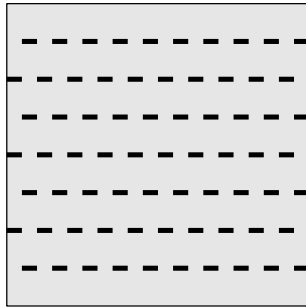
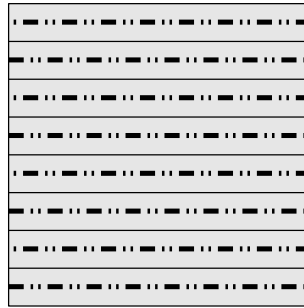


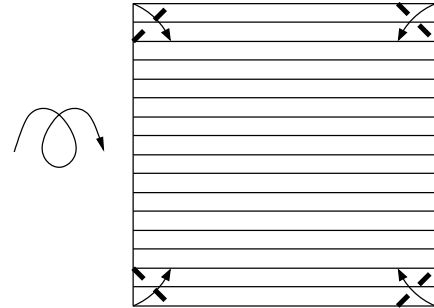
## ruota semplice



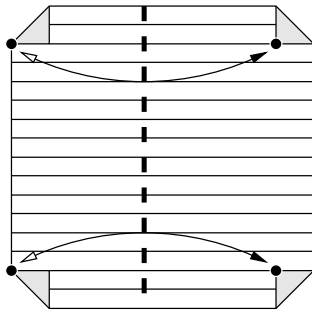
1. colore sopra; dividi a valle in ottavi



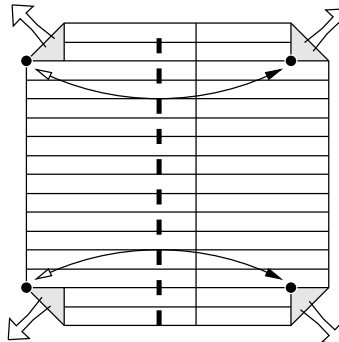
2. dividi a monte in sedicesimi



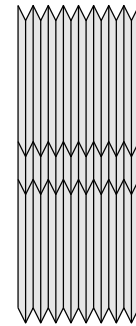
3. piega a valle



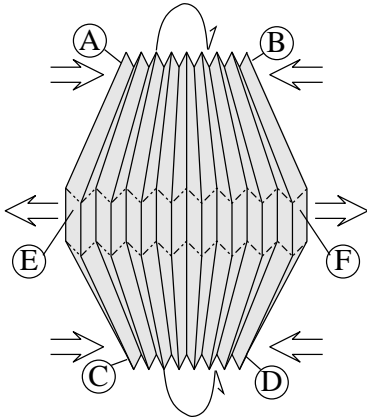
4. piega e riapri



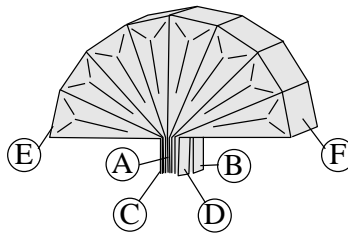
5. piega e riapri completamente



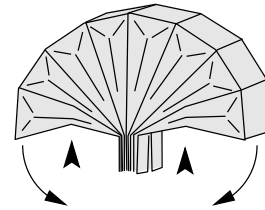
6. piega a fisarmonica



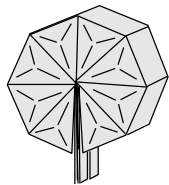
7. tira al centro, aprendo sulle pieghe a monte; il modello diventa 3-D



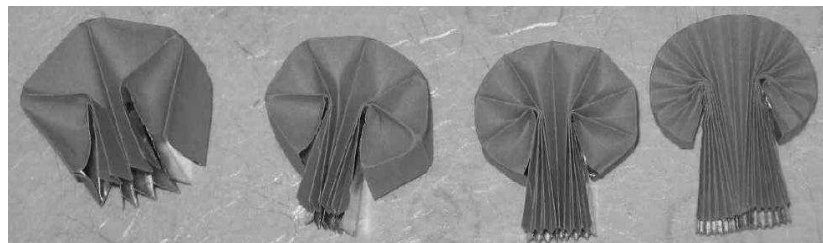
8. mezzo cerchio è già formato



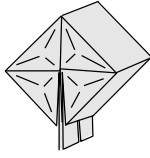
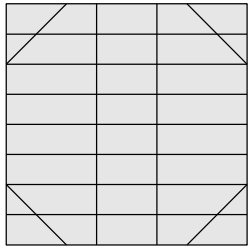
9. premi dove indicato per chiudere il modello; aiutati con una pinzetta



