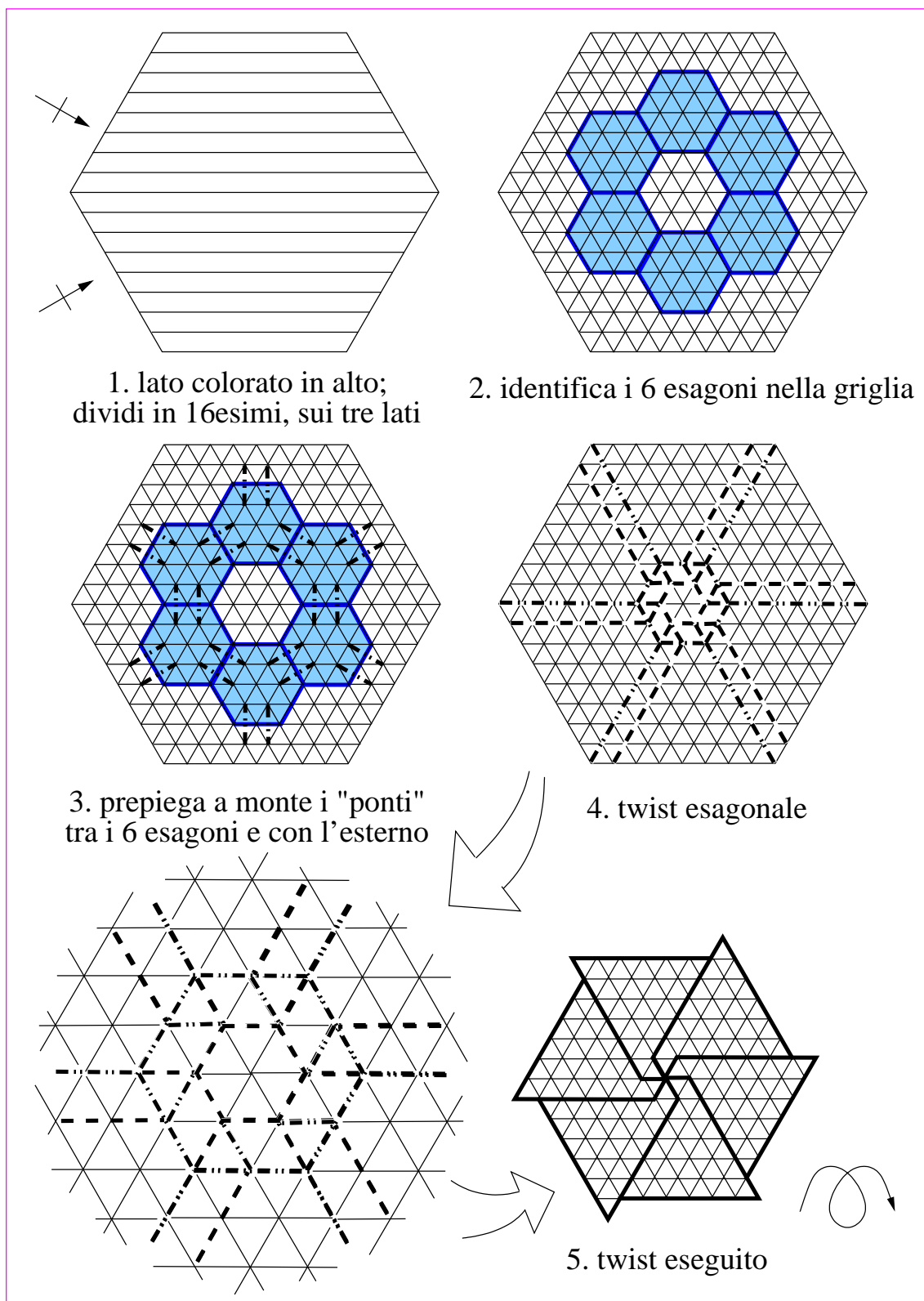
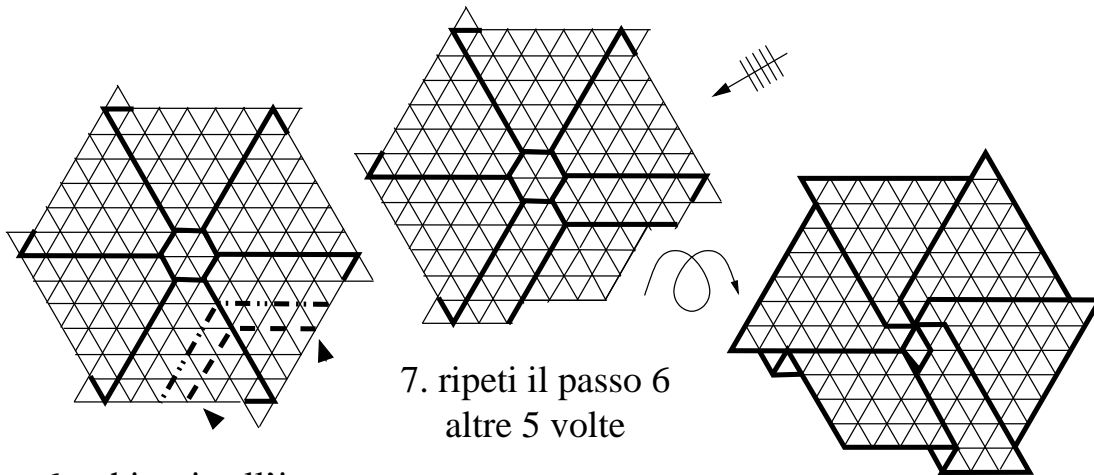


