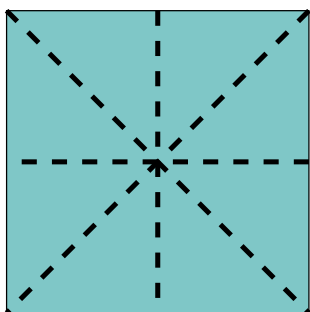


budinaia

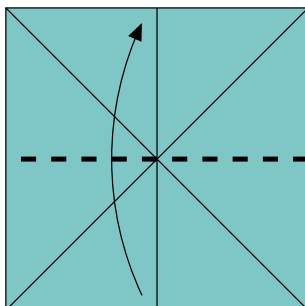
Roberto Gretter, autunno 2003

dedicato a Riccardo

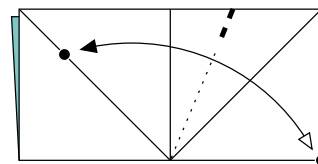
usa cartoncino leggero



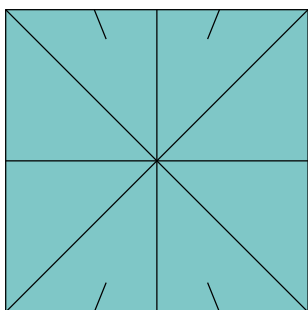
1. colore sopra;
prepiega a valle



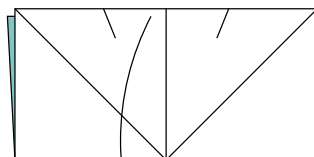
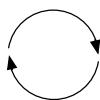
2.



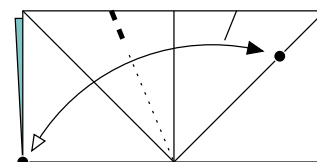
3. marca solo la
parte alta del foglio



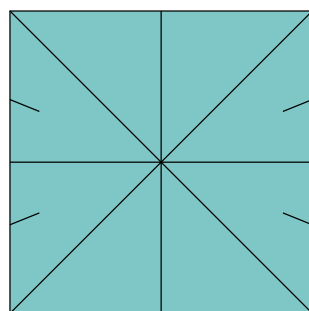
6. ruota di 90°



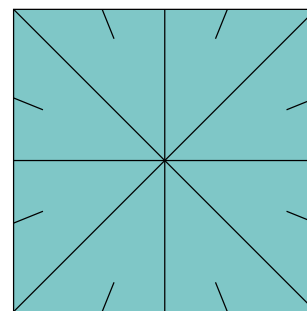
5. riapri



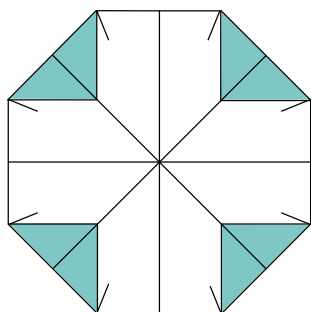
4. ripeti dall'altra parte



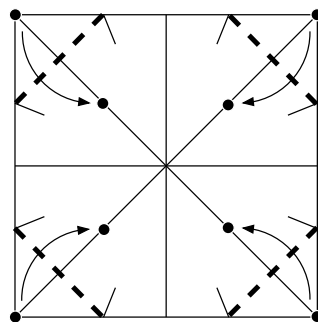
7. ripeti 2-5



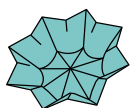
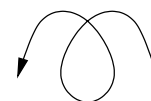
8. ora gira..

