

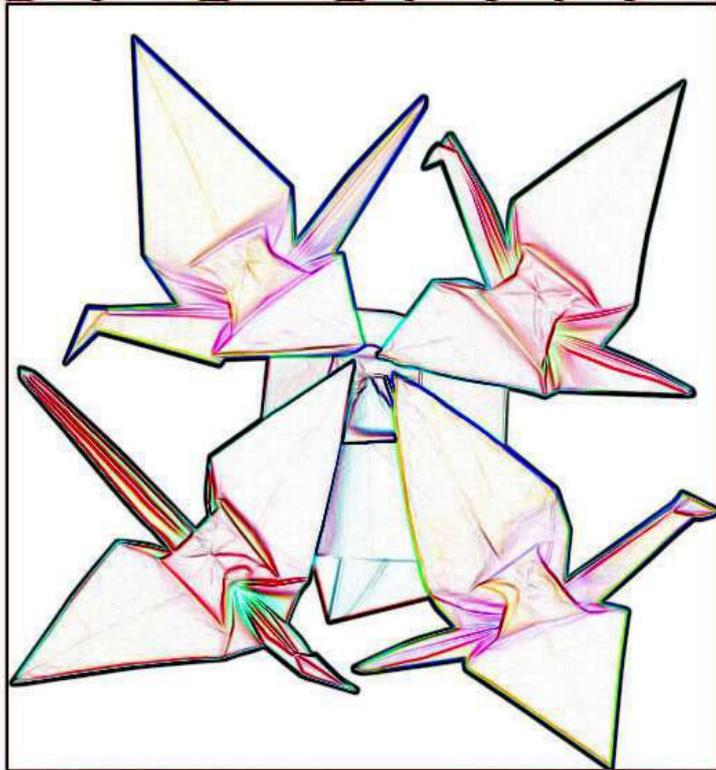
# ORIGAMI PER GIOCCARE



FRANCO PAVARIN

18 10 2020

# ORIGAMI PER GIOCCARE



FRANCO PAVARIN

# PRESENTAZIONE

Questo mio nuovo lavoro è il proseguimento della ricerca iniziata molti anni fa relativamente all'uso ludico dell'origami.

In questo testo si illustrano animali che sbattono le ali, che beccano, che saltano, che mangiano ed anche modelli geometrici, da costruire con la tecnica modulare, che ruotano. Sono sempre convinto che i giocattoli migliori sono quelli che ci costruiamo da soli, anche se con materiali poveri come carta e legno,

Non ho cercato di rappresentare fedelmente gli animali, ma principalmente di studiare nuovi movimenti meccanici divertenti.

Non ho adoperato colla e forbici e per ogni modello ho indicato il tipo di carta adatto. Buon divertimento!

Ottobre 2020

Franco Pavarin

Este nuevo trabajo mio es la continuaciòn de la investigaciòn iniciada hace muchos años sobreel uso lùdico del origami.

Este texto ilustra animales batiendo sus alas, picoteando, saltando, comiendo y tambièn modelos geomètricos, para ser contruidos con la tècnica modular, que giran.

Siempre estoy convencido de que los mejores juguetes son los que construimos nosotros mismos, aunque sea con materiales pobres como papel o madera.

No intentè representar fielmente a los animales, sino principalmente estudiar nuevos movimientos mecànicos divertidos.

No utilicè pegamento ni tijeras y para cada modelo indiquè el tipo de papel adecuado. Buena diversiòn!

Octubre 2020

Franco Pavarin

## DIFFICOLTA DI REALIZZAZIONE

- ★ Per tutti
- ★★ Facile
- ★★★ Presenta qualche difficoltà
- ★★★★ Difficile
- ★★★★★ Solo per piegatori esperti

## DIFICULTAD DE REALIZACION

- Para todo el mundo
- Fàcil
- Presenta algunas dificultades
- Difìcil
- Solo para dobladores expertos

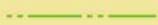
## Simbologia

### SYMBOLOLOGY



Piegata a valle

Valley fold



Piegata a monte

Mountain fold



Ruotate e piegate

Forward folding



Ruotate, piegate  
e riportate alla  
posizione iniziale

Backward Folding  
Fold and Unfold



Ribaltate  
sull'asse verticale

Turn the paper over  
the vertical axis



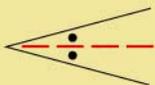
Ribaltate sull'asse  
orizzontale

Turn the paper over  
the horizontal axis



Ruotate di 180°

Rotate 180°



Piegata bisettrice  
a valle

Bisecting valley fold



Figura ingrandita

Enlarged figure

## Indicazione

### Figure

## Risultato 3D

### 3D figure

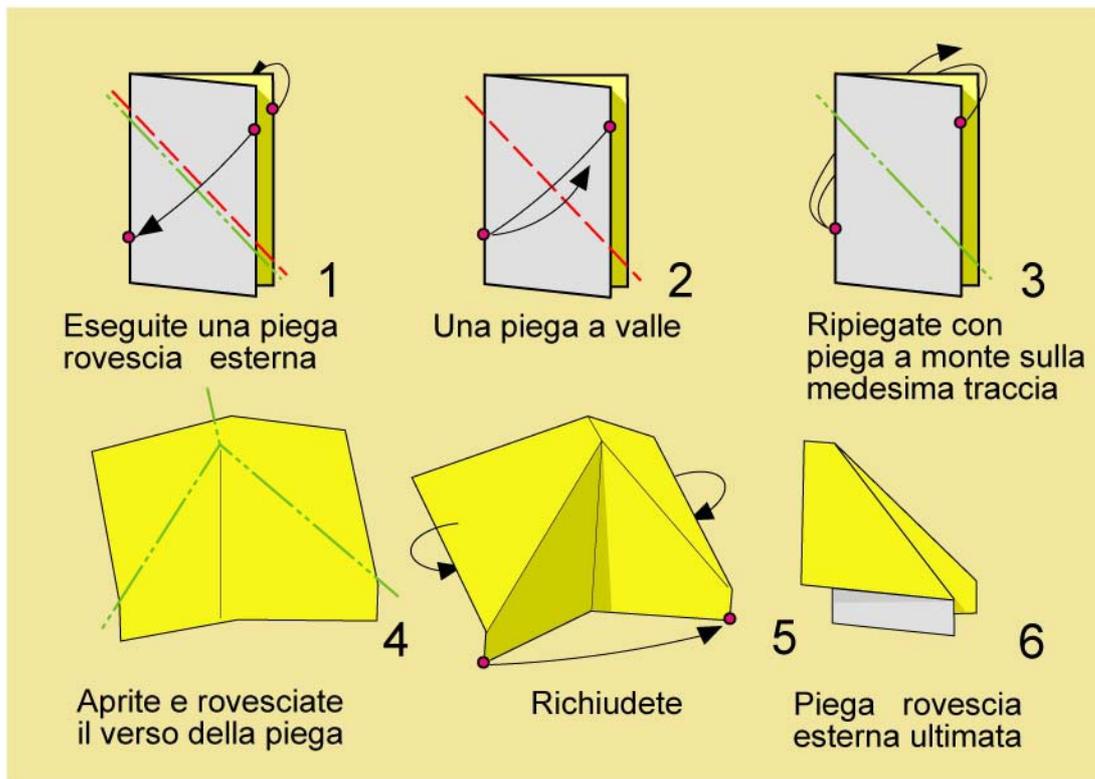
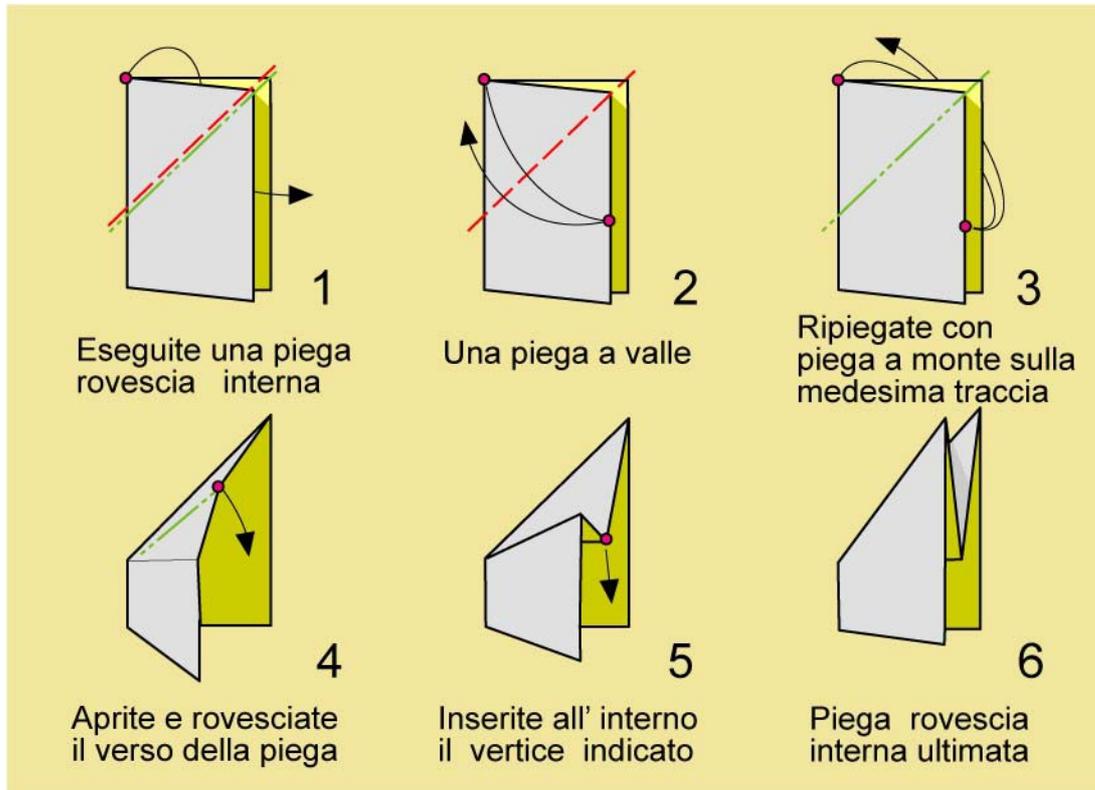


ORIGAMI



ORIGAMI

## Realizzazione delle pieghe rovesce



ANIMALES QUE SALTAN

# ANIMALI CHE SALTANO

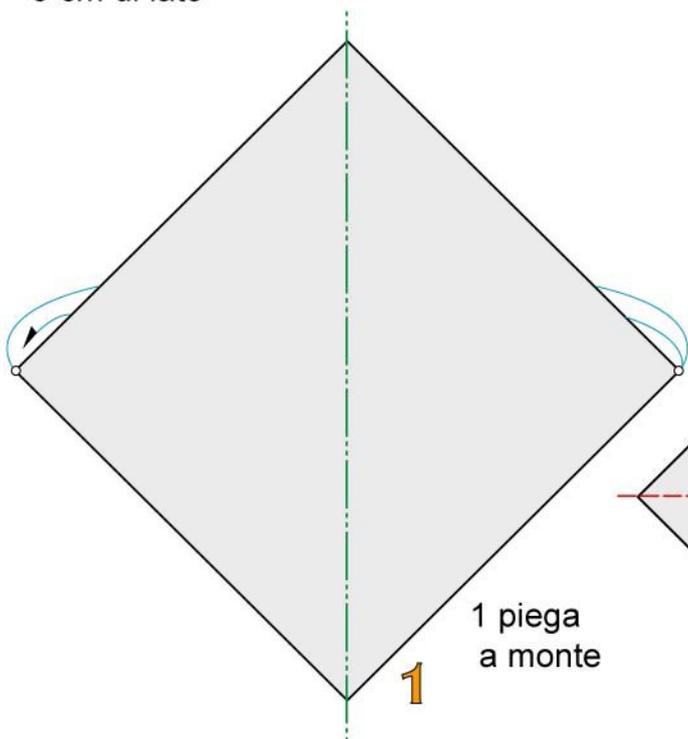
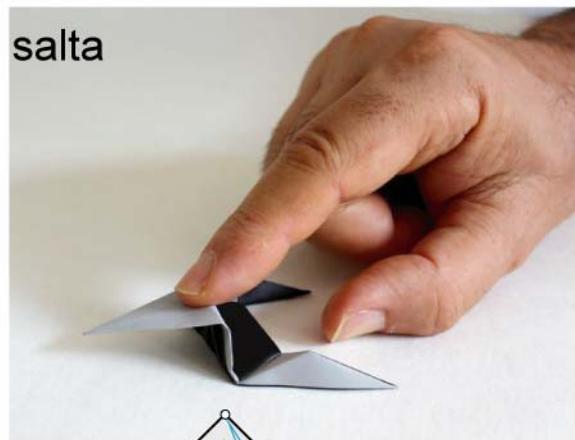
Gli animaletti che saltano sono sempre stati adorati dai bambini, perchè sono adatti per improvvisare gare di distanza o di precisione. Il meccanismo di funzionamento è molto semplice: basta sovrapporre diversi strati di carta e modellarne a "Z" la parte terminale, senza pressarla, per ottenere una specie di molla in grado di esprimere salti anche notevoli. Basta premerne la parte terminale scivolando contemporaneamente con il dito all'indietro.

Los niños siempre han adorado los animalitos que saltan porque con ellos pueden improvisar carreras de salto. El mecanismo que hace posible que un animal de origami pueda saltar es muy simple: se necesita solo sobreponer diferentes capas de papel y modelarlas en forma de "Z" en la parte final sin prensarla demasiado; así se obtiene una especie de resorte que permite que el animalito haga saltos, incluso, muy altos. Lo anterior se consigue haciendo presión en la parte terminal mientras se desliza al mismo tiempo el dedo hacia atrás.

## ZECCA che salta

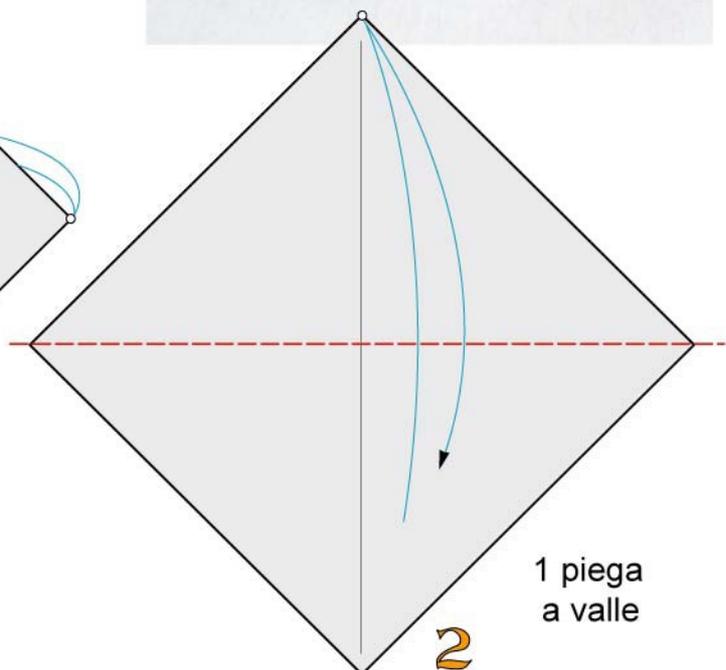
Garrapata que salta

Adoperate un foglio quadrato monocoloro di medio peso di almeno 5 cm di lato



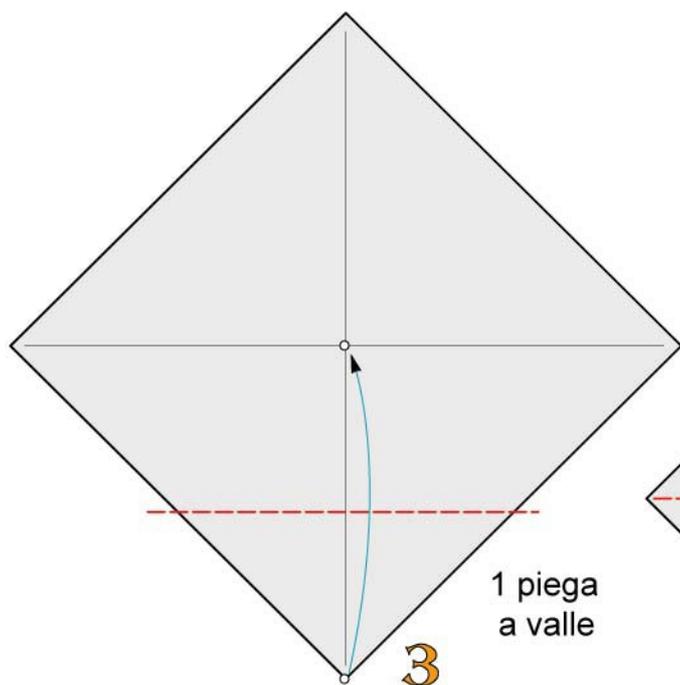
1 piega a monte

1



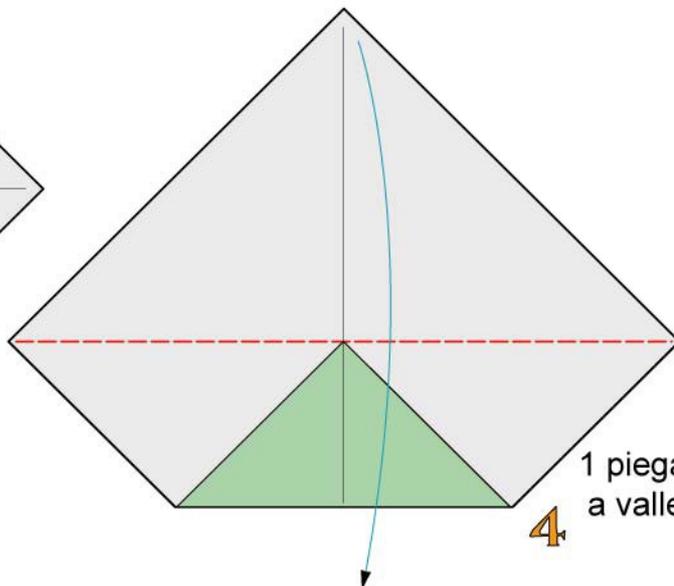
2 piega a valle

2



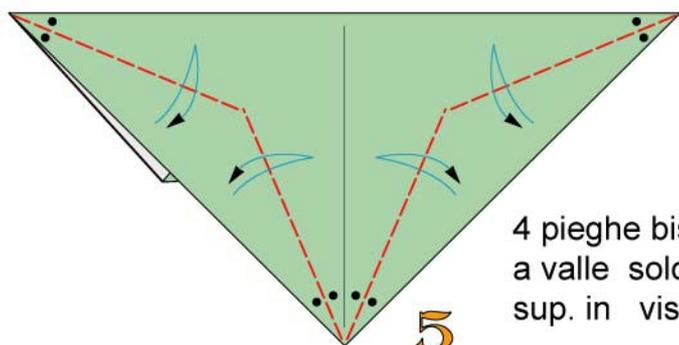
1 piega a valle

3



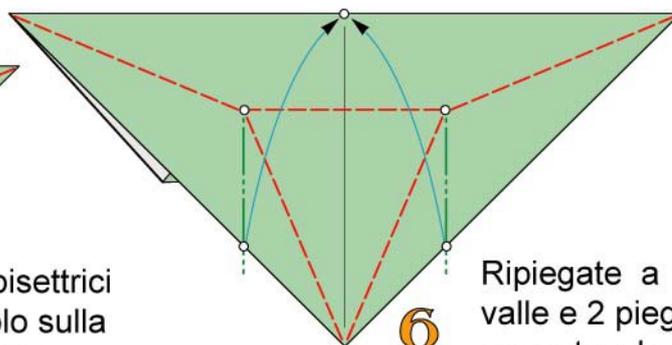
1 piega a valle

4



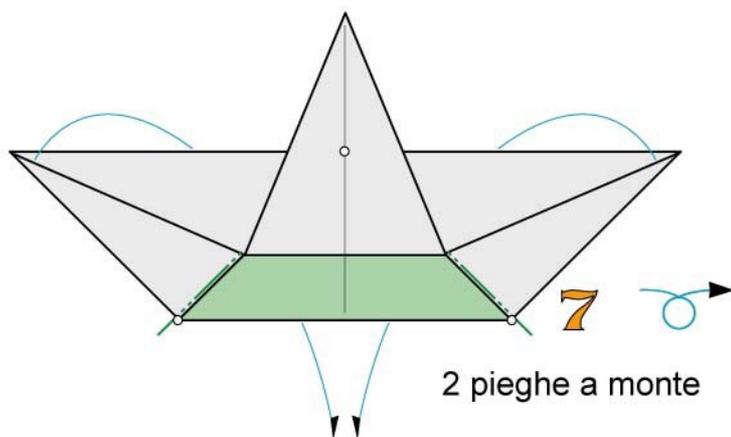
4 pieghe bisettrici a valle solo sulla sup. in vista

5



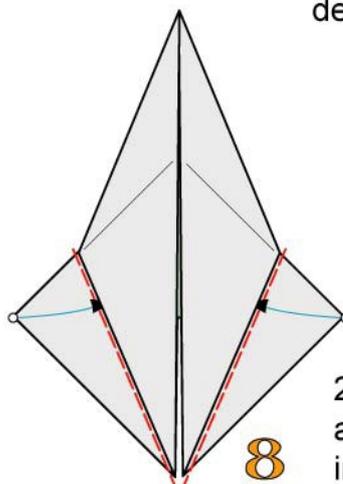
Ripiegate a valle e 2 pieghe a monte che risultano in conseguenza della rotazione

