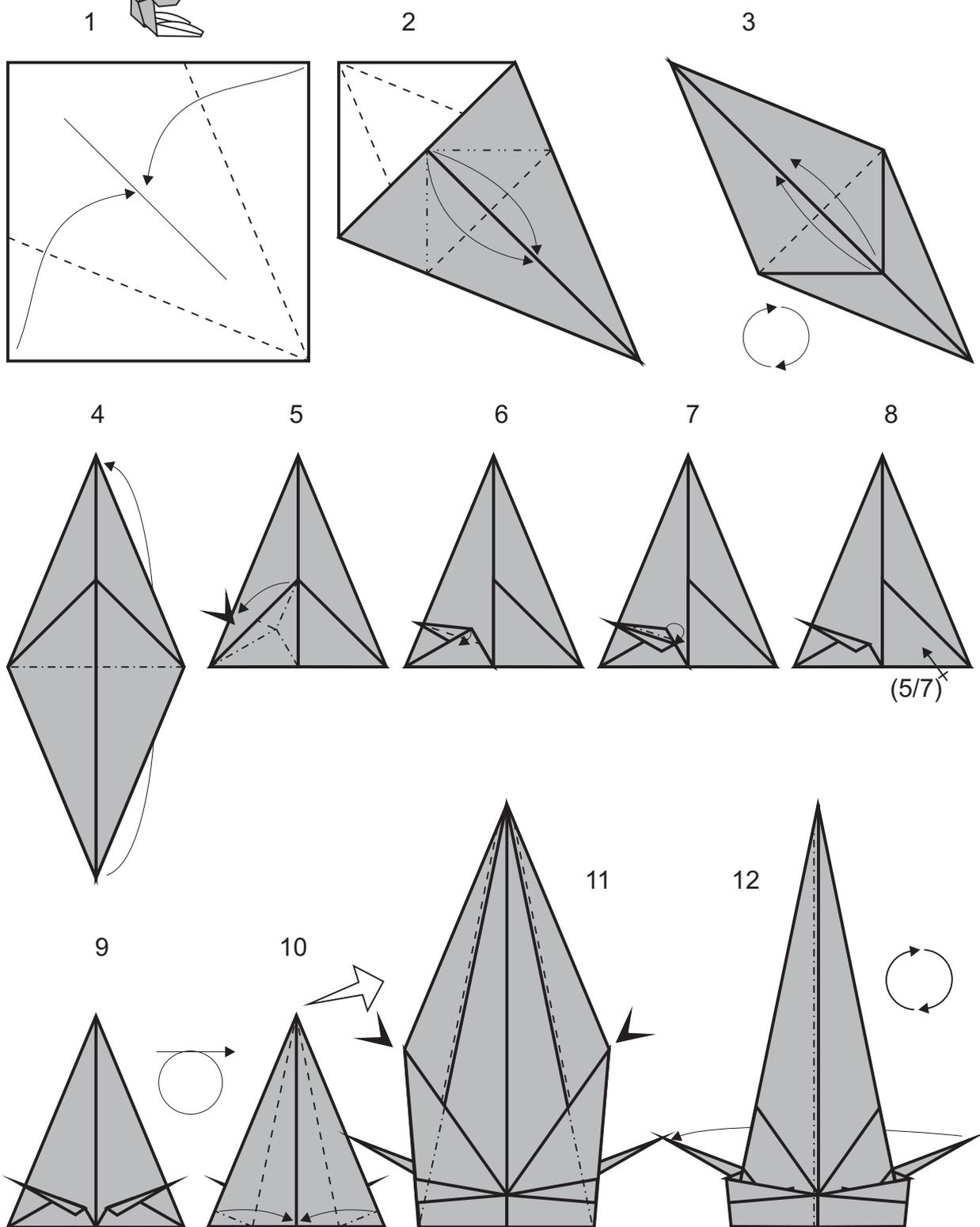
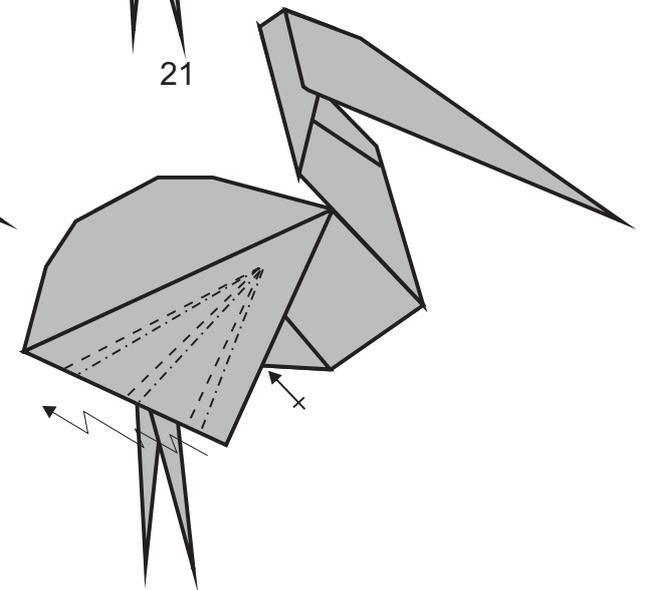
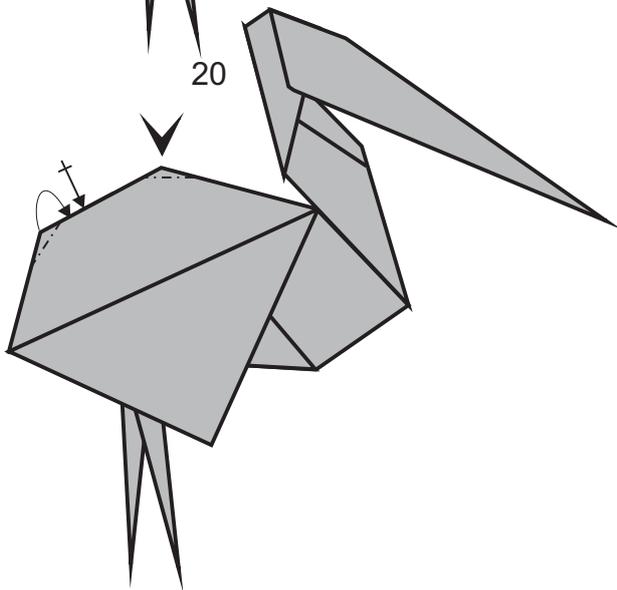
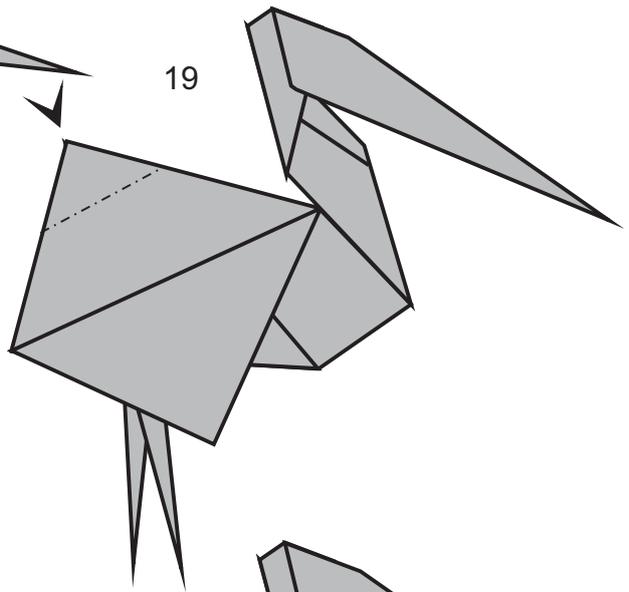
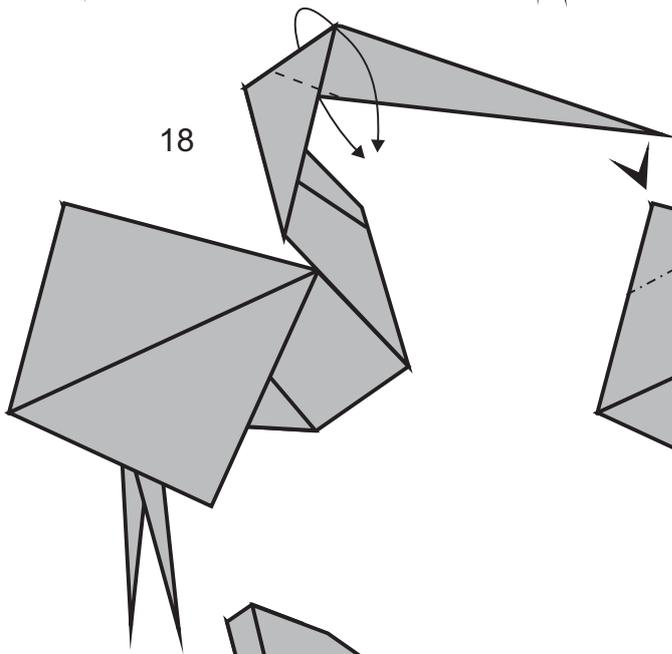
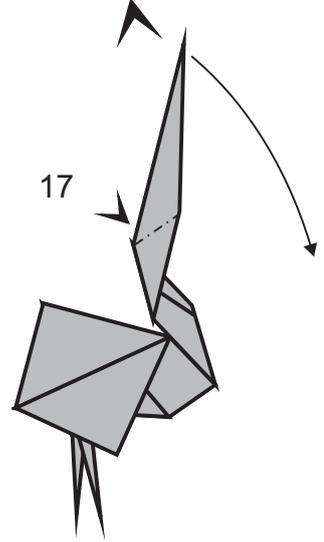
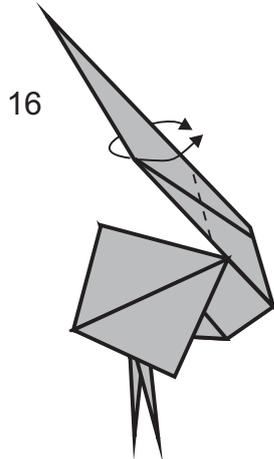
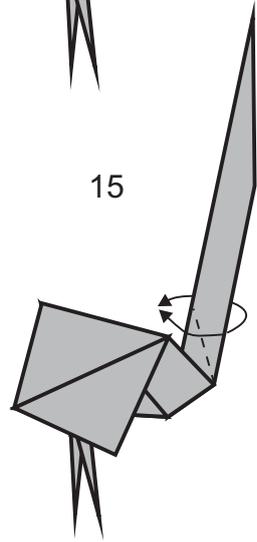
