

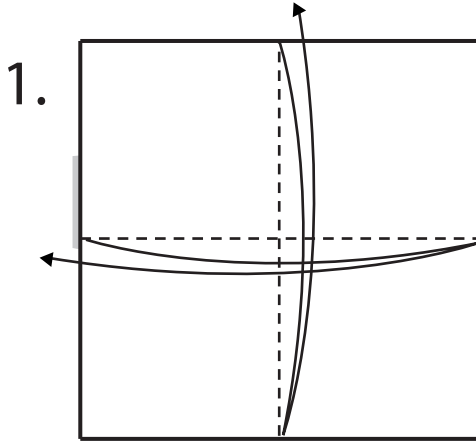
DRAGON SHIRYU HELMET

Modelo: Ricardo Montecinos © 2014

Diagramas: Ricardo Montecinos y

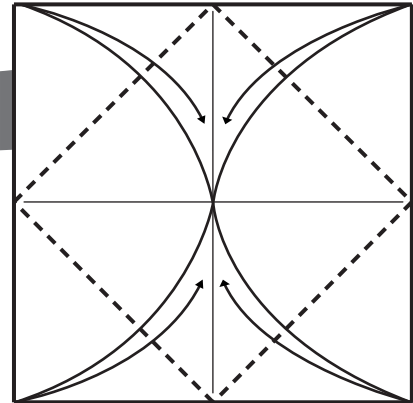
Carlos Aberto Huaylla

Dificultad Intermedia 46 pasos



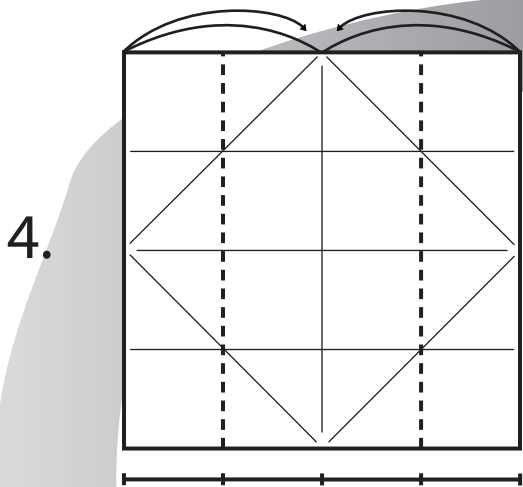
1.

Doblar y desdoblar



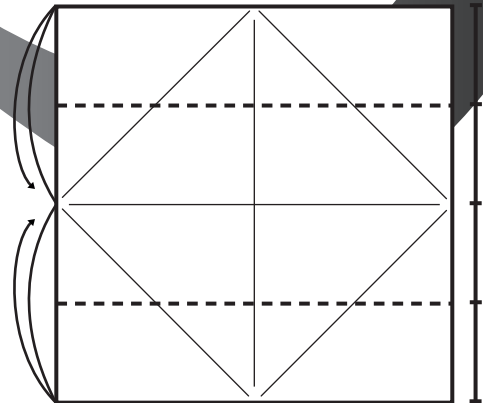
2.

Doblar y desdoblar



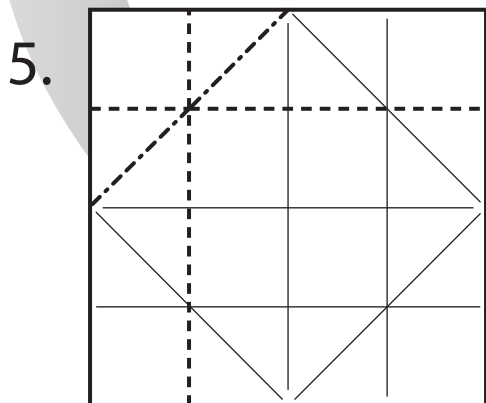
4.

Doblar y desdoblar



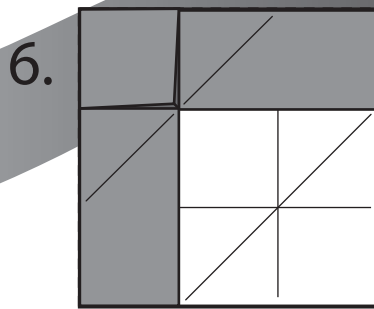
3.

