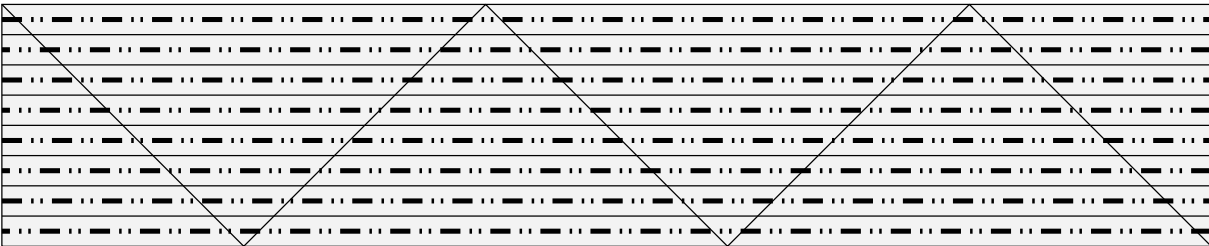
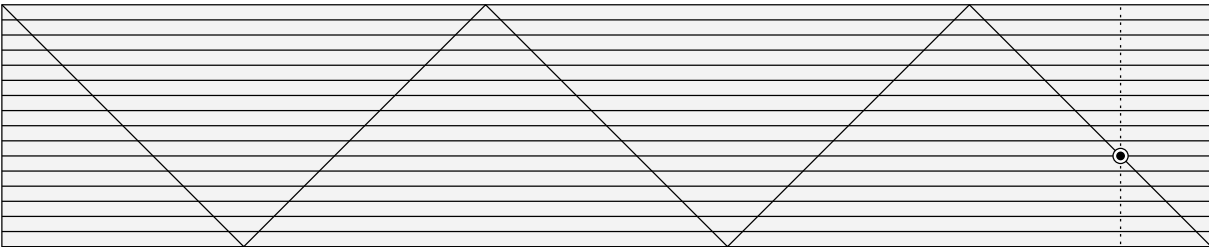


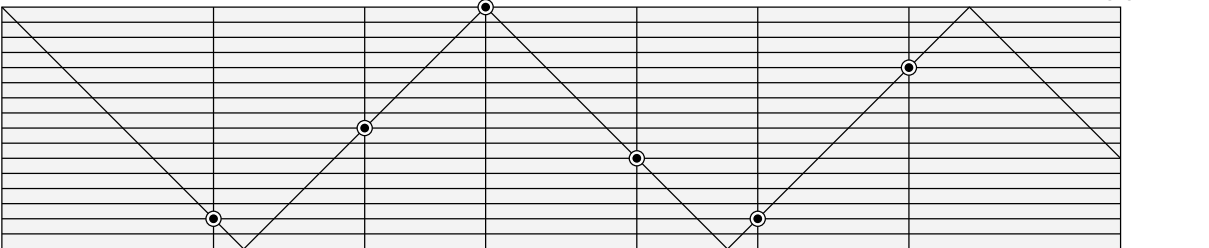
1. parti da un rettangolo 5x1, colore su, piega a valle in ottavi e a 45 gradi



2. piega a monte in sedicesimi

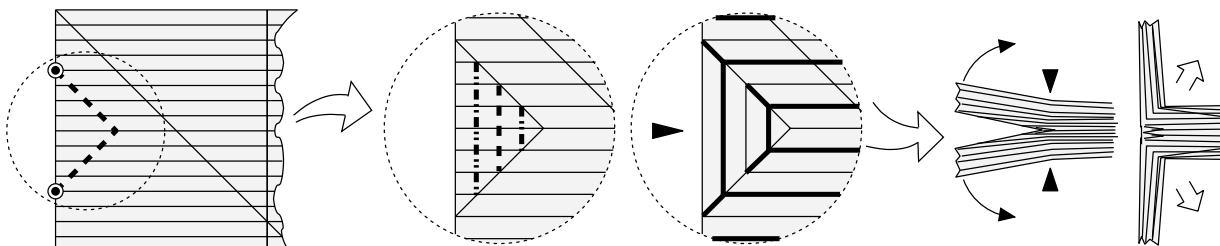


3. taglia gli ultimi 6 sedicesimi in verticale



- 14 - manubrio    - 10 - ruota dietro    - 8 - giunto    - 10 - ruota davanti    - 8 - giunto    - 10 - ruota dietro    - 14 - sellino

