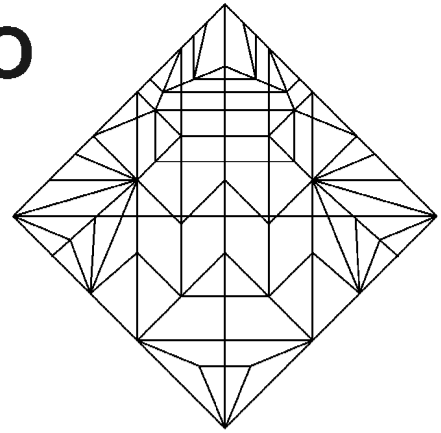
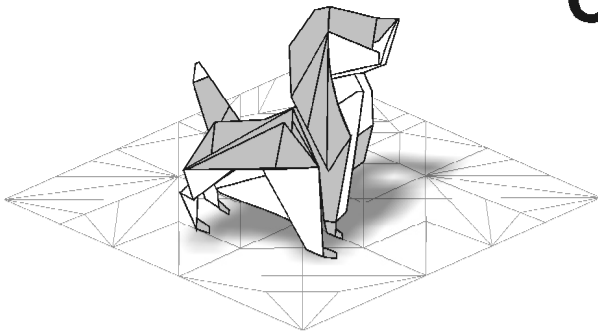


# CACHORRO

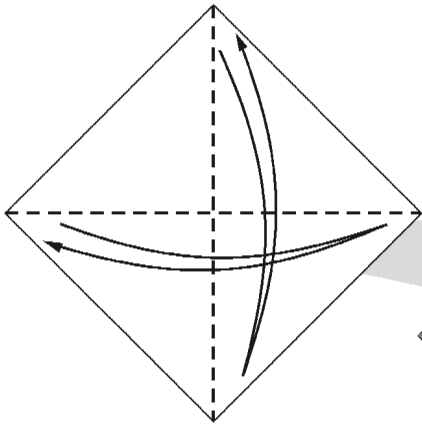
## 仔犬



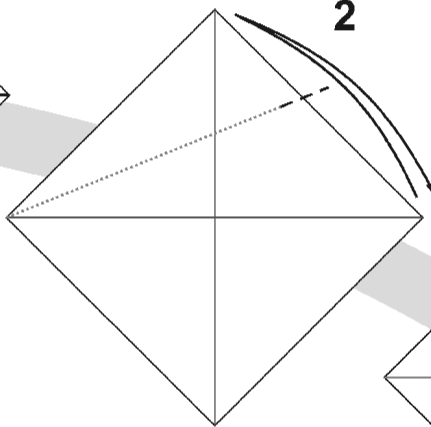
Modelo y diagrama: J. Juan Campos  
XX-05-2011

