

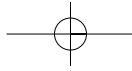
Safari

ORIGAMI



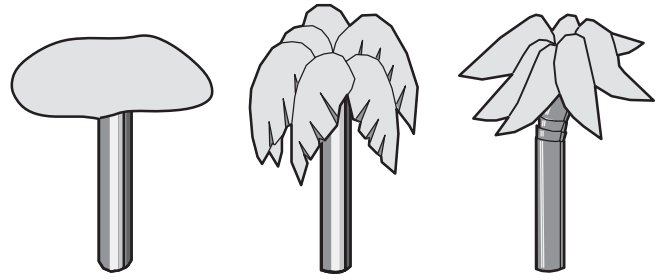
Lionel Albertino

Verlag Die Blechschachtel

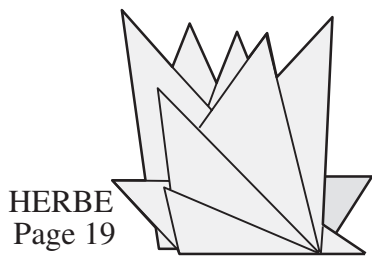


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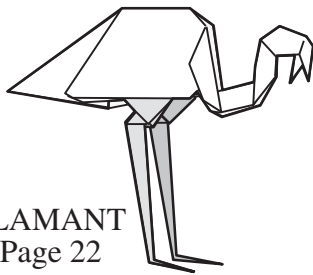
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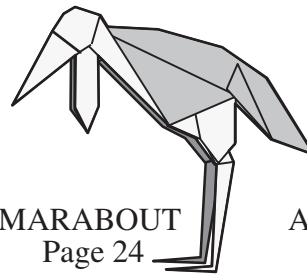
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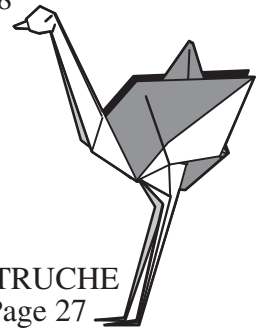
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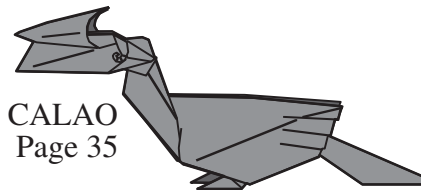
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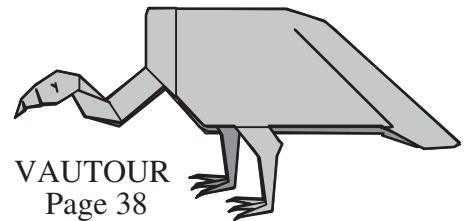
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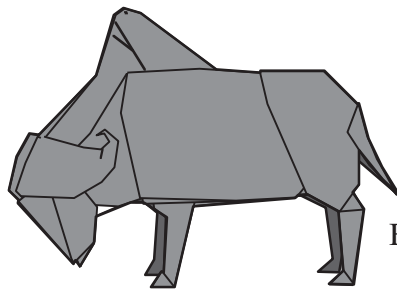
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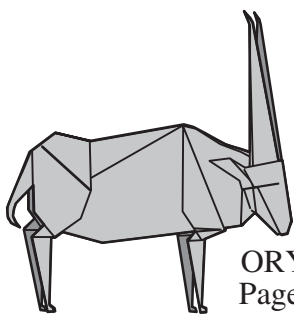
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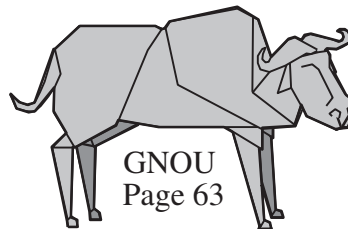
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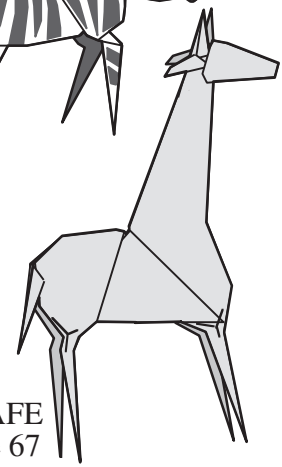
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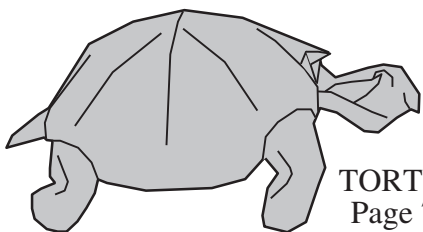
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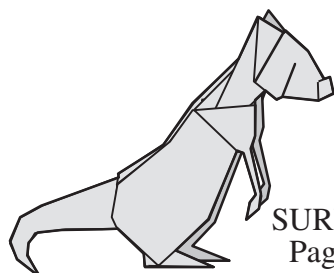
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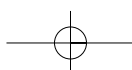
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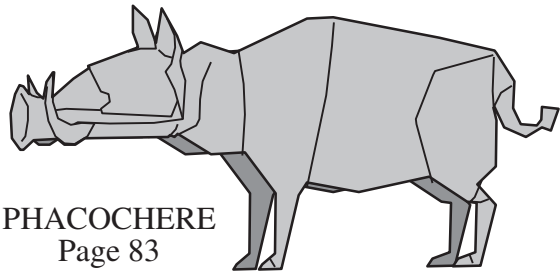
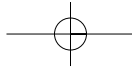