4. piega seguendo i punti di riferimento



5. prepiega il manubrio

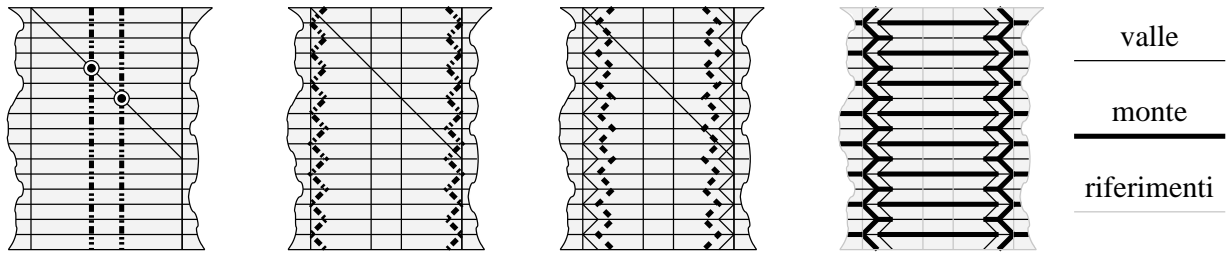
6.

7. collassa: monte valle

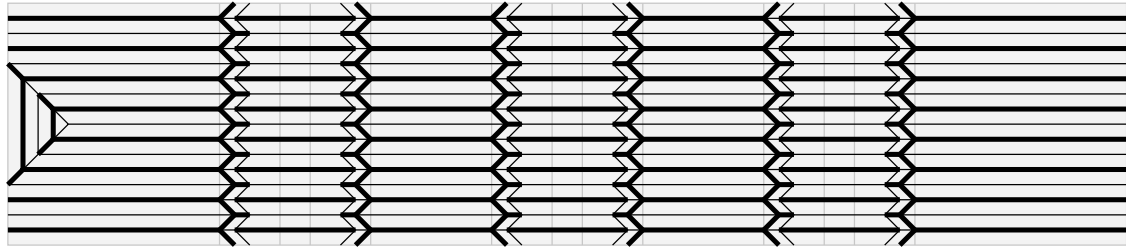
8.

9. ora riapri



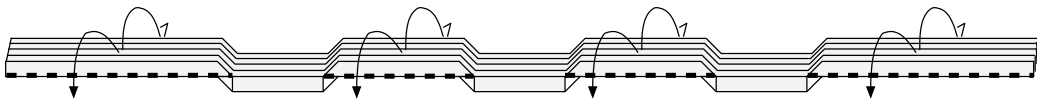


10. per ogni ruota:    11. zig zag a monte    12. zig zag a valle    13. pieghe da collassare

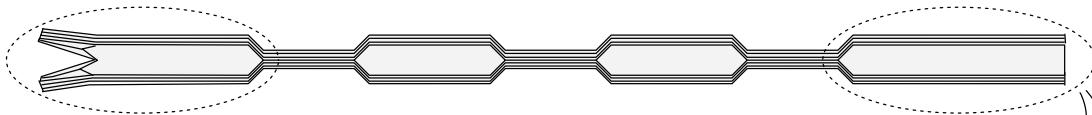


- 14 - manubrio    - 10 - ruota dietro    - 8 - giunto    - 10 - ruota davanti    - 8 - giunto    - 10 - ruota dietro    - 14 - sellino

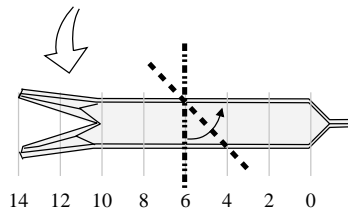
14. collassa tutto assieme



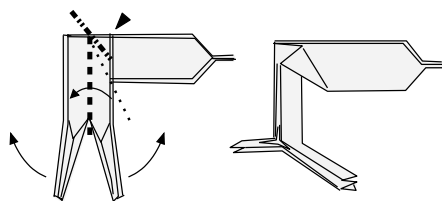
15. apri a 90 gradi, simmetricamente: il modello diventa 3D



16. la parte finale del manubrio non e' piatta

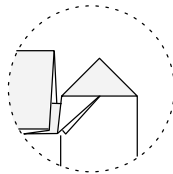


17. manubrio

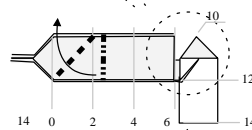


18.