tassellazione tridimensionale, derivata dalla tartaruga di Romain Chevrier

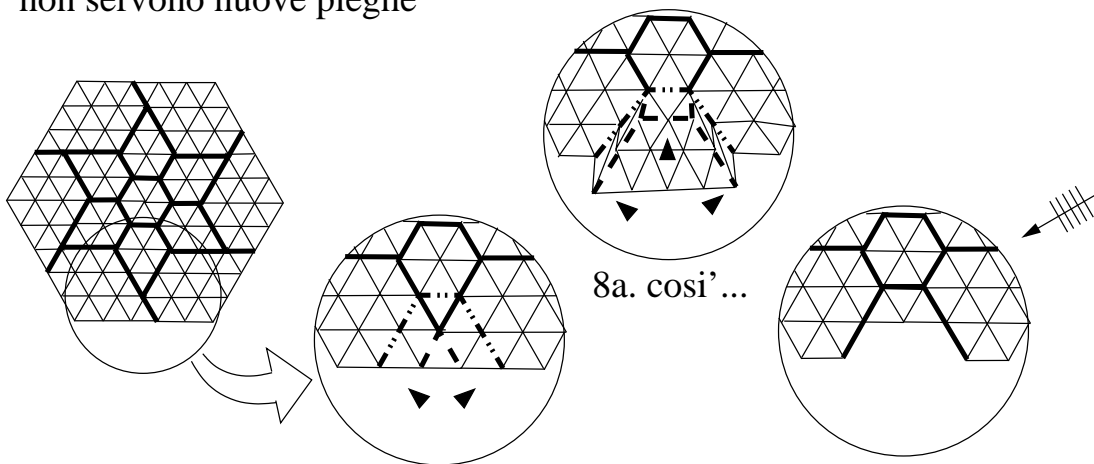




6. schiaccia all'interno.
non servono nuove pieghe

7. ripeti il passo 6
altre 5 volte

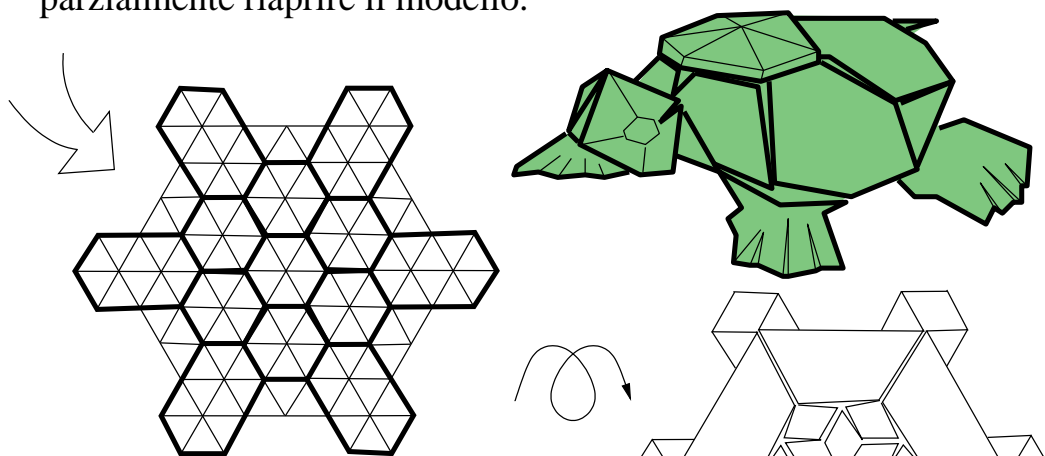
7a. vista da dietro



8. schiaccia ancora all'interno. devi
parzialmente riaprire il modello.

