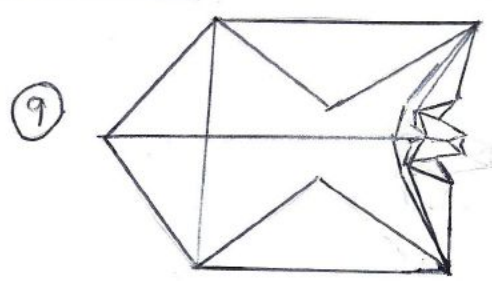
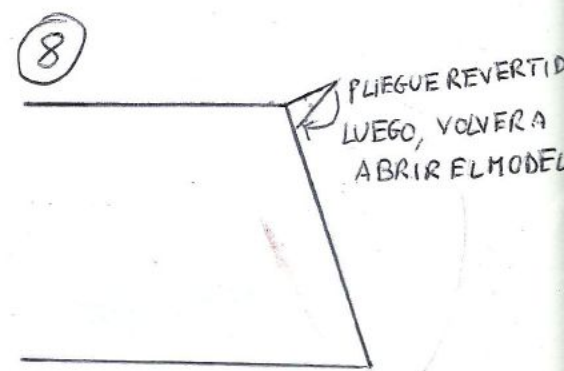
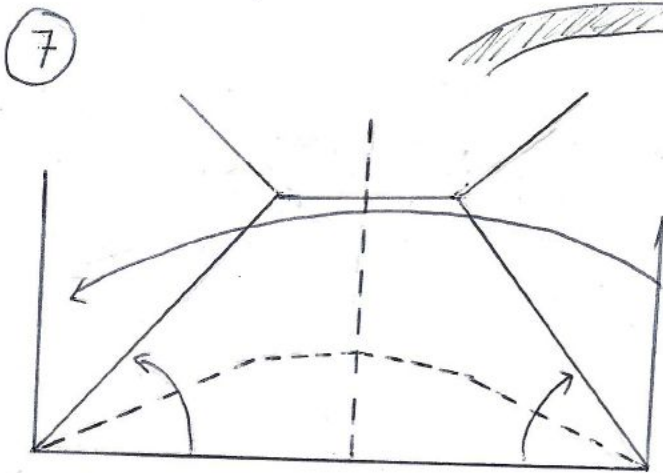
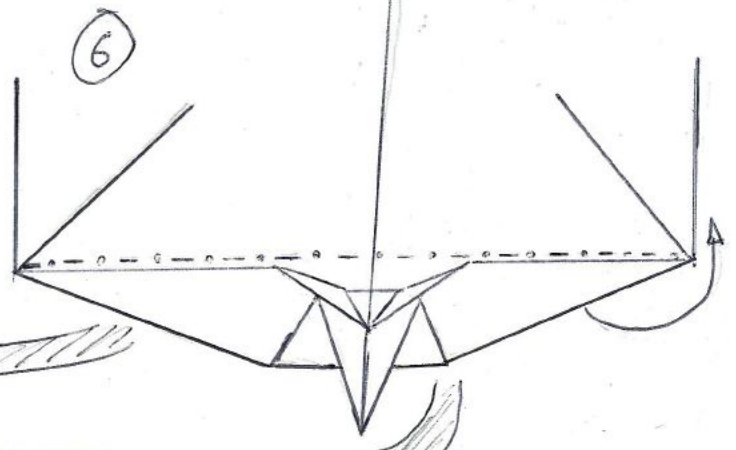
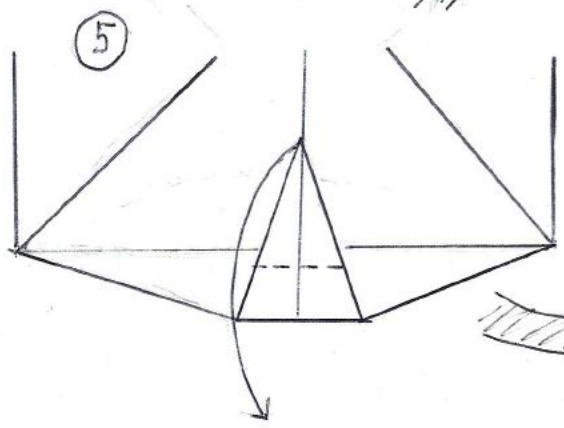
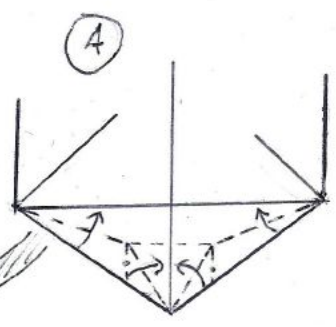