Todos los derechos reservados

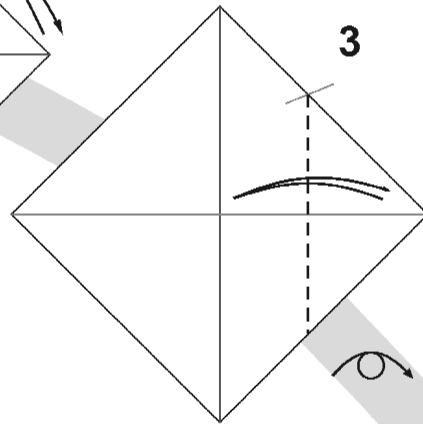
1



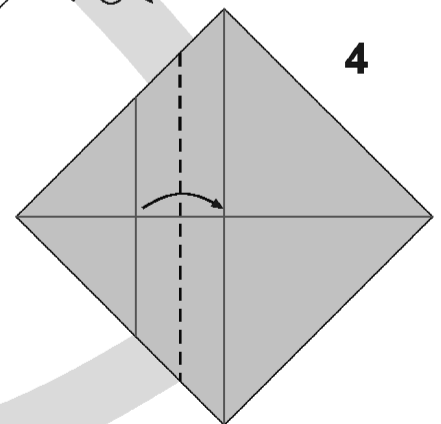
2



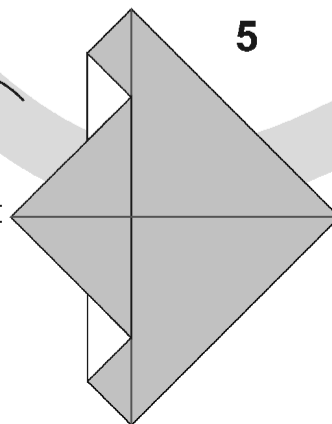
3



4



5

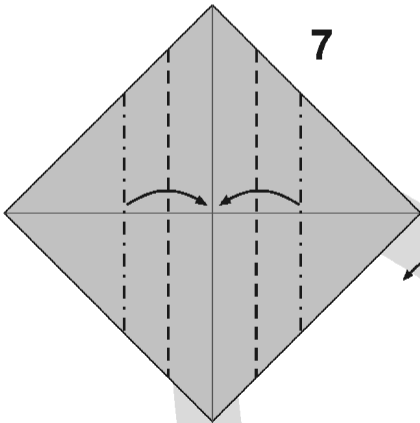


Desdoblar

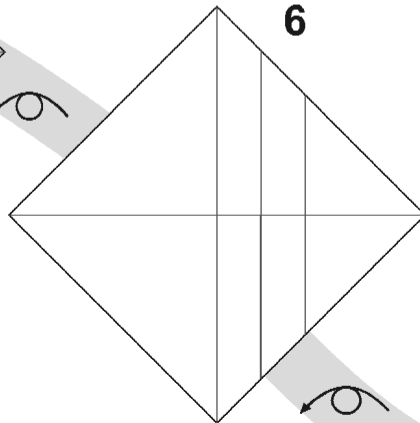


Repetir 2-5  
en el lado  
izquierdo

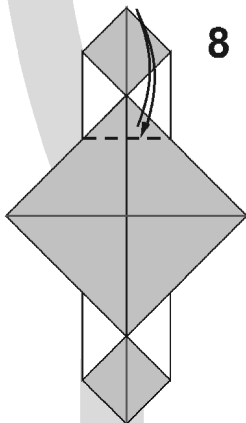
7

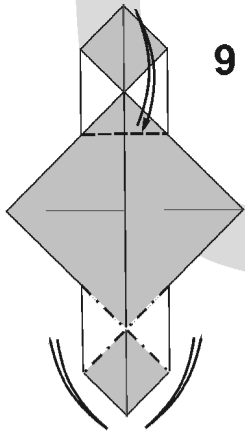


6

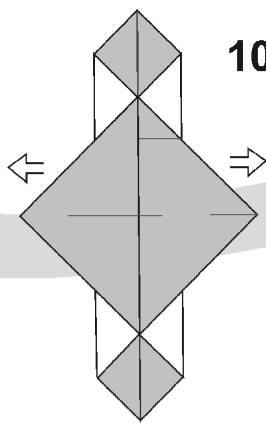


8



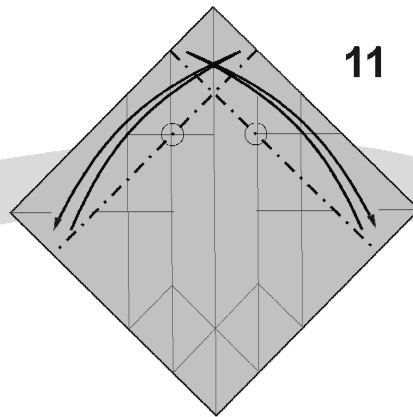


9

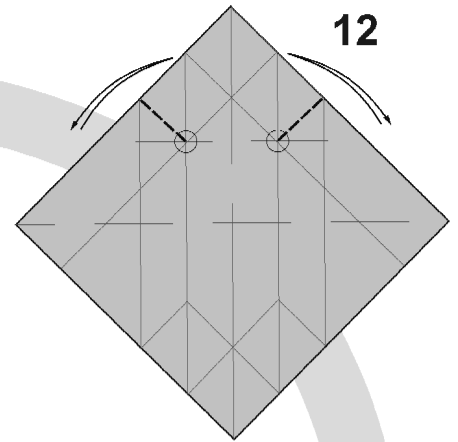


10

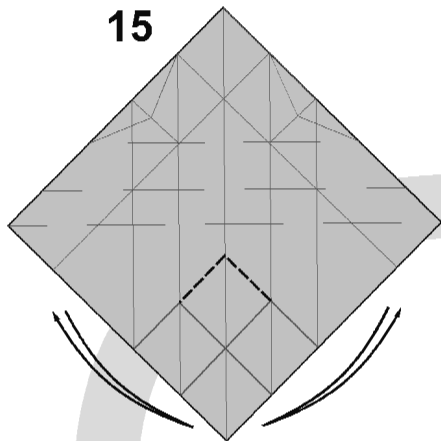
Desdoblar



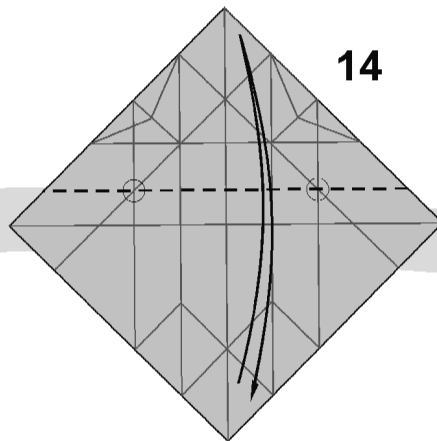
11



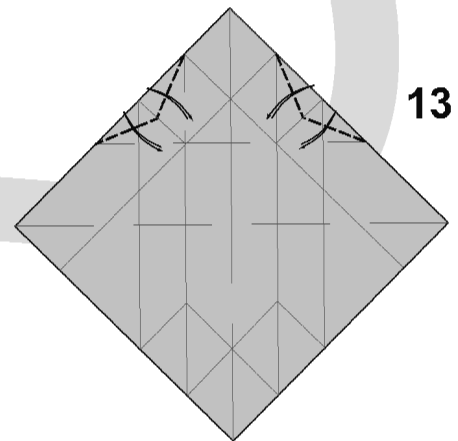
12



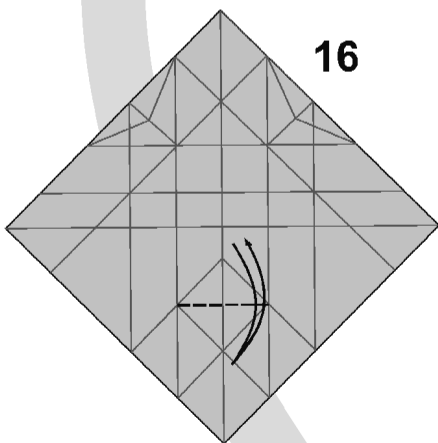
15



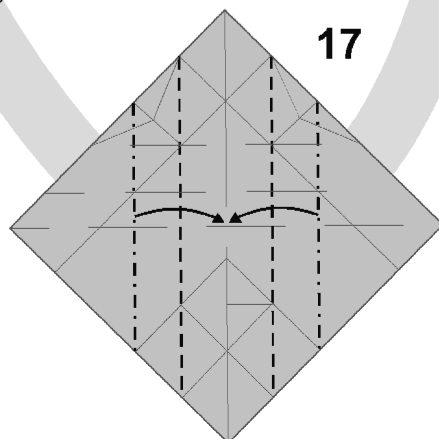
14



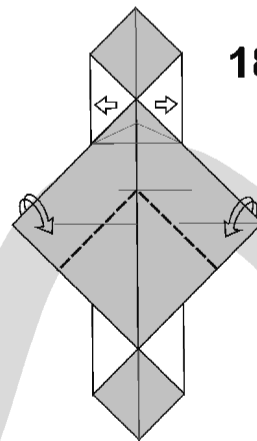
13