6



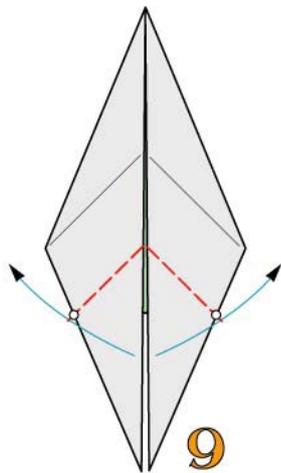
2 pieghe a monte

7

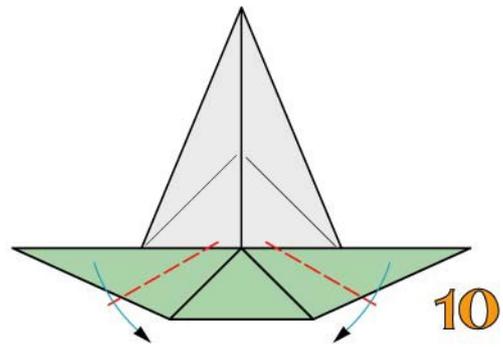


2 pieghe a valle ed intascate

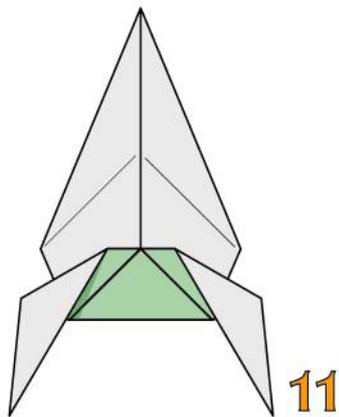
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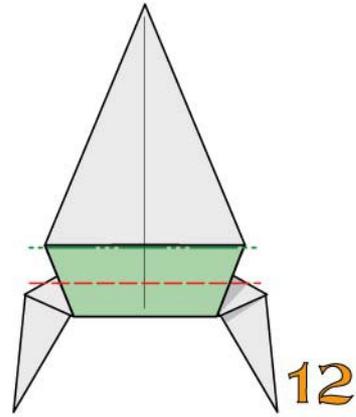
2 pieghe a valle



2 pieghe a valle

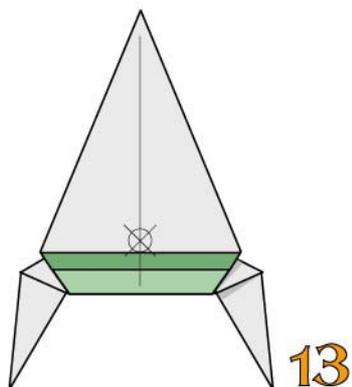


Ribaltate



1 piega a monte ed 1 a valle, non pressata.  
La posizione di quest'ultima definisce il tipo di salto (in lungo, in alto, capriola)

1 pliegue en montaña y 1 en valle sin hacer presión.  
La posición de esta última define el tipo de salto (de longitud, de altura o voltereta)



Zecca ultimata, con indicato il punto di pressione.  
Fate scivolare il dito premendo all'indietro

Garrapata terminada donde se indica el punto de presión.  
Deslizar el dedo haciendo presión hacia atrás.

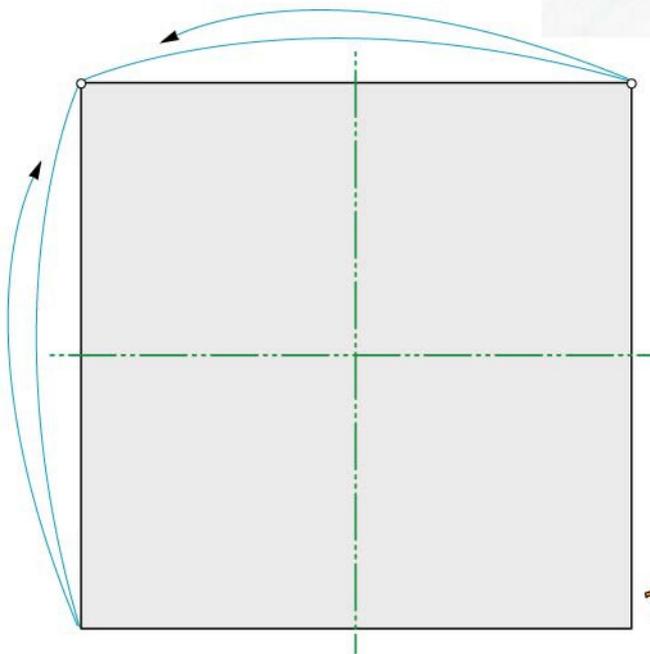
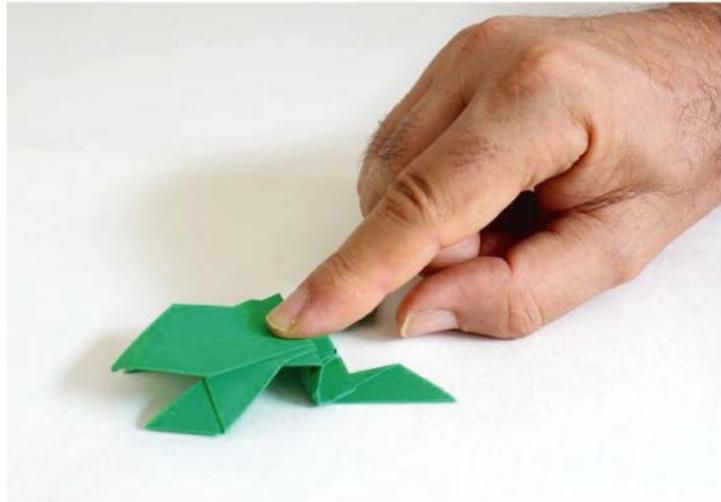


Zecca ultimata. Fianco

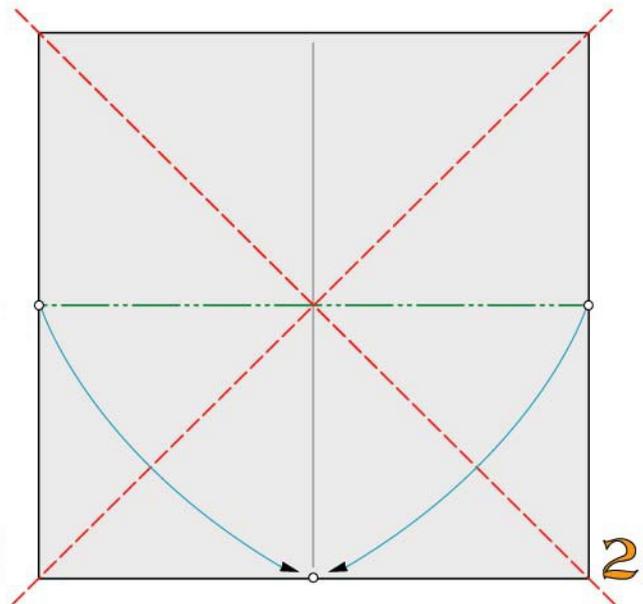
# RANINA ★ che salta

## Ranita que salta

Adoperate un foglio quadrato monocolore di medio peso di almeno 7,5 cm di lato

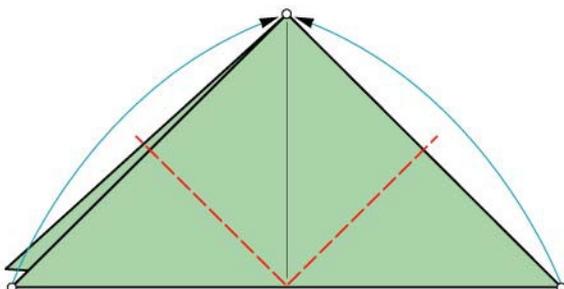


1



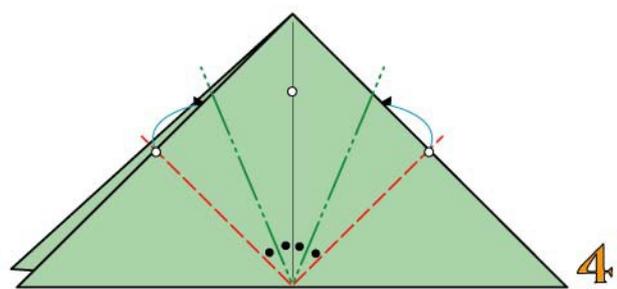
2

2 pieghe a valle e ripiegate a monte



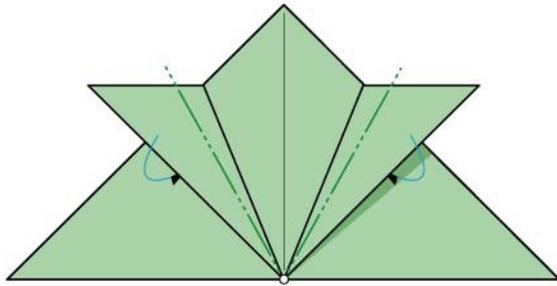
3

2 pieghe a valle solp sulla sup. in vista



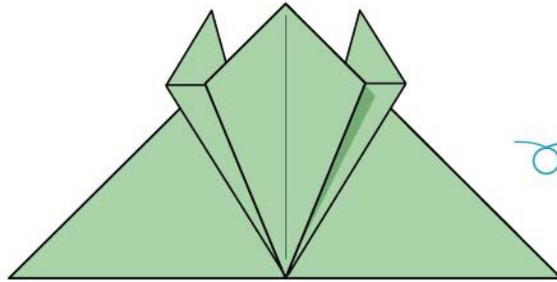
4

2 pieghe bisettrici a monte e ripiegate a valle



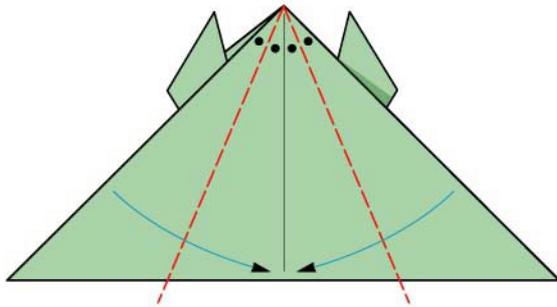
5

2 pieghe a monte



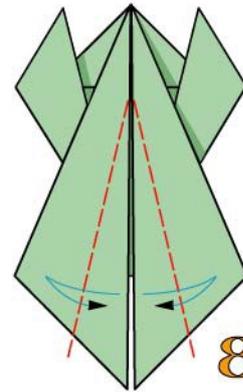
6

Ribaltate

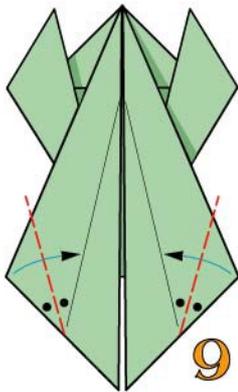


7

2 pieghe bisettrici a valle

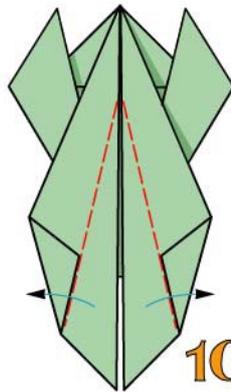


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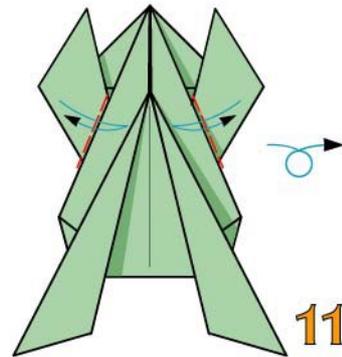
9

2 pieghe bisettrici a valle



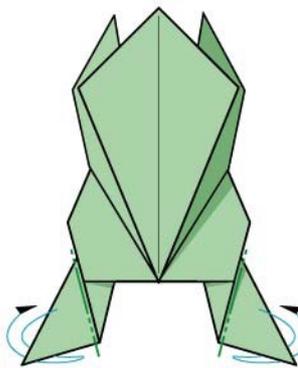
10

2 pieghe a valle



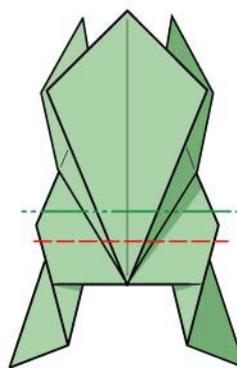
11

2 pieghe a valle e modellate 3D e curvate le zampe anteriori. Ribaltate  
2 pliegues en valle, modelar en 3D y curvar las patas anteriores. Dar la vuelta al modelo



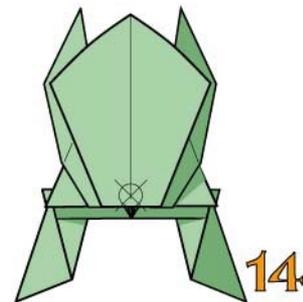
12

2 pieghe a monte



13

1 piega a monte ed 1 a valle, non pressata. La posizione di quest'ultima definisce il tipo di salto (in lungo, in alto, capriola)



14

Ranina ultimata



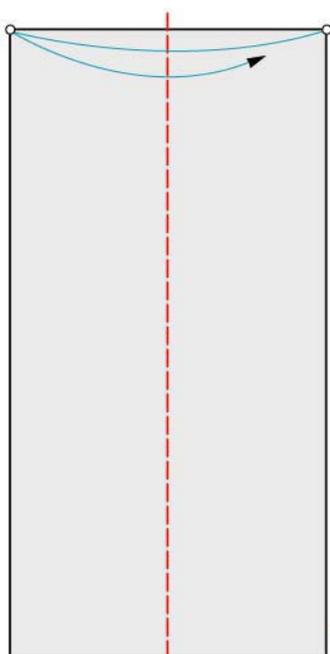
Ranina ultimata, fianco

1 pliegue en montaña y 1 en valle sin hacer presión. La posición de esta última define el tipo de salto ( de longitud, de altura o voltereta)

# RANETTA ★ che salta

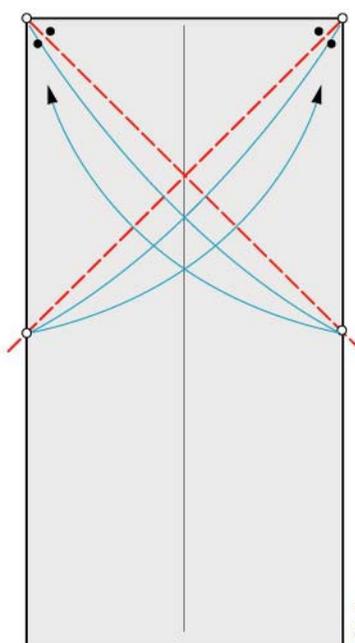
Ranilla que salta

Adoperate un foglio rettangolare monocoloro o bicolore di almeno 7,5 x15 cm. di medio peso  
La ranetta è il mio campione di salto in lungo.



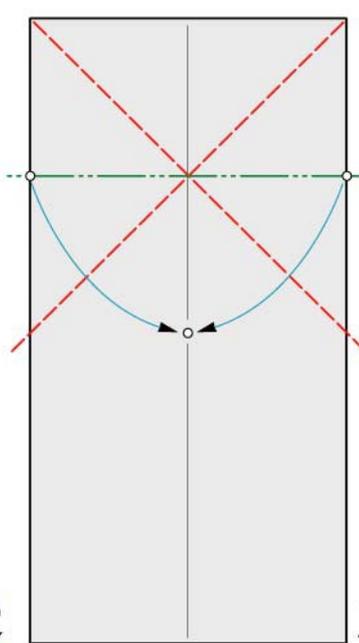
1 piega a valle

1



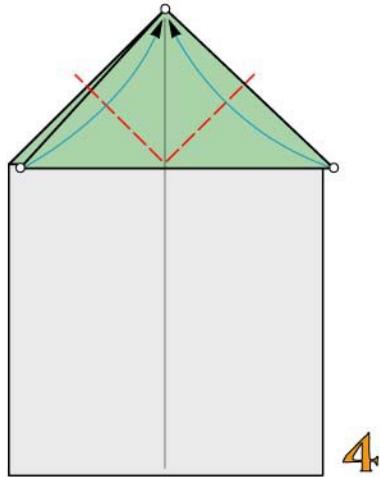
2 pieghe bisettrici a valle

2



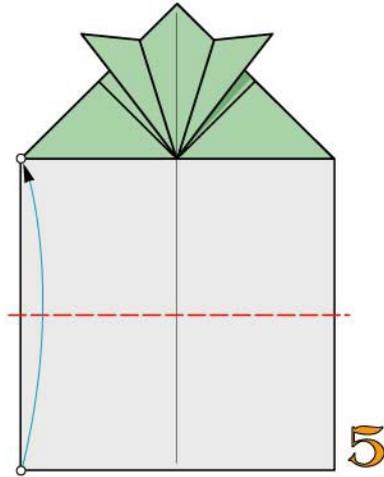
3 1 piega a monte e  
ripiegate a valle

3



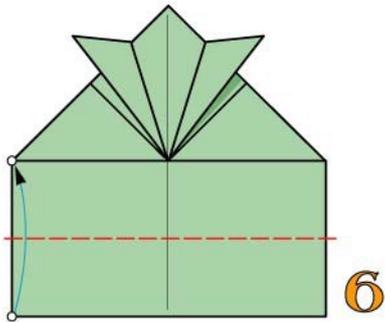
2 pieghe a valle

4



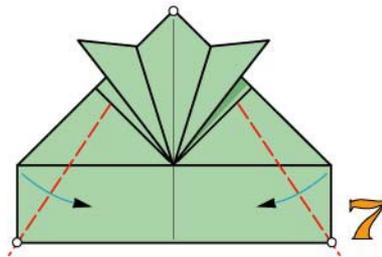
1 piega a valle

5



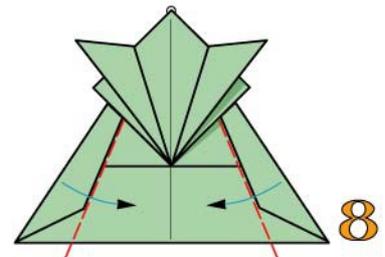
1 piega a valle

6



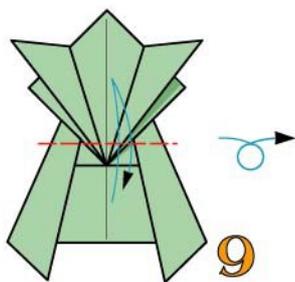
2 pieghe a valle

7



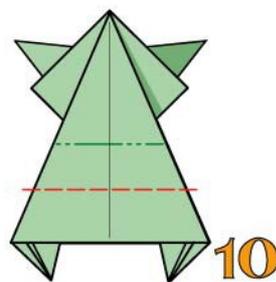
2 pieghe a valle

8



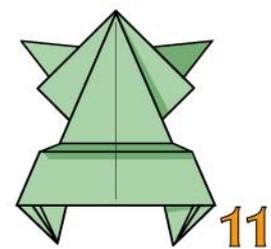
1 piega a valle

9



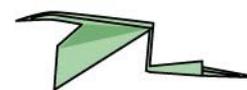
1 piega a monte ed 1 a valle, non pressata. La posizione di quest'ultima definisce il tipo di salto (in lungo, in alto, capriola)

10



Ranetta ultimata.

