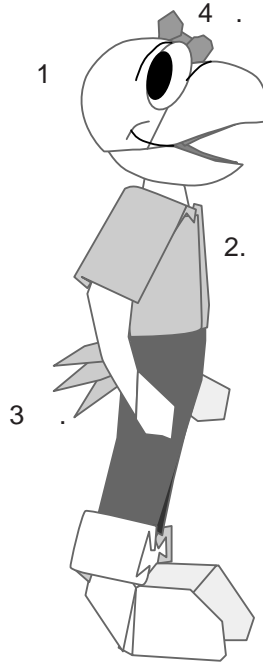
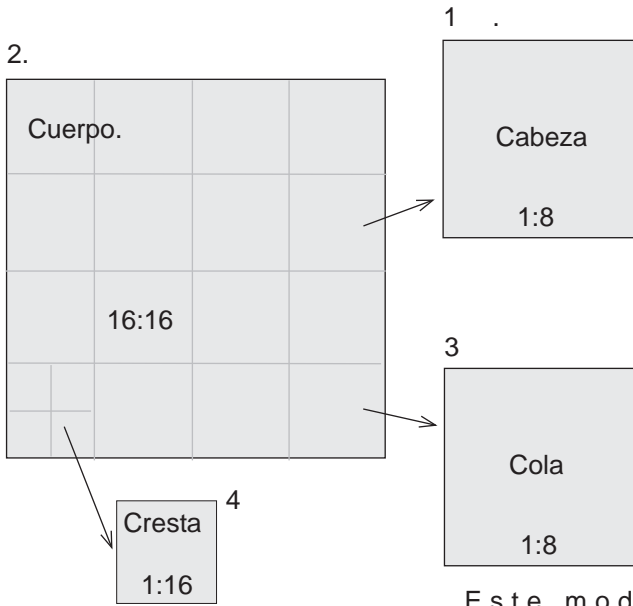


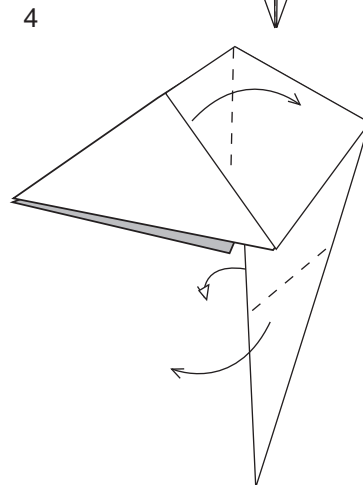
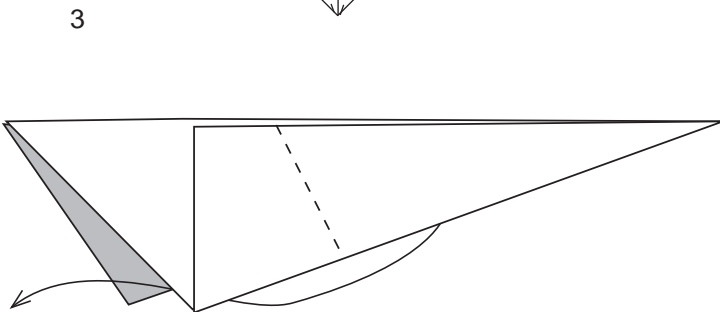
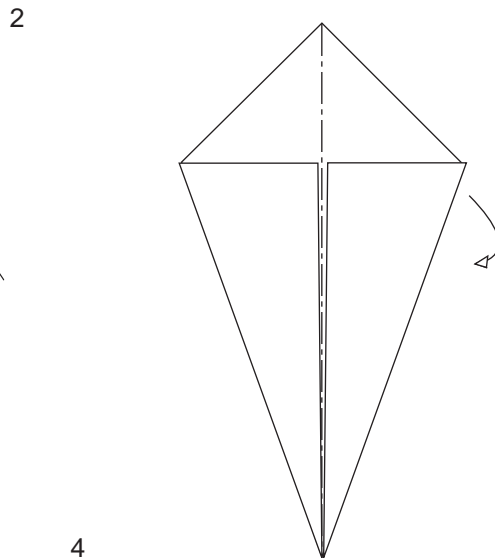
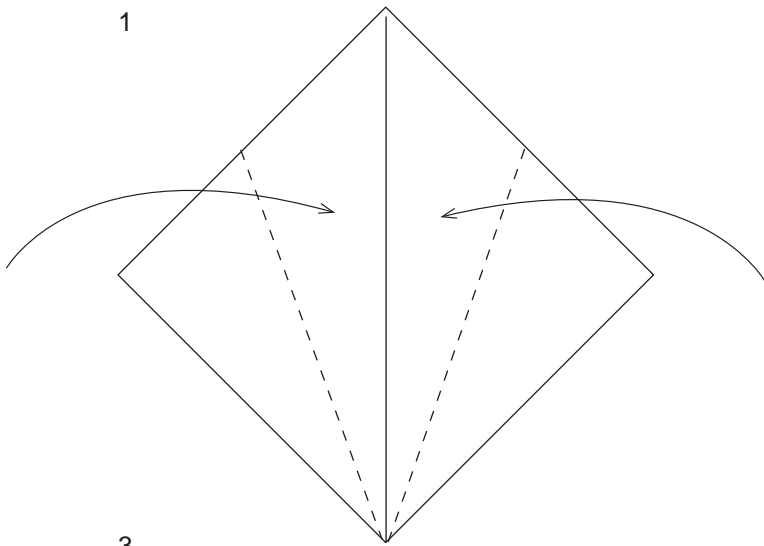
# CONDORITO