16

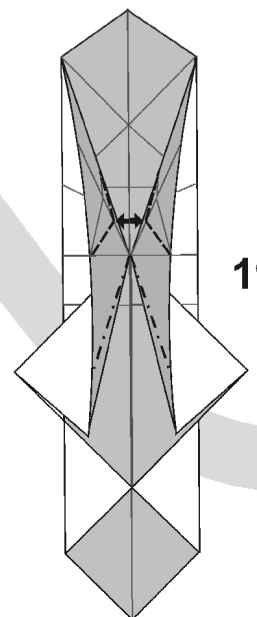


17



18

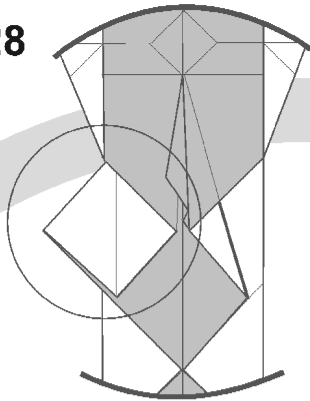
Jalar las solapas inferiores hacia abajo suavemente y las superiores jalarlas hacia afuera



19

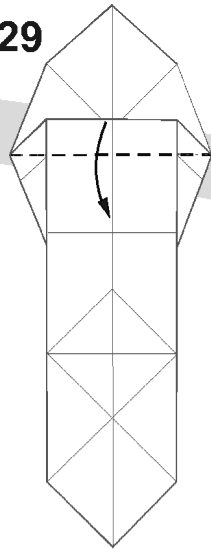
Presionar hacia adentro y doblar en monte la parte inferior

28

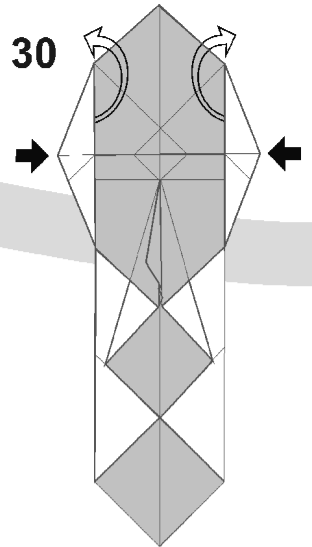


Repetir 23-25  
en el lado izquierdo

29

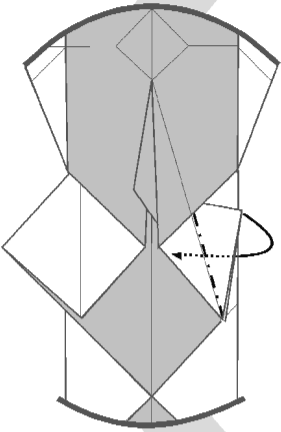


30

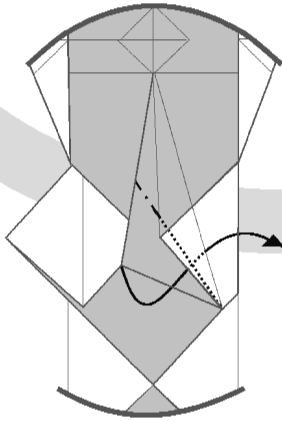


Invertir de dirección las capas  
señaladas haciendo un  
hundido cerrado en ambos lados.

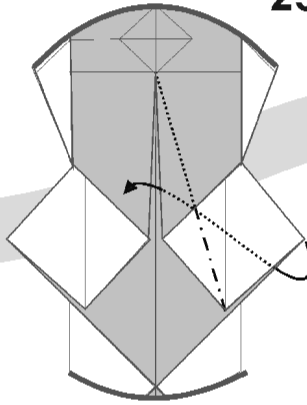
27



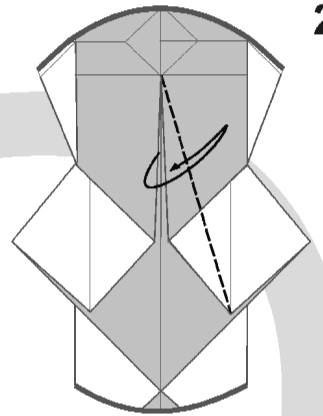
26



25

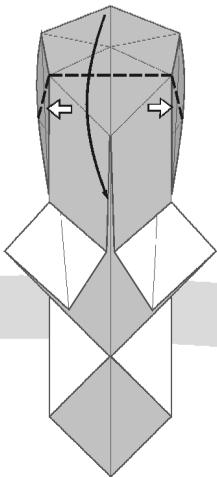


24



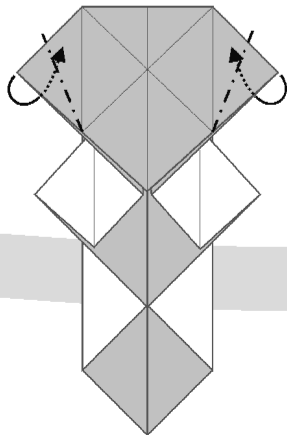
Hacer el doblez en valle  
plegando las dos capas  
internas al mismo tiempo.