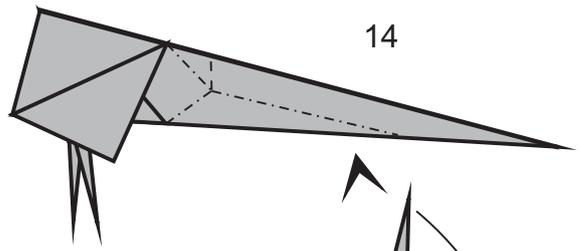
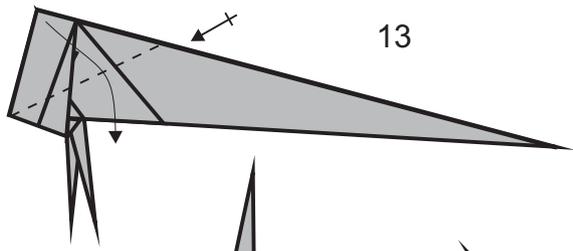


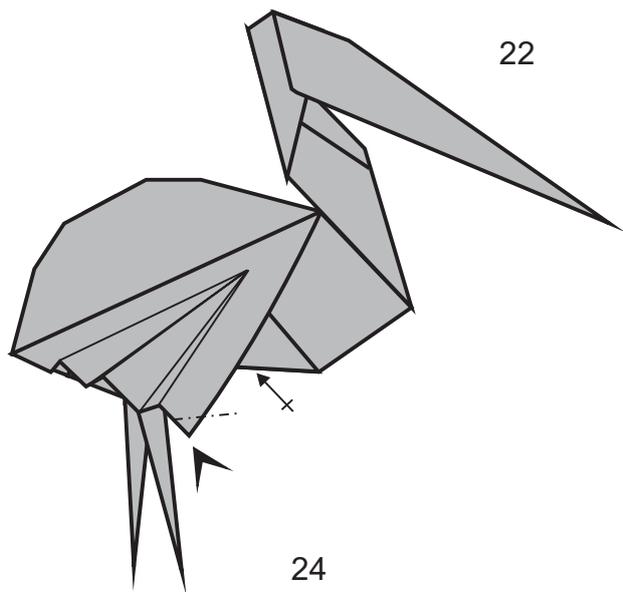
Pellicano

di P. D'Auria

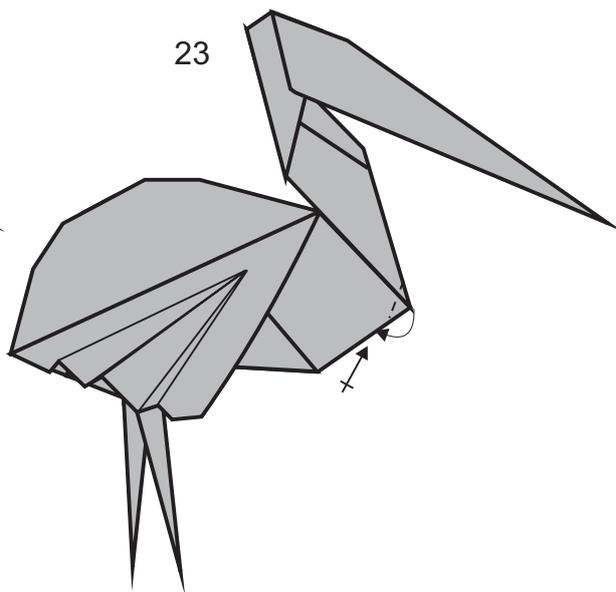
usare un quadrato con il lato di almeno 25 cm.



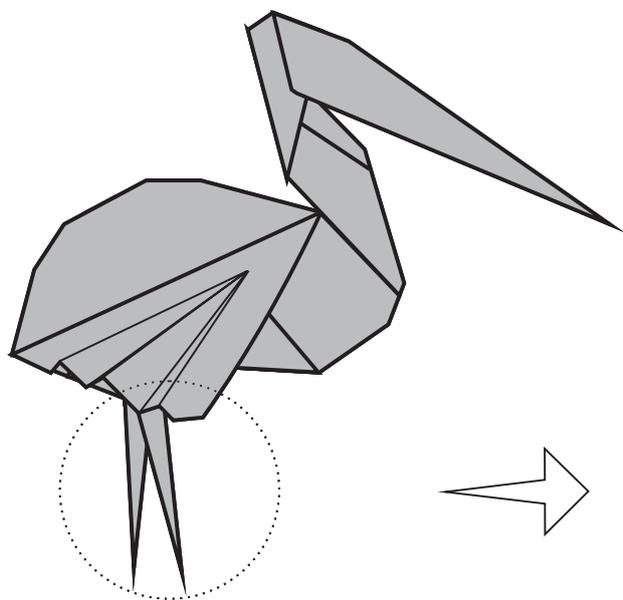




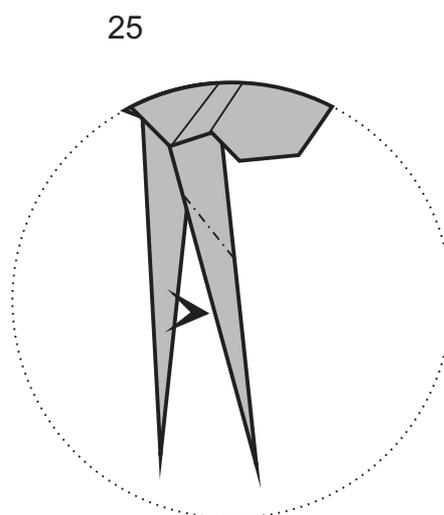