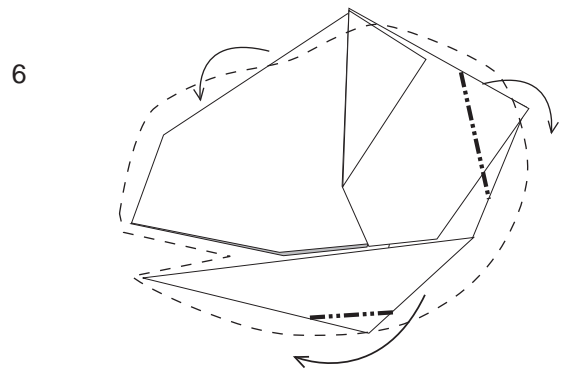
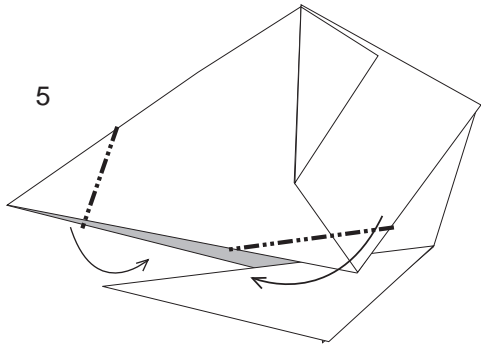
Patricio Kunz Tomic 2003 ©



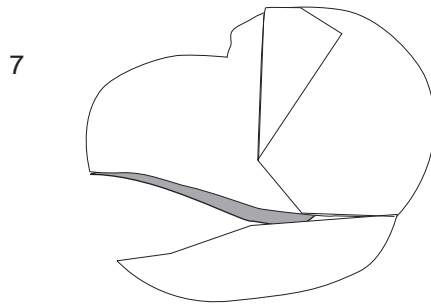
Este modelo se compone de cuatro partes. La cabeza, el cuerpo, la cresta y la cola. La proporciones son de 1:8 del cuerpo para la cabeza y la cola y de 1:16 para la cresta.

## Cabeza





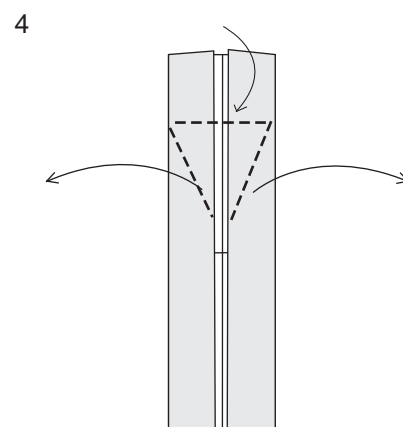
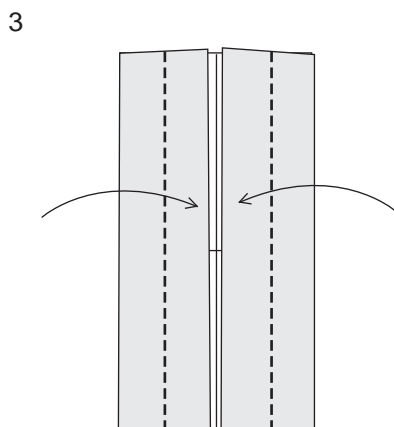
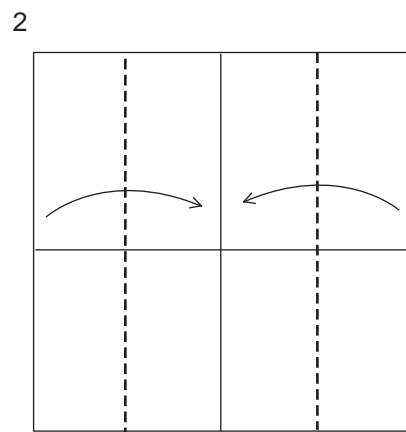
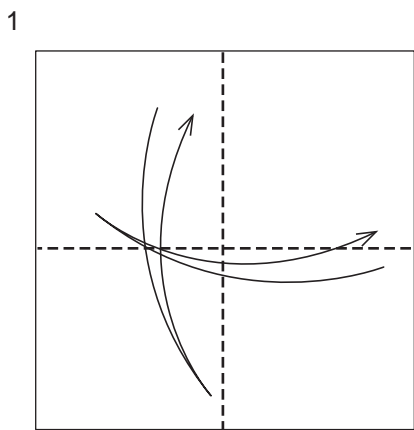
(Redondear cara )