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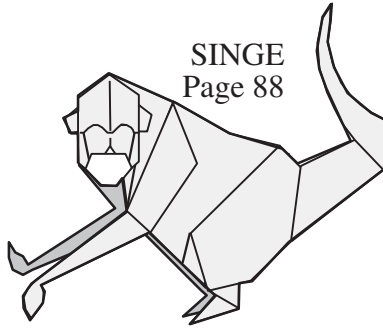


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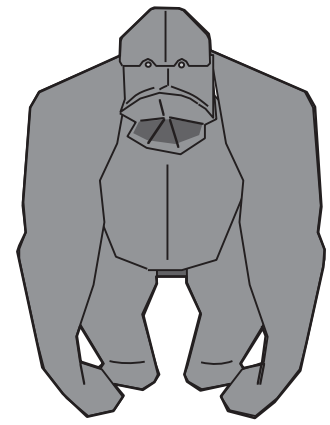




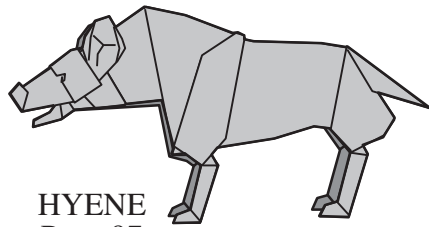
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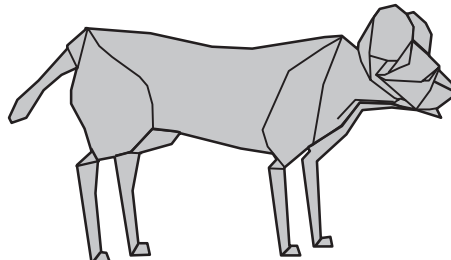
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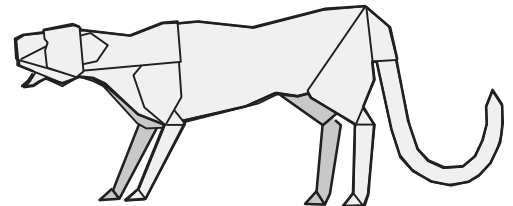
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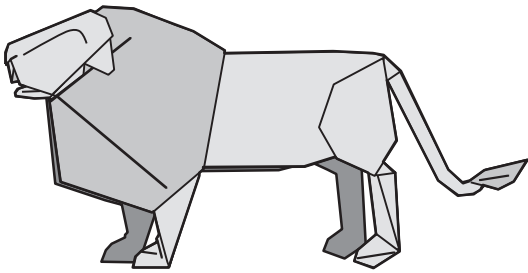
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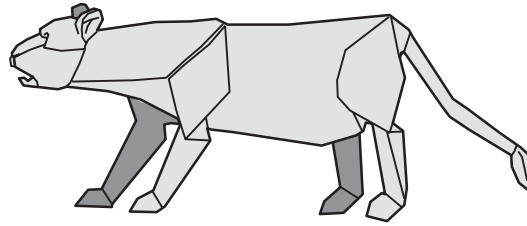
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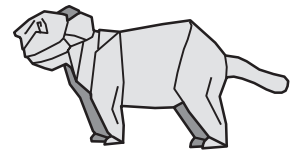