20

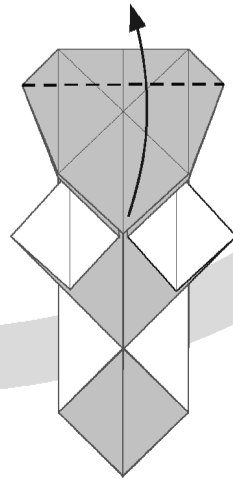


Doblar la punta  
superior hacia  
abajo

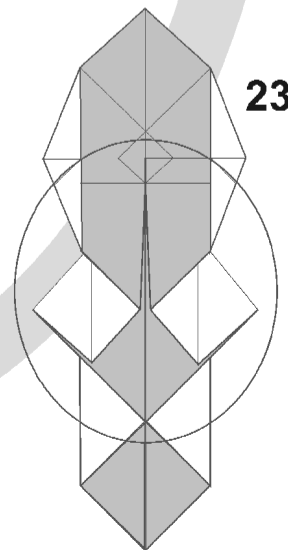
21

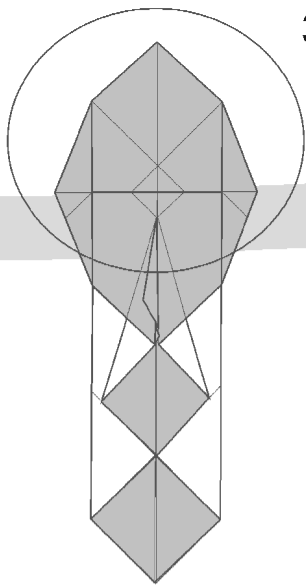


22

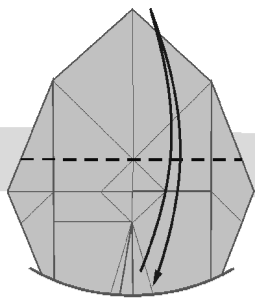


23

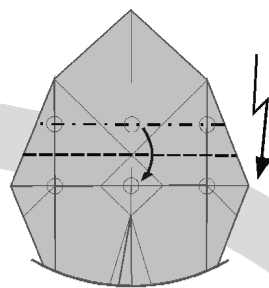




31

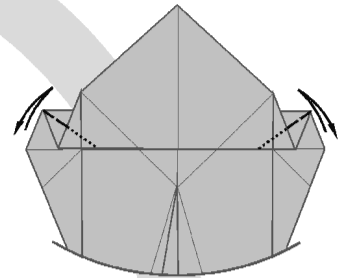


32

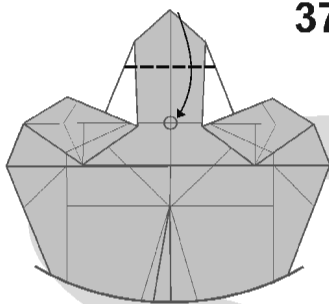


33

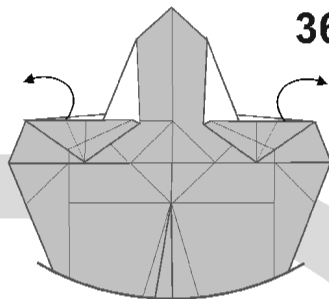
Escalonar uniendo los círculos superiores con los inferiores



34

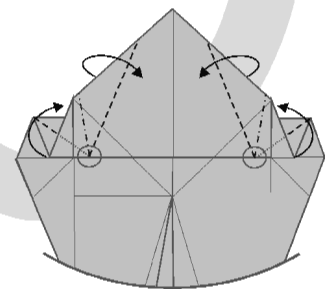


37



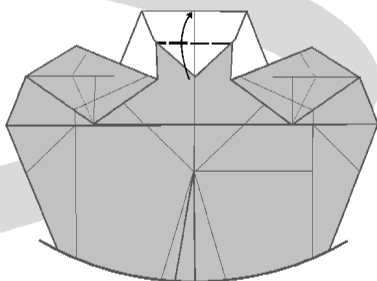
36

Sacar el papel atrapado

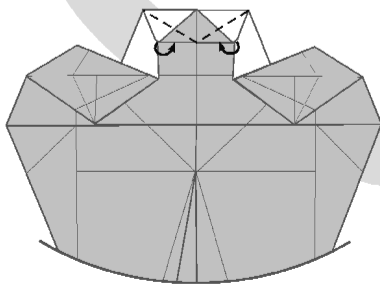


35

Teniendo como pivote los puntos marcados en los círculos, levantar las esquinas inferiores y doblar en valle la parte superior

