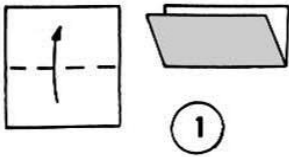
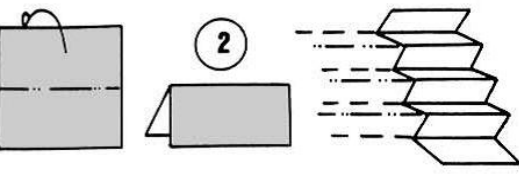
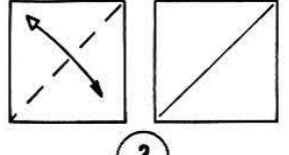
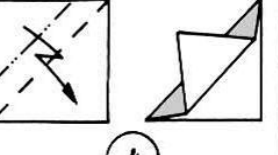
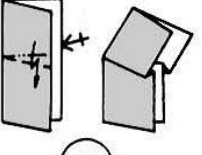

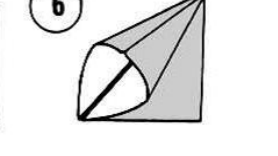
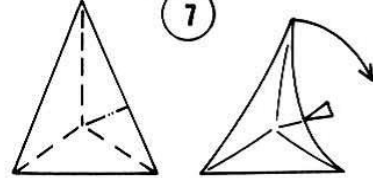

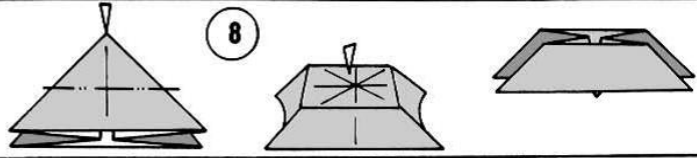

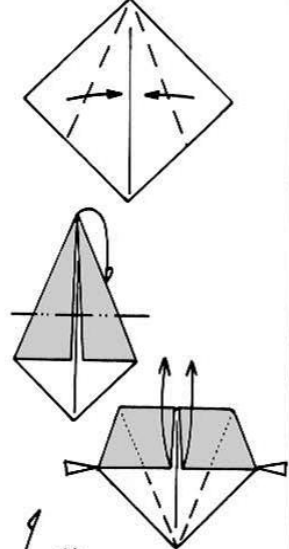
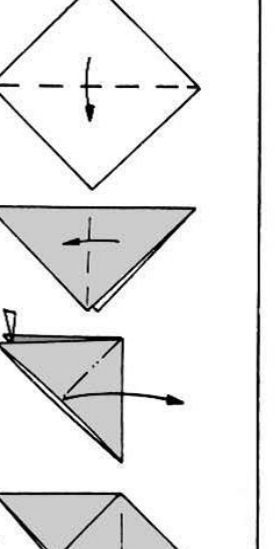
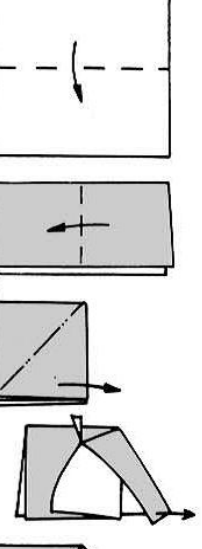
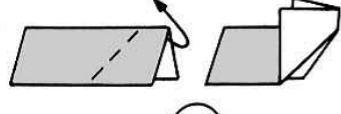
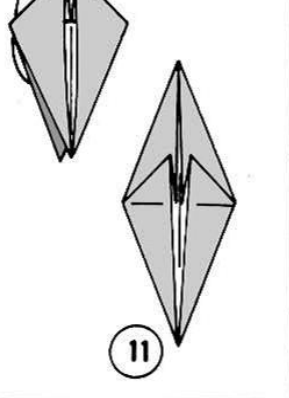
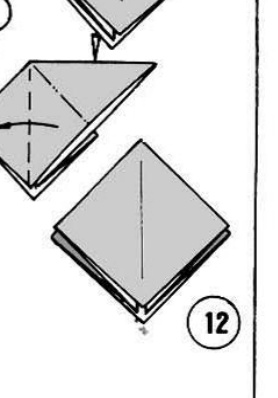


E X P L I C A T I O N S D E S S Y M B O L E S

PLI VALLEE	
PLI MONTAGNE	
PLIER DEVANT	
PLIER DERRIERE	
REPLI	
PLIER ET DEPLIER	
INSERER ; GLISSER DANS	
TOURNER LE MODELE	
GUIDER LA POINTE ; LE FEUILLET	
REPETER L'OPERATION AUTANT DE FOIS QU'IL Y A DE BARRES	
DEPLIER	
ENFONCER ; APUYER	
VUE AGRANDIE	
MAINTENIR CE POINT	
MODELER ; DONNER DU VOLUME	
SOUFFLER ; GONFLER	

<p>1) PLI VALLEE 2) PLI MONTAGNE 3) PLIER ; DEPLIER 4) REPLI 5) AUTRE TYPE DE REPLI 6) PLI APLATI 7) OREILLE DE LAPIN 8) PLI RENTRANT 9) PLI INVERSE INTERIEUR 10) PLI INVERSE EXTERIEUR</p>	 <p>1</p>	 <p>2</p>	
<p>3) PLIER ; DEPLIER</p>	 <p>3</p>	 <p>4</p>	 <p>5</p>
<p>6) PLI APLATI</p>	 <p>6</p>		
<p>7) OREILLE DE LAPIN</p>  	<p>8) PLI RENTRANT</p> 		
<p>9) PLI INVERSE INTERIEUR</p> 			
<p>10) PLI INVERSE EXTERIEUR</p> 	<p>11) BASE DU POISSON</p> 	<p>12) BASE PRELIMINAIRE</p> 	<p>13) BASE DE LA BOMBE A EAU</p> 