

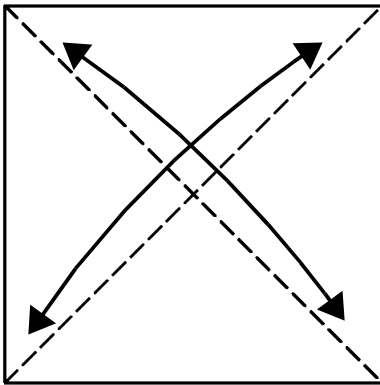
# RANITA

Juan Francisco Carrillo Guzmán (2008)

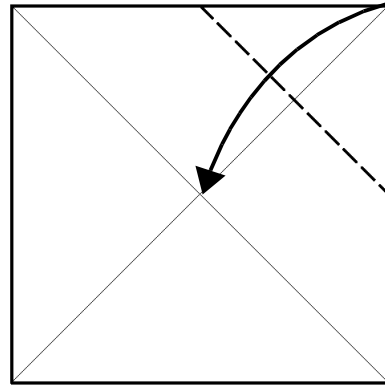
<http://masquepapel.blogspot.com/>



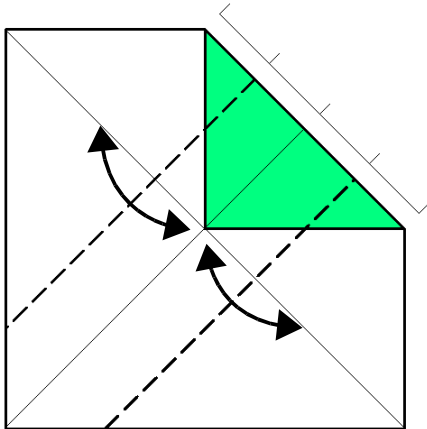
1. Doblar y desdoblar



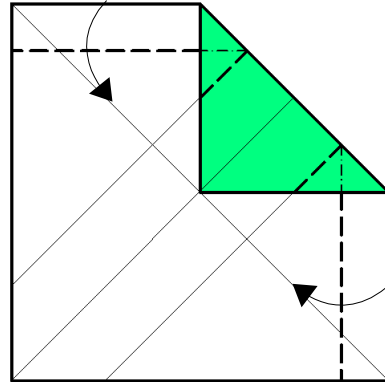
2. Llevar la punta del cuadrado al centro



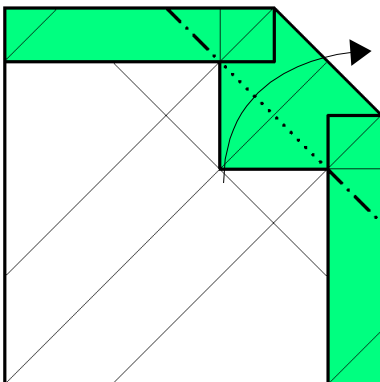
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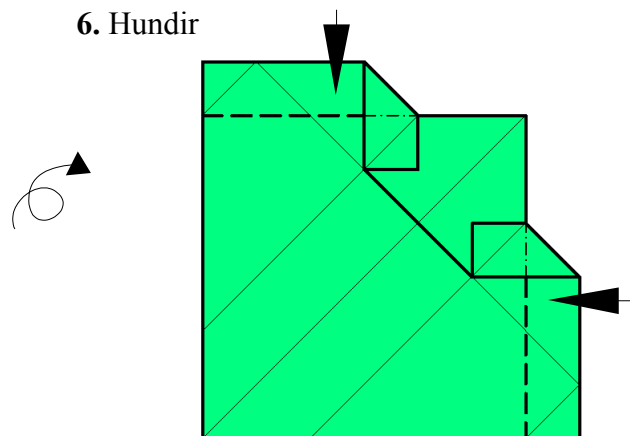
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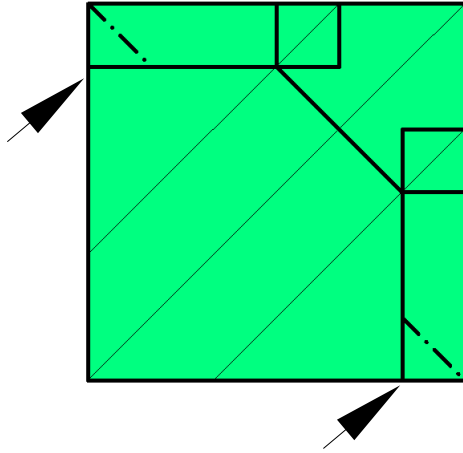
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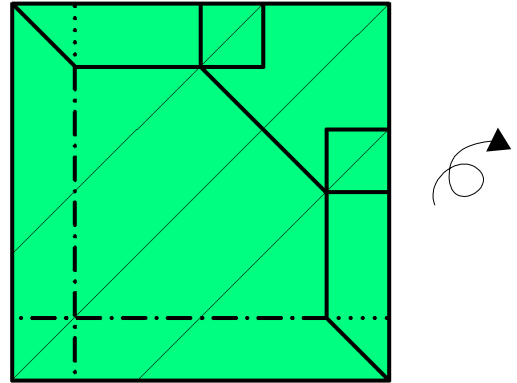
6. Hundir