(Dar volumen a la Cabeza )

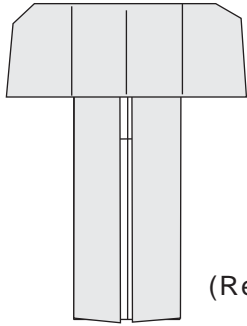
## Cresta

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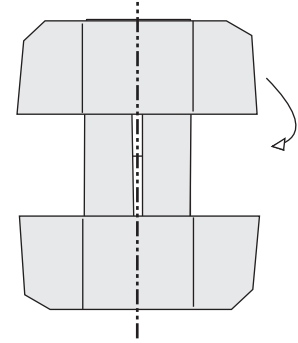
(doblar un poco antes de la mitad )

5

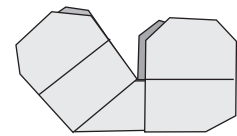


(Repetir paso 4 en parte inferior)

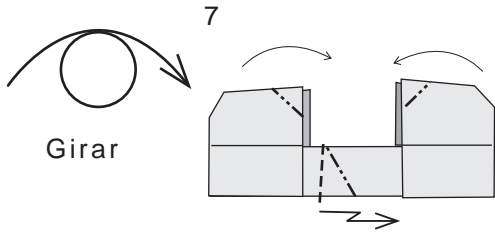
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8

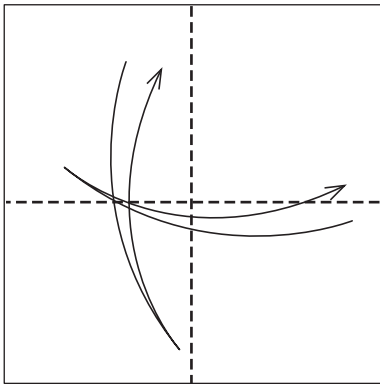


(Redondear la cresta)