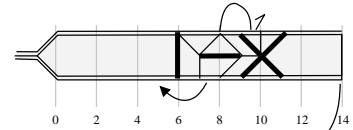
19. manubrio finito



20. sellino: prepiega

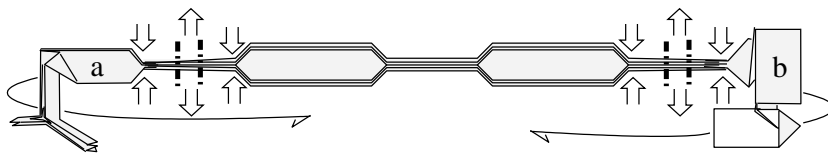


22. crimp

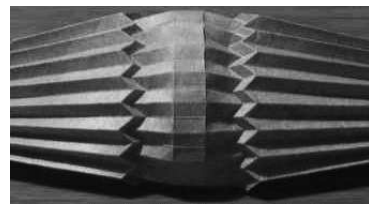


21. collassa

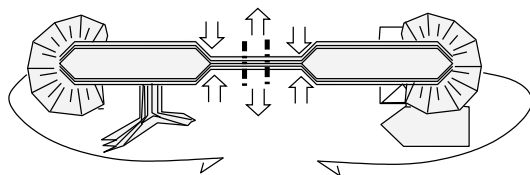




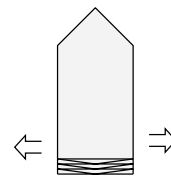
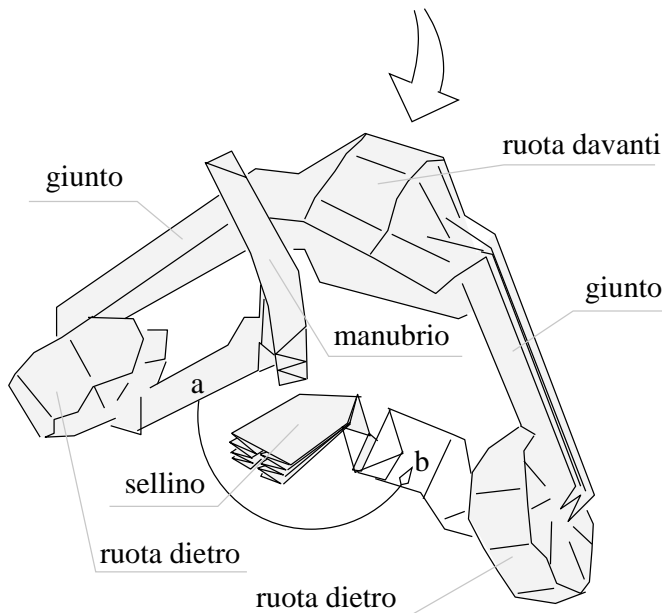
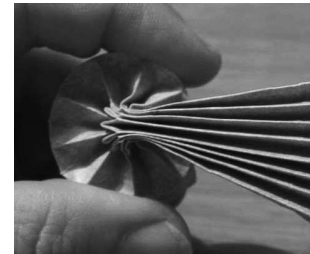
24. piega le due ruote dietro: vedi ruota con perno, passi 12a – 14a



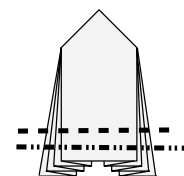
dettagli chiusura ruote



25. piega la ruota centrale

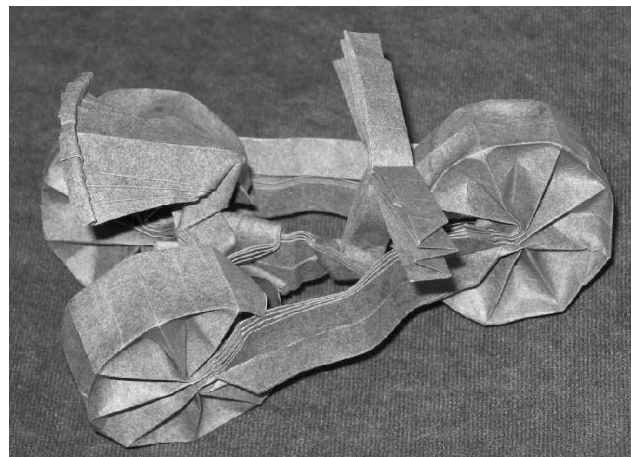


27. sellino: estrai strati da sotto



28. modella

26. per bloccare le due parti, incastra "a" dentro "b"; apri e modella i perni; bagna il cartoncino per mantenere il triciclo in forma



29. triciclo finito