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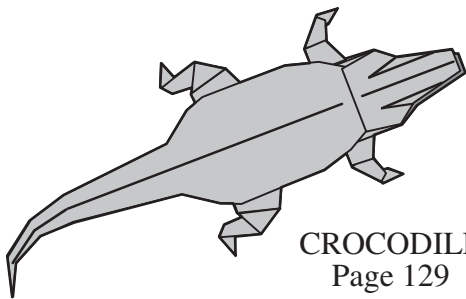
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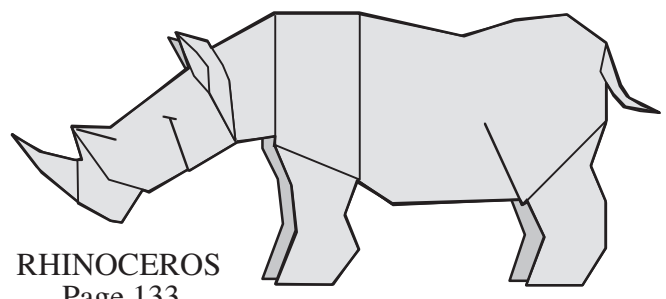
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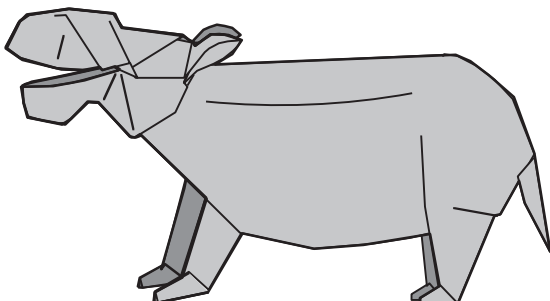
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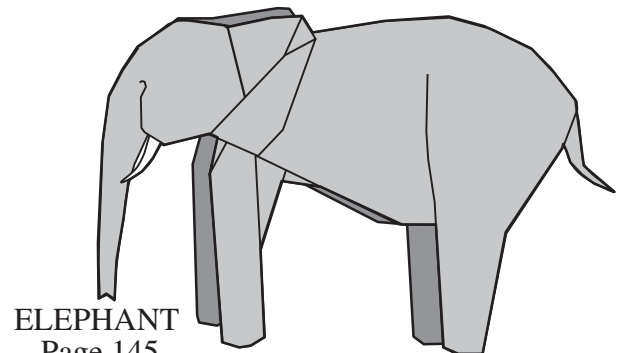
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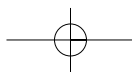
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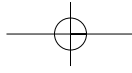


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ELEPHANT
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Niveau de difficulté : Complexe