Doblar y desdoblar



5.

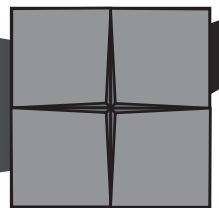
Doblar hacia el medio



6.

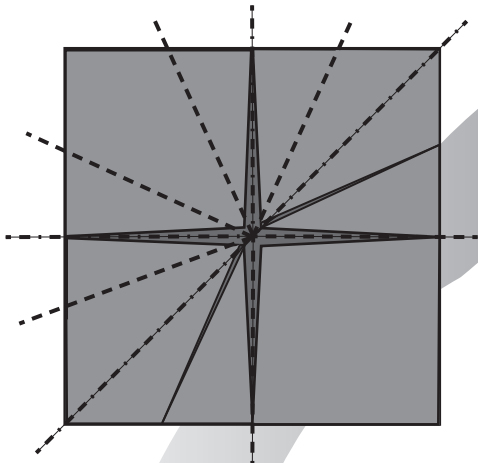
Repetir el paso 5 en los tres lados

7.



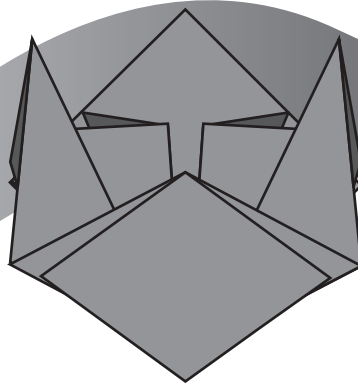
Proceso completado del paso 6

13.



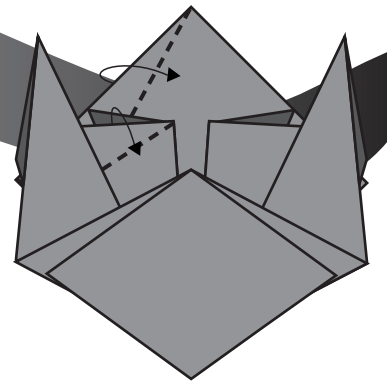
Doblar por los montes y valles

14.



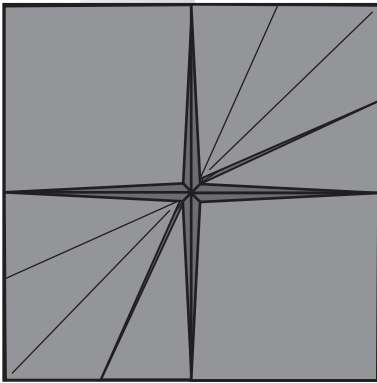
Proceso completo del paso 13
Modelo Abierto

15.



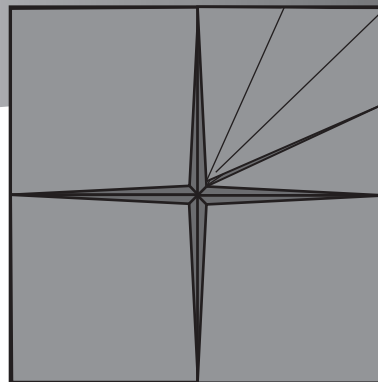
Adelgazar la capa interna

12.



Proceso completado del paso 11

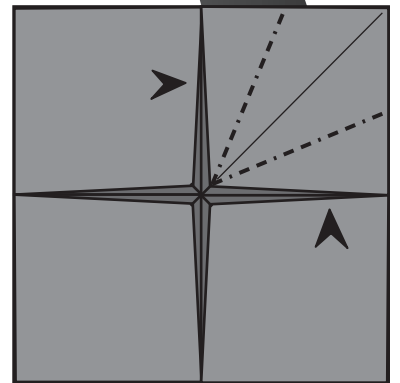
11.



Repetir el paso 10 en la esquina opuesta

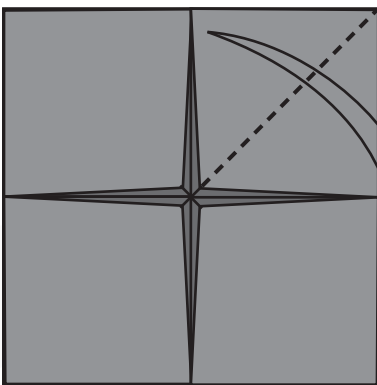


10.