8a. cosi'...

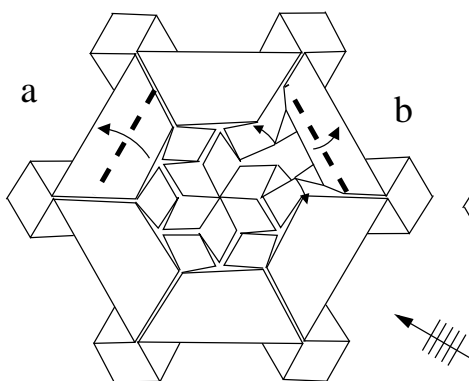
9. ripeti il passo 8
altre 5 volte



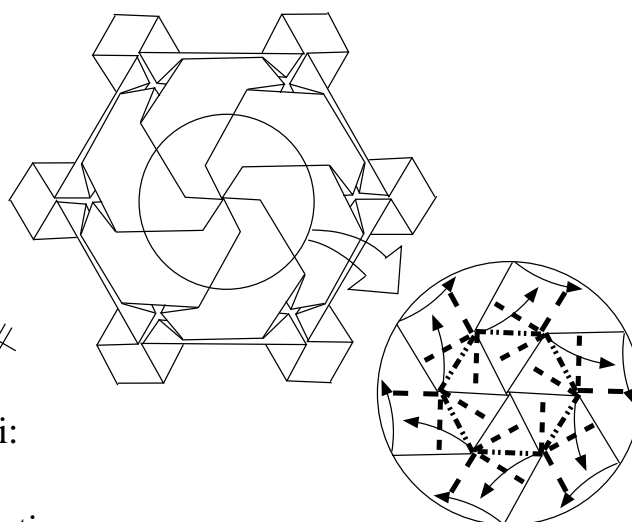
10. fino a qui il modello e' identico,
eccetto il passo 3, alla bellissima
tartaruga di Romain Chevrier.
nota i 7 piccoli esagoni.

10a. vista da dietro

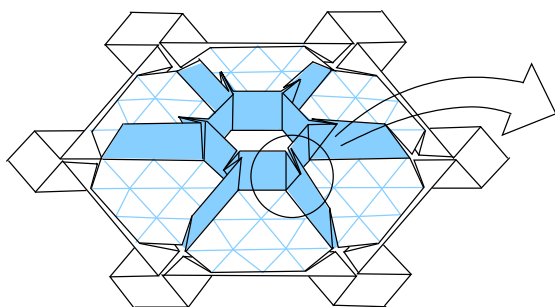




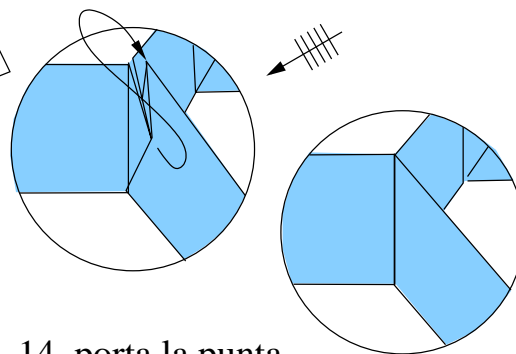
11. ripeti sui 6 trapezi esterni:
 a) piega a valle
 b) lascia uscire la carta ai lati



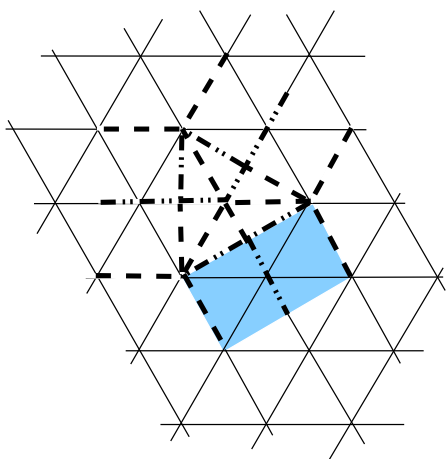
12. libera l'esagono al centro;
 il modello diventa 3-D



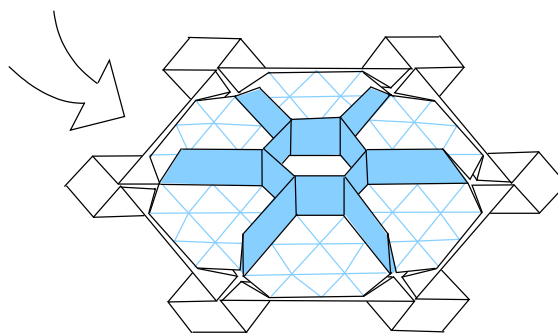
13. vista 3-D. la carta piu' scura e' verticale rispetto alla base