11



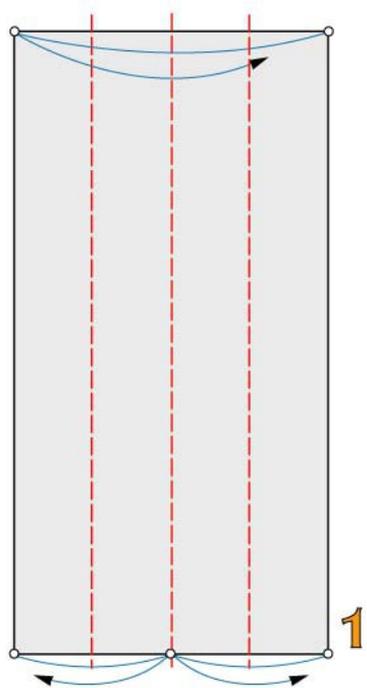
Ranetta ultimata. Fianco

1 pieghe en montaña y 1 en valle sin hacer presión. La posición de esta última define el tipo de salto ( de longitud, de altura o voltereta)

# RANONA <sup>★★</sup> che salta

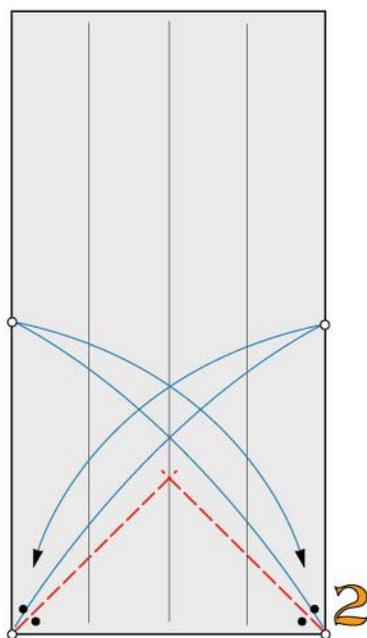
## Ranota que salta

Adoperate un foglio  
rettangolare monocoloro  
o bicolore di almeno  
7,5 x15 cm. di carta robusta  
o cartoncino leggero



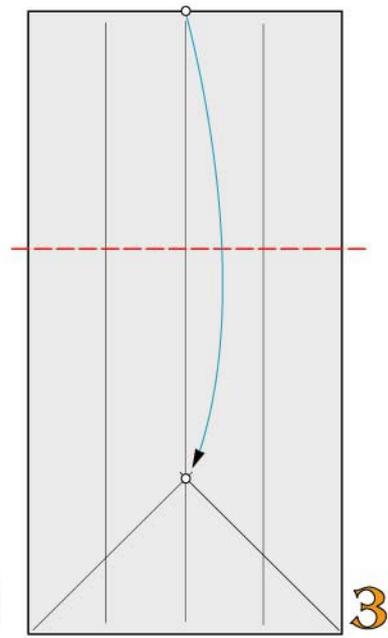
3 pieghe a valle

1



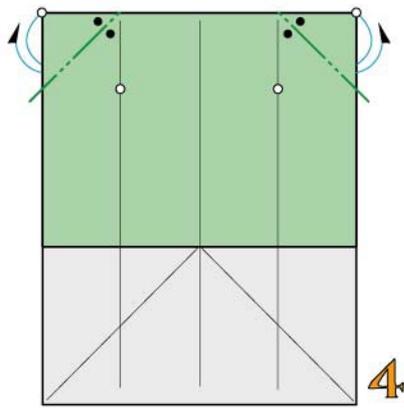
2 pieghe bisettrici a valle

2

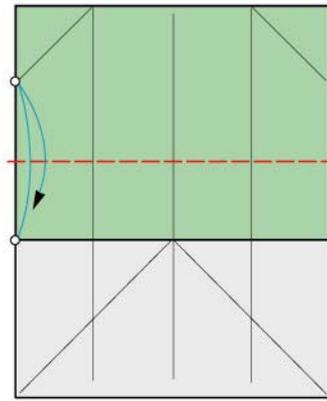


1 piega a valle

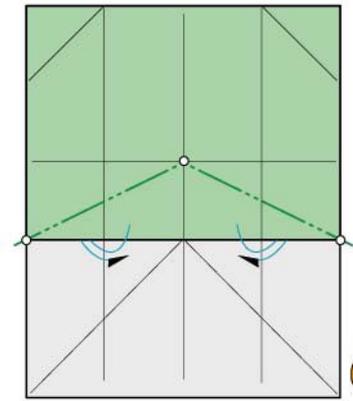
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4



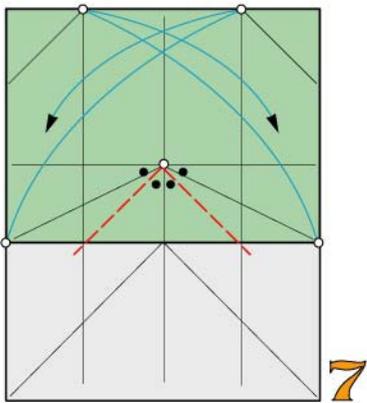
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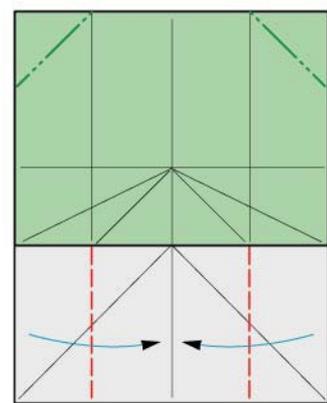
6

1 piega a valle

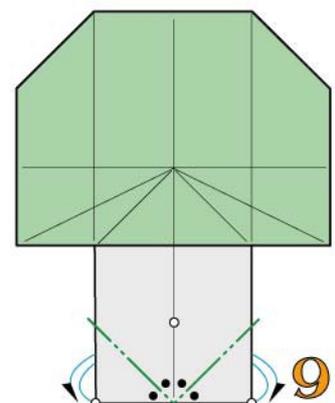
2 pieghe a monte



7



8

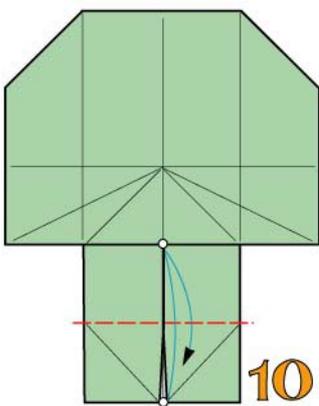


9

2 pieghe bisettrici a valle

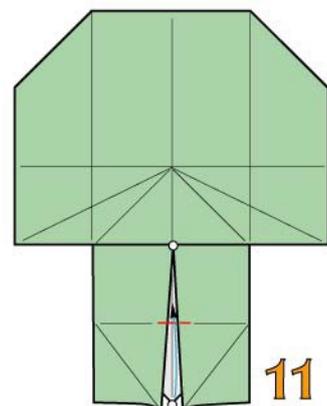
Ripiegate a valle ed a monte

2 pieghe bisettrici a monte



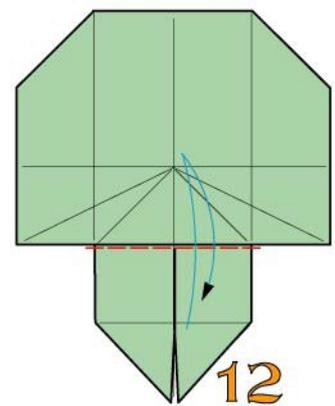
10

1 piega a valle



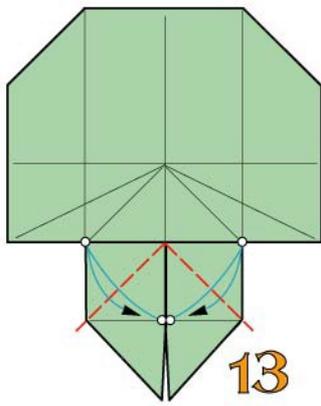
11

1 piega a valle interna



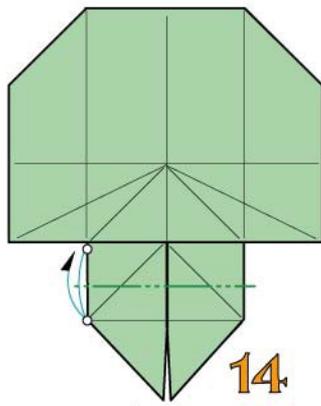
12

1 piega a valle



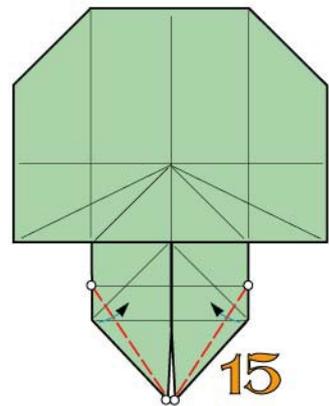
13

2 pieghe a valle



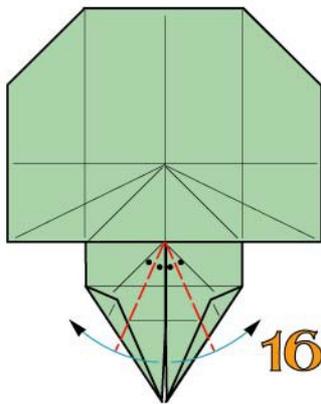
14

1 piega a monte non pressata.  
La sua posizione definisce il tipo di salto (in lungo, in alto, capriola)



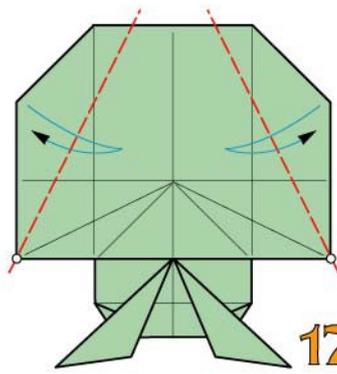
15

2 pieghe a valle



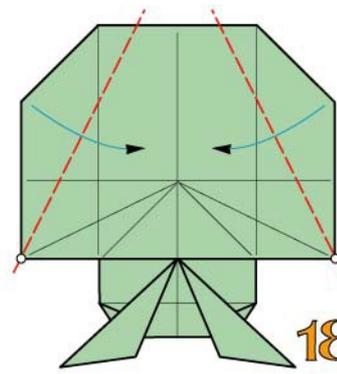
16

2 pieghe bisettrici a valle



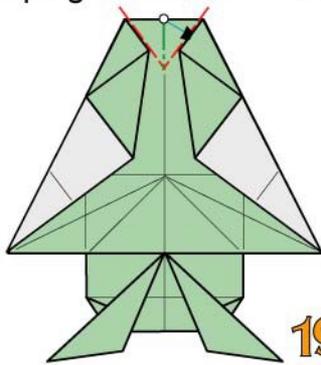
17

2 pieghe a valle



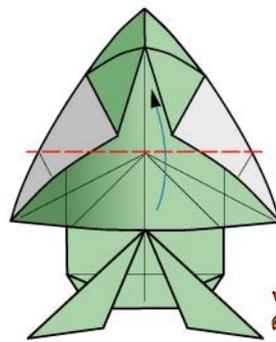
18

2 pieghe a valle



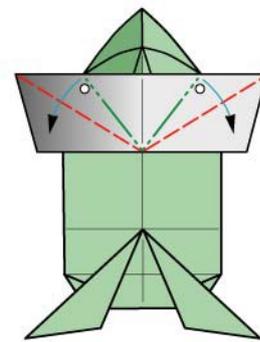
19

2 pieghe a valle e modellate 3D



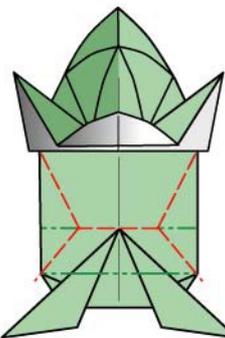
20

1 piega a valle e modellate 3D



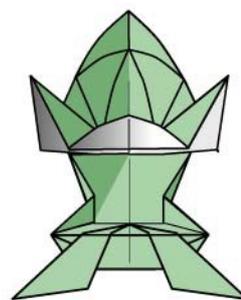
21

2 pieghe a monte, ripiegate a valle e modellate 3D



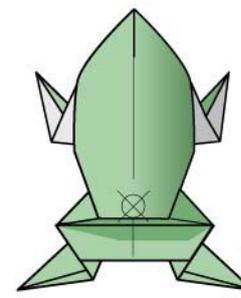
22

4 pieghe a valle e, ripiegando, modellate 3D

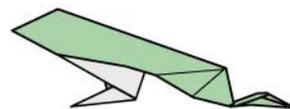


23

Ranona ultimata. Ribaltate



Ranona ultimata.



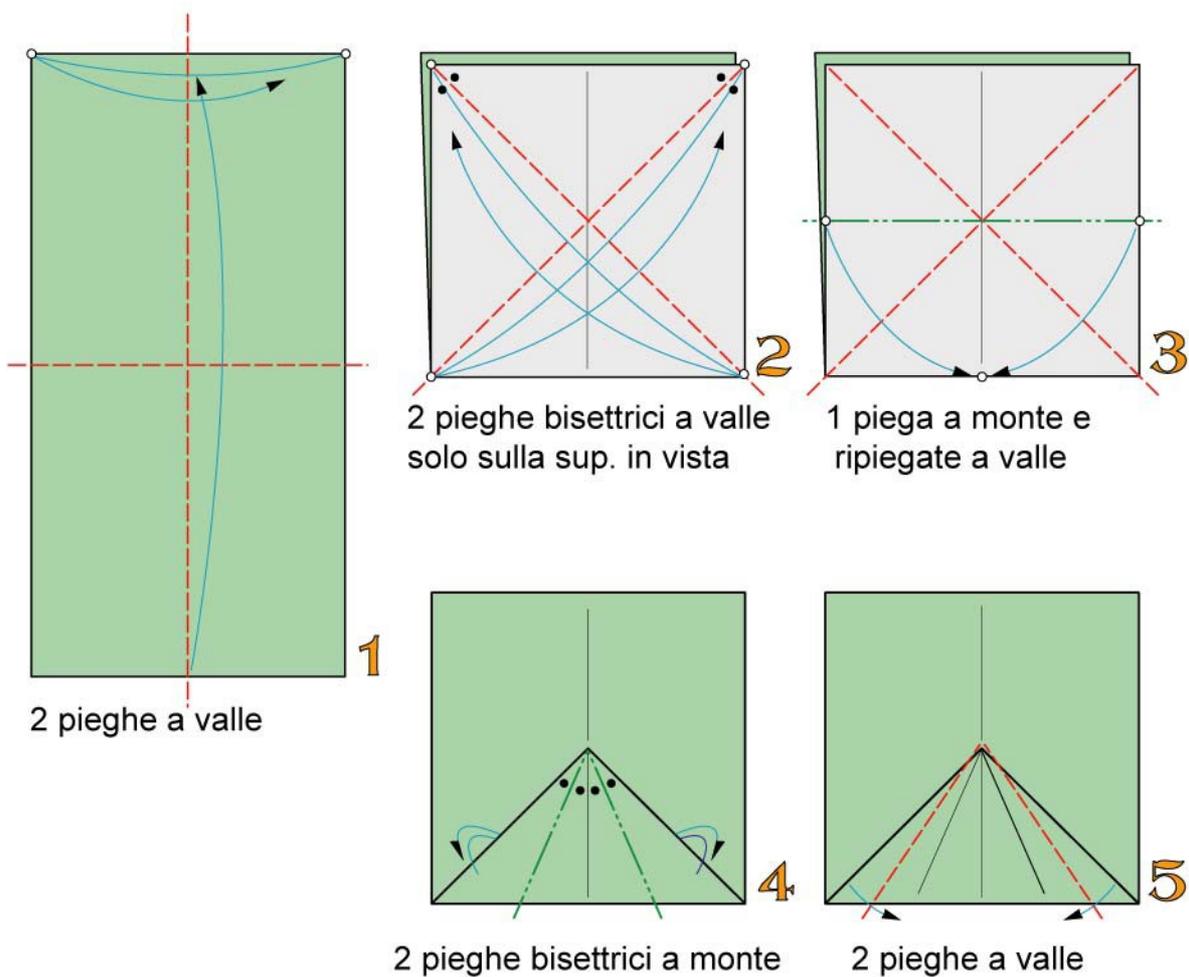
Ranona Fianco

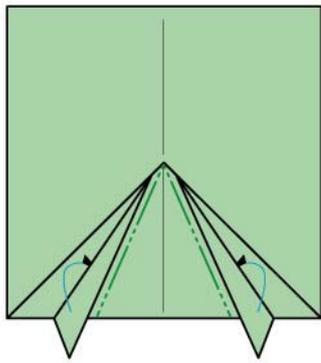
# ROSPO che salta

★★★

## Sapo que salta

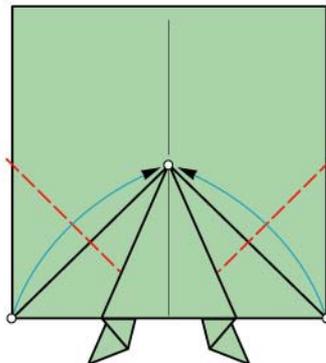
Adoperate un foglio rettangolare monocoloro o bicolore di almeno 10 x20 cm. di carta leggera.





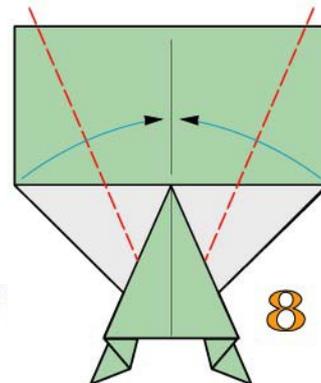
2 pieghe parallele a monte

6



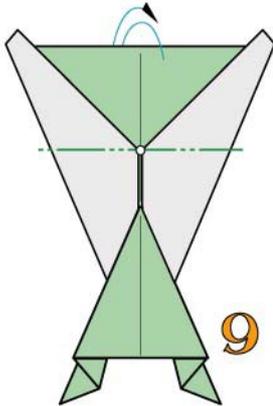
2 pieghe bisettrici a valle

7



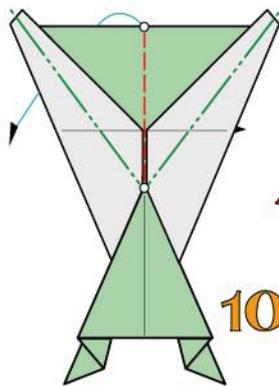
2 pieghe bisettrici a valle

8



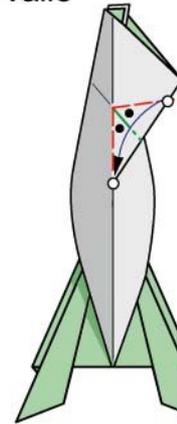
1 piega a monte

9



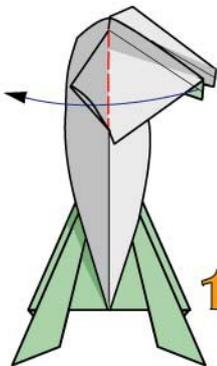
2 pieghe a monte e modellate 3D

10



2 pieghe bisettrici a valle ede 1 a monte

11



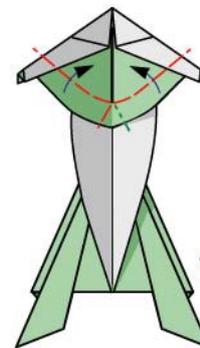
Aprite 3D ripiegando a valle

12



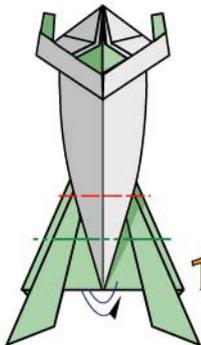
2 pieghe a valle

13



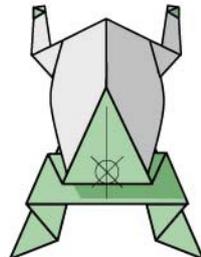
3 pieghe a valle

14



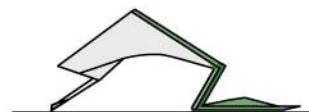
1 piega a valle ed 1 a monte, non pressata.  
La posizione di quest'ultima definisce il tipo di salto (in lungo, in alto, capriola)

15



Rospo ultimato

16



Rospo ultimato. Fianco

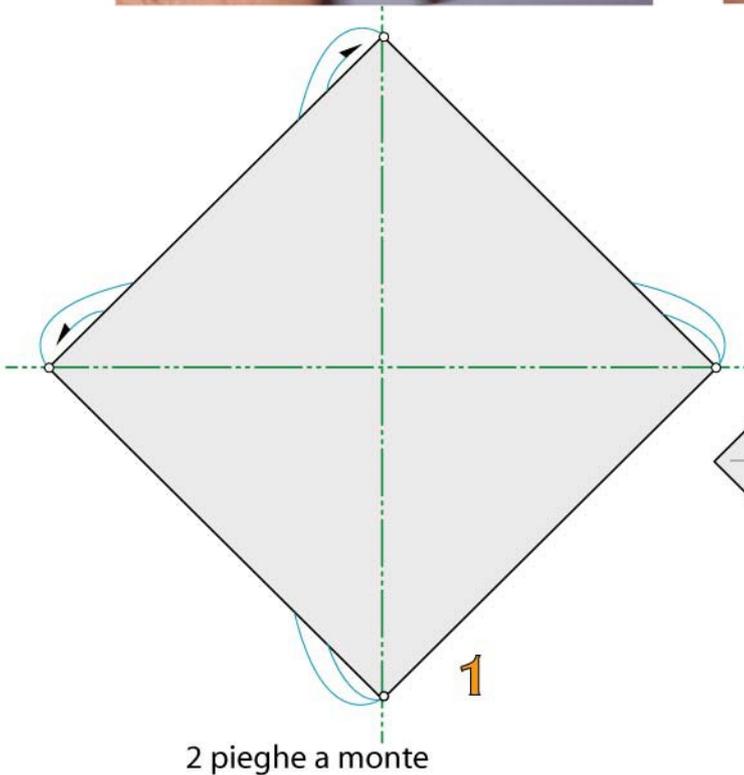
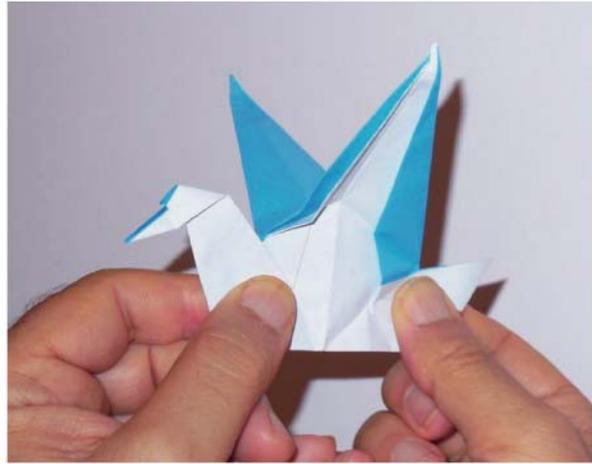
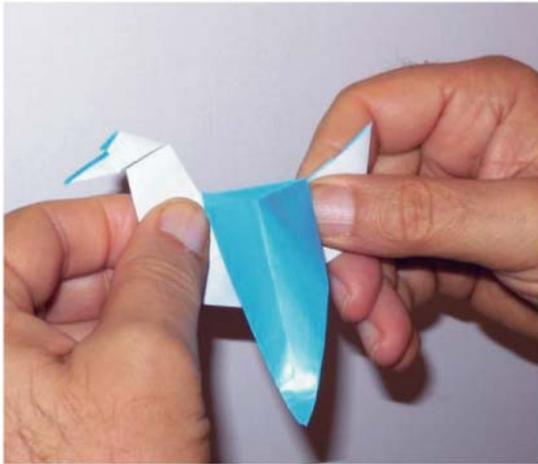
# UCCELLI CHE SBATTONO LE ALI