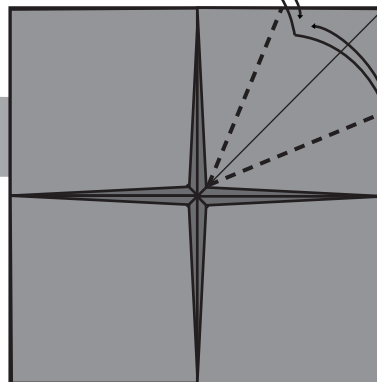
Hundir las capas

8.



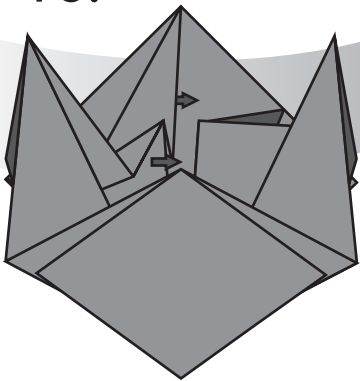
Doblar y desdoblar la capa superior derecha

9.



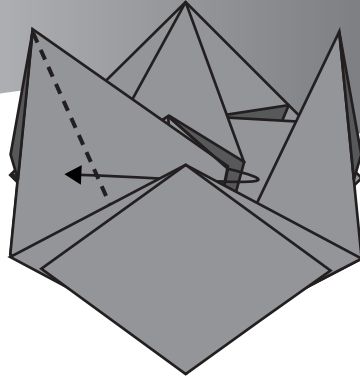
Doblar y desdoblar al medio

16.



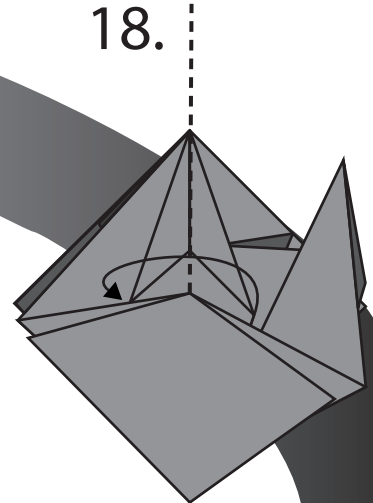
Sacar las capas internas sin desdoblar el modelo

17.



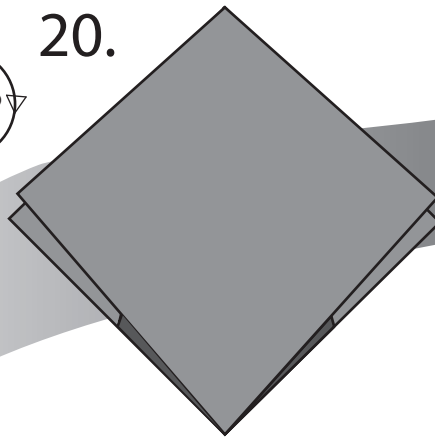
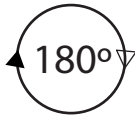
Doblar toda la capa hacia la izquierda

18.



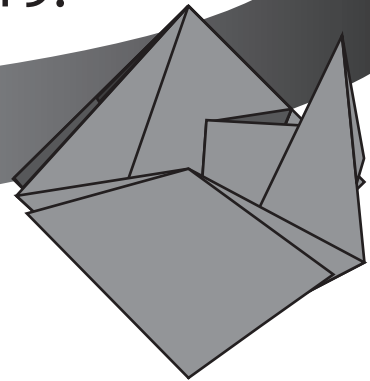
Doblar toda la capa hacia la izquierda

20.



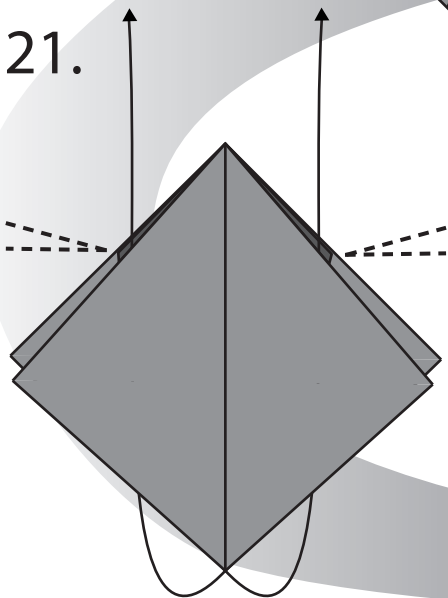
Girar 180°

19.