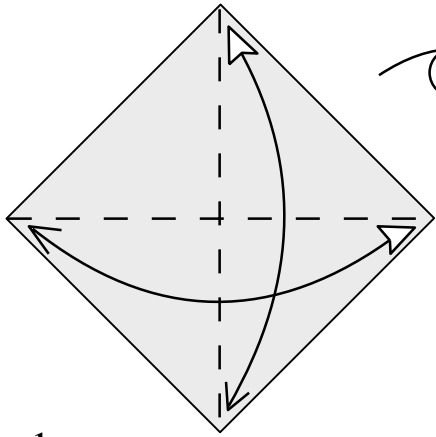
Carré couleur : Recto

Format : 17 cm

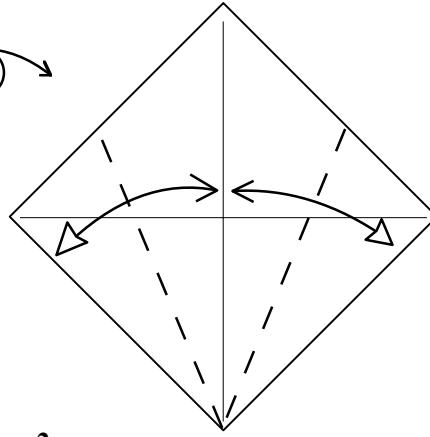
Modèle terminé : 8 cm

Papier : 70 g

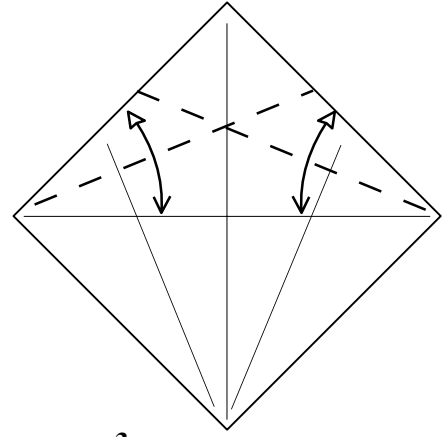
MARTIN-PECHEUR



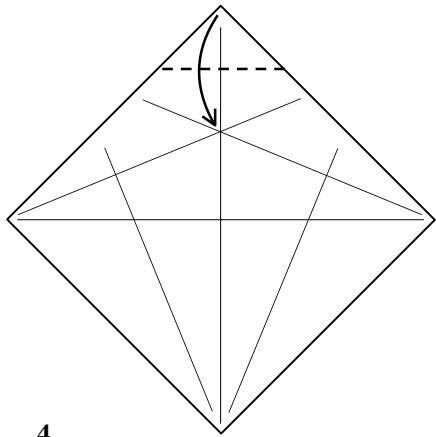
1
Plier et déplier les deux diagonales.
Retourner le carré.



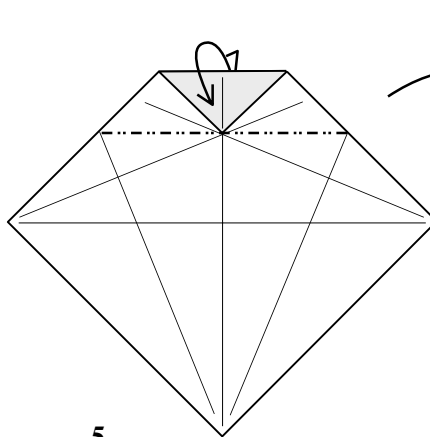
2
Plier et déplier les deux
côtés sur la diagonale.



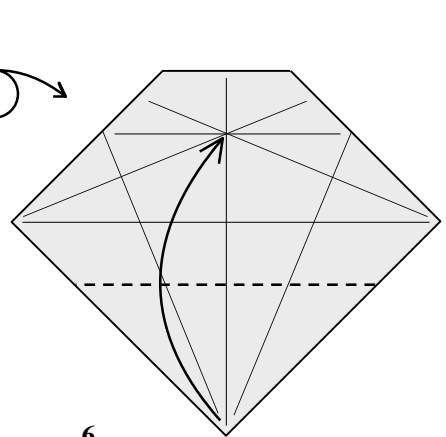
3
Plier, déplier.



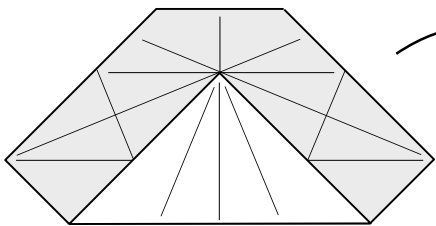
4
Plier le coin jusqu'à l'intersection des
marques des plis.



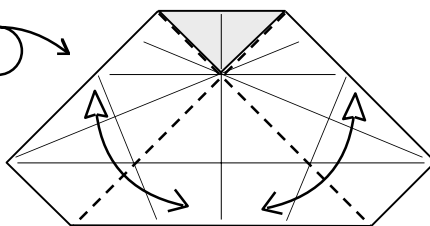
5
Plier, déplier en montagne.
Retourner le modèle.



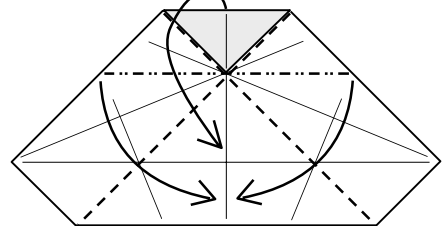
6
Plier la pointe jusqu'à
l'intersection des plis.