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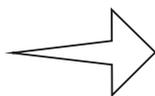
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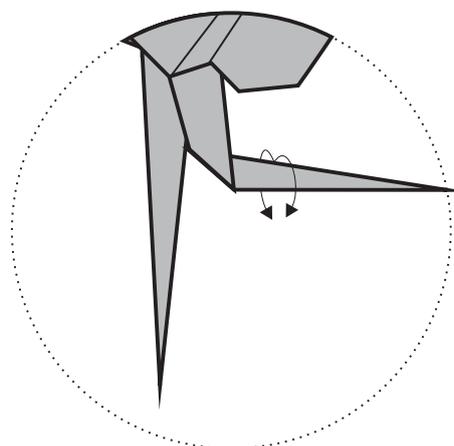
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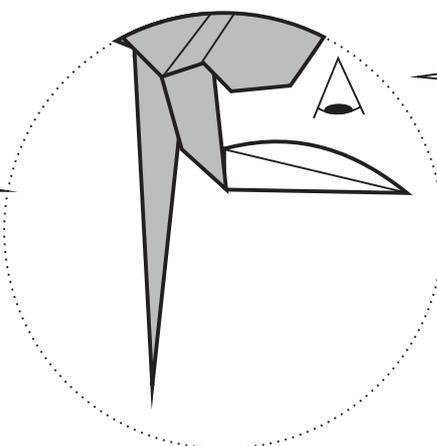