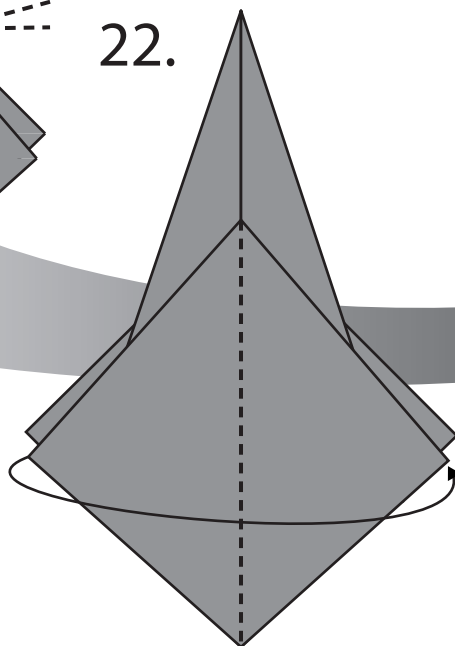
Repetir del paso 15 al 18 y cerrar el modelo

21.



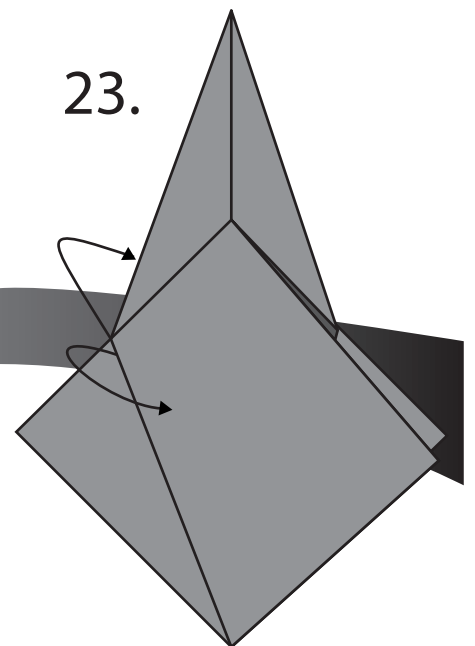
Doblar las puntas hacia arriba

22.

