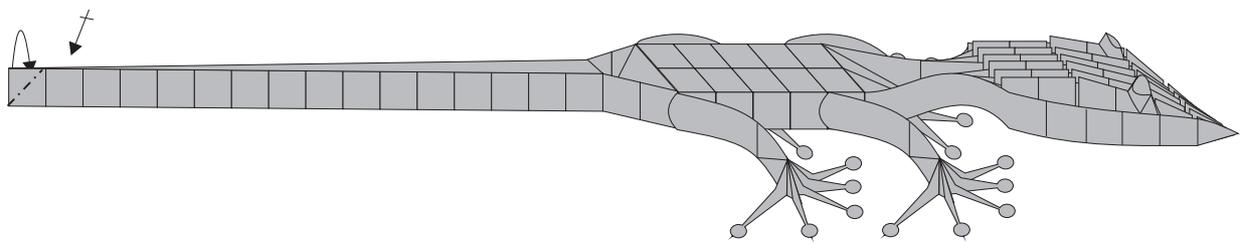
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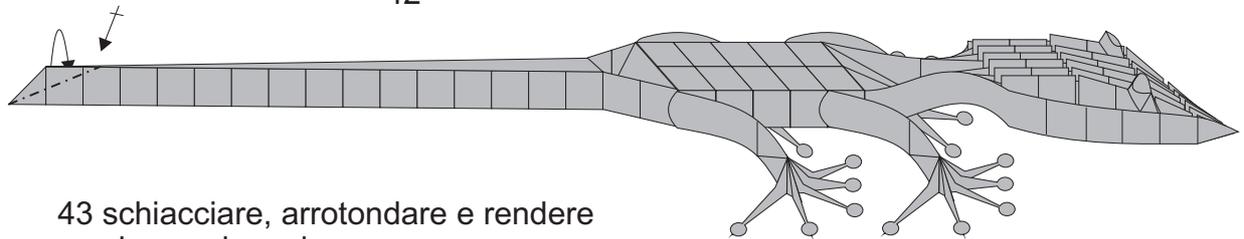
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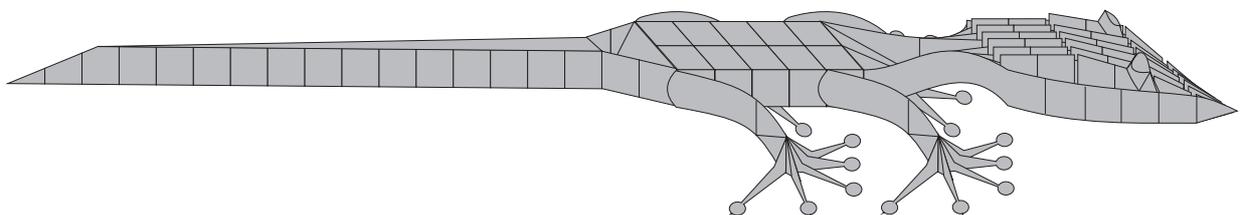
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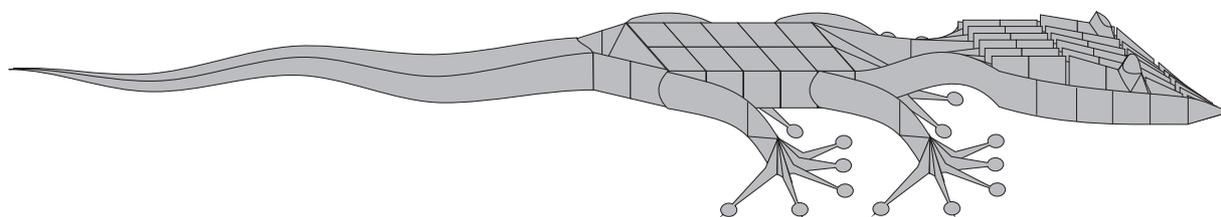
42



43 schiacciare, arrotondare e rendere sinuosa la coda



44 arrotondare tutti gli spigoli e se il formato della carta lo permette continuare a modellare il modello (con l'ausilio di una foto) per renderlo più realistico



45