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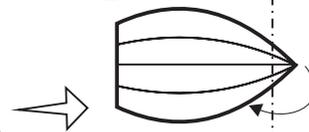
26 aprire tutti gli strati e dare una forma bombata



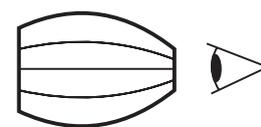
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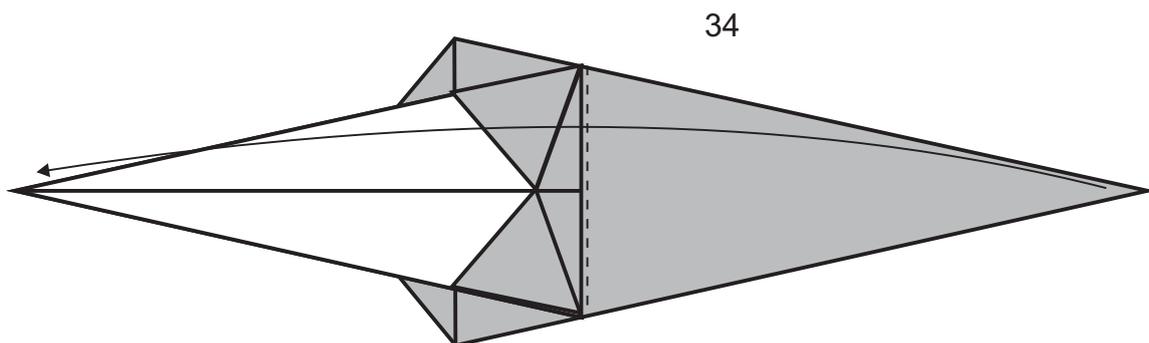
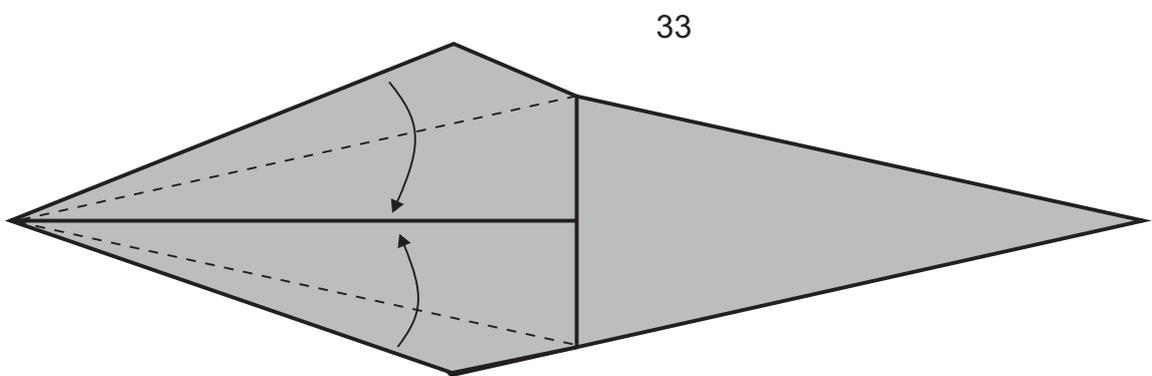
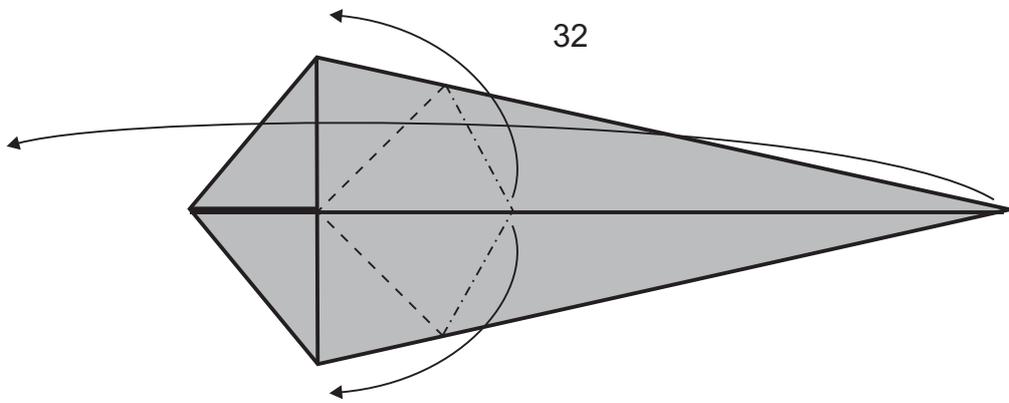