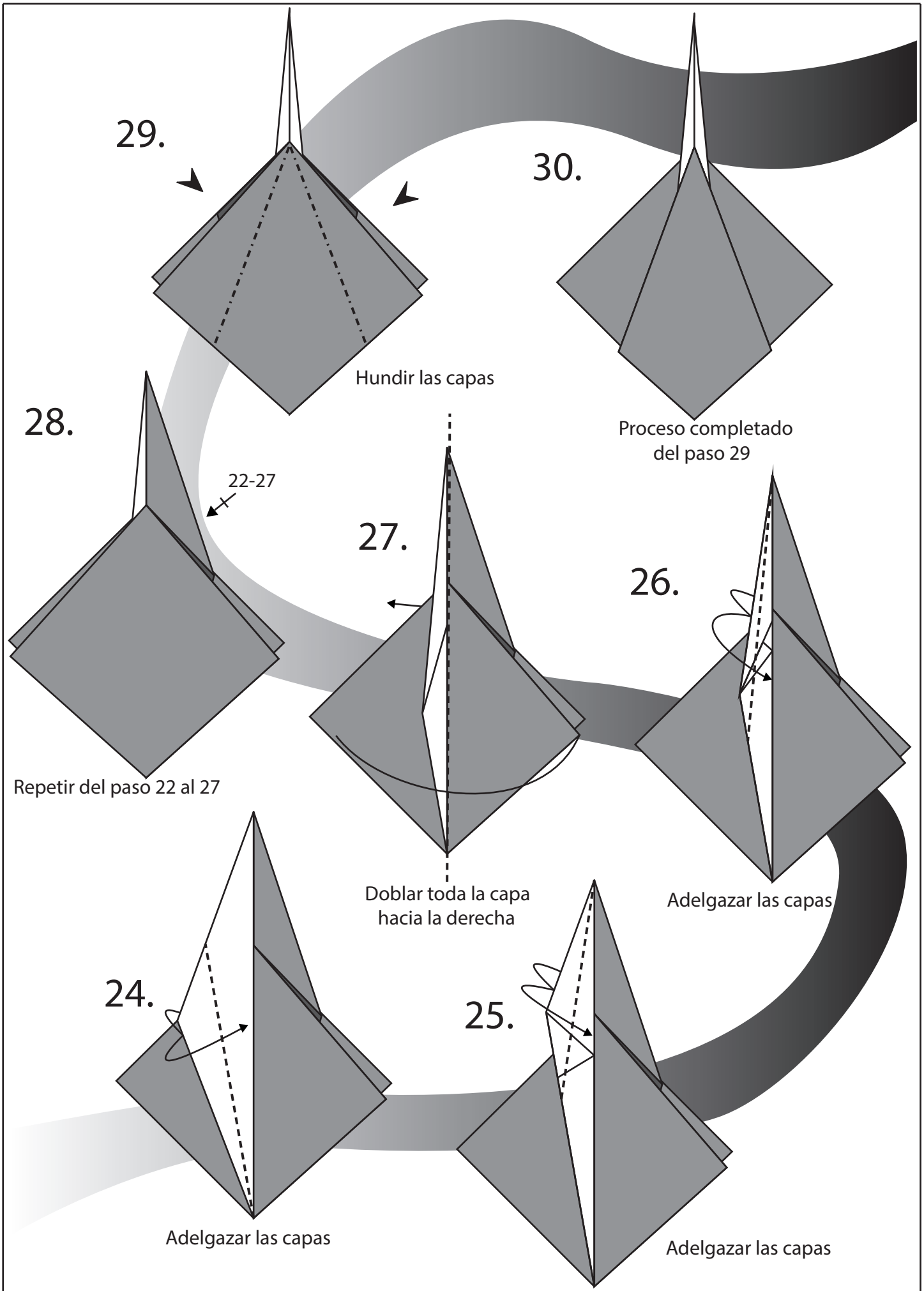


Doblar la capa del frente hacia la derecha

23.



Invertir la primera capa para cambiar el color



29.

30.

28.

27.

26.

24.

25.

Hundir las capas

Proceso completado del paso 29

Repetir del paso 22 al 27

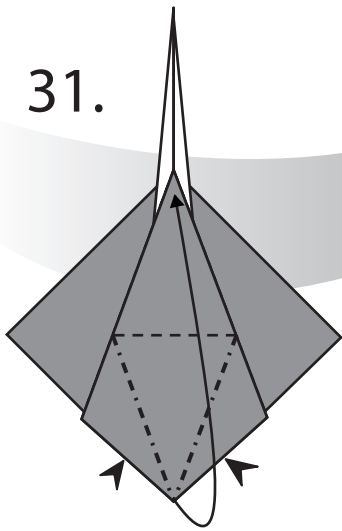
Doblar toda la capa hacia la derecha

Adelgazar las capas

Adelgazar las capas

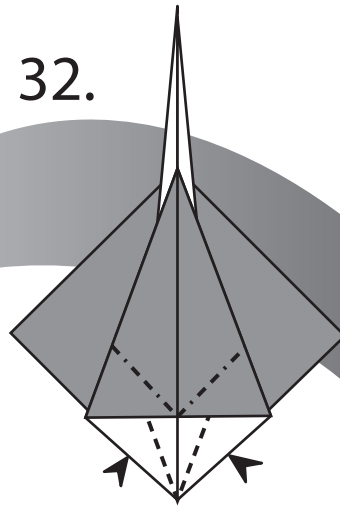
Adelgazar las capas

31.



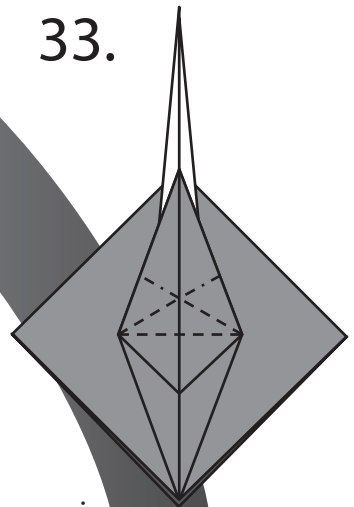
Hundir y llevar la punta hacia arriba

32.



