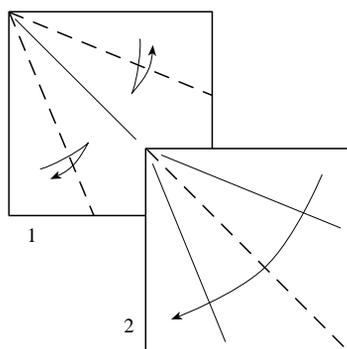


Una Rata



Eric Joisel



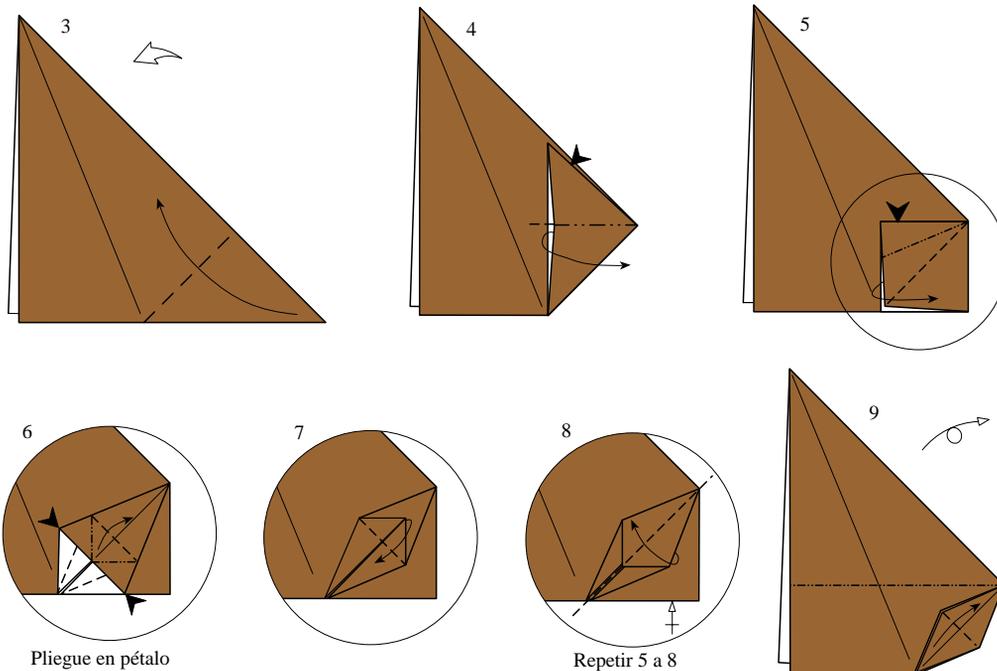
He creado esta rata un poco por azar estudiando el "desplegado" de los animales cuadrúpedos de John Montroll.

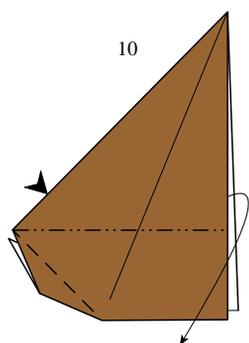
Él utiliza frecuentemente los pliegues creados para la base cometa (pasos 1, 2 y 3).

Usar un cuadrado de 30 cm. o más de un papel muy fino.

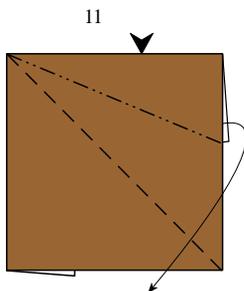
A menudo utilizo un papel elefante de 135 gr. y 50 cm. de lado.

Para los últimos pasos humedezco el papel, teniendo unos problemas de grosor enormes.

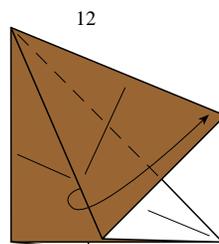




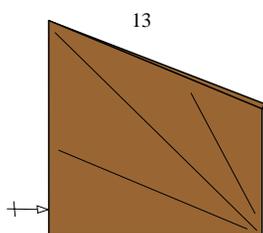
10



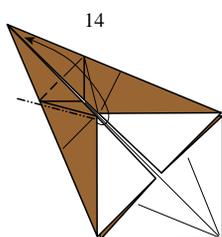
11



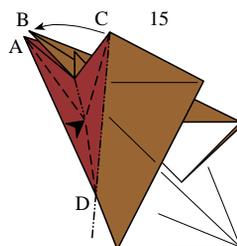
12



13



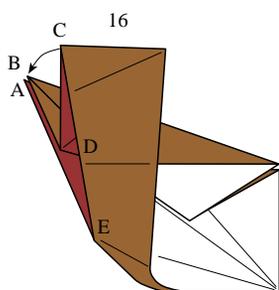
14



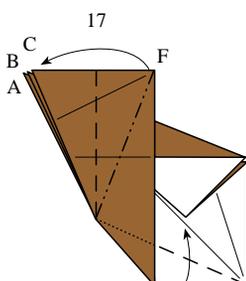
15

Repetir pasos 11 y 12

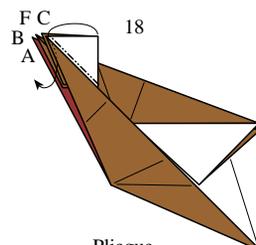
Vista en perspectiva: el punto C, se une a los puntos A y B. La zona mas oscura se vuelve a hundir. Se crea el pliegue CD.