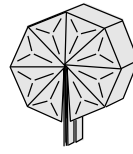
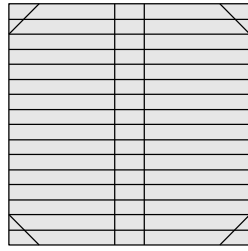
10. ruota semplice finita



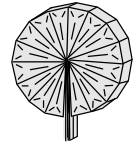
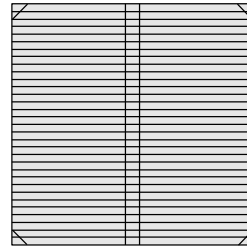
variando la divisione iniziale si ottengono ruote con un diverso numero di lati; tanto maggiore é il numero di lati, tanto minore può essere lo spessore della ruota.



ruota (ehm...) con 4 lati

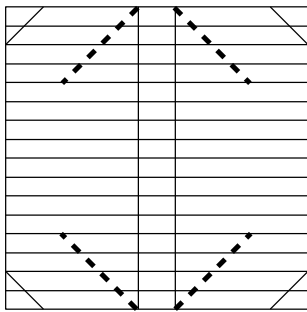


ruota con 8 lati

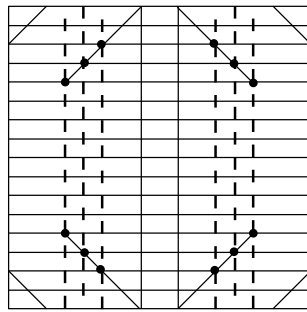


ruota con 16 lati

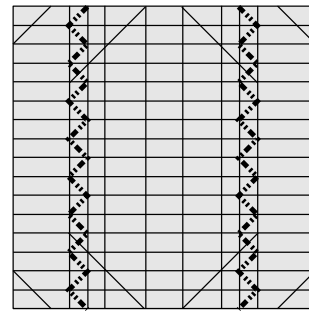
### ruota con perno



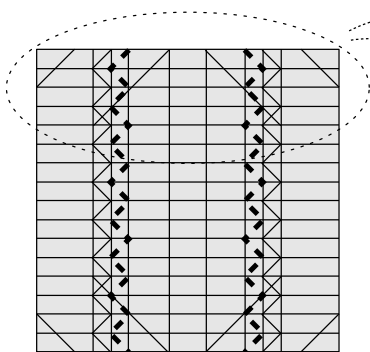
6a. prepiega a 45 gradi



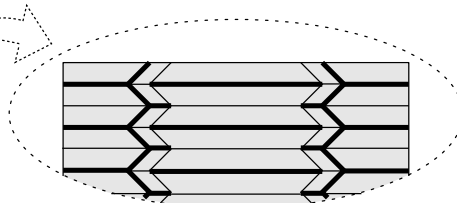
7a. segna leggermente



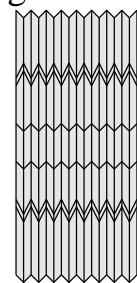
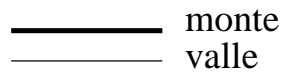
8a. zig zag a monte



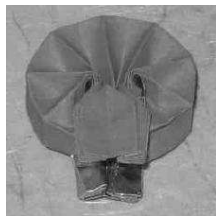
9a. zig zag a valle



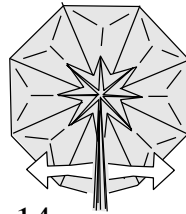
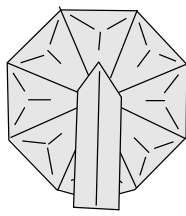
10a. collassa seguendo le pieghe esistenti:



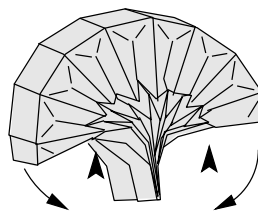
11a.



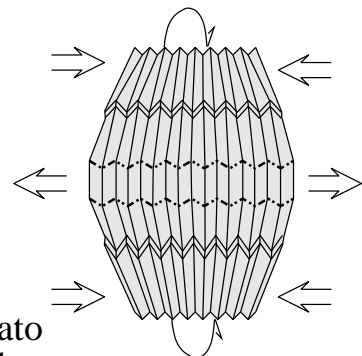
15a. ruota con perno finita



14a. apri il perno



13a. premi dove indicato per chiudere il modello; aiutati con una pinzetta



12a. tira al centro, come al passo 7