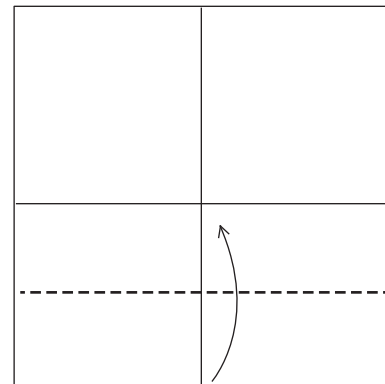


## Cuerpo

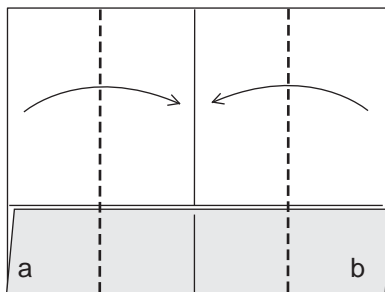
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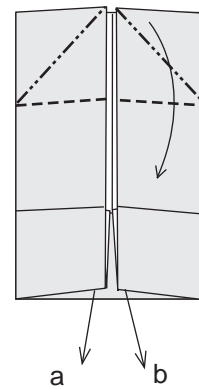
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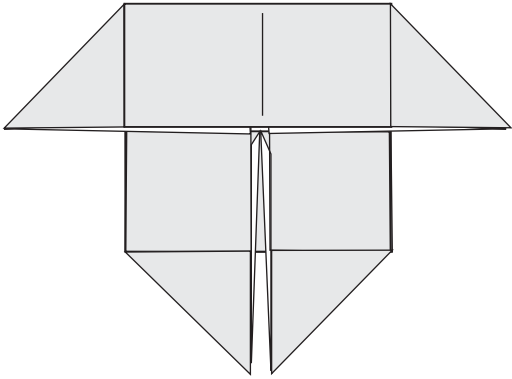
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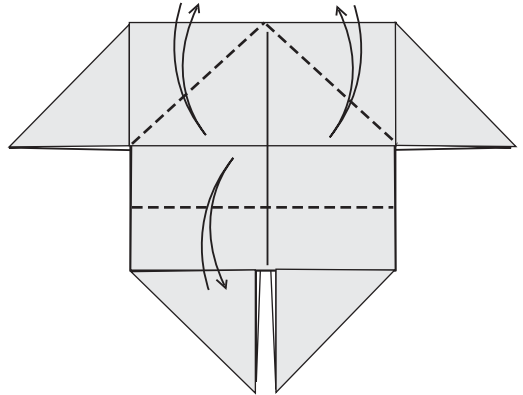
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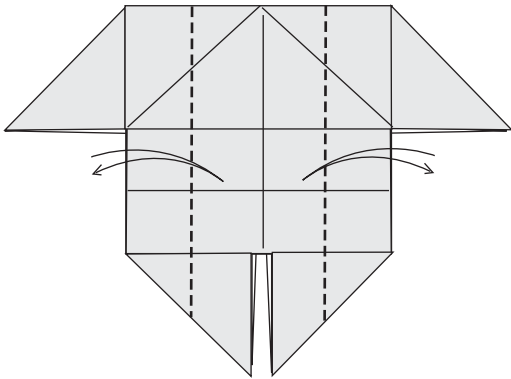
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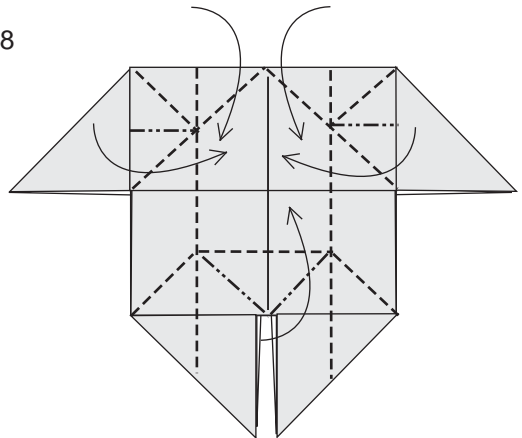
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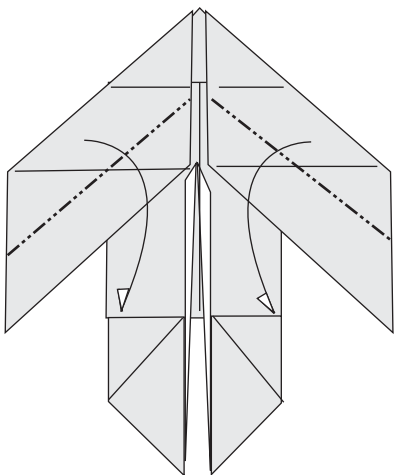
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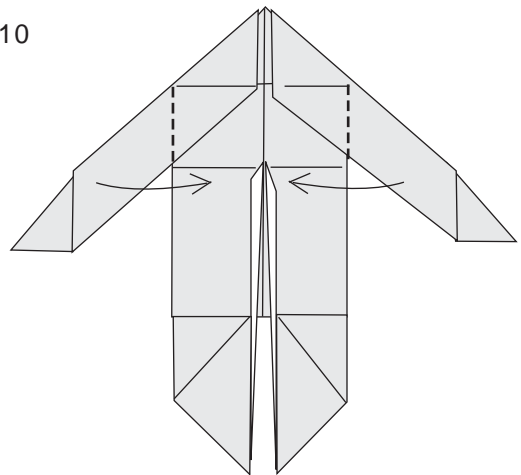
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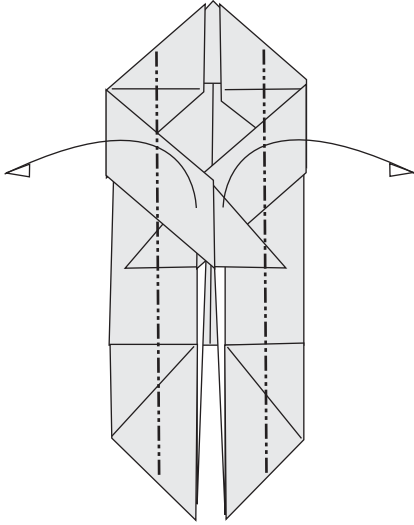
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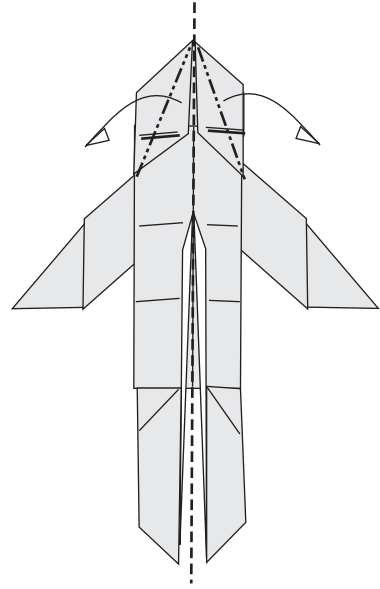
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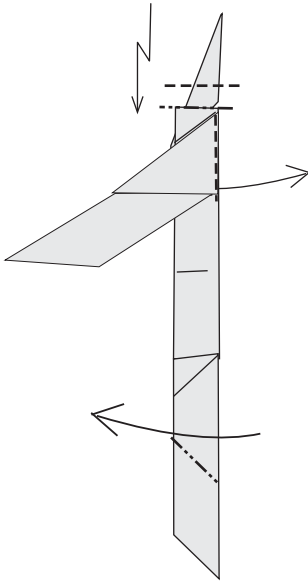
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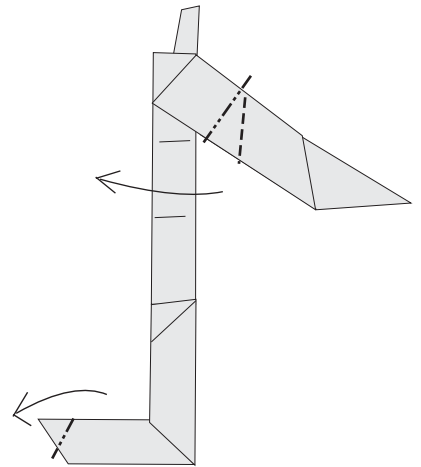
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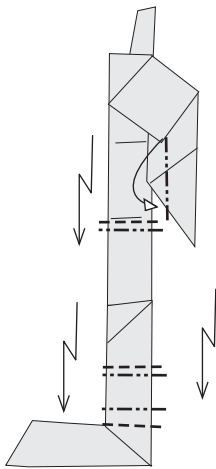
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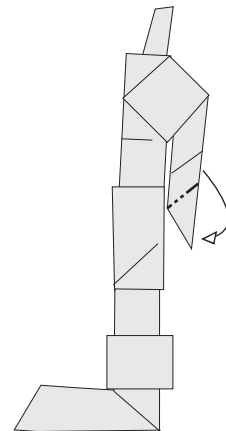
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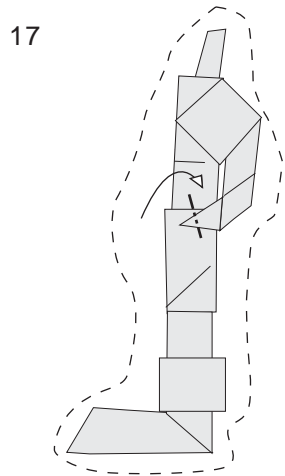