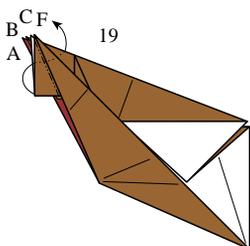
Etapa intermedia



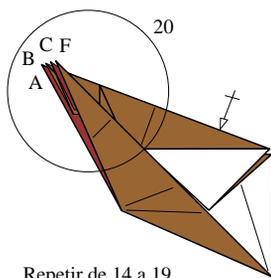
La punta F se une a las puntas A, B y C.



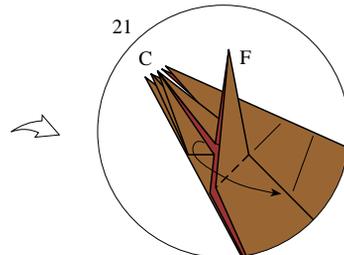
Pliegue invertido interior



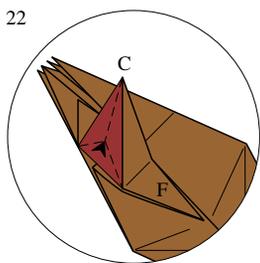
Pliegue invertido interior



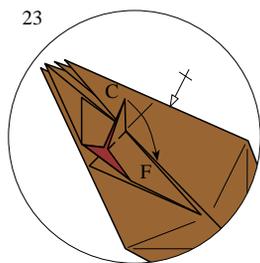
Repetir de 14 a 19 (se tienen que obtener 6 puntas)



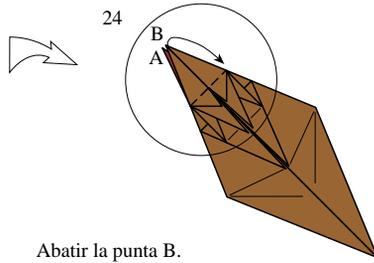
Abatir la punta F para estirar la punta C.



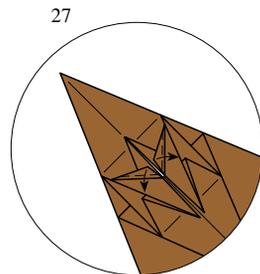
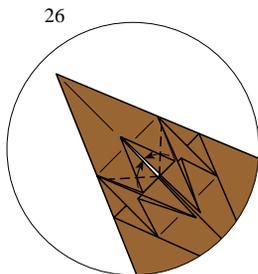
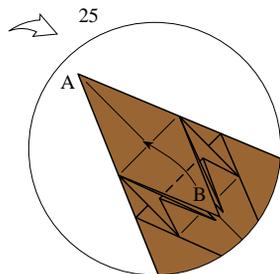
Rehundir el triángulo obtenido.



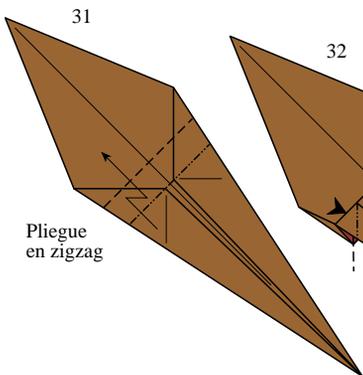
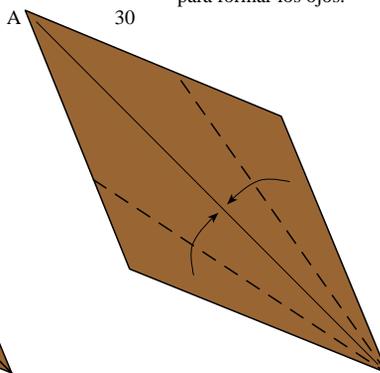
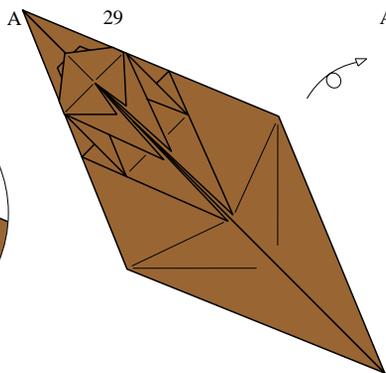
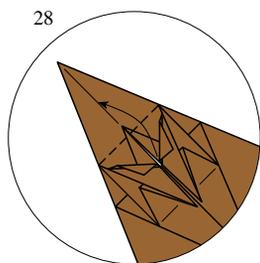
Abatir la punta C.
Repetir de 21 a 23