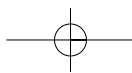
7
Retourner le modèle.

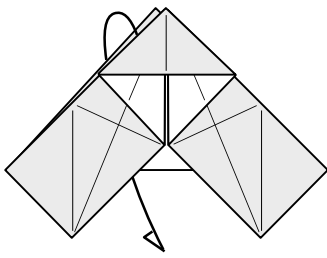
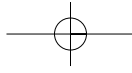


8
Plier, déplier en vallée.

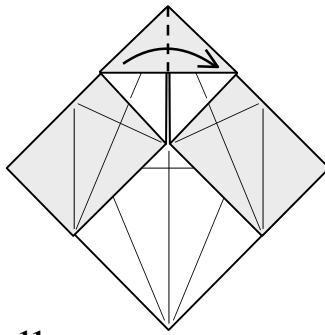


9
Plier comme pour une base
préliminaire.

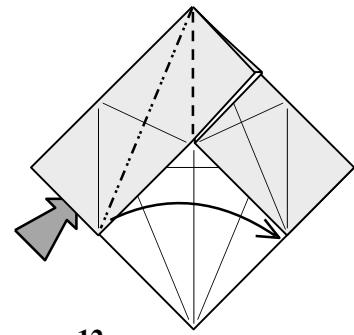




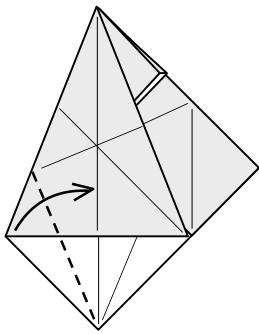
10
Plier la pointe vers le bas.



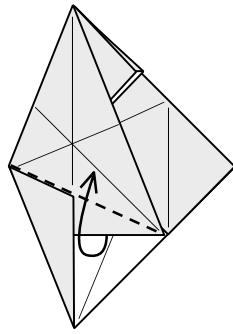
11
Plier un volet de la gauche vers la droite.



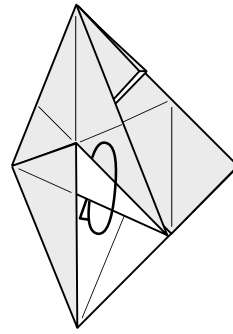
12
Pli aplati.



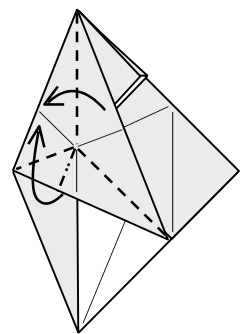
13
Pli vallée.



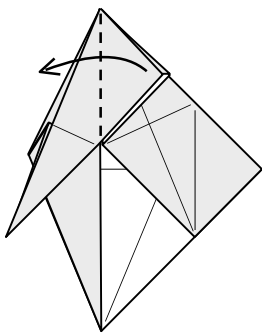
14
Libérer l'épaisseur.



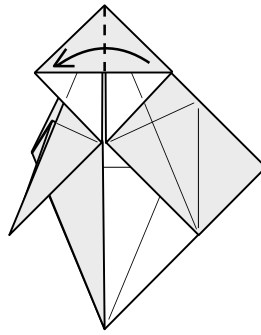
15
Plier le volet à l'intérieur.



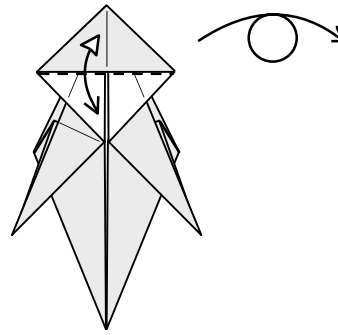
16
Pli oreille de lapin.



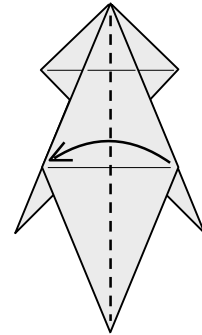
17
Plier un volet vers la gauche.