15

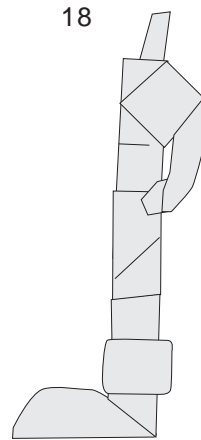


16



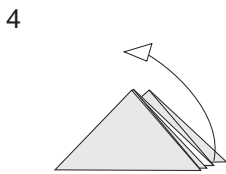
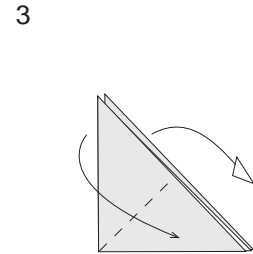
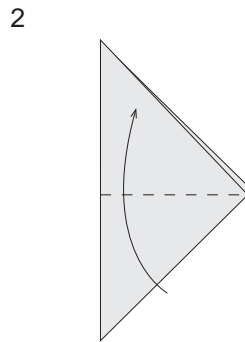
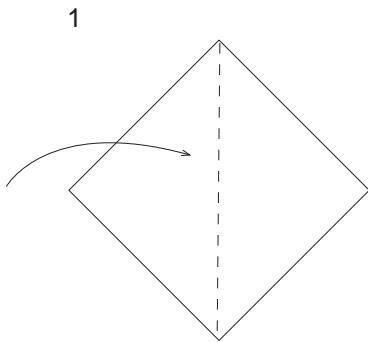