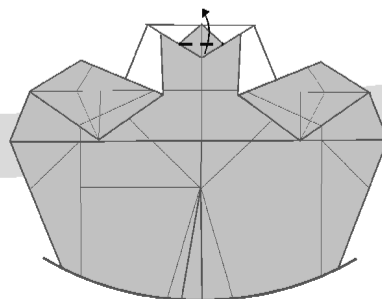


38

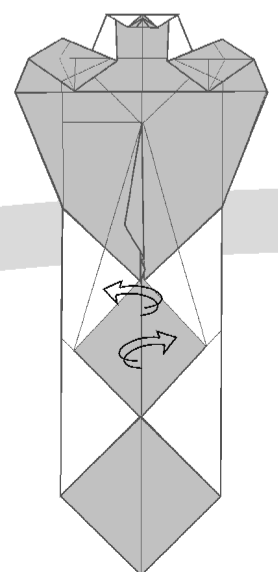


39

Doblar hacia atrás



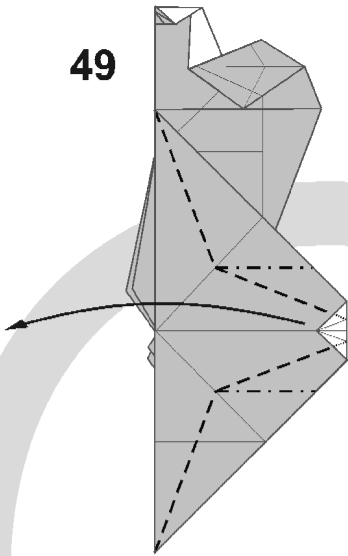
40



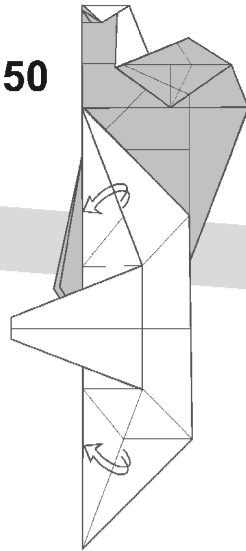
41

Desdoblar

49

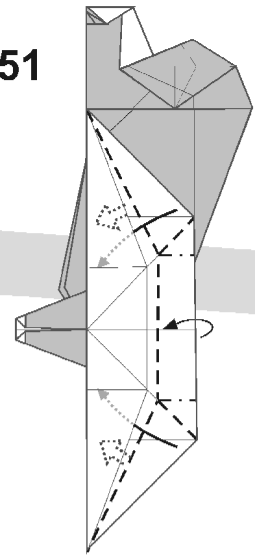


50



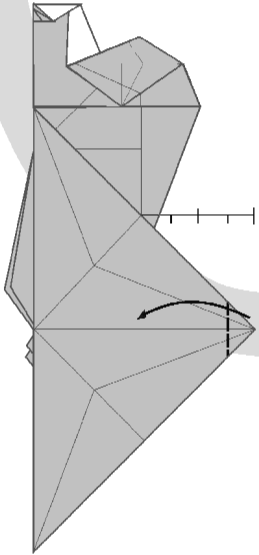
Sacar la capa interna como se muestra e invertir los dobles