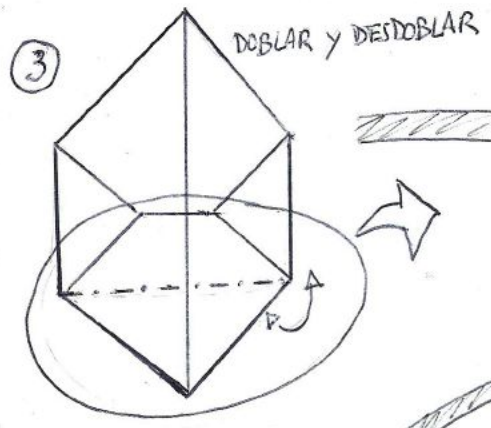
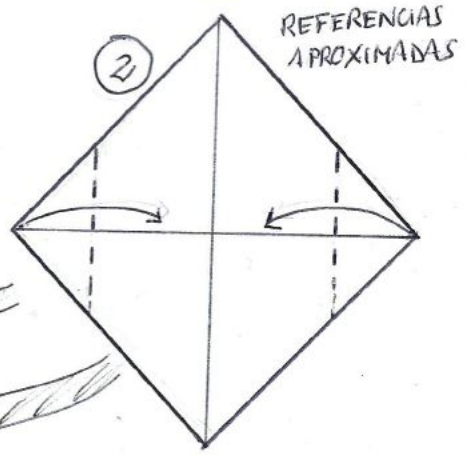
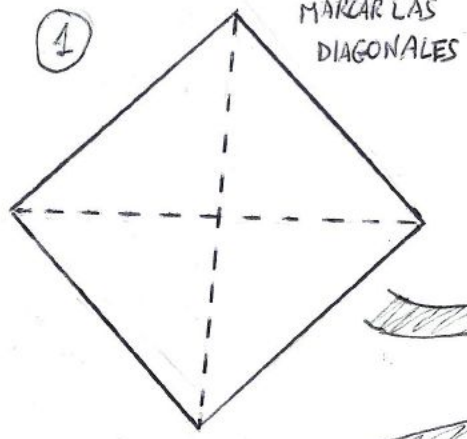
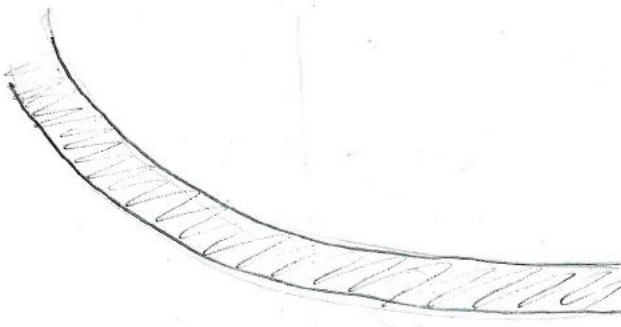
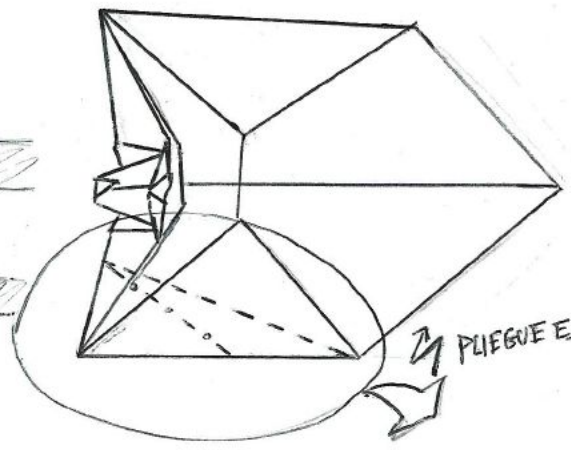