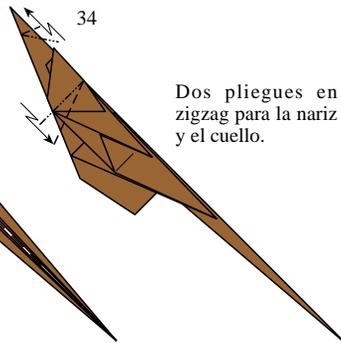
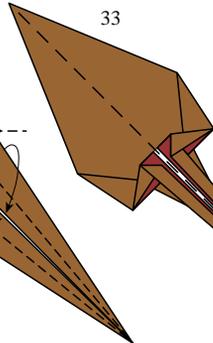
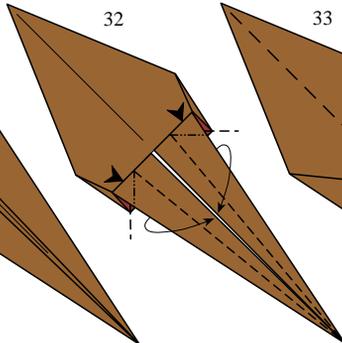
Abatir la punta B.
Servirá para realizar parte
de la cabeza, como se
indica más adelante.



Dos pliegues en valle
para formar los ojos.

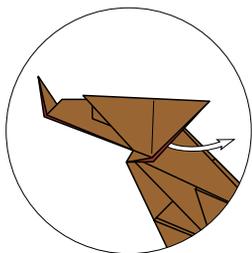


Pliegue
en zigzag



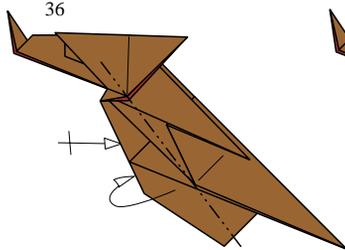
Dos pliegues en
zigzag para la nariz
y el cuello.

35



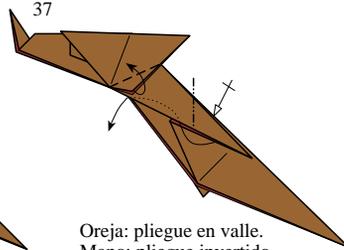
Separar las 4 capas del cuello para liberar la oreja (si no se liberan no podrá realizarse el paso 37)

36



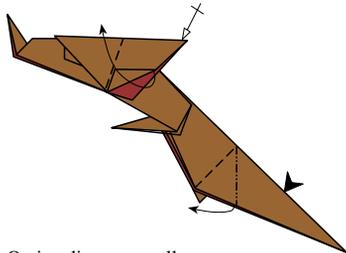
Plegar en monte todas las capas para reducir la tripa.

37



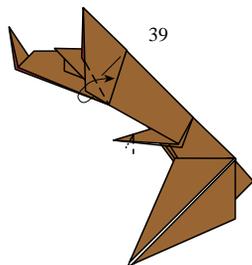
Oreja: pliegue en valle.
Mano: pliegue invertido interior.
Repetir en el otro lado

38



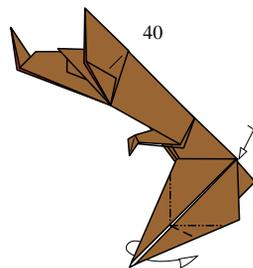
Oreja: pliegue en valle con las dos capas.
Repetir al otro lado.

39



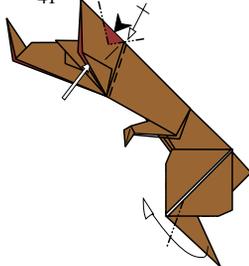
Oreja: pliegue en valle.
Mano: pliegue en zigzag.
Repetir al otro lado.

40



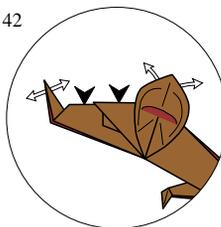
Oreja de conejo.
Repetir al otro lado

41



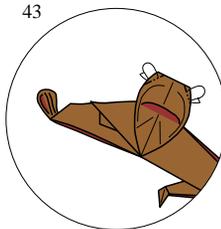
Abrir la oreja y aplastar por la zona gris.
Pata: pliegue en monte.
Repetir al otro lado.

42



Nariz: estirar las cuatro capas para darla volumen.

43



Modelar las orejas para redondearlas

44



Modelado final