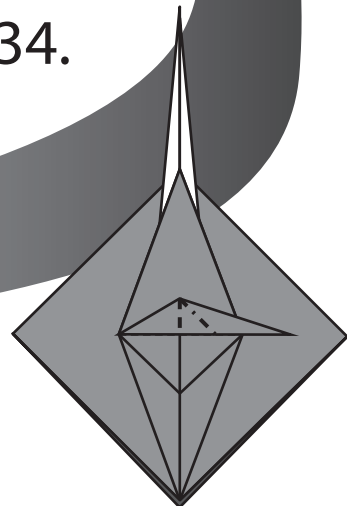
Doblar internamente

33.



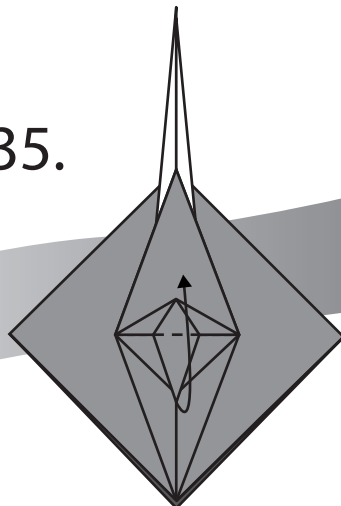
Pliegue oreja de conejo

34.



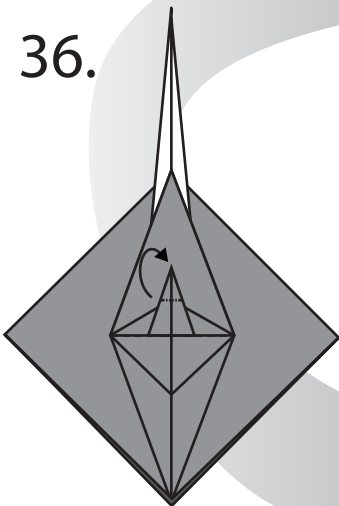
Doblar punta hacia abajo

35.



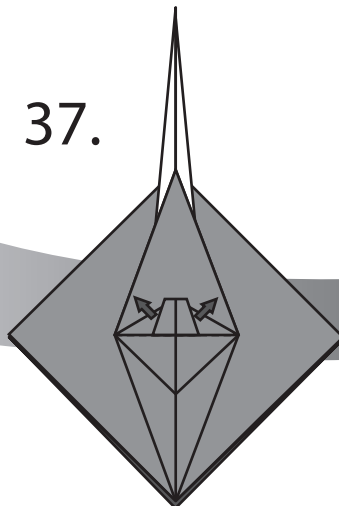
Doblar la punta hacia arriba

36.



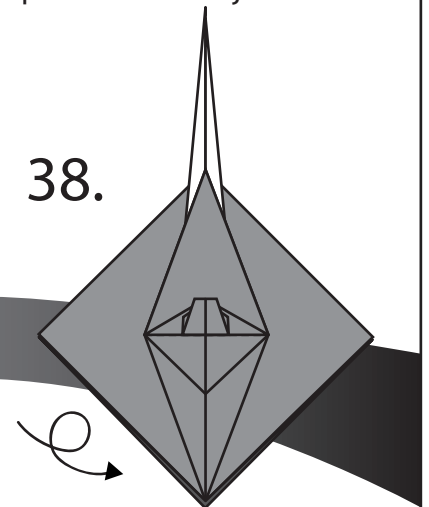
Doblar la punta hacia atras

37.