14. porta la punta all'interno; per farlo dovrai parzialmente riaprire il modello; ripeti altre 5 volte

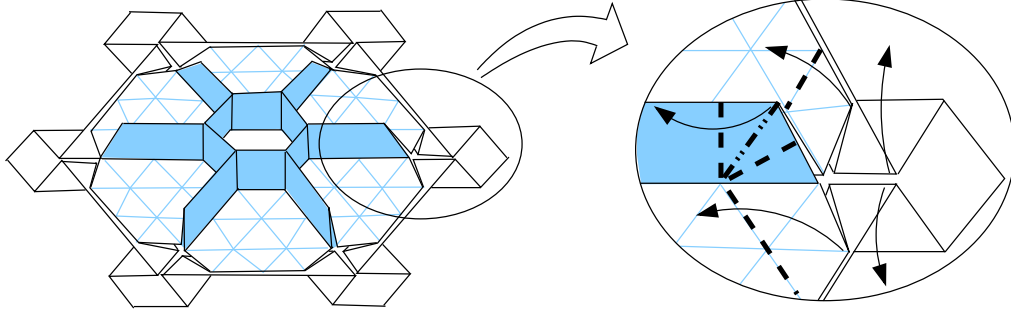


15. pieghe del passo 14 se viene riaperto; il rettangolo scuro evidenzia uno dei "ponti" di passo 3

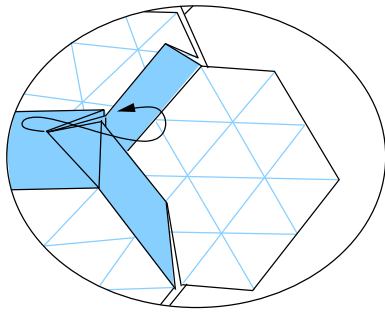


16. vista 3-D: l'esagono interno e' stato completato; sei mezzi "ponti" sono stati completati

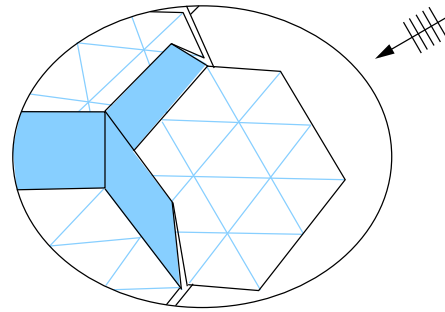




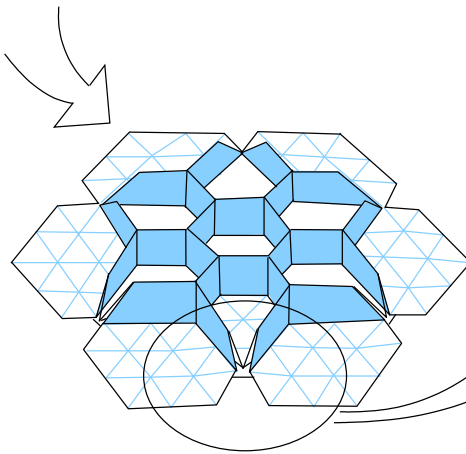
17. ed ora... gli esagoni esterni: alza altri due lati



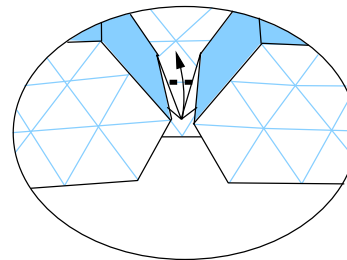
18. i lati verticali sono in scuro; porta la punta all'interno come ai passi 14-15



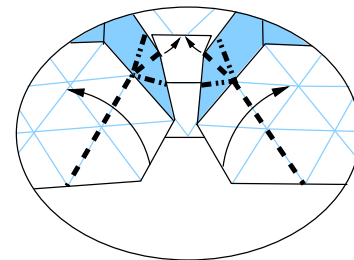
19. ... così'; ripeti i passi 17-18 altre 5 volte