Pàjaros batiendo sus alas

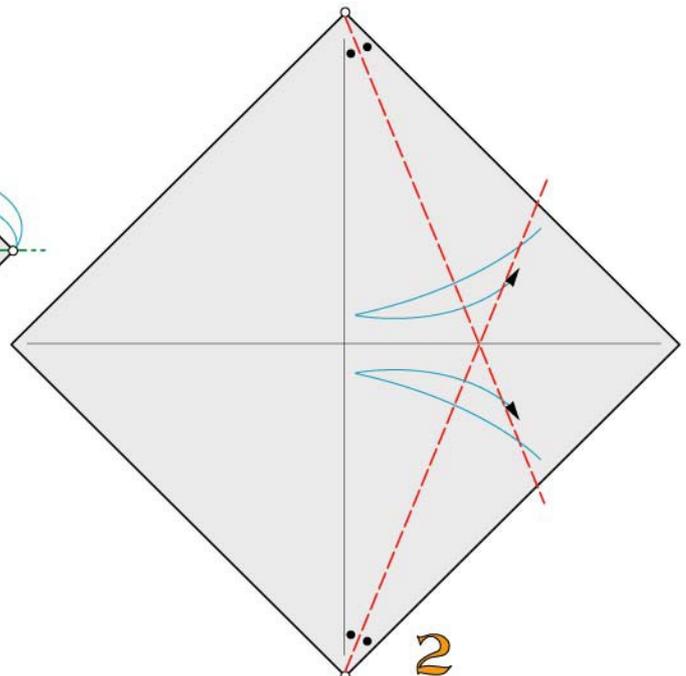
## COLOMBA \*\*\* che sbatte le ali

Paloma

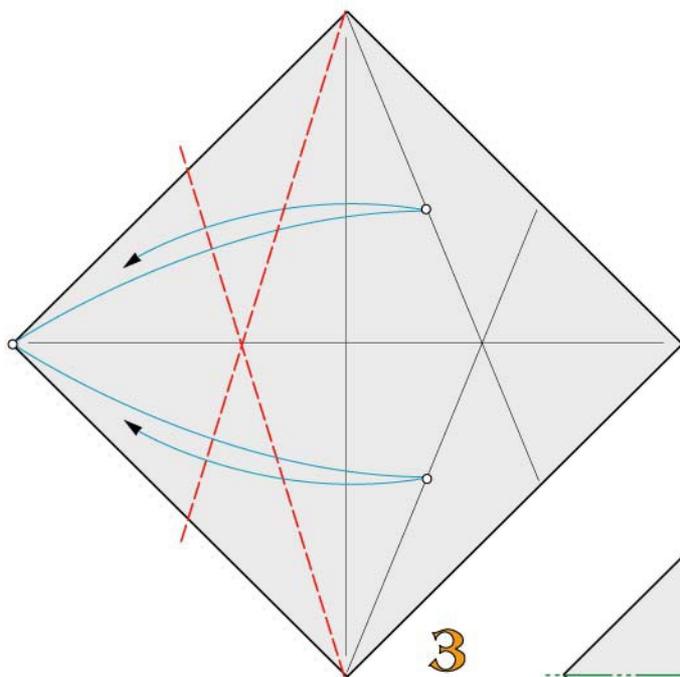
Modello con un funzionamento perfetto, di costruzione abbastanza semplice e di grande effetto. Ruotando le due estremità del corpo le ali compiono una rotazione di 90 gradi. Adoperate un foglio bicolore di medio peso.



2 pieghe a monte

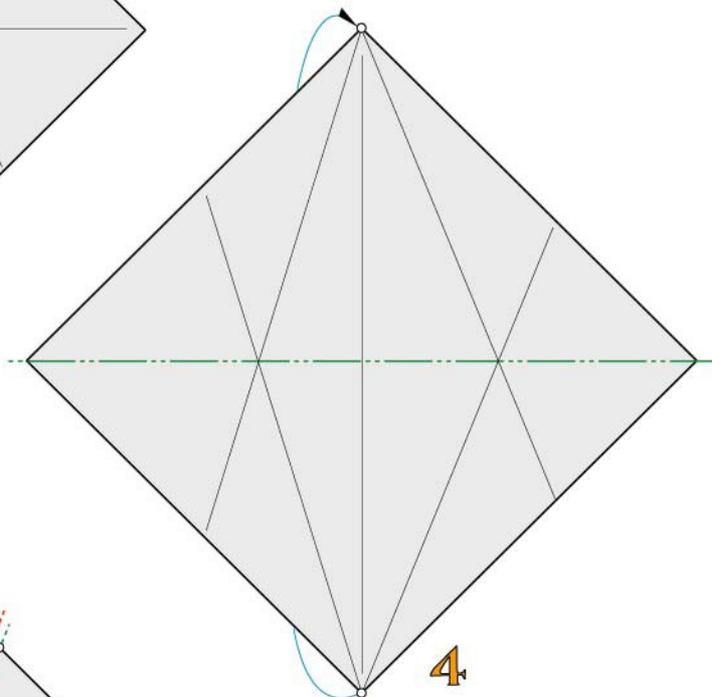


2 pieghe bisettrici a valle



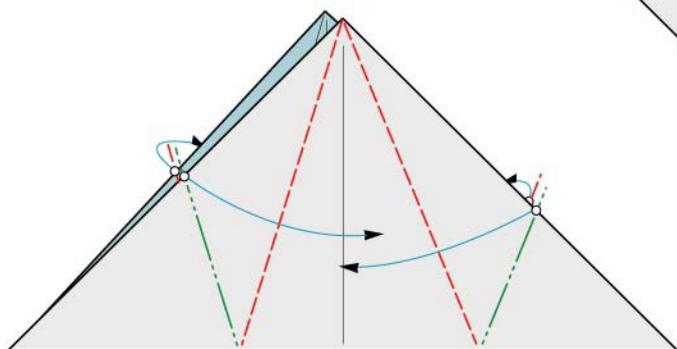
3

2 pieghe a valle



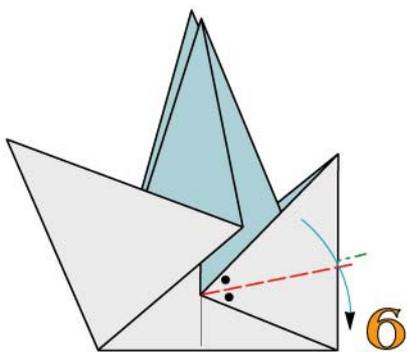
4

1 piega a monte



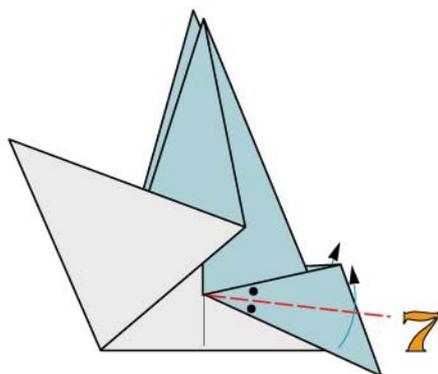
5

Ripiegate a valle e a monte



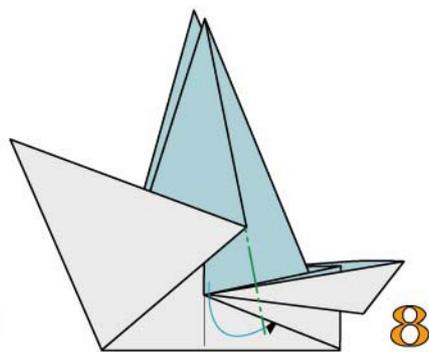
6

2 pieghe bisettrici a valle, 1 per lato



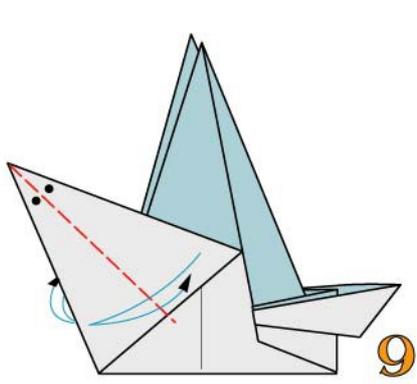
7

2 pieghe bisettrici a valle, 1 per lato

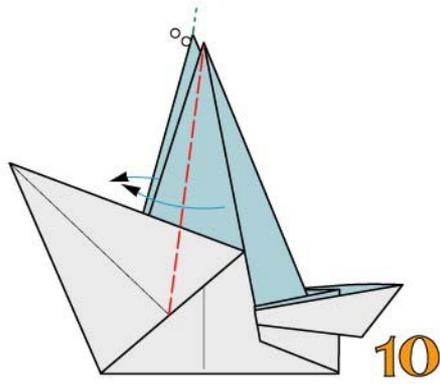


8

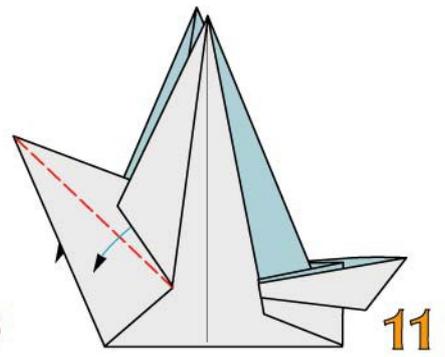
1 piega a monte, 1 per lato



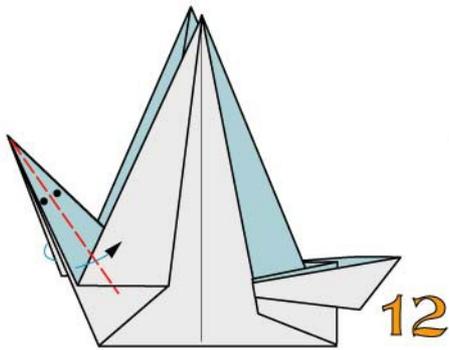
2 pieghe bisettrici  
a valle, 1 per lato



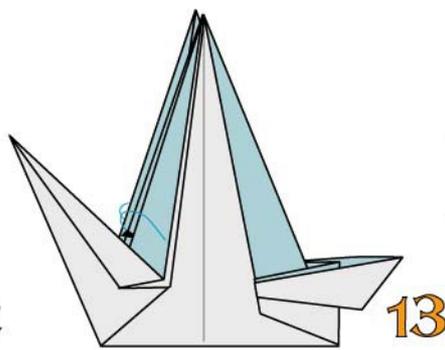
2 pieghe a valle,  
1 per lato



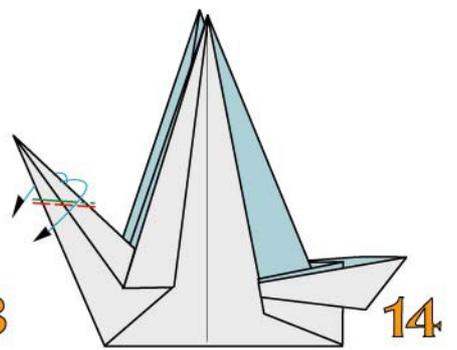
2 pieghe a valle,  
1 per lato



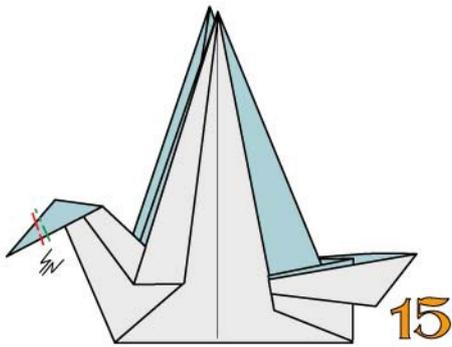
2 pieghe bisettrici  
a valle, 1 per lato



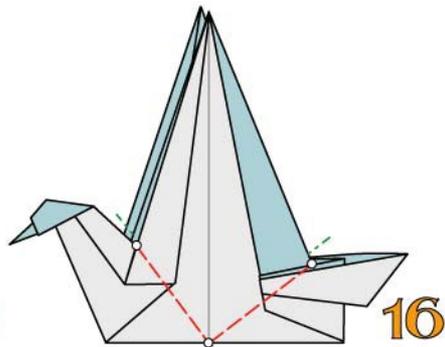
2 pieghe rovesce interne



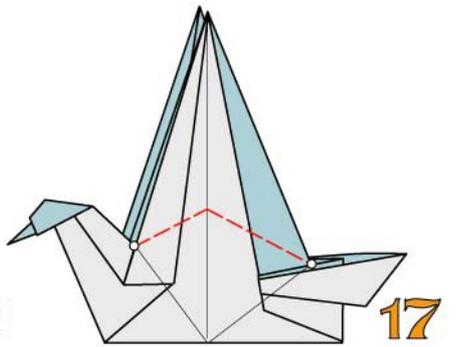
1 piega rovescia esterna



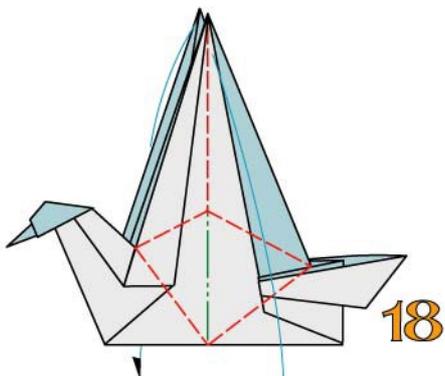
Fate rientrare la  
superficie indicata



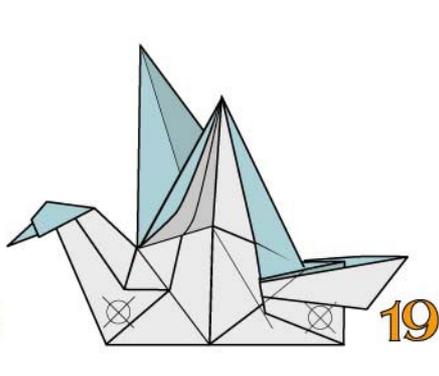
4 pieghe a valle, 2 per lato



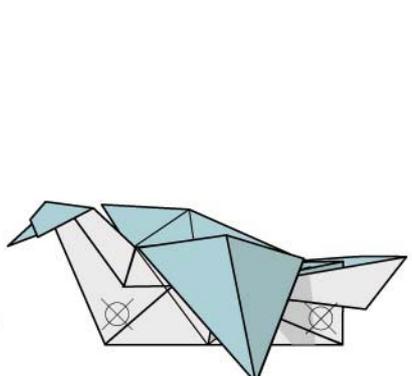
4 pieghe a valle, 2 per lato



Ripiegando a valle a  
monte, modellate 3D



Colomba ultimata  
con ali rialzate



Colomba ultimata  
con ali ribassate

# ANATRA ★★★★

che sbatte le ali

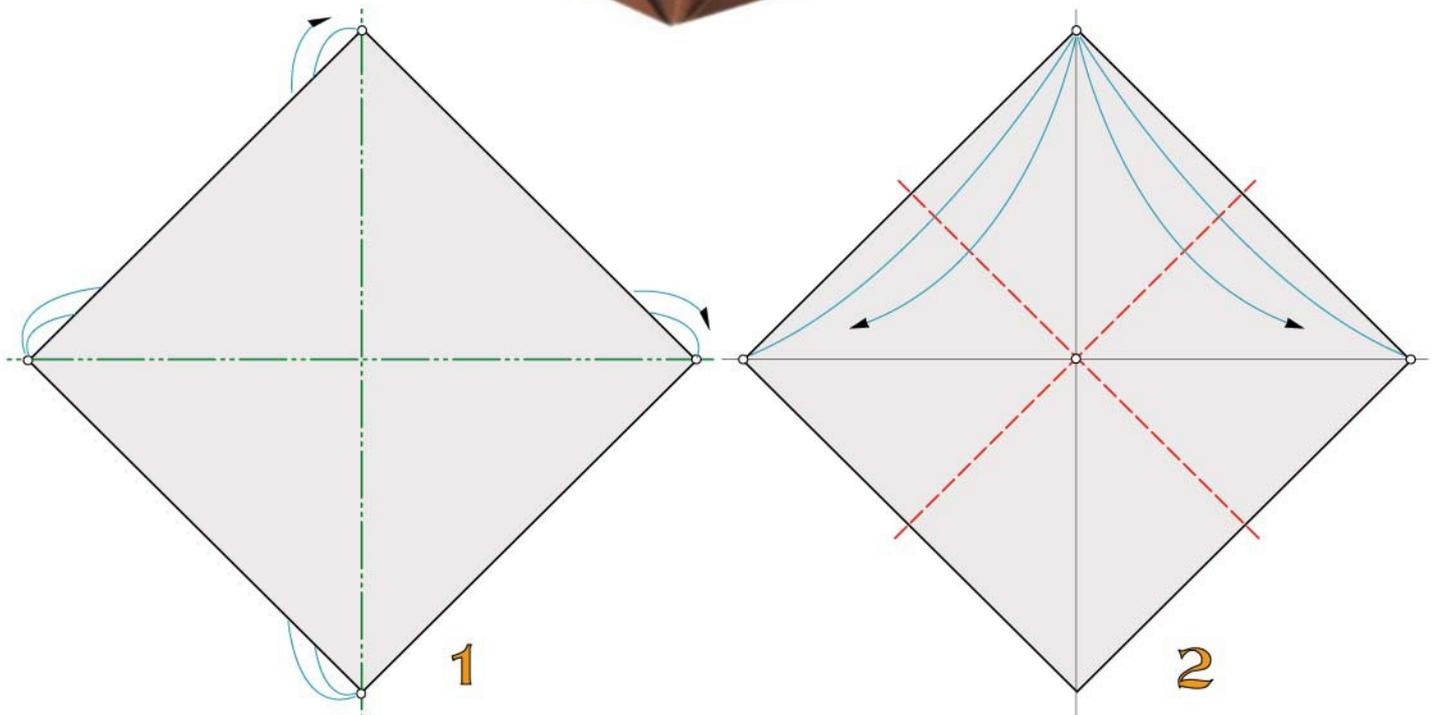
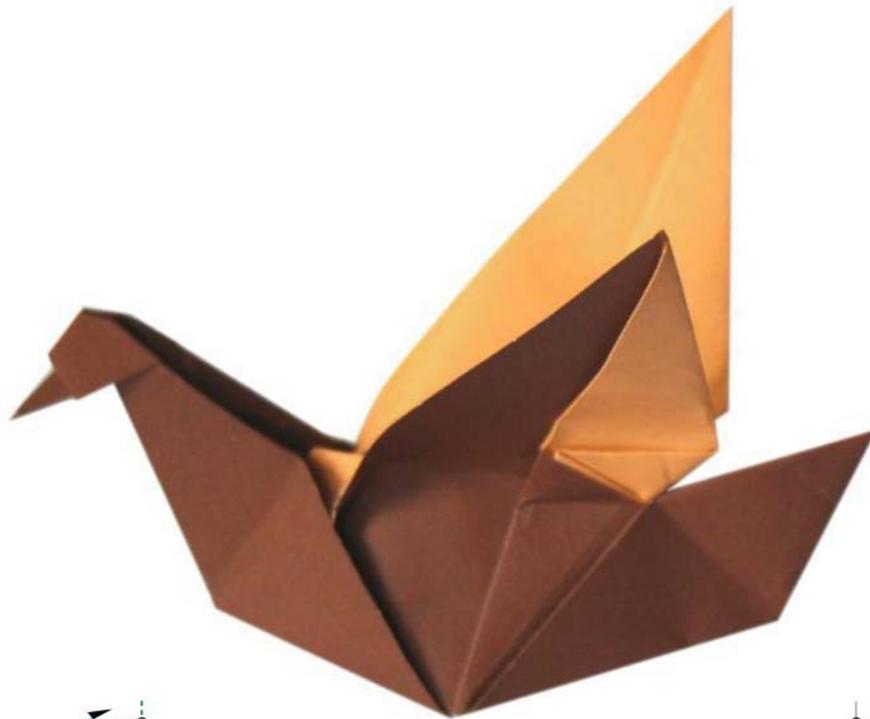
## Pato

Ruotando testa e coda, l'anatra sbatte le ali.

L'anatra è in grado di galleggiare.