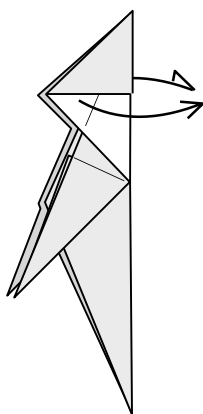
18
Répéter les opérations de 11 à 17 sur la partie droite.



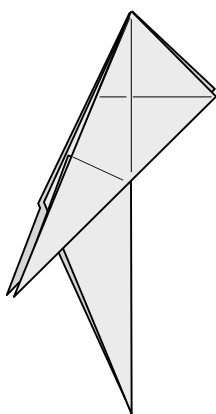
19
Plier, déplier sur toutes les épaisseurs. Retourner le modèle.



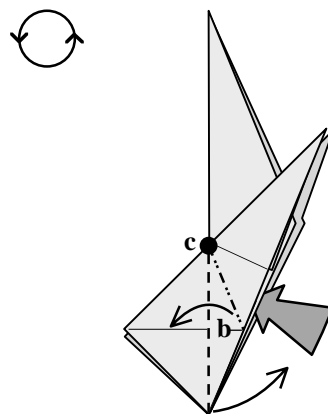
20
Plier en vallée pour fermer le modèle.



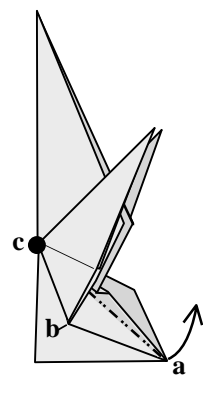
21
Plier le volet vers l'avant. Répéter derrière.



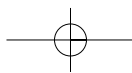
22
Rotation du modèle.

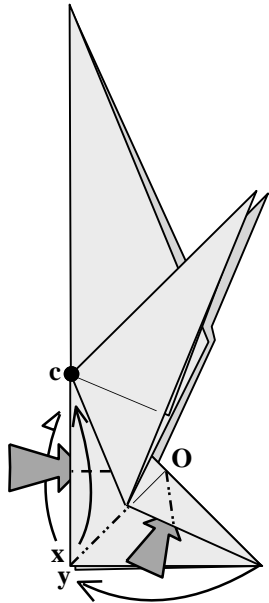
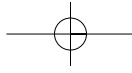


23
Pli inversé intérieur. Attention le point c est une zone sensible.

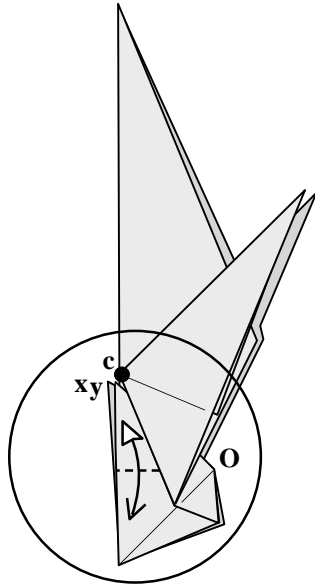


24
Vue intermédiaire du pli 23.

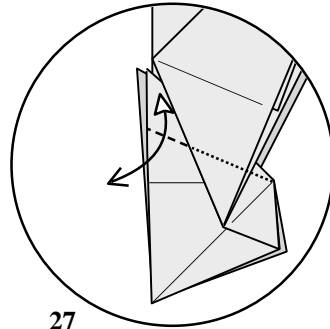




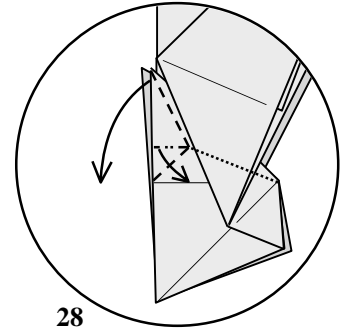
25
Plier **x** derrière et **y** devant vers **c**, en utilisant **O** comme axe de pivot.