OSO



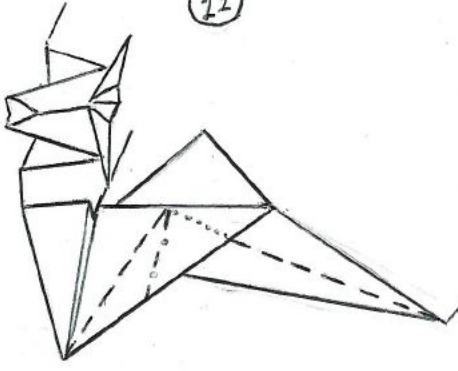


10

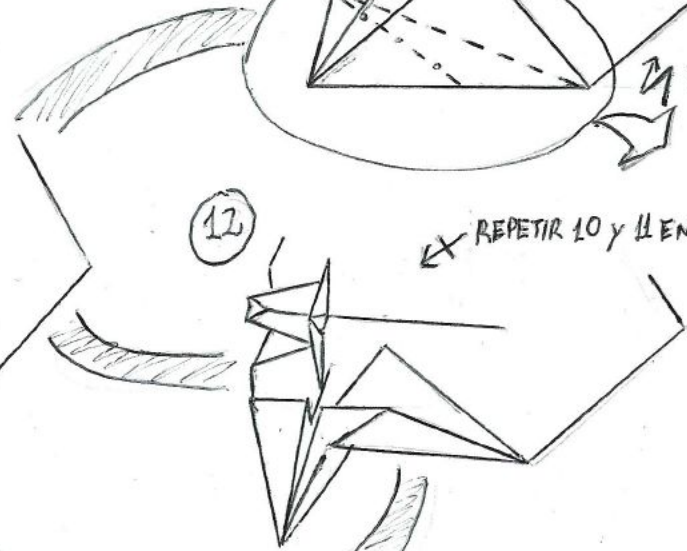


PLIEGUE ESCALONADO

11

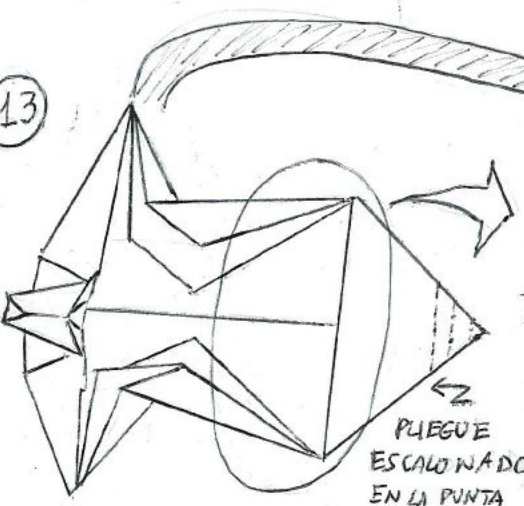


12



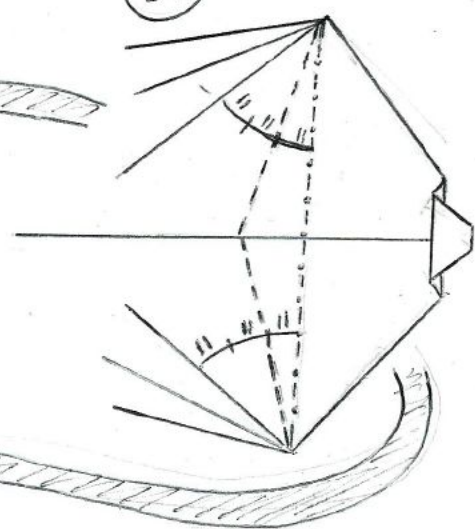
REPETIR 10 y 11 EN EL OTRO LADO

13



PLIEGUE ESCALONADO EN LA PUNTA

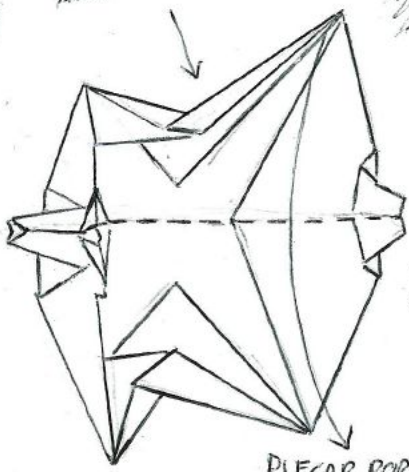
14



PLIEGUE ESCALONADO

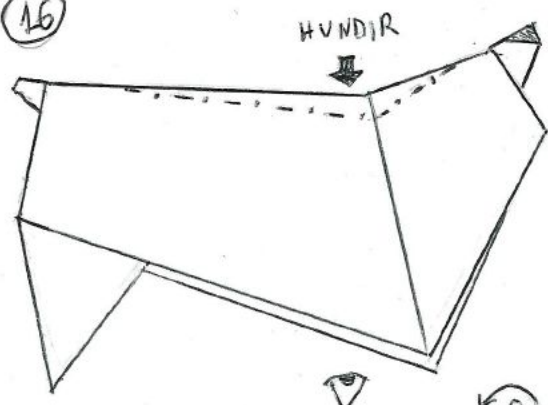
ESTA PARTE ESTÁ ALGO LEVANTADA