51

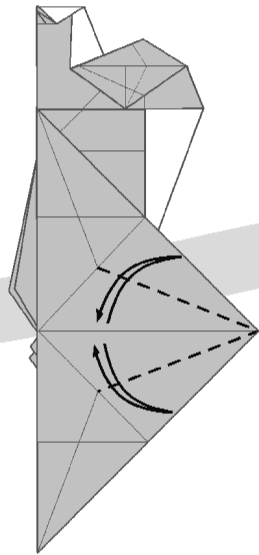


Doblar en valle e insertar debajo de la capa superior

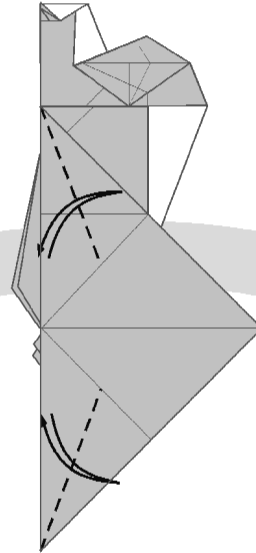
48



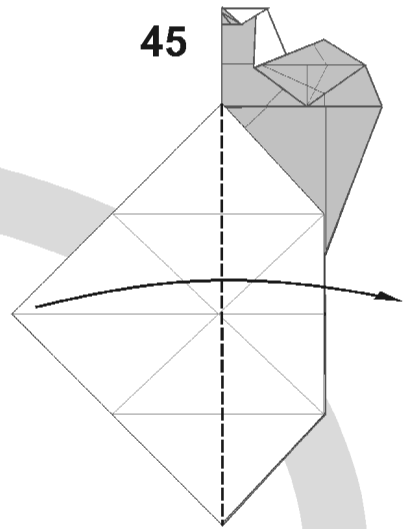
47



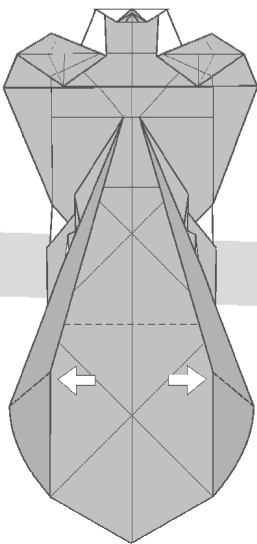
46



45

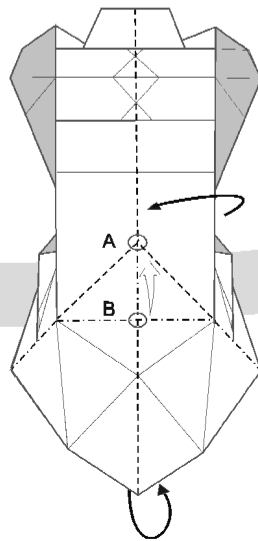


42



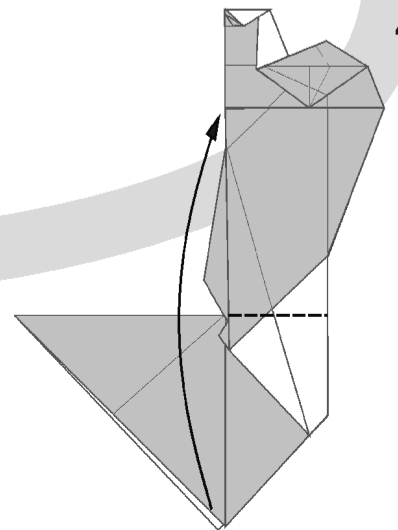
Abrir solo un poco

43

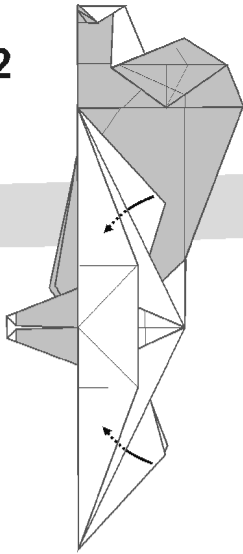


Unir B con A y colapsar todas las capas hacia la izquierda

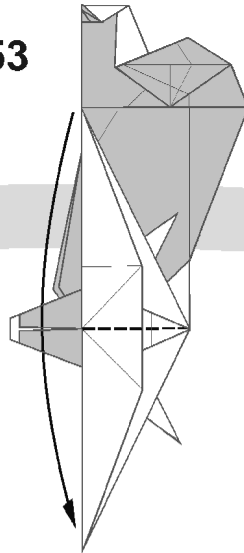
44



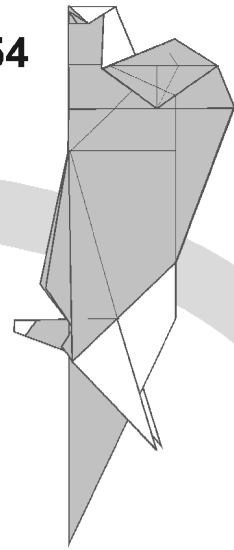
52



53



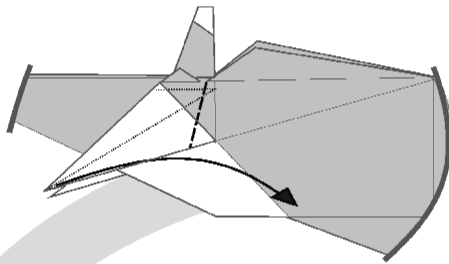
54



90

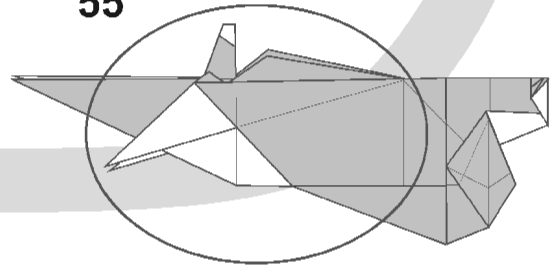
Repetir lo hecho en el paso anterior, solo que ahora insertar dentro de la capa superior adyacente

56

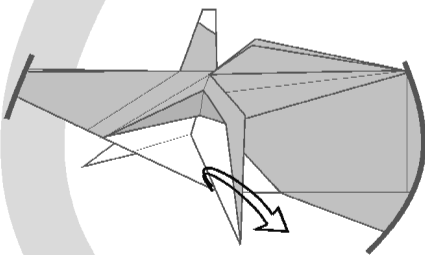


Doblar hacia la derecha

55

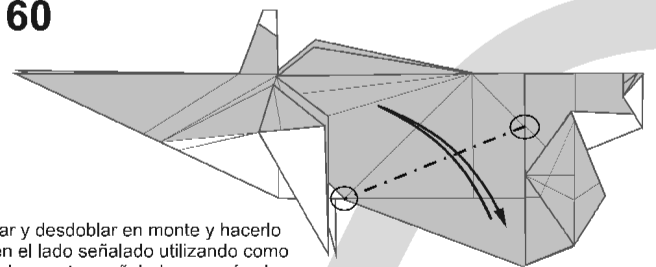


57



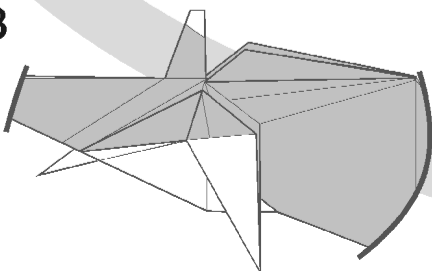
Jalar suavemente

60



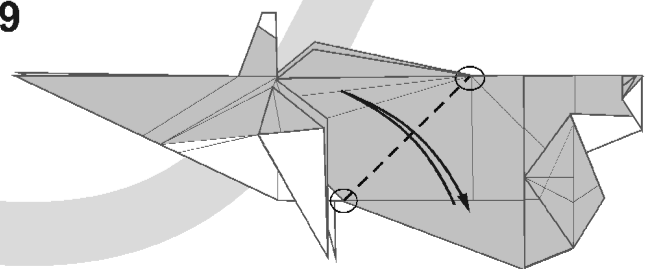
Doblar y desdoblar en monte y hacerlo solo en el lado señalado utilizando como pivote los puntos señalados con círculos