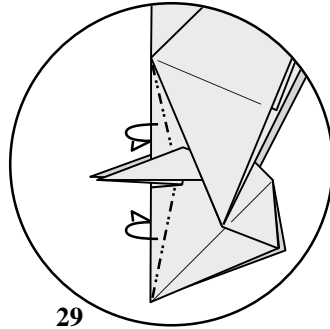
26
Plier, déplier. Répéter derrière. Sélection de la zone de travail.



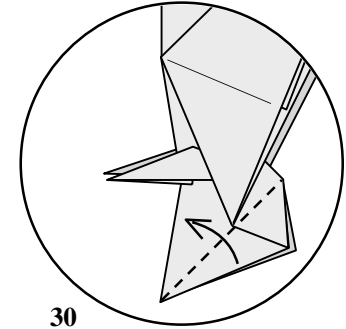
27
Plier, déplier. Répéter derrière.



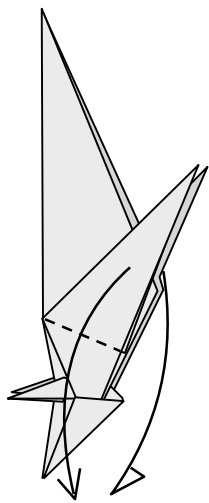
28
Pli oreille de lapin. Répéter derrière.



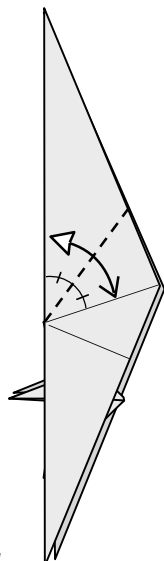
29
Plier à l'intérieur. Répéter derrière.



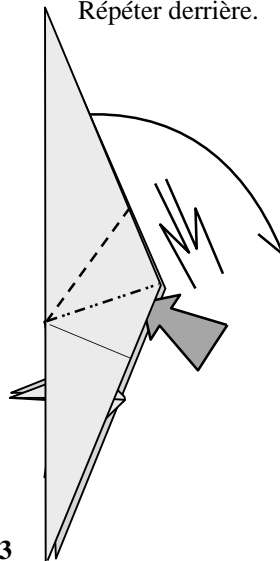
30
Pli vallée. Répéter derrière.



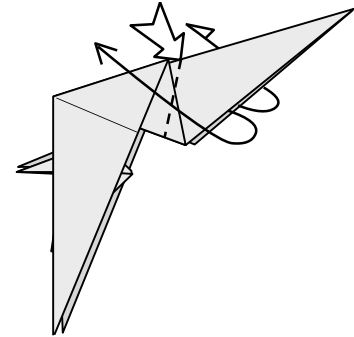
31
Plier une pointe vers le bas. Répéter derrière.



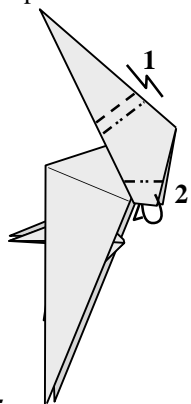
32
Plier, déplier la bissectrice.



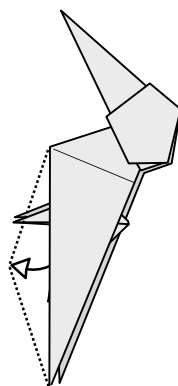
33
Repli intérieur.



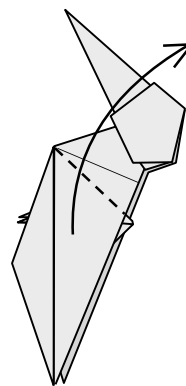
34
Pli inversé extérieur.



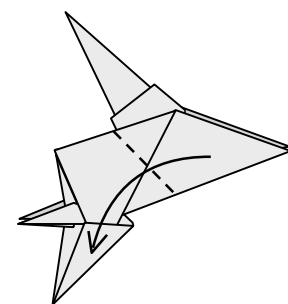
35
1 Repli pour le bec.
2 Pli inversé intérieur pour la tête. Répéter derrière.



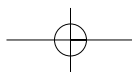
36
Dégager une épaisseur sous l'aile. Répéter derrière.