Se di grandi dimensioni, può servire da un originale copricapo

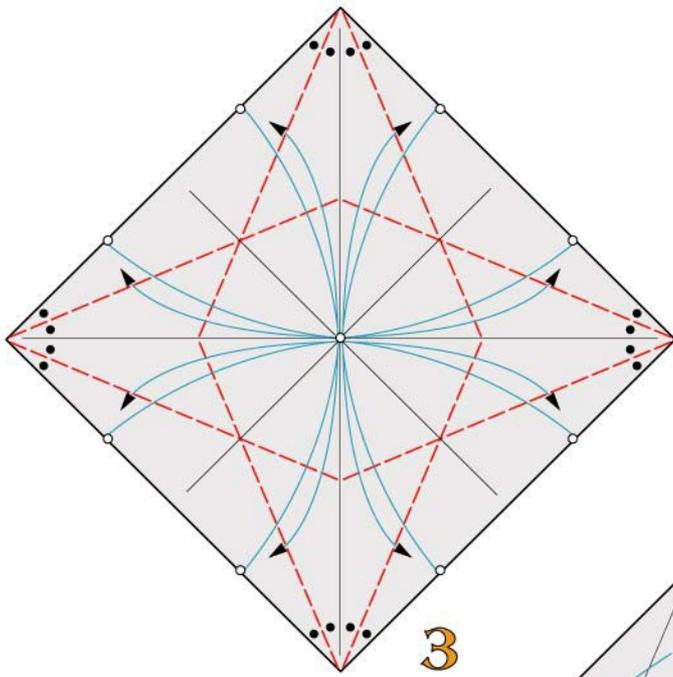
Adoperate un foglio quadrato di almeno 20 cm di lato, meglio se bicolore.



2 pieghe diagonali a monte

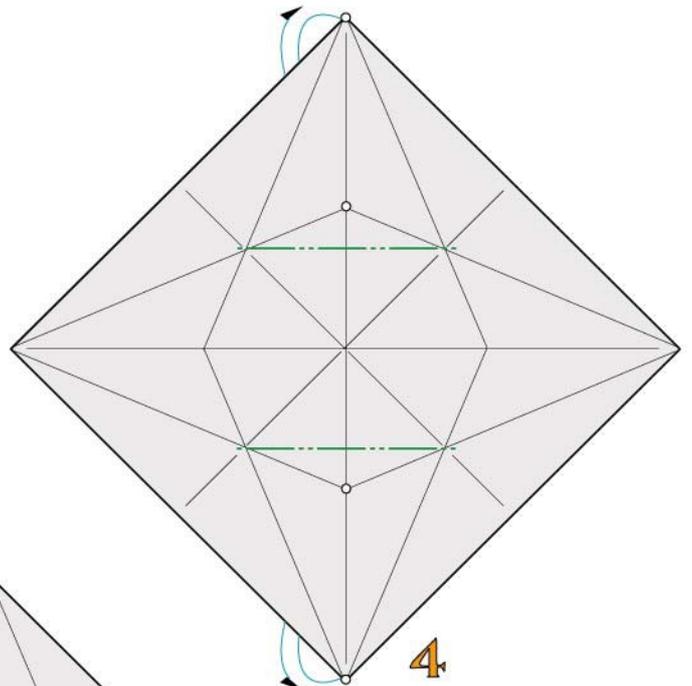
2 pieghe a valle

o



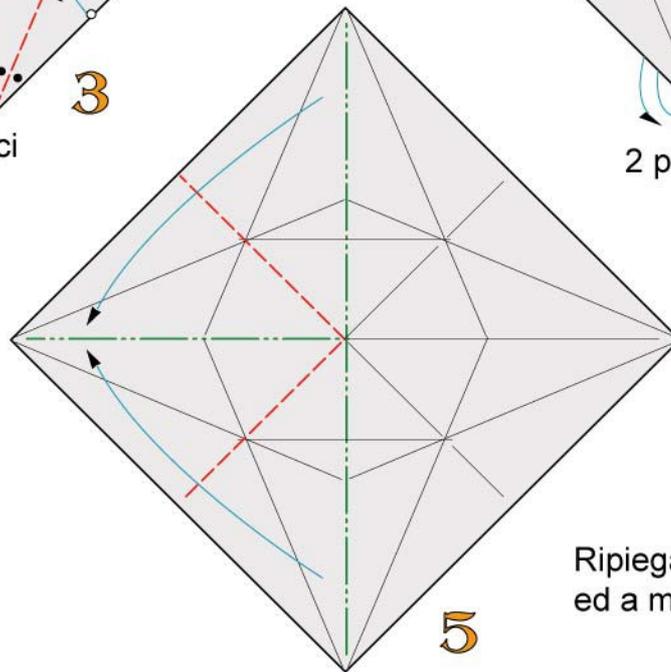
8 pieghe bisettrici  
a valle

3



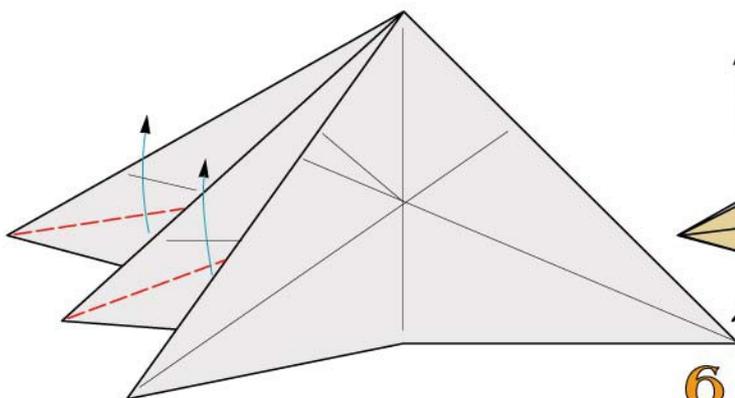
2 pieghe a monte

4



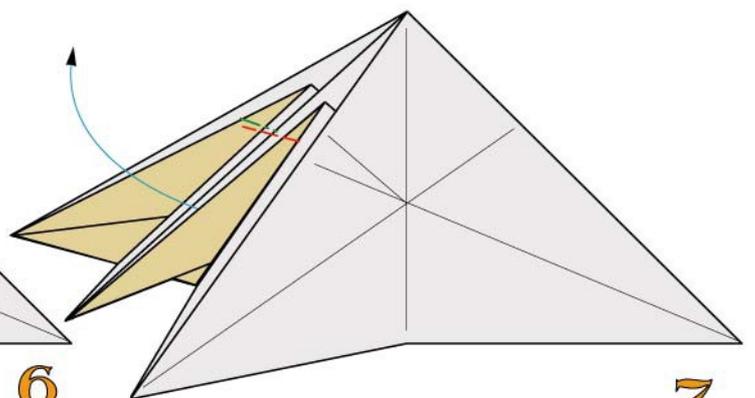
Ripiegate a valle  
ed a monte

5



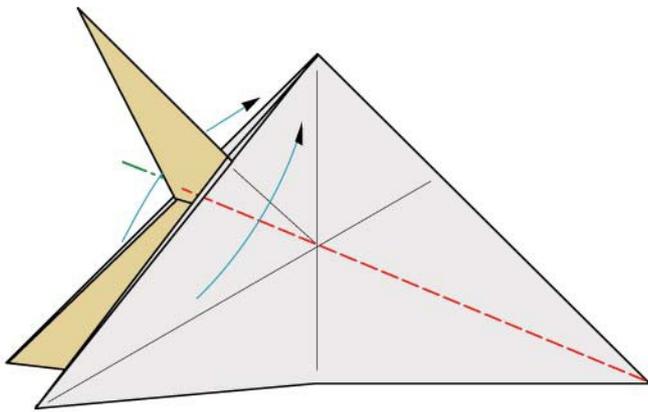
2 pieghe rovesce interne

6



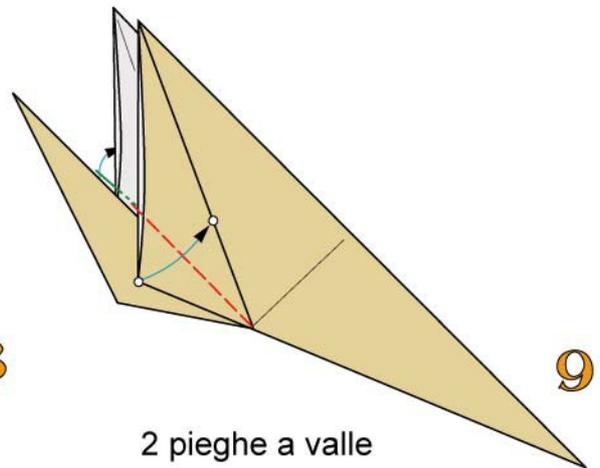
1 piega rovescia esterna

7



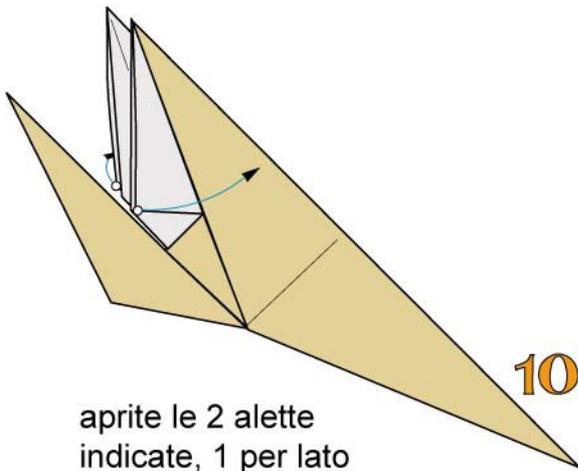
2 pieghe a valle

8



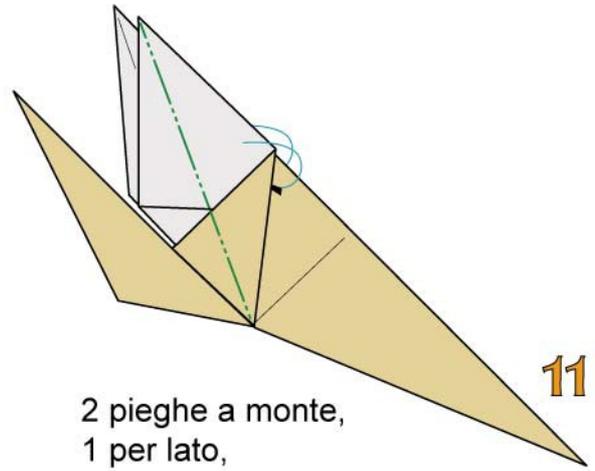
2 pieghe a valle

9



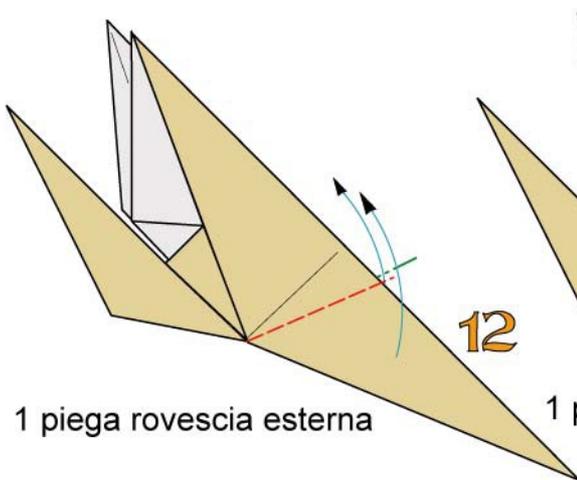
aprite le 2 alette indicate, 1 per lato

10



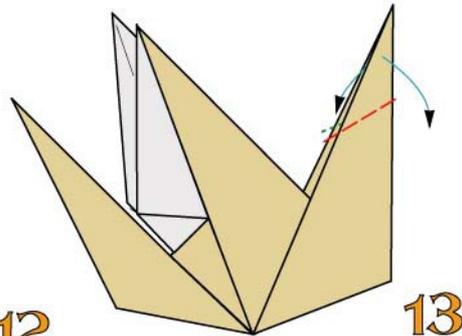
2 pieghe a monte, 1 per lato, ed intascate

11



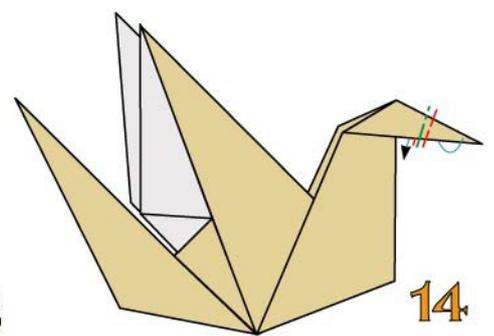
1 piega rovescia esterna

12



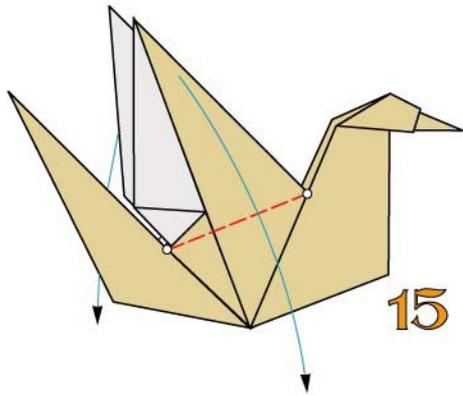
1 piega rovescia esterna

13



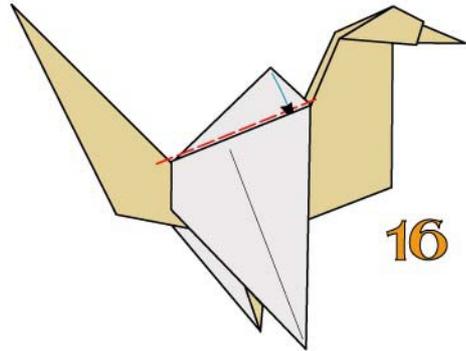
1 piega rovescia interna a "z"

14



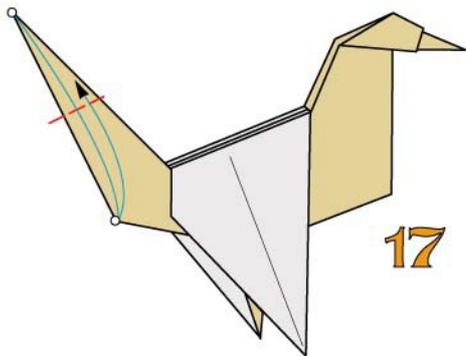
15

2 pieghe a valle



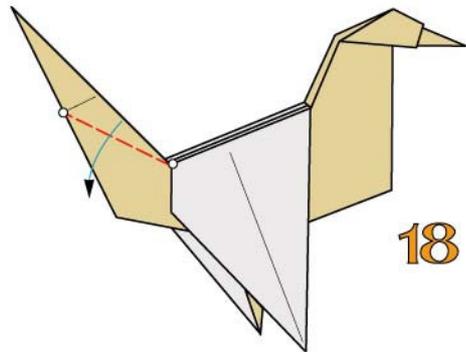
16

1 piega a valle ed intascate



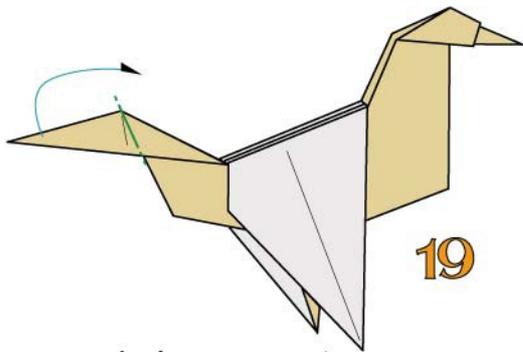
17

1 piega a valle



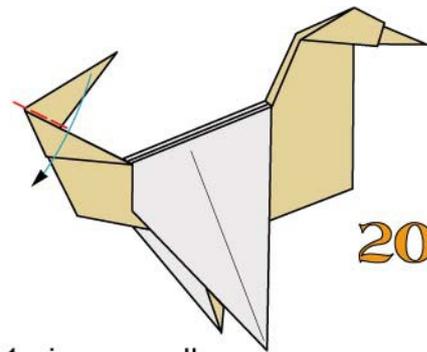
18

1 piega a valle



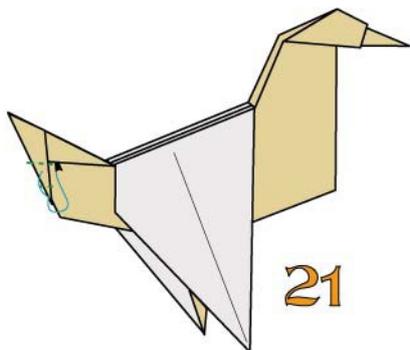
19

1 piega a monte



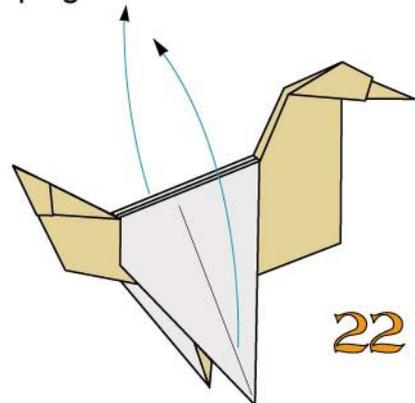
20

1 piega a valle



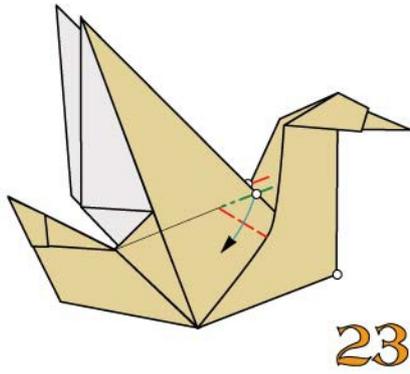
21

2 pieghe a monte ed intascate

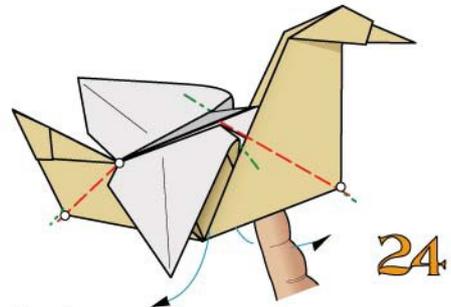


22

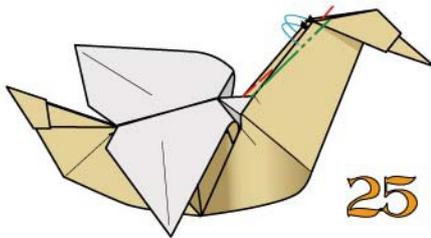
alzate le ali



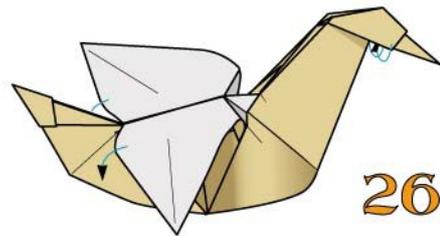
2 pieghe a valle,  
1 per lato, e ripiegate  
a monte



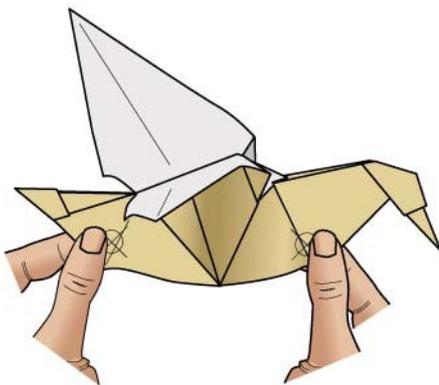
4 pieghe a valle,  
2 per lato, e modellate  
arrotondando la base 3D



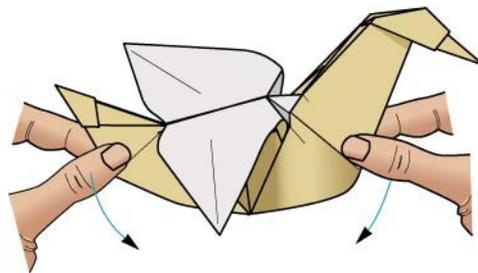
2 pieghe a monte,  
1 per lato



Arrotondate i bordi della testa e  
della parte posteriore delle ali.  
Modello ultimato