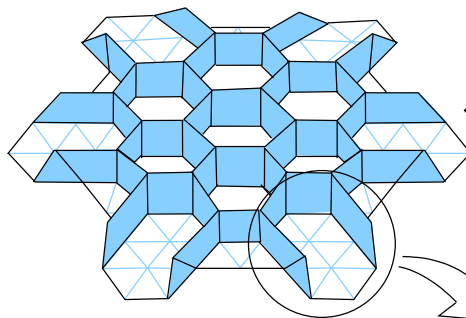
20. primi 6 "ponti" completati



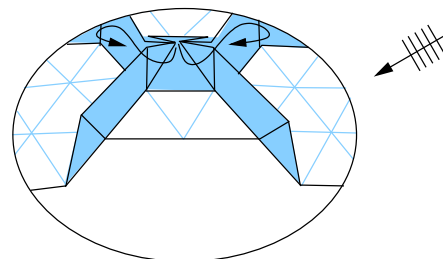
21. alza la punta interna



22. solleva le due alette

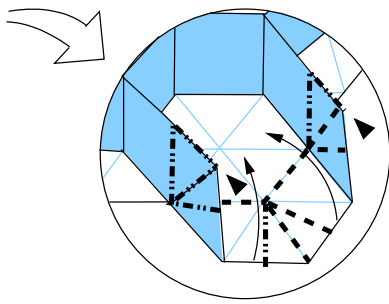


24. altri 6 "ponti" completati

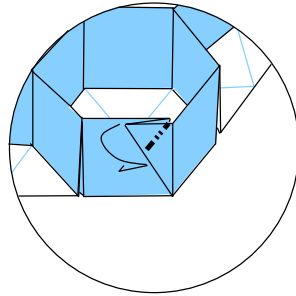


23. inserisci le due punte; ripeti 21-23 altre 5 volte

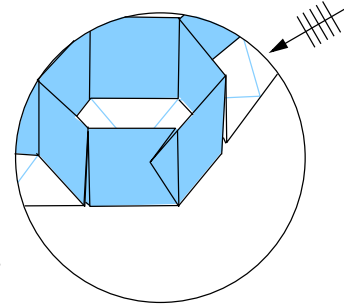




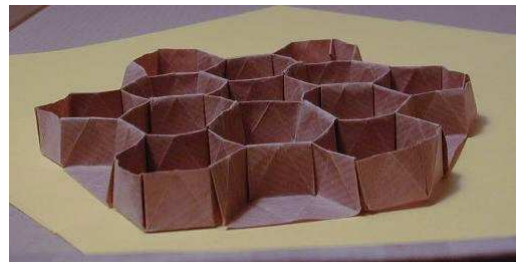
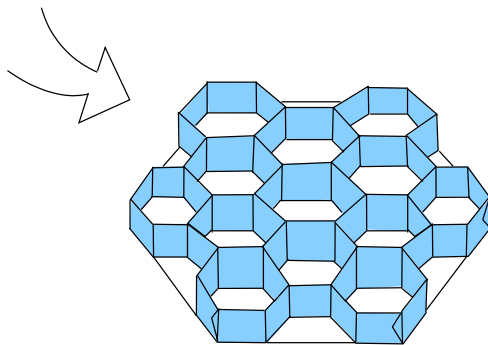
25. solleva la carta;
ai lati servono due
rovvesciate interne



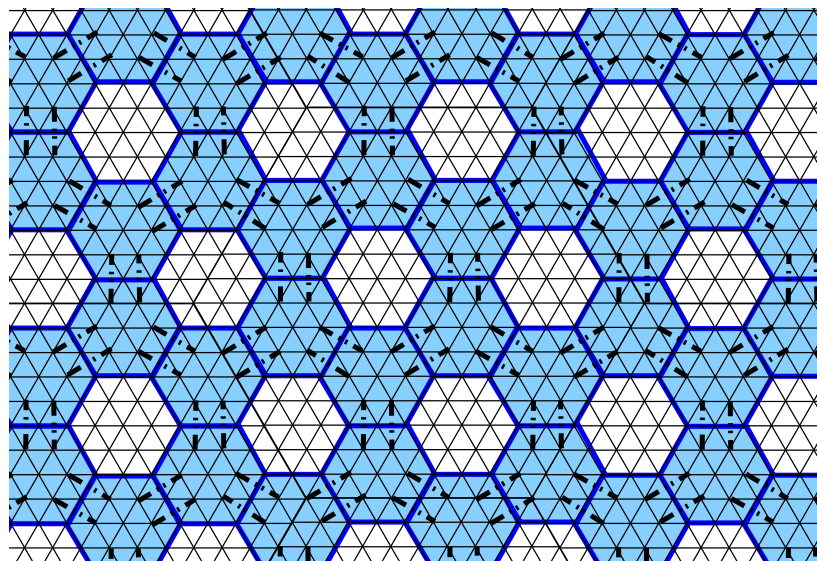
26. piega a monte per
bloccare l'aletta



27. ripeti 25–26
altre 5 volte



28. il nido d'ape e' terminato



la tassellazione puo' essere generalizzata in questo modo