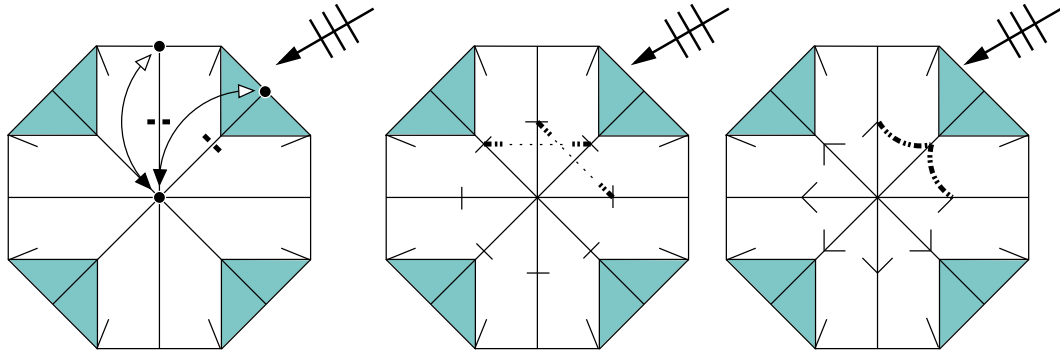


10. ottagono regolare fatto!



9. osserva i riferimenti

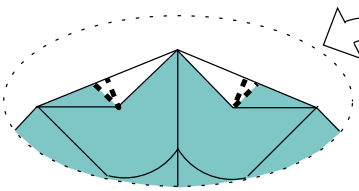




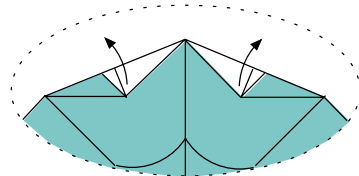
11. prima guarda al passo 14 cosa vogliamo ottenere; poi marca i punti segnati

12. piega a monte, usando i riferimenti del passo 11;

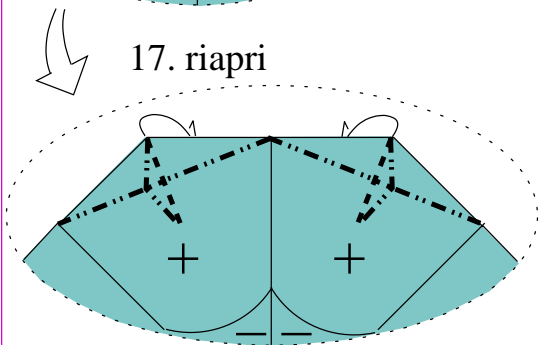
13. unisci con una piega curva a monte i segmenti del passo 12



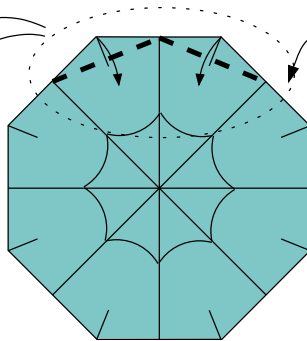
16. prepiega



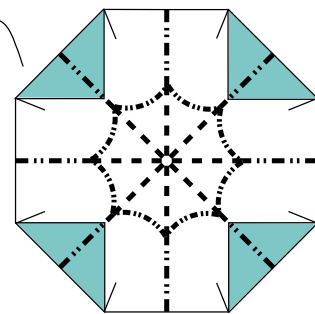
17. riapri



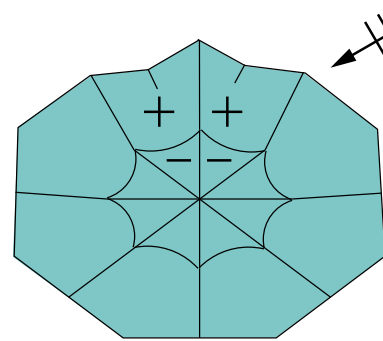
18. il crimp rende il modello 3-D; asseconda le pieghe del passo 14; il + indica curvatura convessa il - indica curvatura concava



15.



14. il centro e' finito. rovescia a valle le pieghe all'interno dell'ottagono curvo, poi riapri



19. ripeti i passi 15-18 sugli altri 6 spicchi