Anatra ultimata  
con ali rialzate



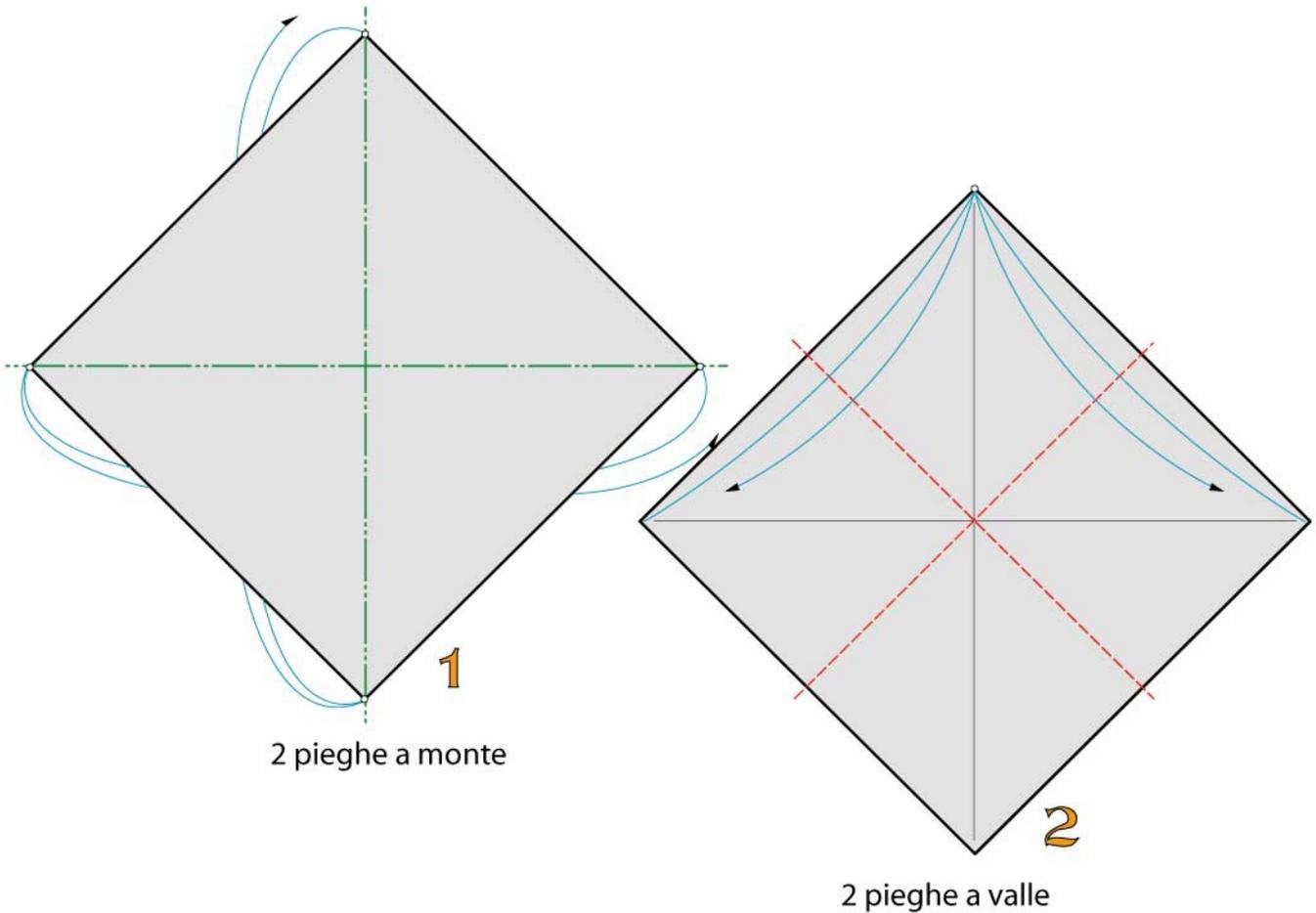
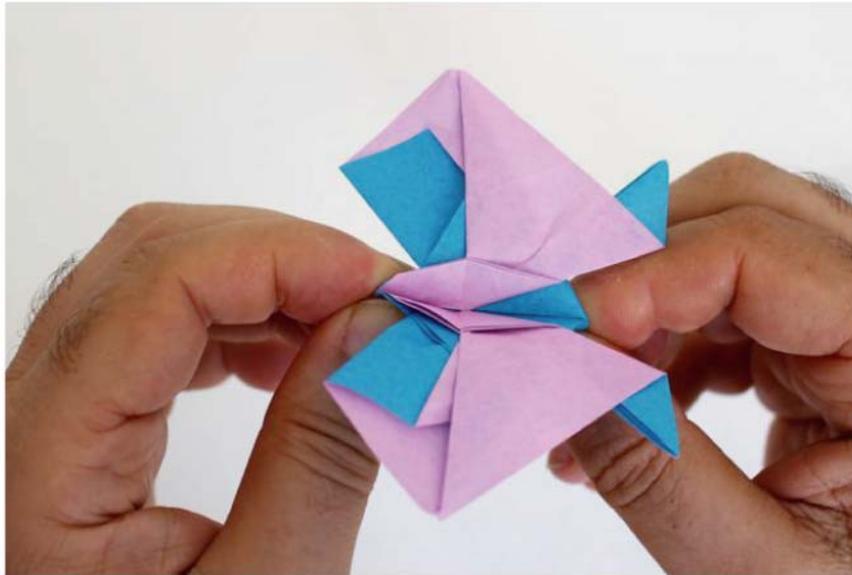
Anatra ultimata  
con ali ribassate

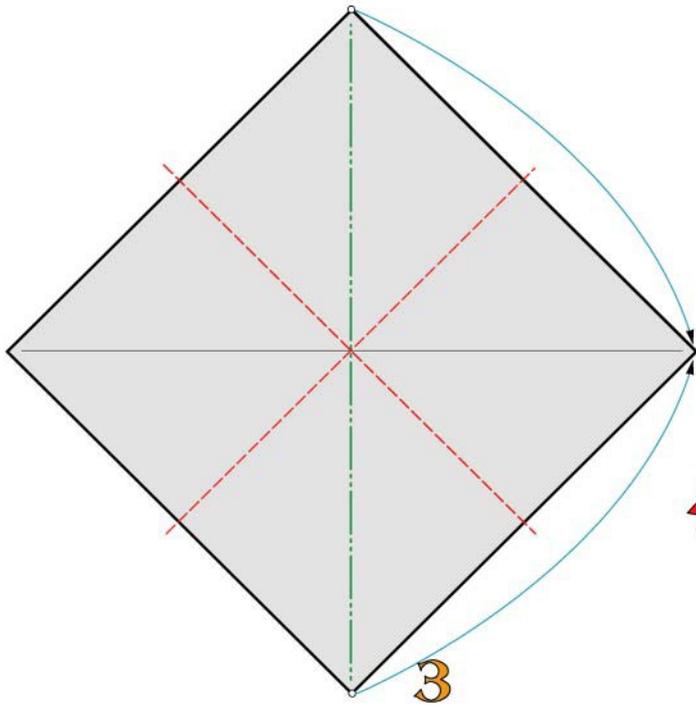
# FARFALLA \*\*\*

che sbatte le ali

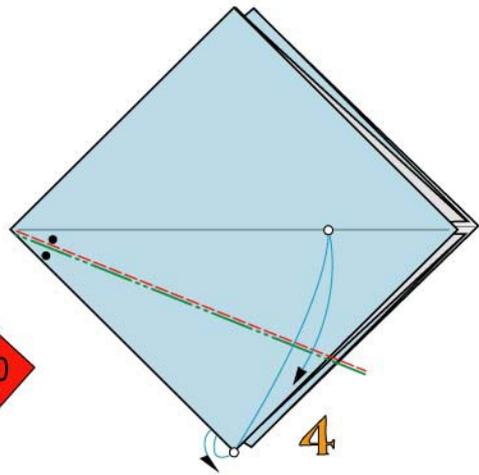
Mariposa

Modello elaborato ma di grande effetto.  
Ruotando le 2 appendici inferiori, le ali sbattono.  
Adoperate un foglio bicolore di medio peso

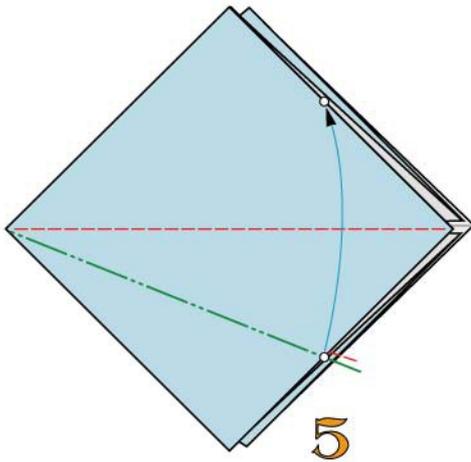




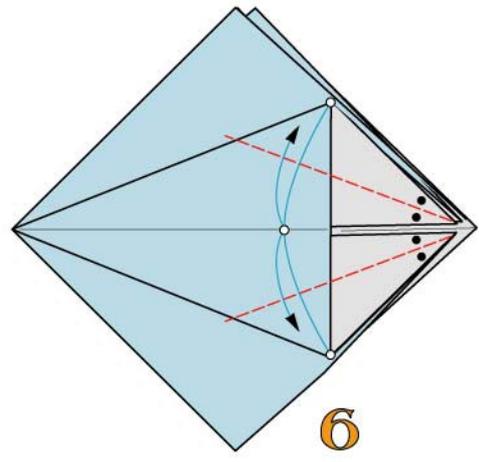
Ripiegate a valle e a monte



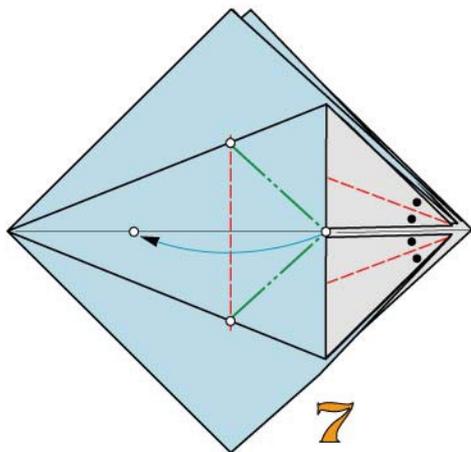
1 piega bisettrice a valle ed una a monte coincidenti



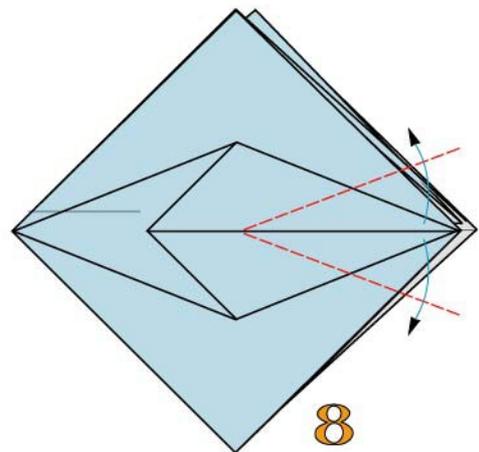
Ripiegando a valle e a monte, ruotate il vertice



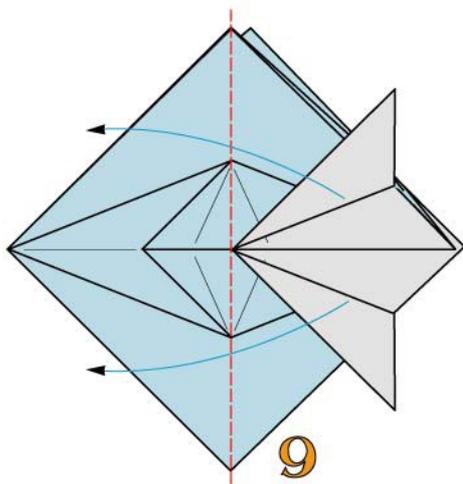
2 pieghe bisettrici a valle



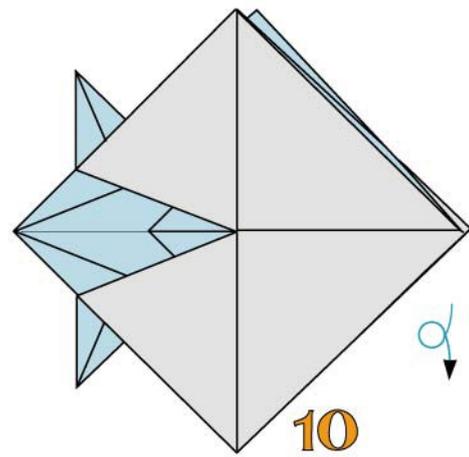
3 pieghe a valle e 2 a monte



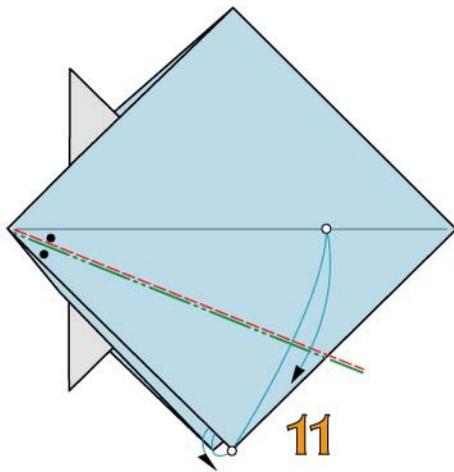
2 pieghe a valle



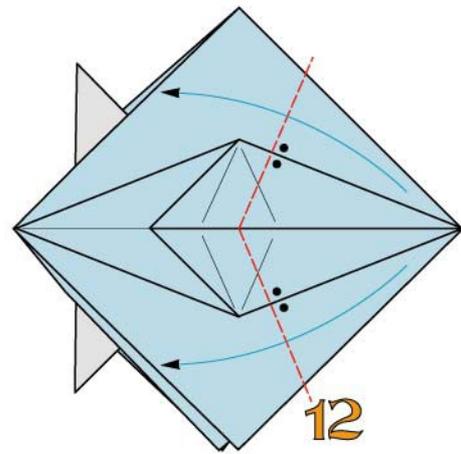
**9**  
Ruotate ripiegando a valle



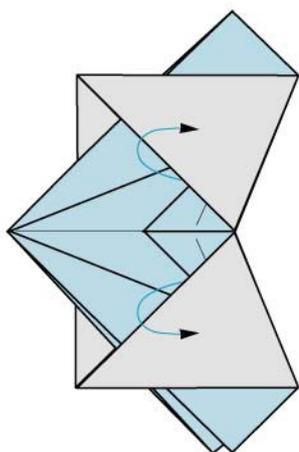
**10**  
Ribaltate



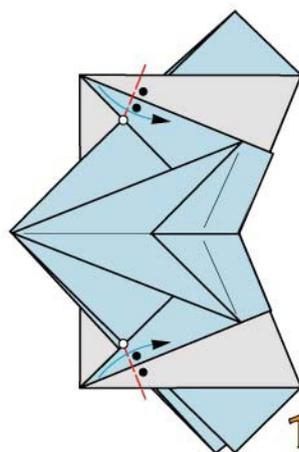
**11**  
Ripetete i passaggi delle fig. n. 4,5,6,7



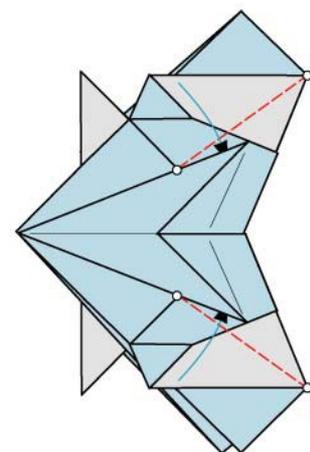
**12**  
2 pieghe bisettrici a valle



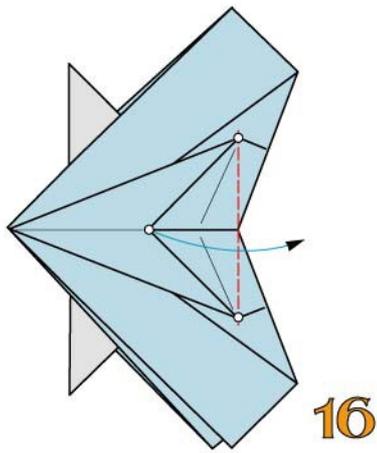
**13**  
Estraete le superfici interne



**14**  
2 pieghe bisettrici a valle

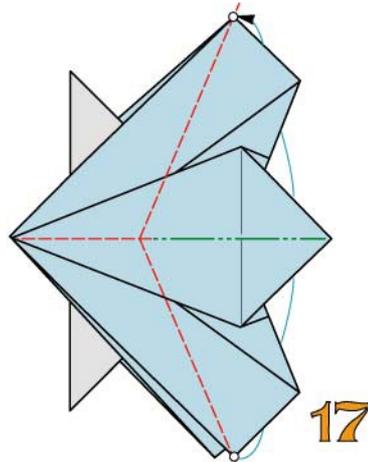


**15**  
2 pieghe a valle



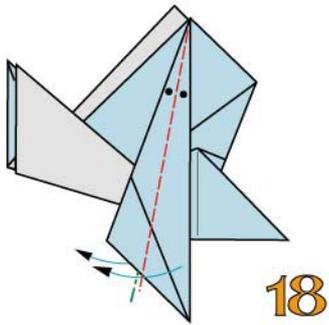
1 piega a valle

16



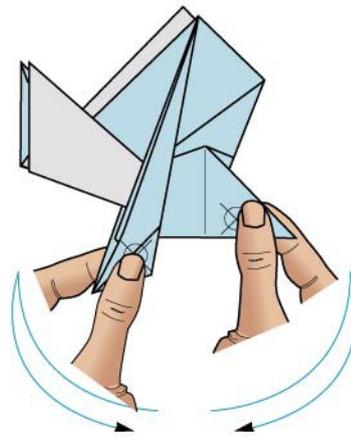
2 nuove pieghe a valle e,  
ripiegando, comprimete

17

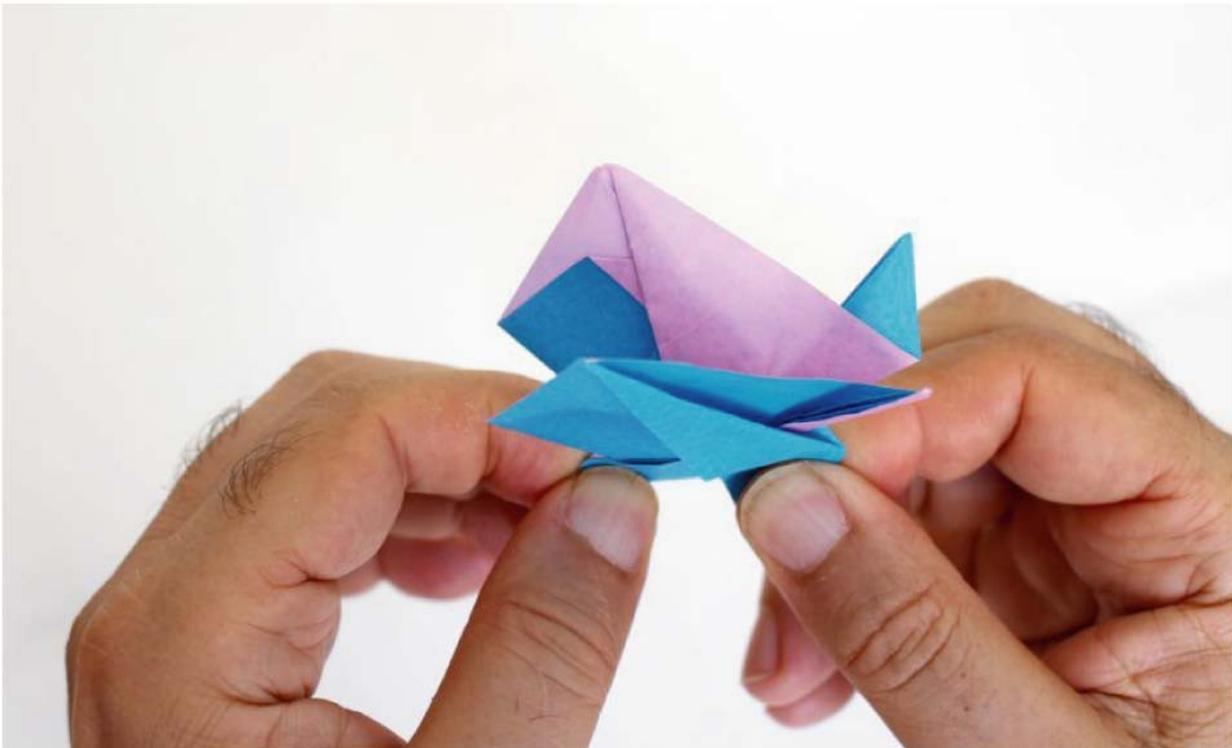


1 piega rovescia esterna

18



Farfalla ultimata,  
Ruotando le appendici le ali sbattono

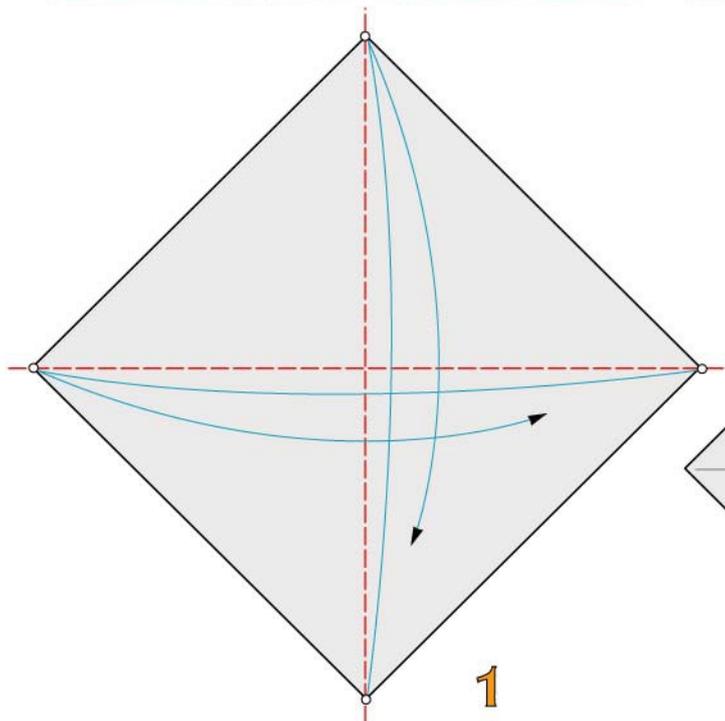
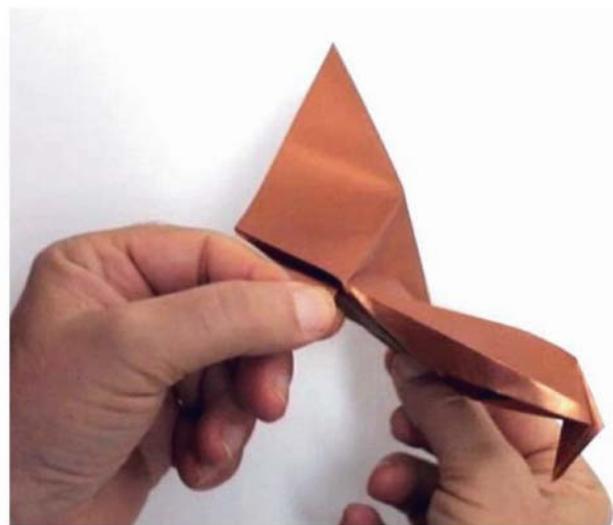
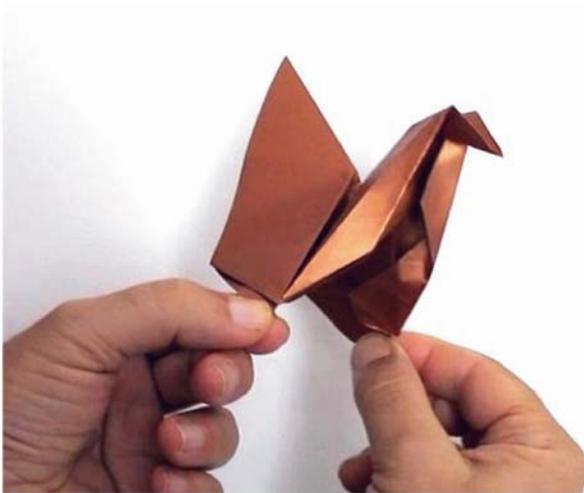