58



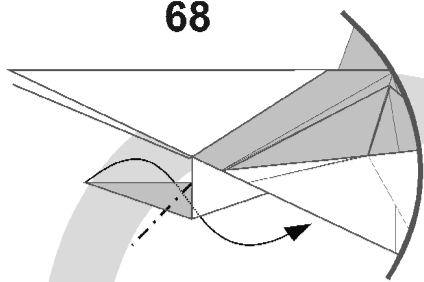
Repetir 55-57 del otro lado

59

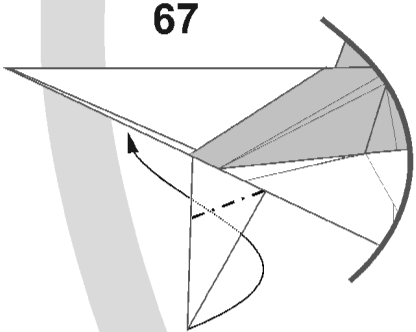


Doblar y desdoblar en valle y hacerlo solo en el lado señalado utilizando como pivote los puntos señalados con círculos

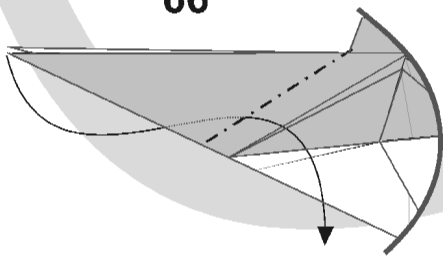
68



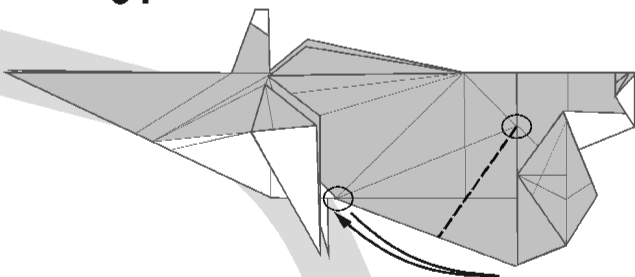
67



66

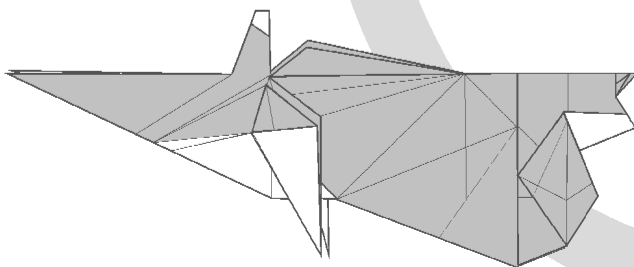


61



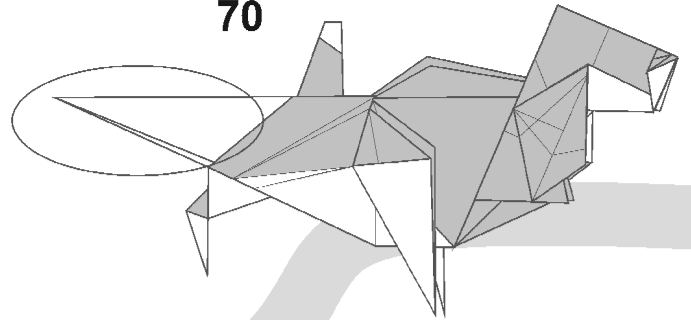
Bisectar

62



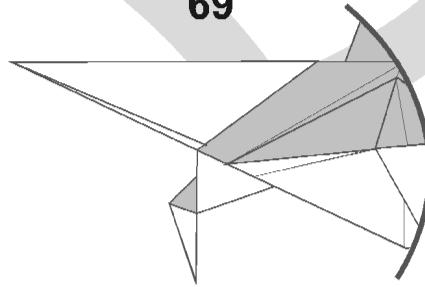
Repetir 59 - 61 del otro lado

70

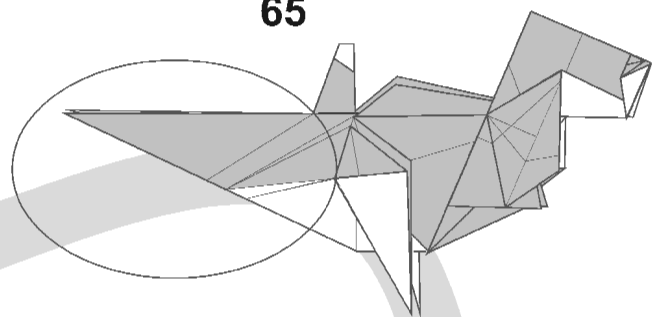


Repetir 65 - 69 del otro lado

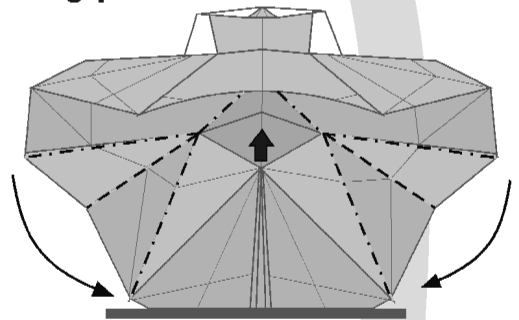
69



65

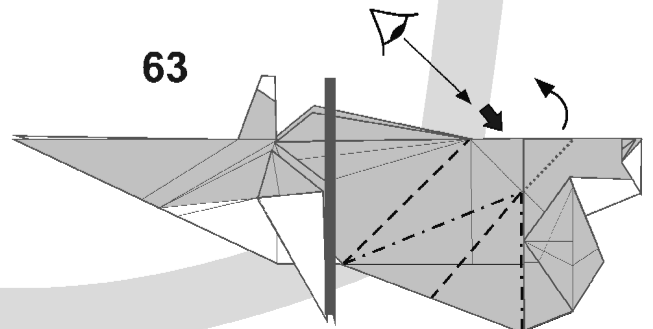


64



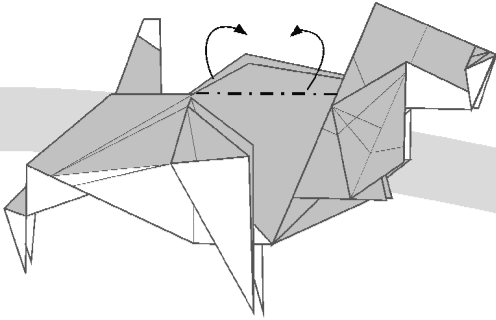
Hundir la parte señalada y doblar como se indica en las líneas