(Redondear la Figura)

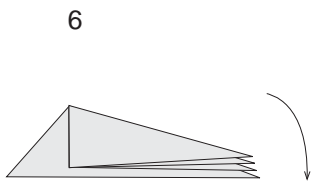
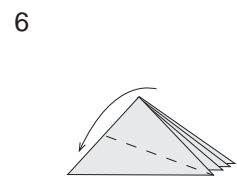
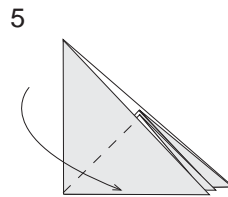


## Cola

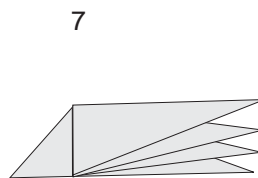
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(Tirar la capa del medio)



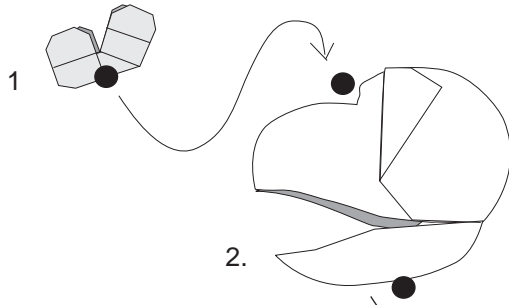
(Separar Plumas)



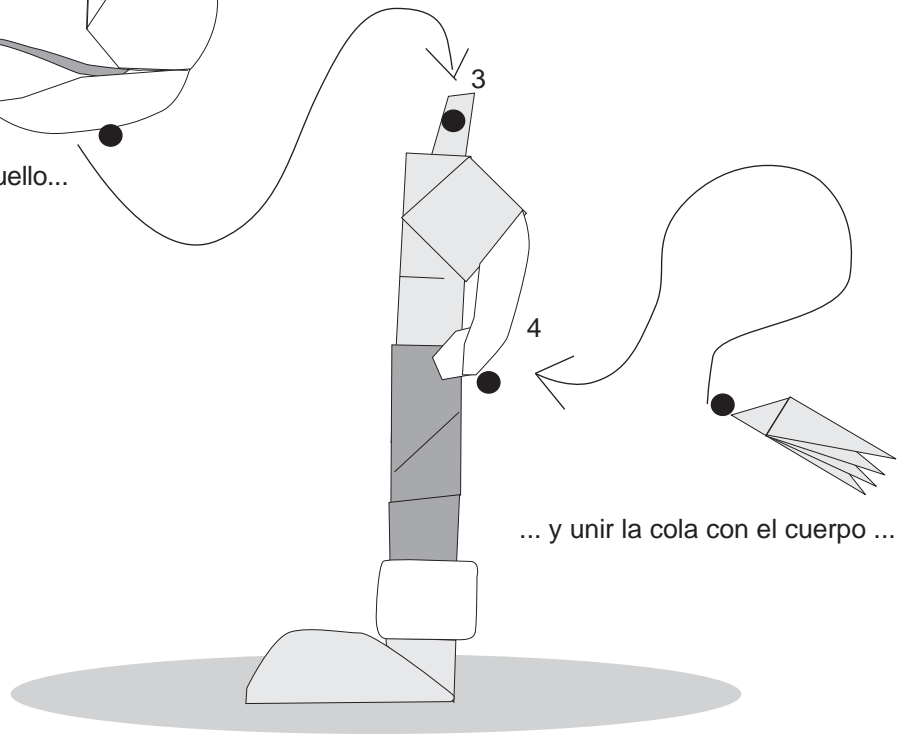
# Armado

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... Colocar la cresta sobre la cabeza..



... Colocar la cabeza sobre el cuello...



patokunz@hotmail.com

... Dibujar ojos y facciones para darle mas realismo al personaje...

# CONDORITO