15



PLEGAR POR LA MITAD

16

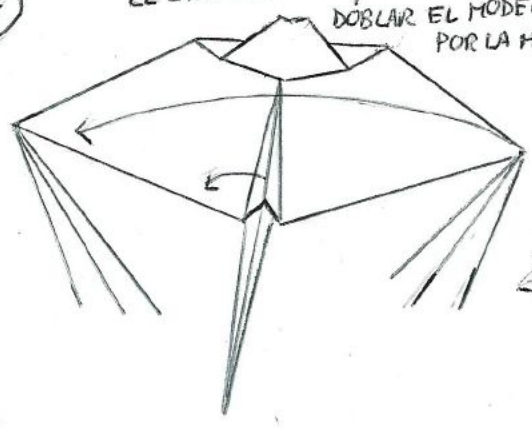


HUNDIR

90°

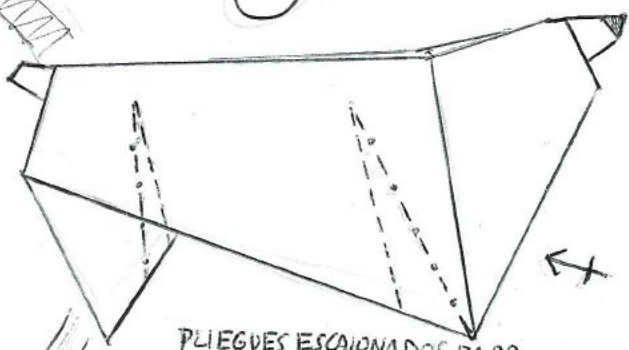
17

PLEGAR LA PARTE HUNDIDA SOBRE EL LADO IZQUIERDO*, VOLVER A DOBLAR EL MODELO POR LA MITAD



90°

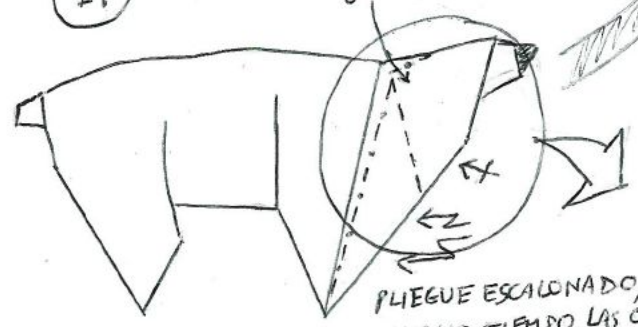
18



PLIEGUES ESCALONADOS PARA HACER LAS PATAS. EL ÁNGULO DE LAS DE UN LADO Y DEL OTRO PUEDE SER DIFERENTE, PARA DAR IMPRESIÓN DE MOVIMIENTO. DAR VOLUMEN