# UCCELLI che beccano

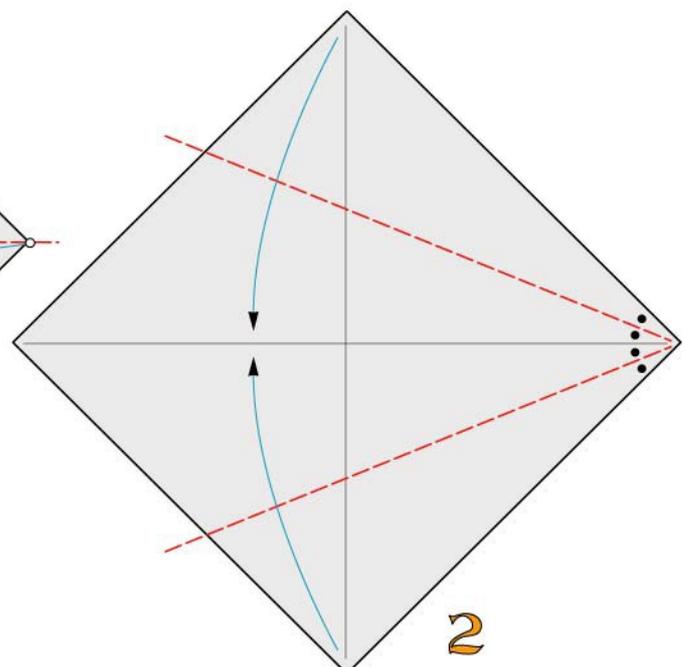
Pàjaros  
picoteando

# GALLINA \*\*\* che becca

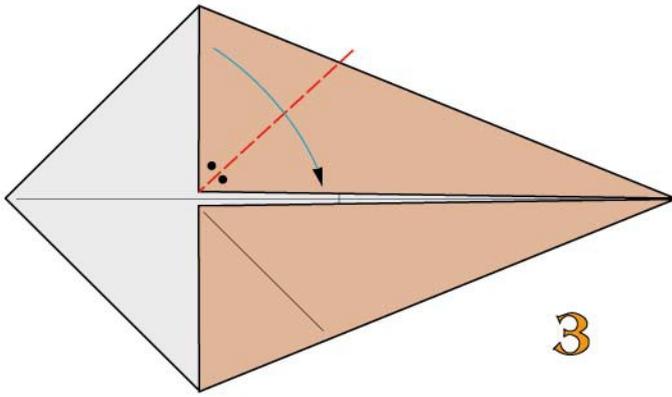
Questo modello funziona con l'uso delle 2 mani: aprendolo la testa si abbassa.  
Adoperate un foglio di carta monocoloro.



2 pieghe diagonali a valle

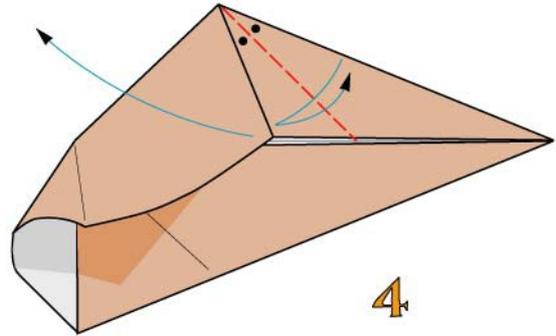


2 pieghe bisettrici a valle



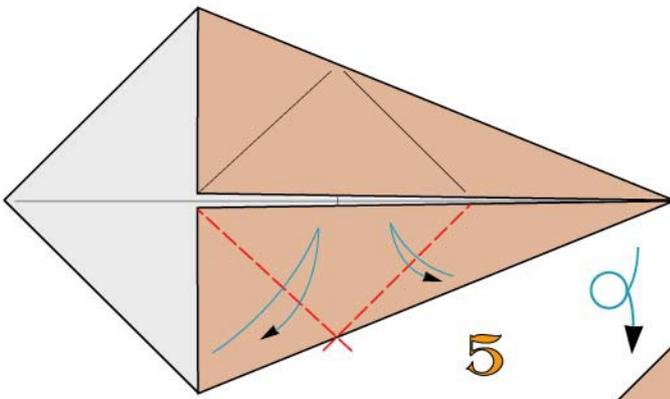
3

1 piega bisettrice a valle



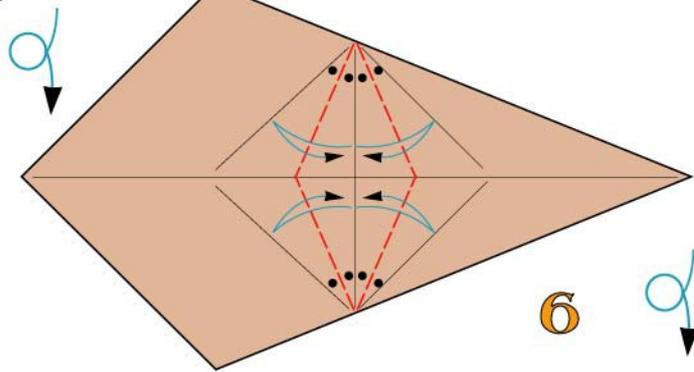
4

1 piega bisettrice a valle



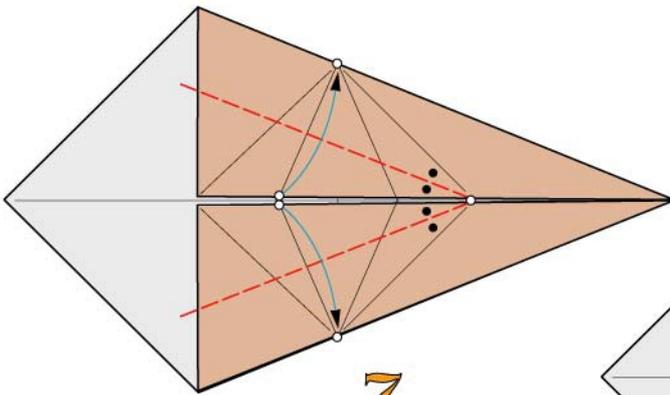
5

2 pieghe a valle e ribaltate



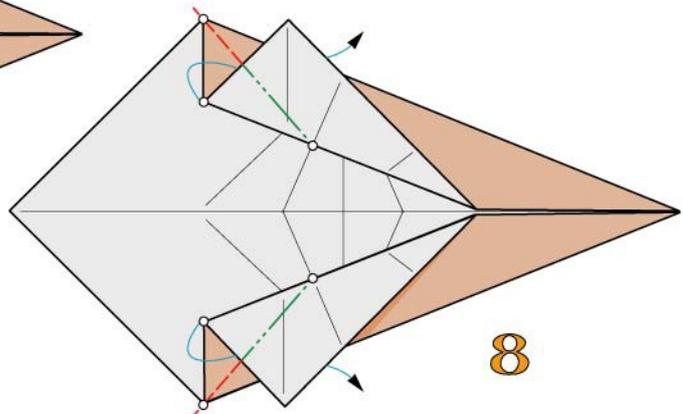
6

4 pieghe bisettrici a valle e ribaltate



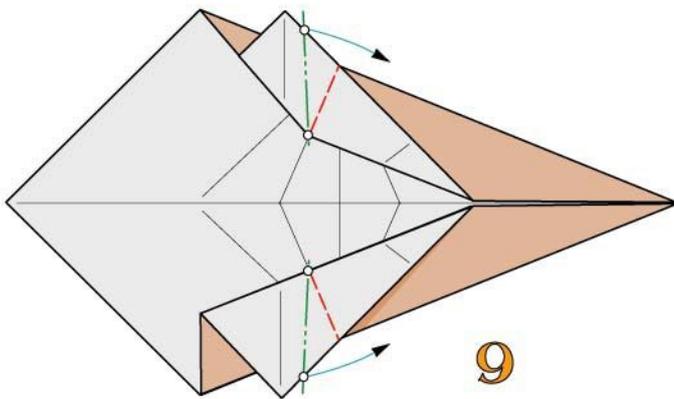
7

2 pieghe bisettrici a valle



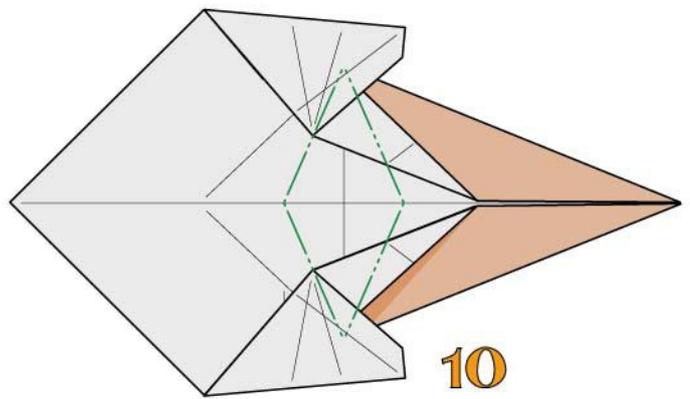
8

2 pieghe rovesce interne



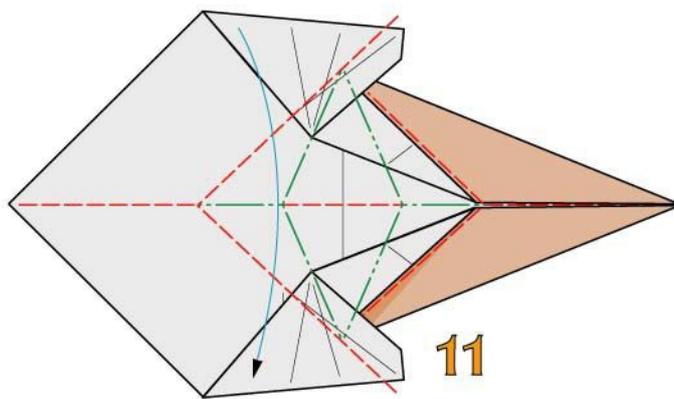
9

2 pieghe a valle e 2 a monte



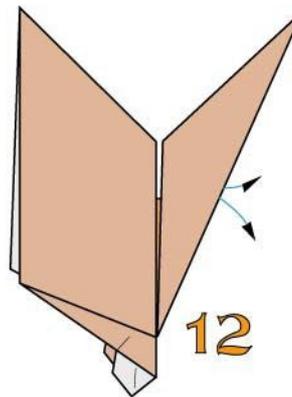
10

Ripiegate a monte



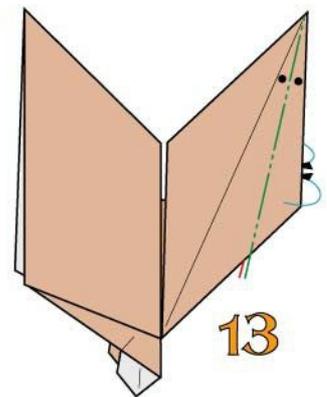
11

Ripiegando a valle e a monte comprimate



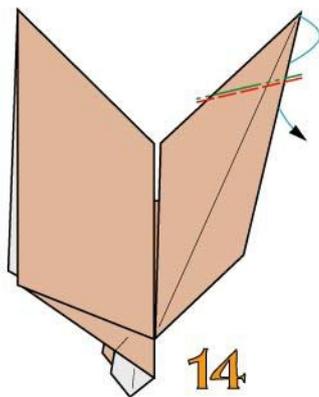
12

Estraete le superfici interne



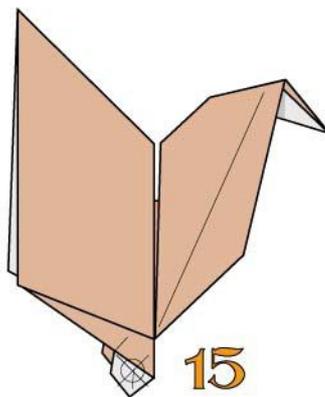
13

2 pieghe a monte, 1 per lato



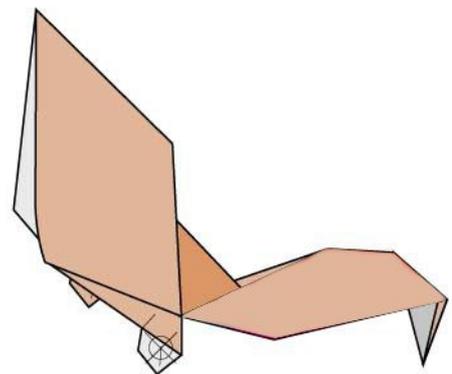
14

1 piega rovescia interna



15

Gallina ultimata



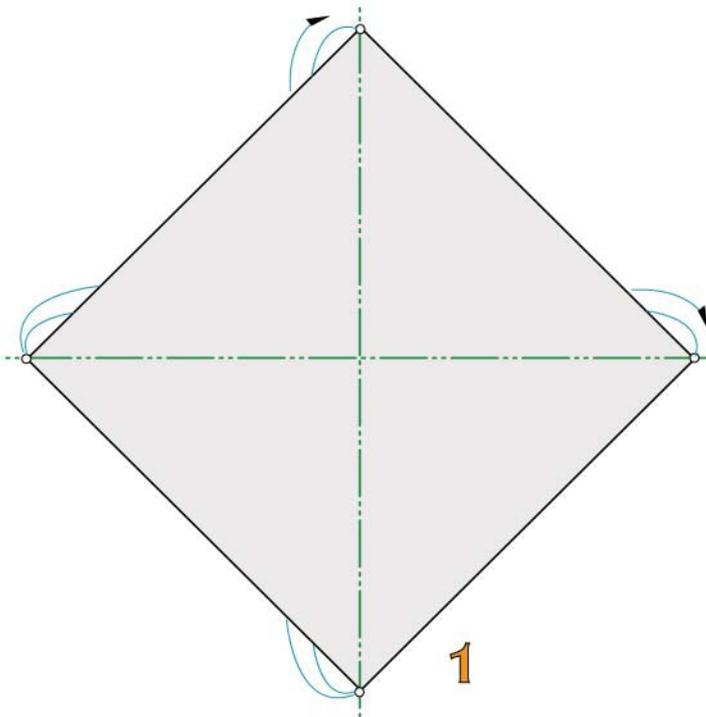
Gallina ultimata che becca

# TACCHINO \*\*\*\*

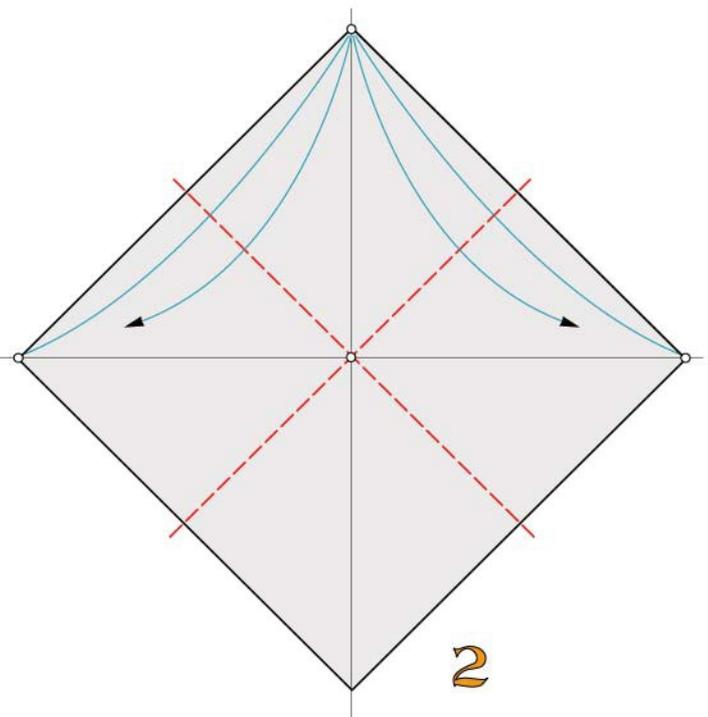
## che becca

### Turquia

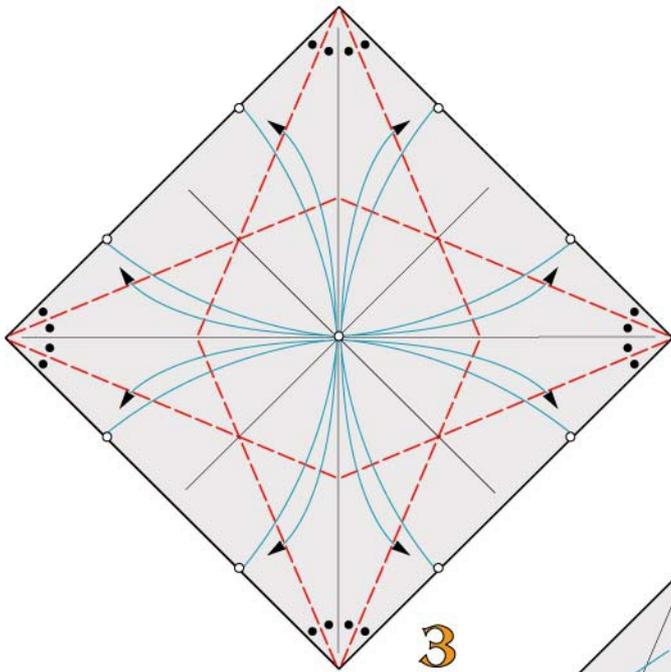
Questo modello funziona con l'uso delle 2 mani: aprendolo la testa si abbassa.  
Adoperate un foglio di carta bicolore.