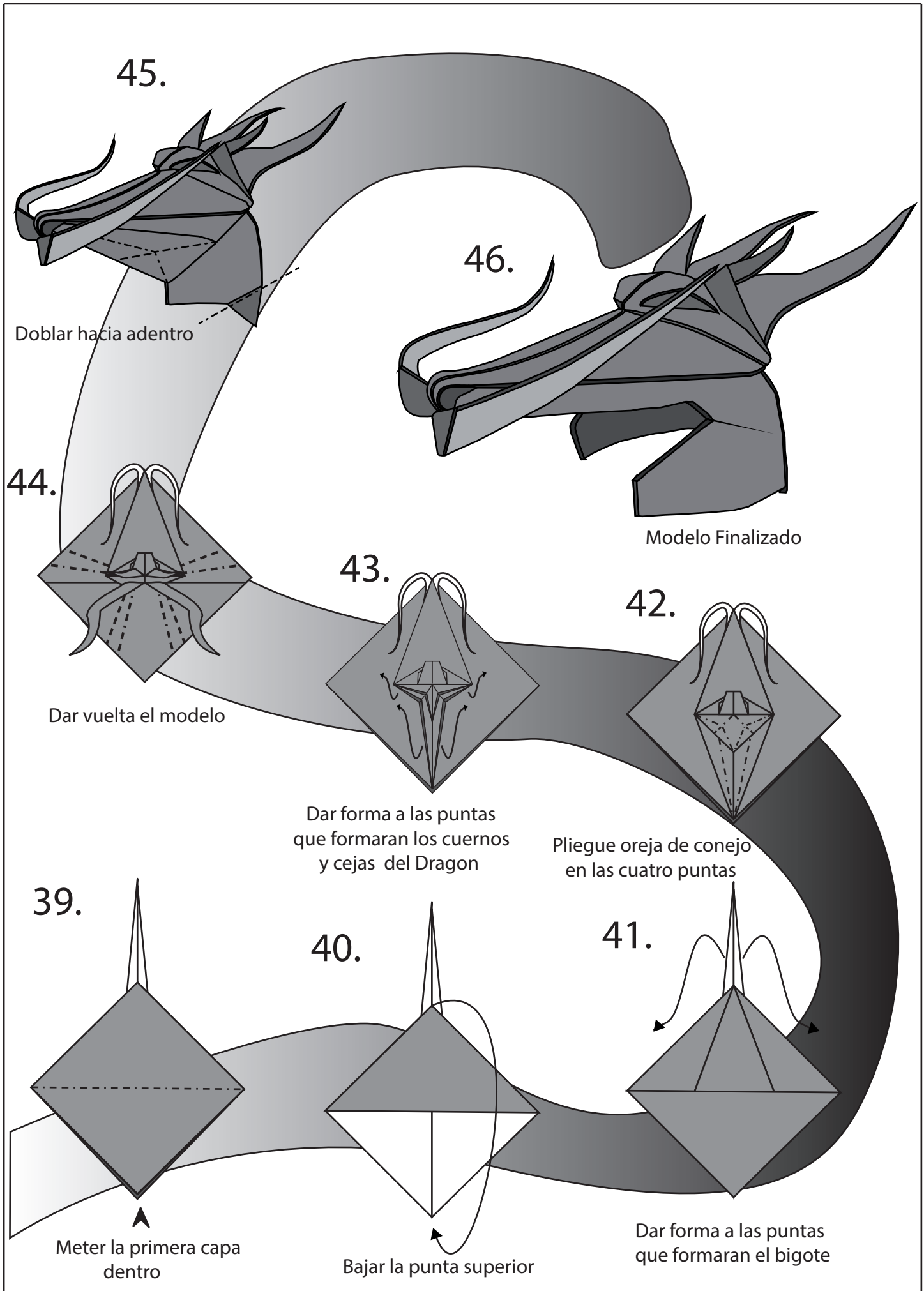


Sacar los pliegues internos para dar forma al ojo

38.



Dar vuelta el modelo

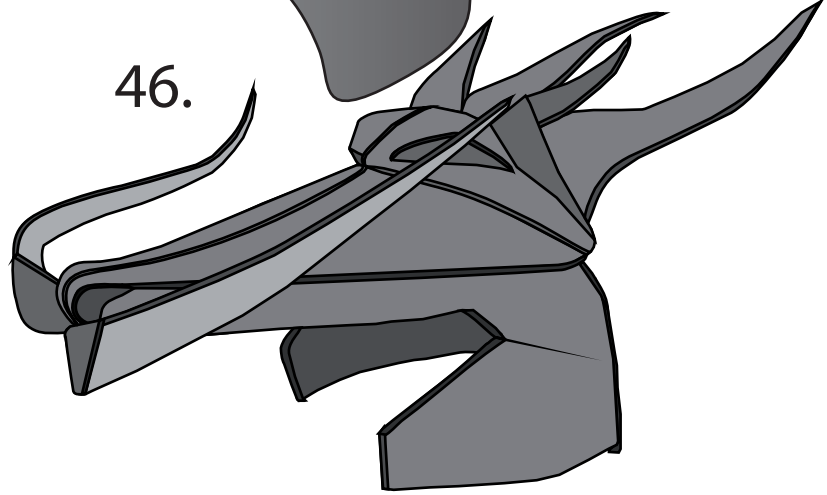


45.