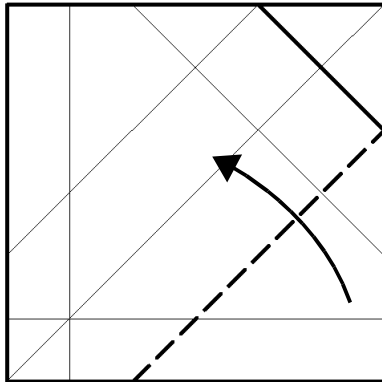
7. Hundir las puntas



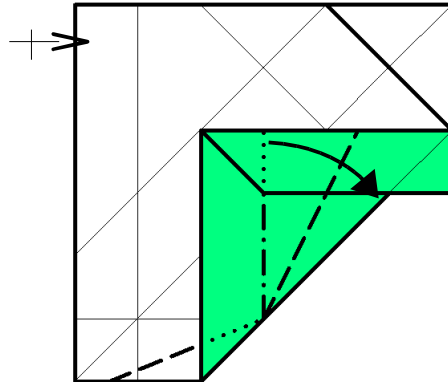
8. Doblar y desdoblar. Dar la vuelta.



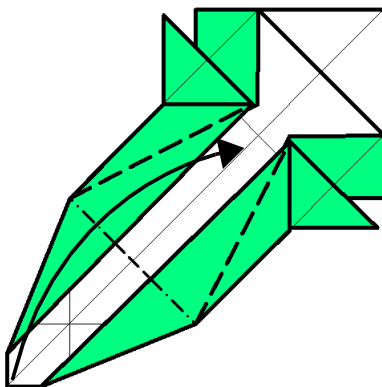
9.



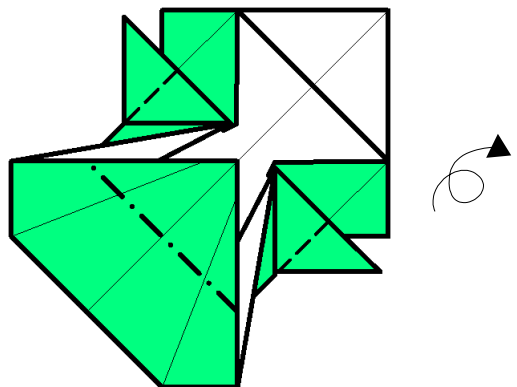
10. Plegar en valle por la bisectriz. Repetir en la otra punta los pasos 9 y 10.



11.



12. Doblar las patas delanteras en 90° con el resto del modelo. Dar la vuelta.



13. Modelo terminado