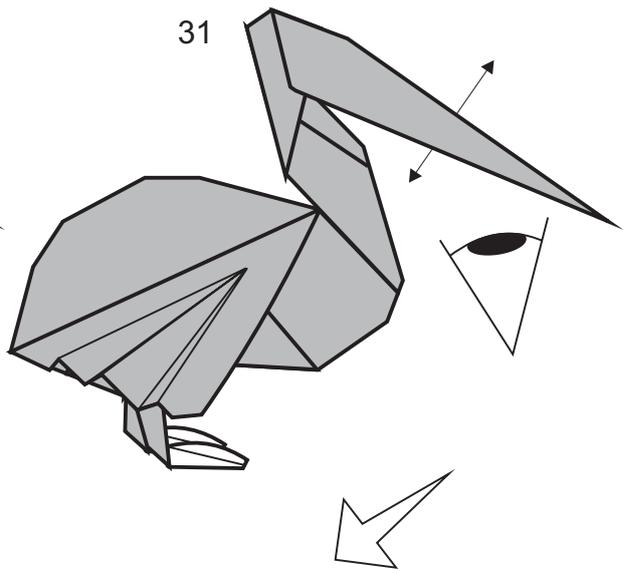
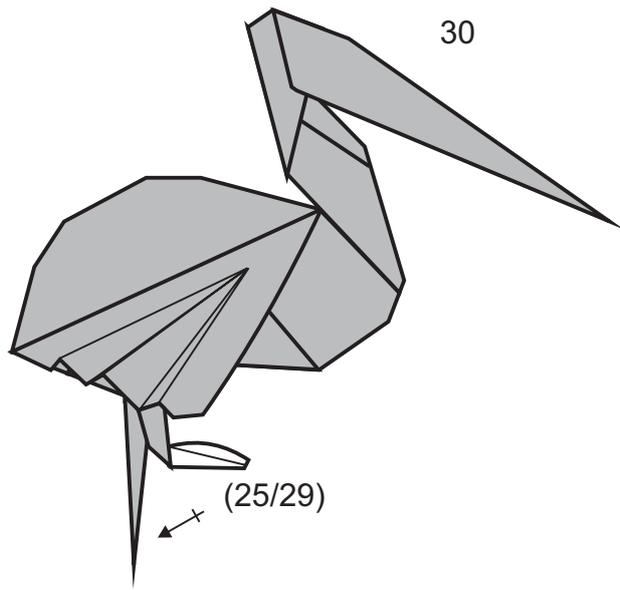


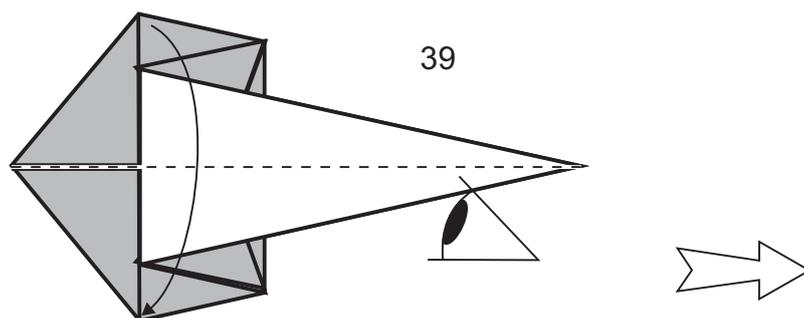
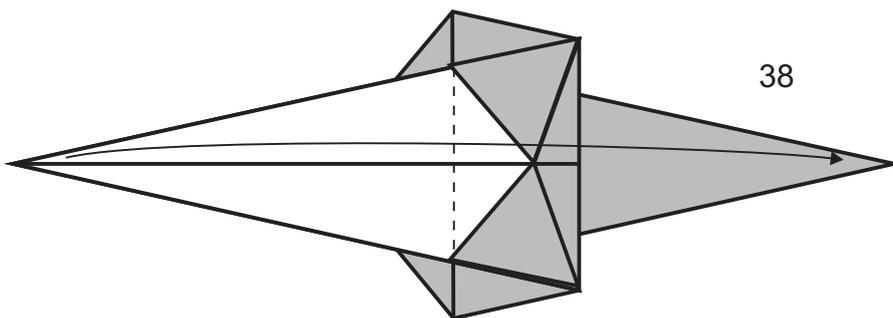
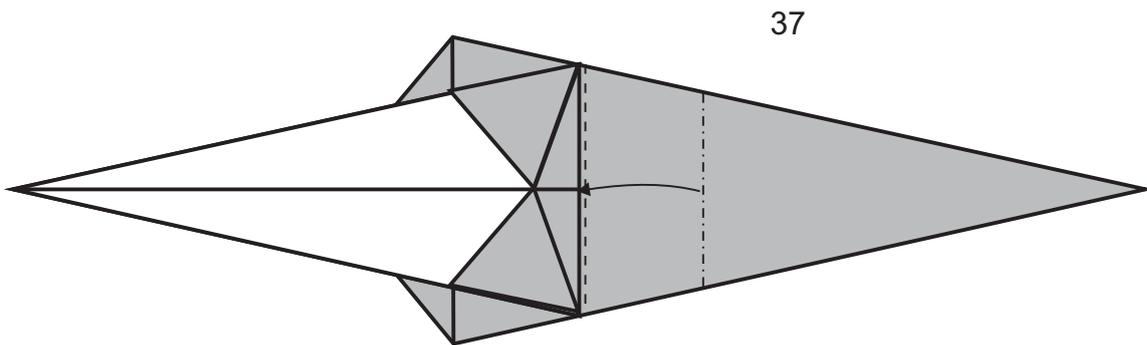
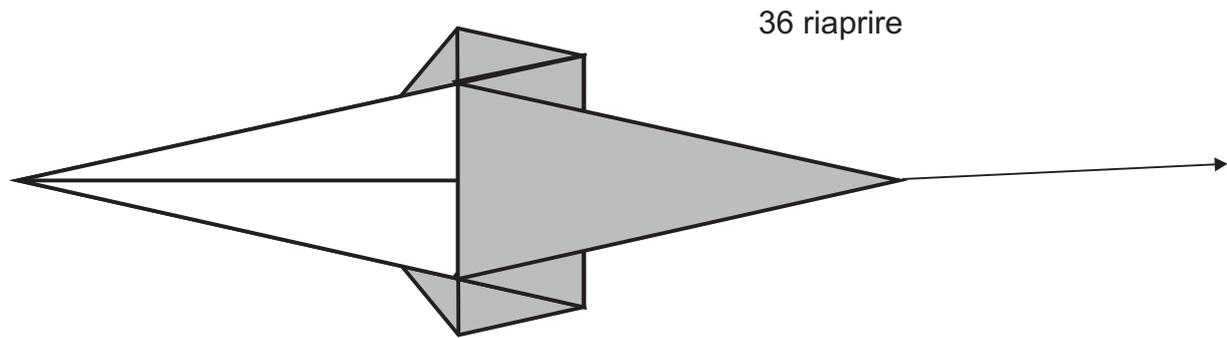
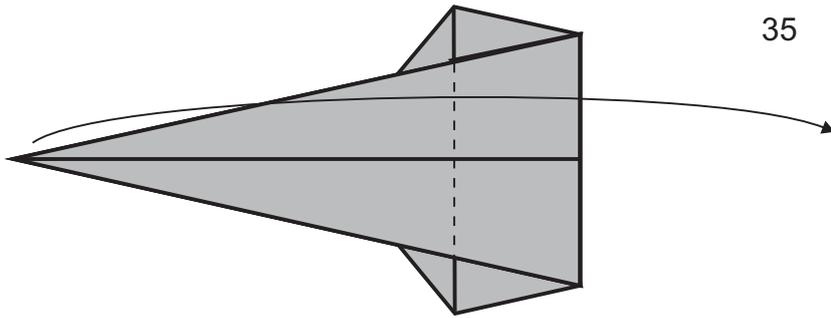