63



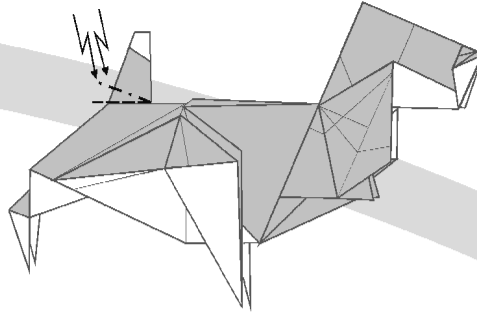
Cambiar la perspectiva de visión para llegar al siguiente paso y jalar un poco hacia atrás como se indica.

71



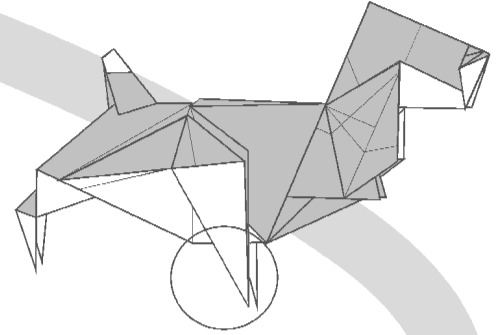
Doblar hacia atrás  
ambas solapas

72

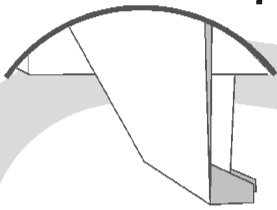


Escalonar

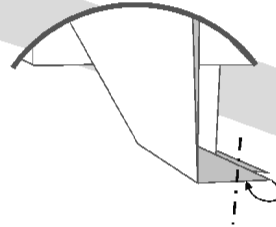
73



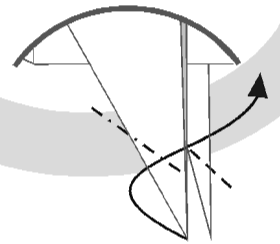
76



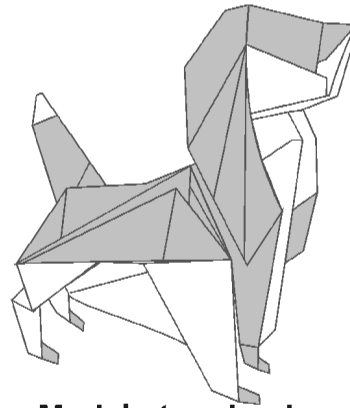
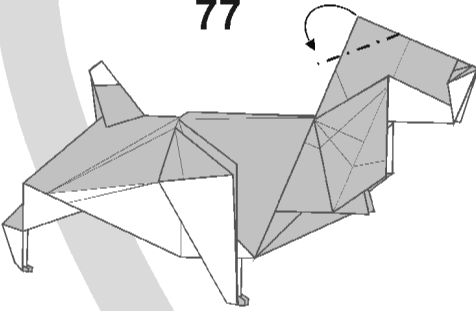
75



74

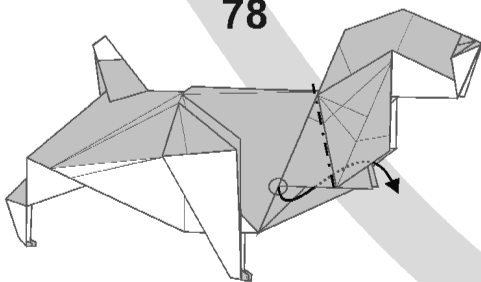


77



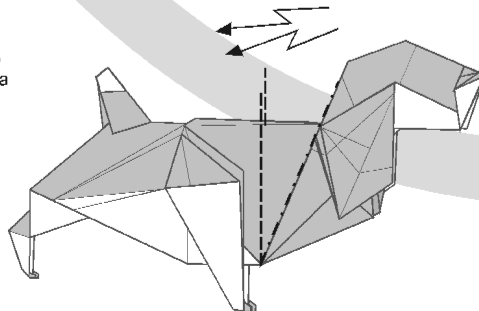
Modelo terminado

78



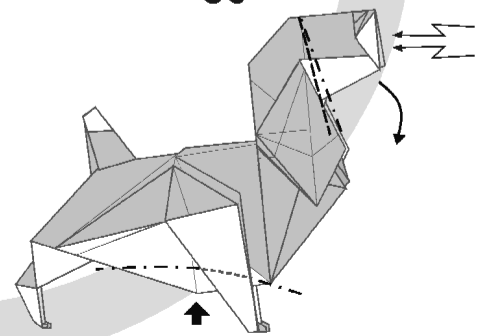
Plegar en monte la  
zona señalada haciendo  
pivote en la zona marcada  
con el círculo en ambos  
lados

79



Escalonar

80



Bajar un poco la  
cabeza y modelar  
la parte inferior