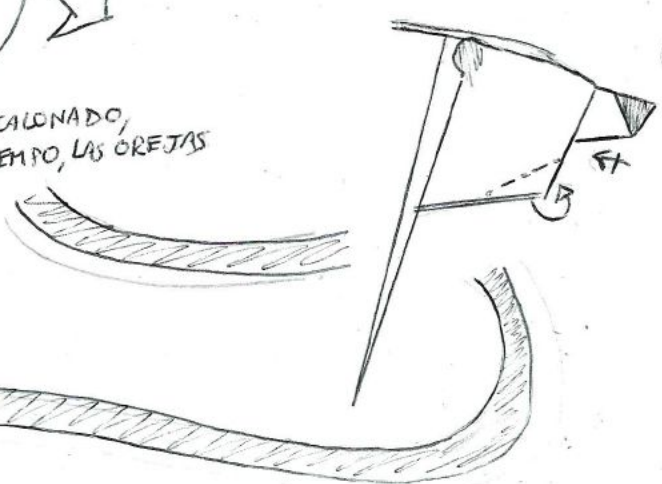
19

FORMAR LA OREJA



PLIEGUE ESCALONADO, FORMANDO, AL MISMO TIEMPO, LAS OREJAS

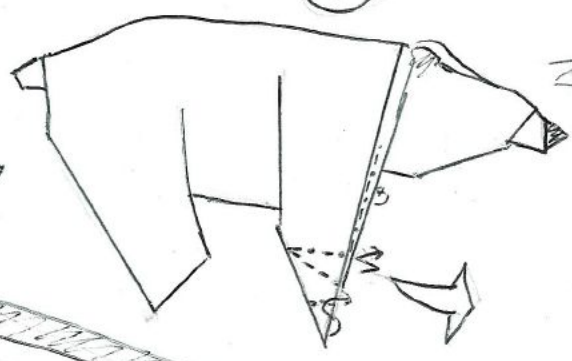
20



21



22



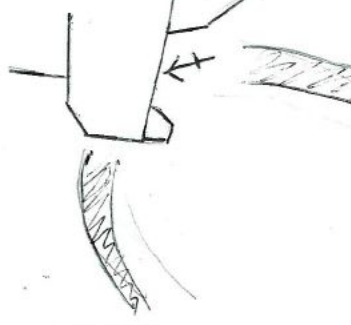
22, DE CERCA

PLEGAR EL EXCESO HACIA DENTRO (AUNQUE NO HASTA ARRIBA DEL TODO)

PLIEGUE ESCALONADO

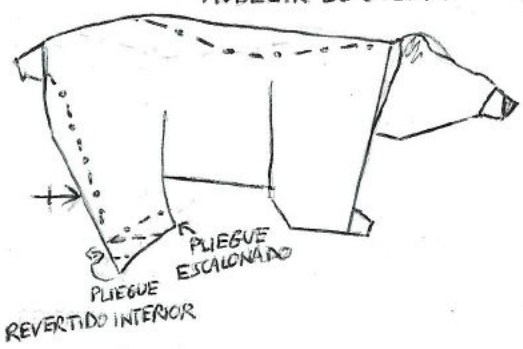
PLIEGUE REVERTIDO INTERIOR PARA OCULTAR LA PUNTA

23

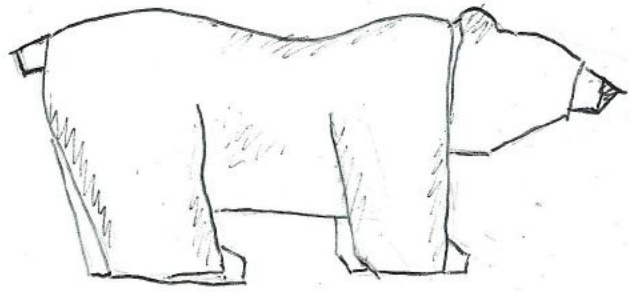


24

MODELAR EL CUERPO



MODELO TERMINADO



Handwritten signature or initials.