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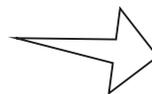
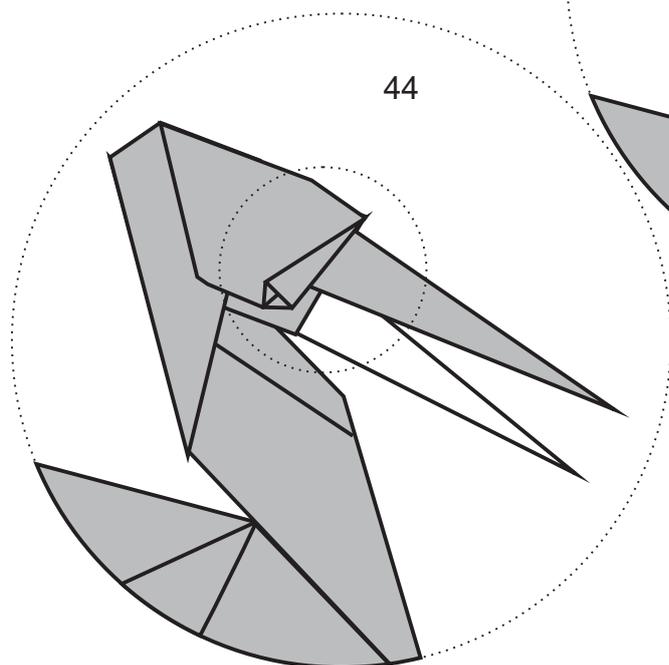
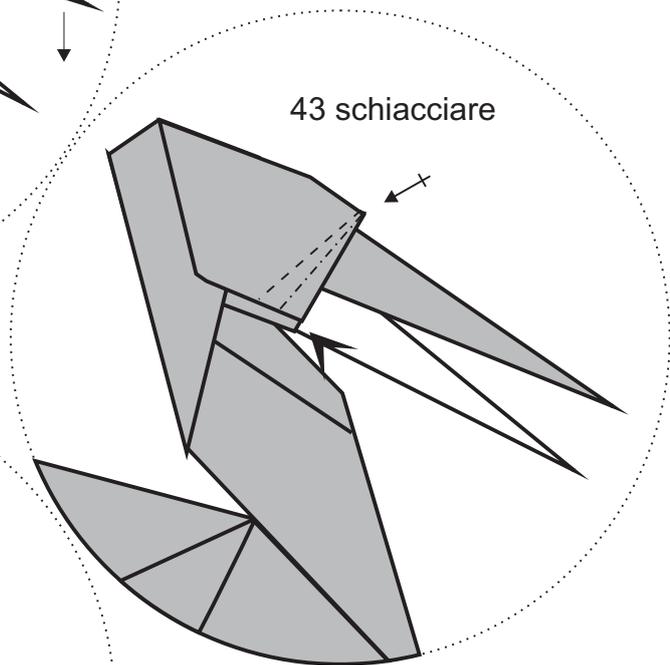
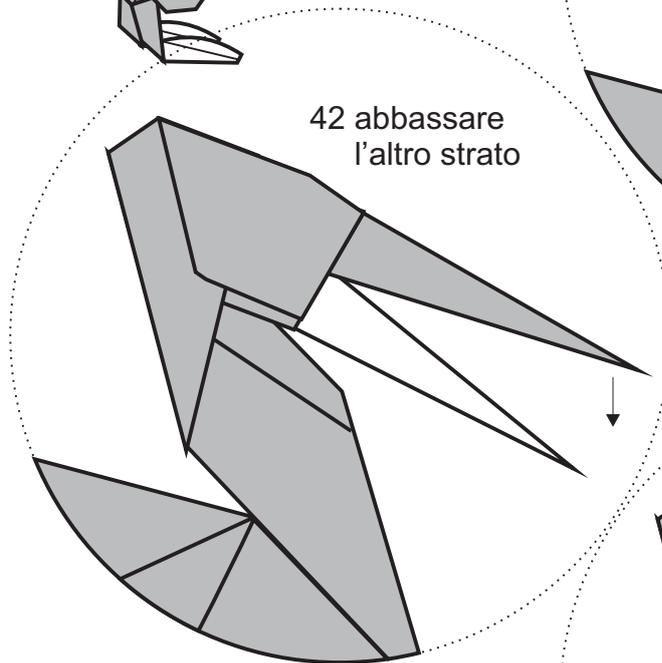
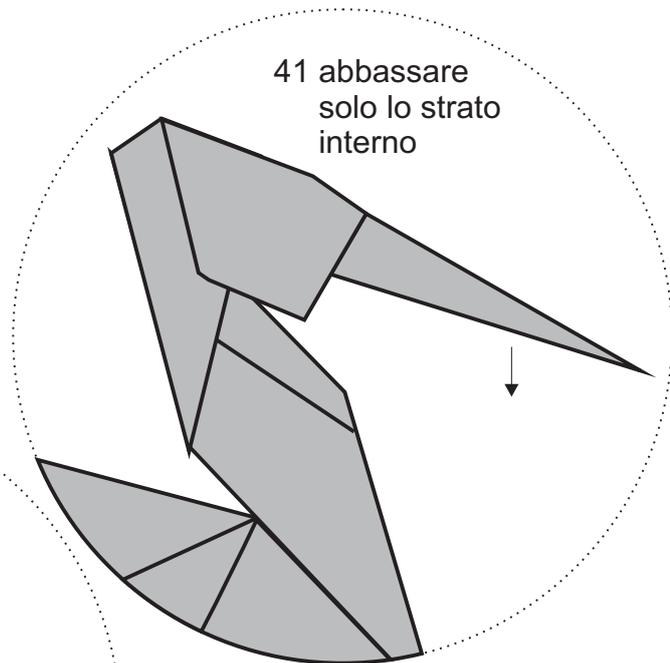
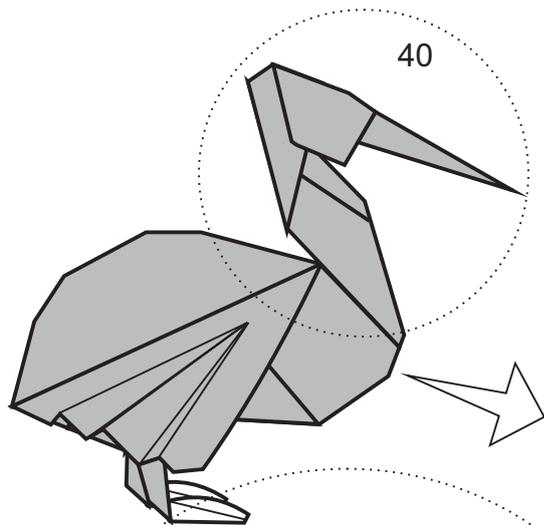