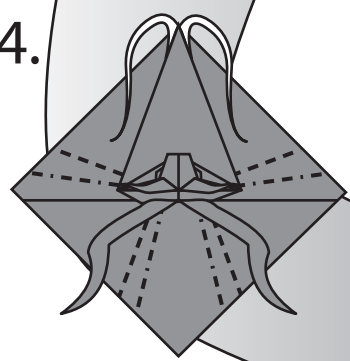
Doblar hacia adentro

46.



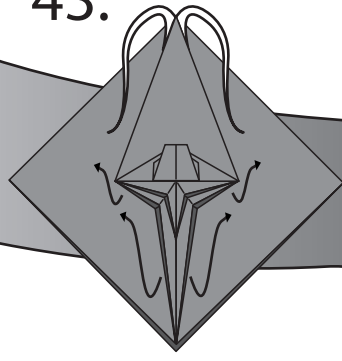
Modelo Finalizado

44.



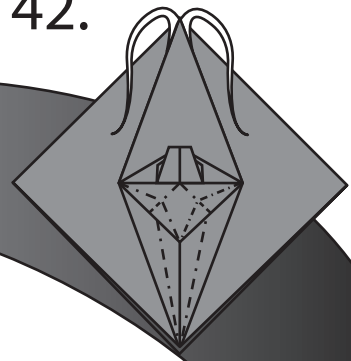
Dar vuelta el modelo

43.



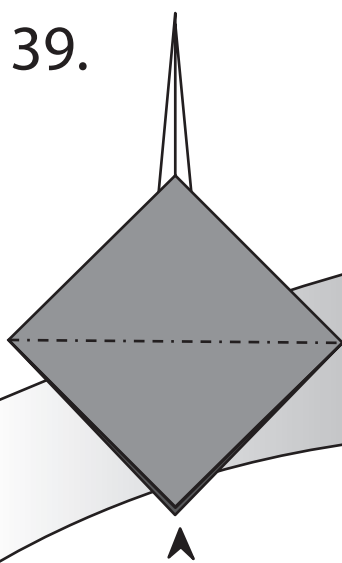
Dar forma a las puntas que formaran los cuernos y cejas del Dragon

42.



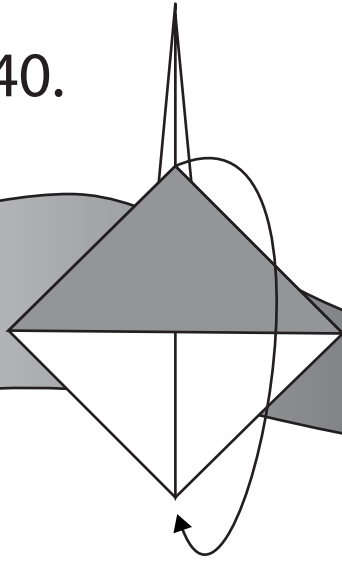
Pliegue oreja de conejo en las cuatro puntas

39.



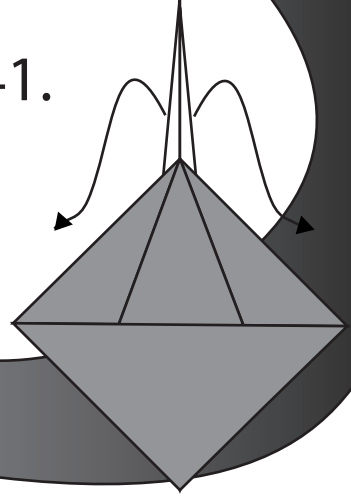
Meter la primera capa dentro

40.



Bajar la punta superior

41.



Dar forma a las puntas que formaran el bigote