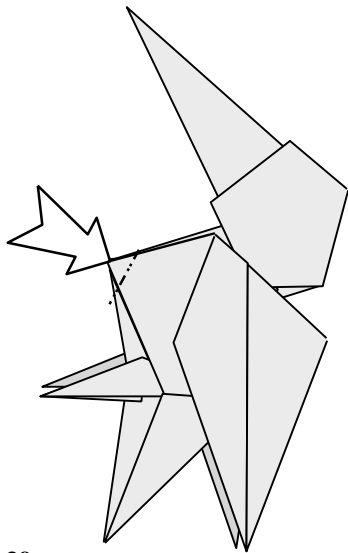
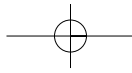


37
Remonter l'aile. Répéter derrière.

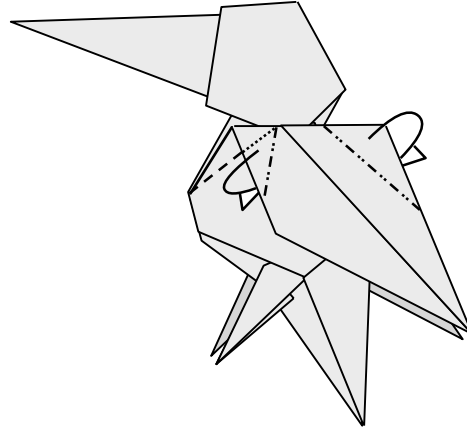


38
Plier l'aile vers le bas. Répéter derrière.

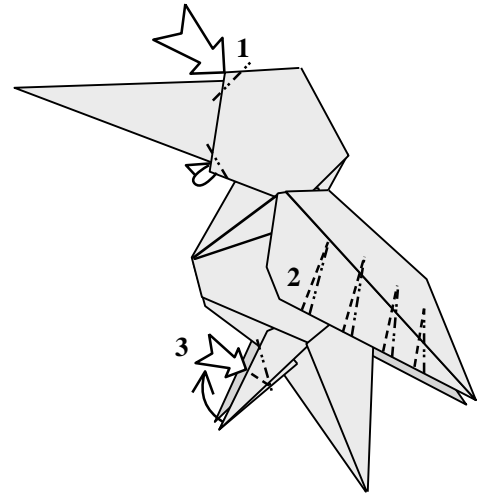




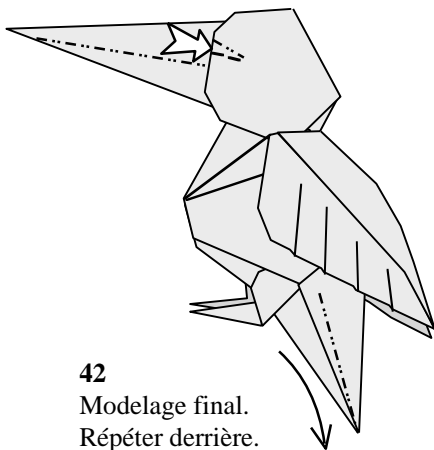
39
Enfoncement fermé
sur le ventre.
Rotation du modèle.



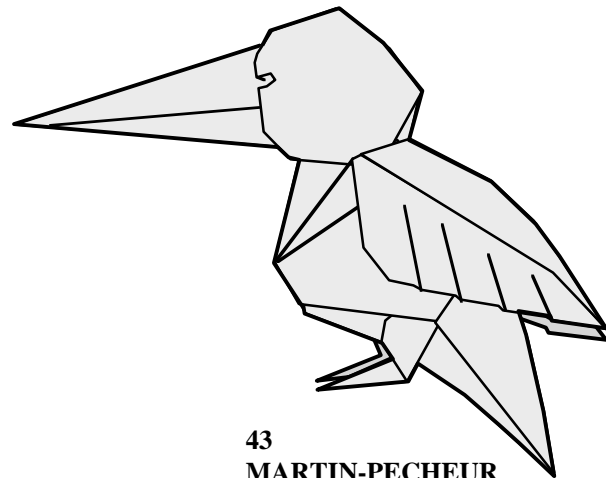
40
Former l'aile.
Répéter derrière.



41
1 Modelage de la tête.
2 Repli pour l'aile.
3 Repli inversé pour la patte.
Répéter derrière.



42
Modelage final.
Répéter derrière.



43
MARTIN-PECHEUR
TERMINE.