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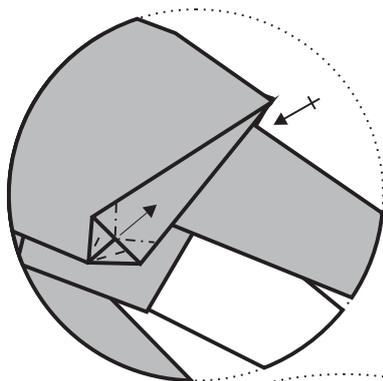




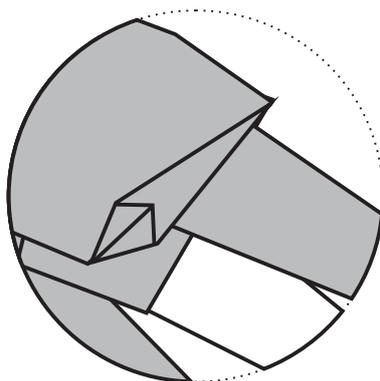




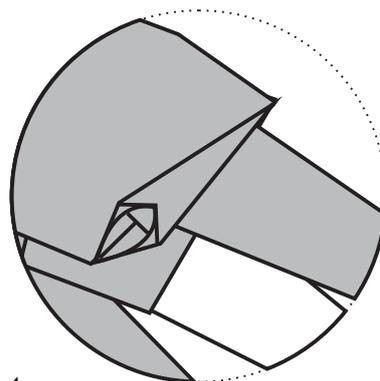
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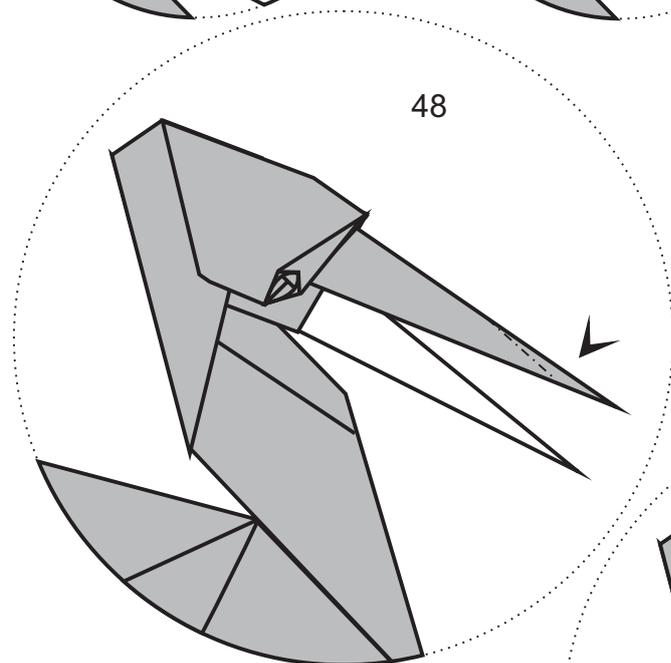
46 modellare gli occhi



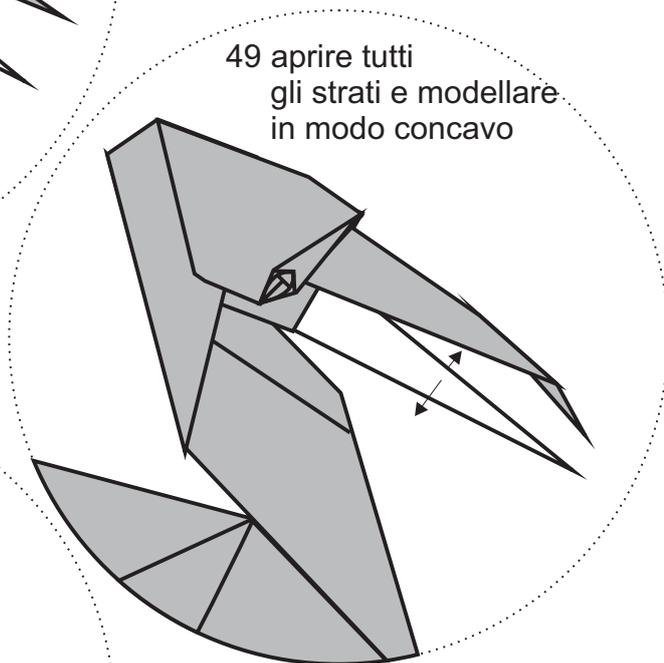
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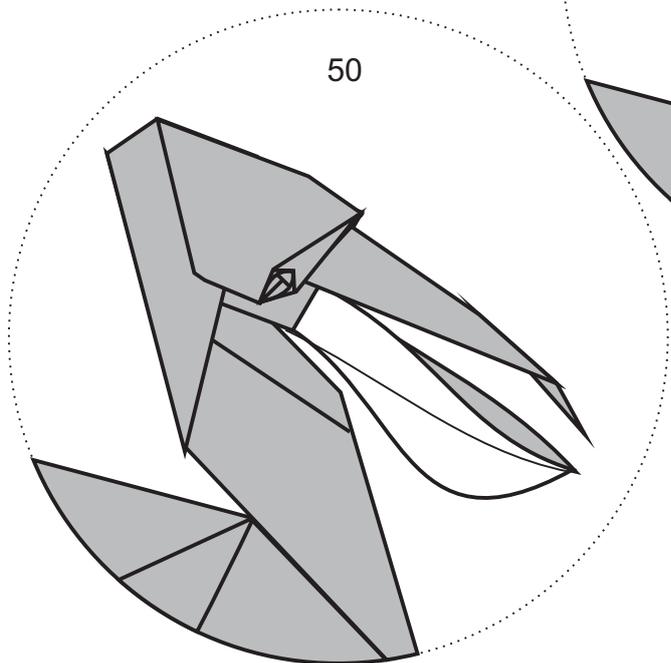
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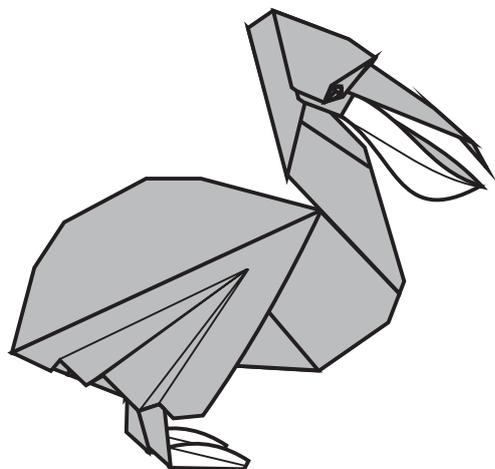
49 aprire tutti
gli strati e modellare
in modo concavo



50



51 arrotondare e modellare il modello
preferibilmente aiutandosi con una foto



52