2 pieghe diagonali a monte

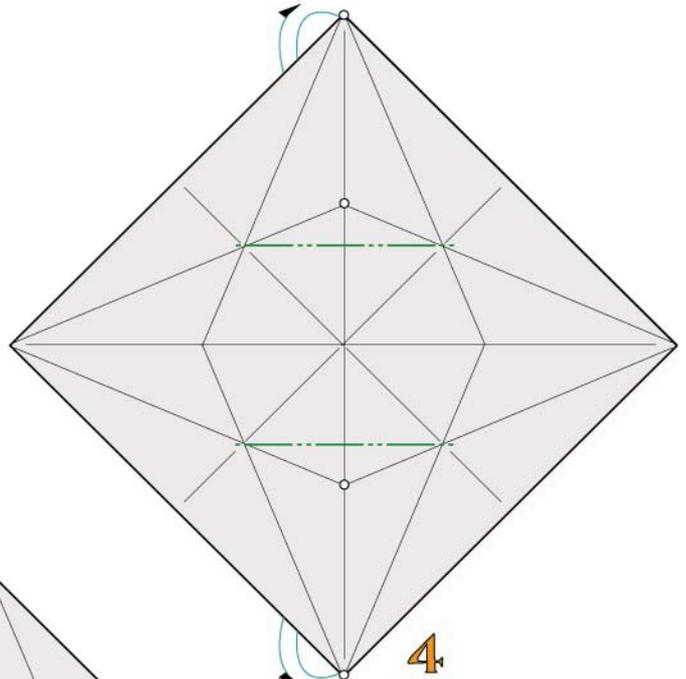


2 pieghe a valle



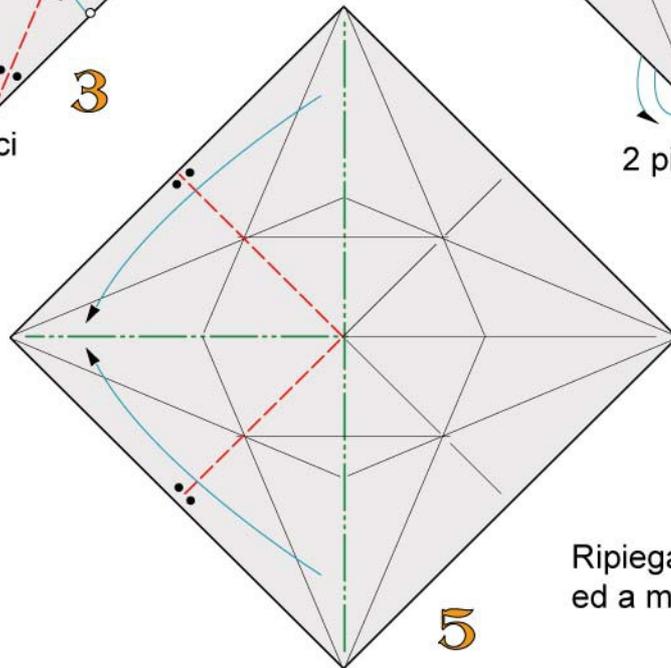
8 pieghe bisettrici  
a valle

3



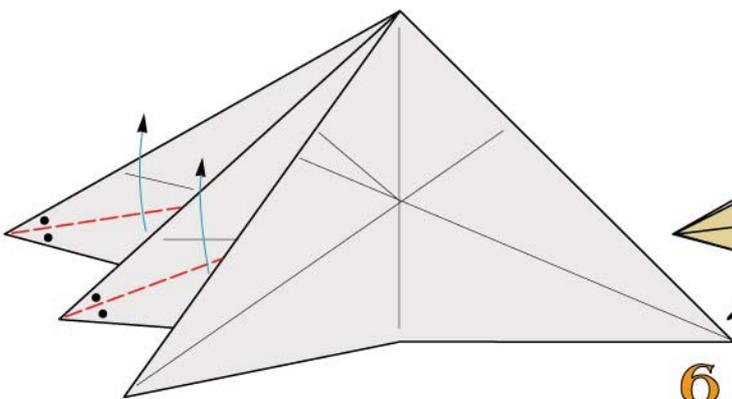
2 pieghe a monte

4



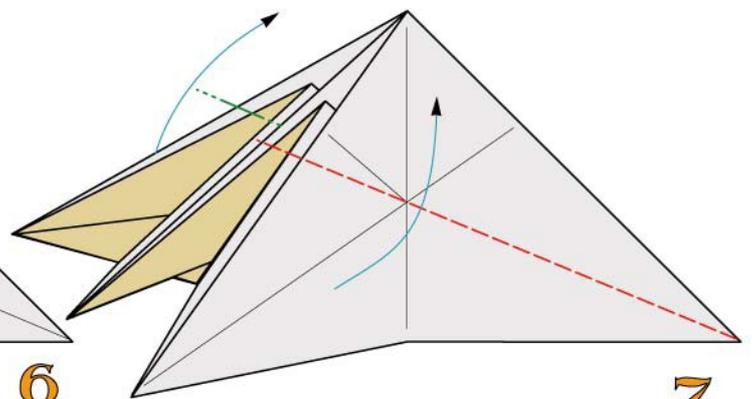
Ripiegate a valle  
ed a monte

5



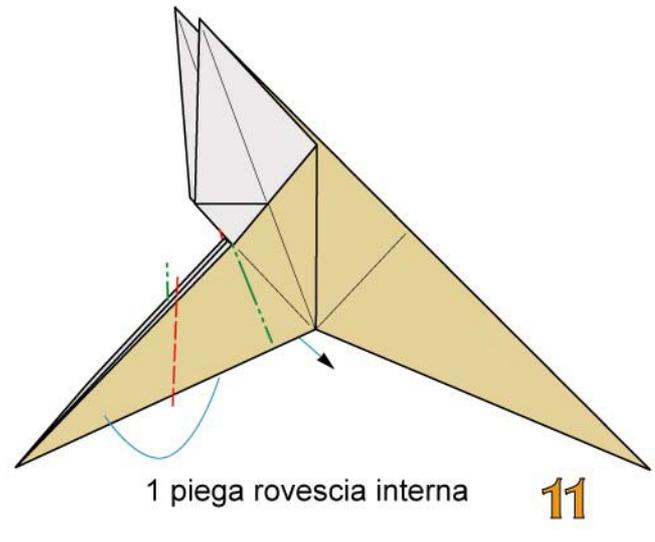
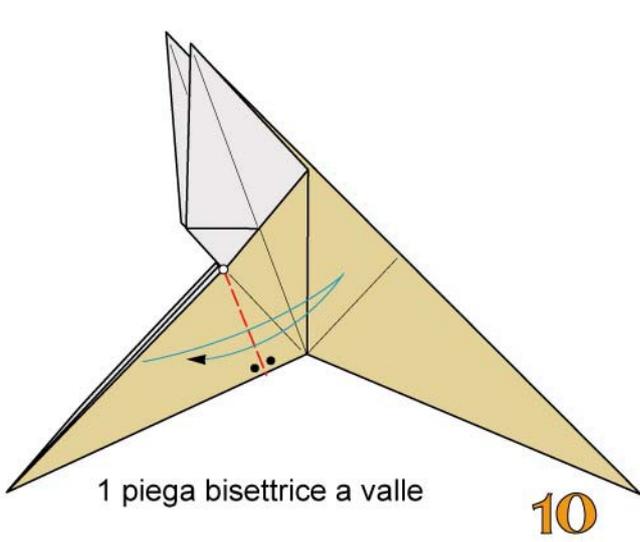
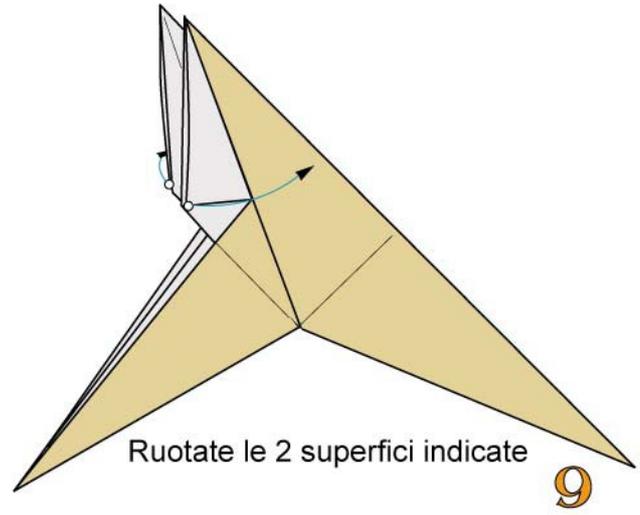
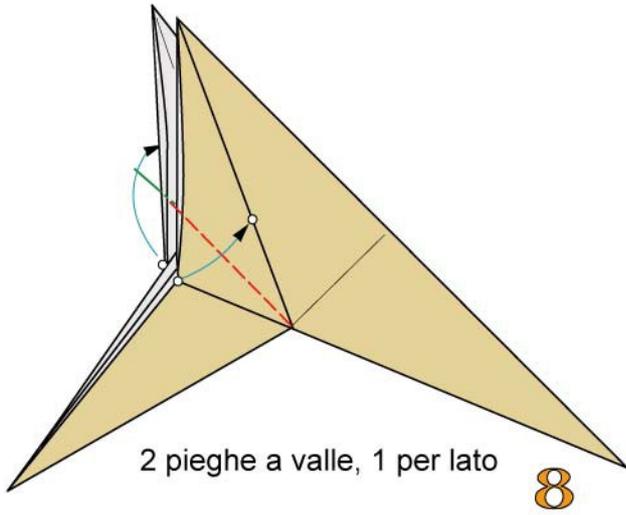
2 pieghe rovesce interne

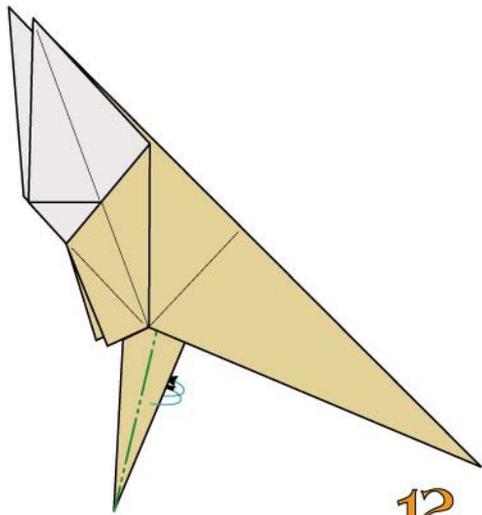
6



2 pieghe a valle

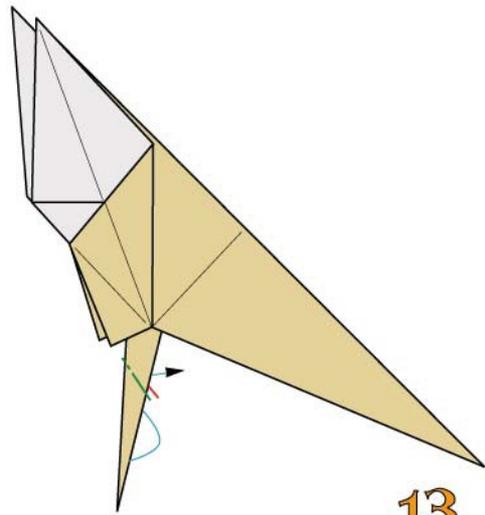
7





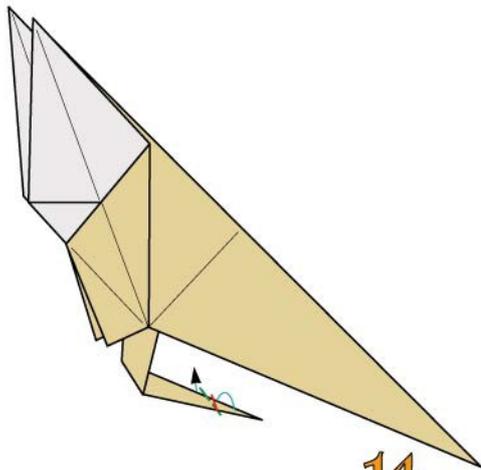
12

2 pieghe a monte, 1 per lato



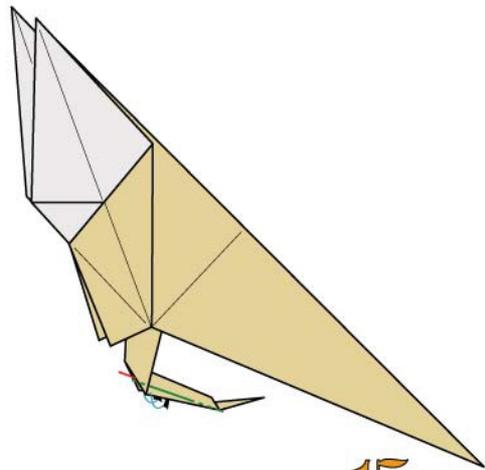
13

1 piega rovescia interna



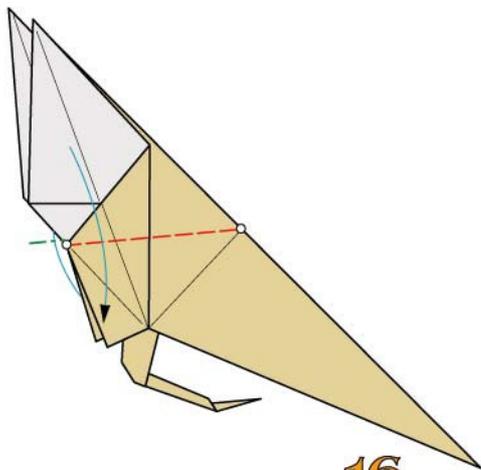
14

1 piega rovescia interna



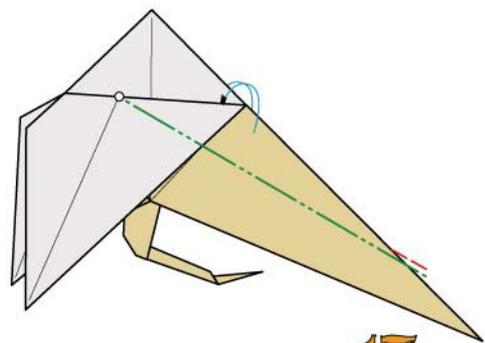
15

2 pieghe a monte, 1 per lato



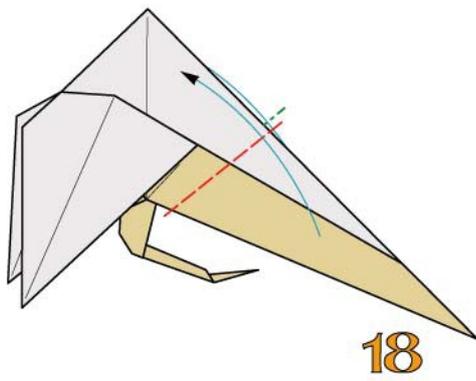
16

2 pieghe a valle, 1 per lato



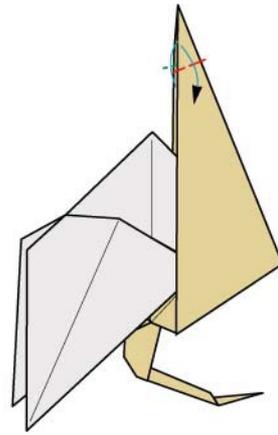
17

2 pieghe a monte, 1 per lato



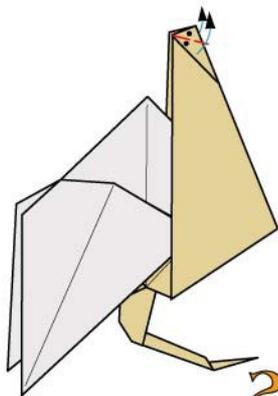
18

1 piega rovescia esterna



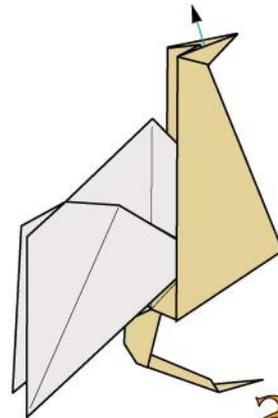
19

1 piega rovescia esterna



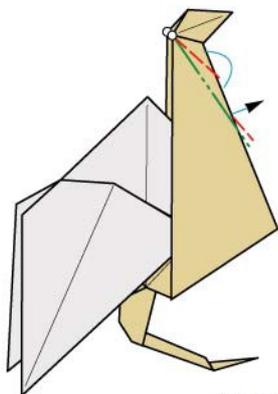
20

1 piega rovescia interna



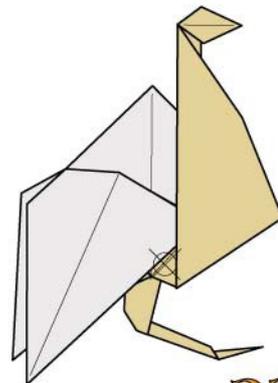
21

Estraete



22

1 piega rovescia interna



23

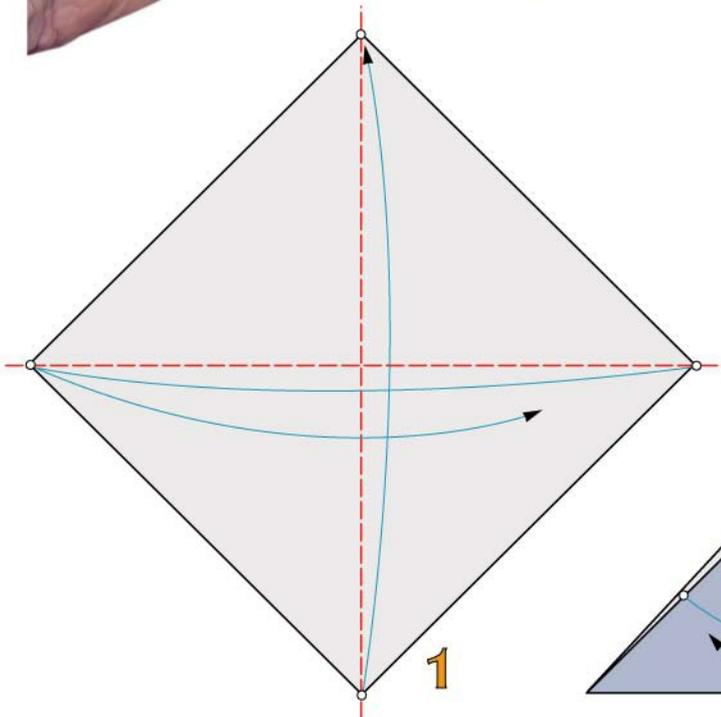
Tacchino ultimato

# CORVO 3D ★★★★

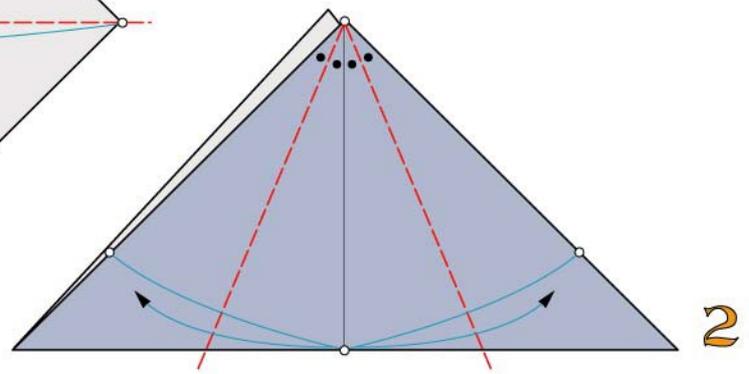
*che sbatte le ali  
e che becca*

## Cuervo

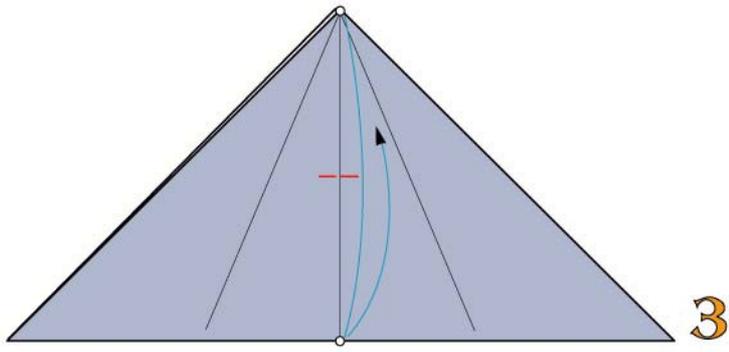
Questo modello è in grado di sbattere le ali e beccare contemporaneamente.  
Per poter funzionare bene è necessario applicare 2 quadratini di nastro biadesivo sui punti di contatto delle dita pollice e indice; si aziona con una sola mano.  
Adoperate un foglio di almeno 20 cm di carta monocolore pesante.



2 pieghe diagonali a monte

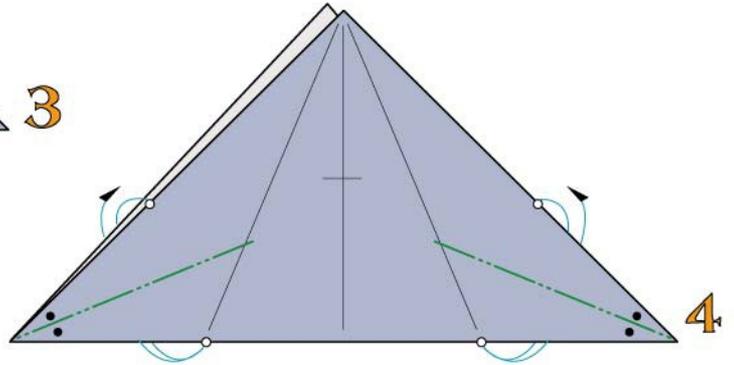


2 pieghe bisettrici a valle



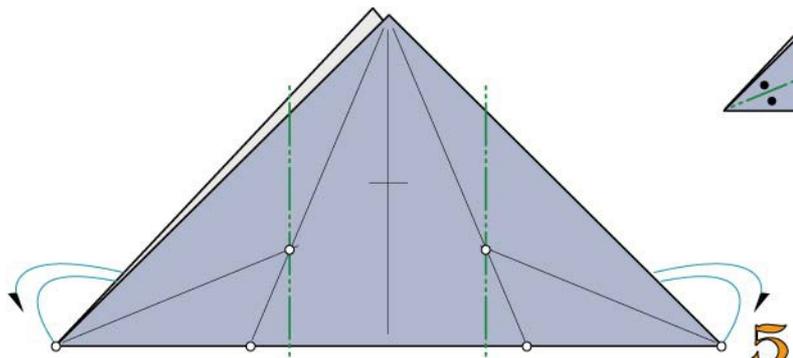
1 piccola piega a valle

3



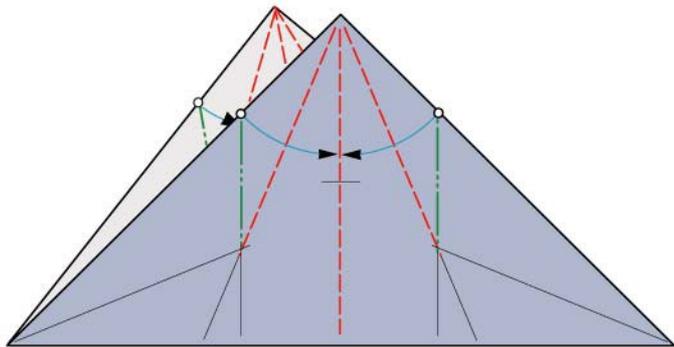
2 pieghe bisettrici a monte

4



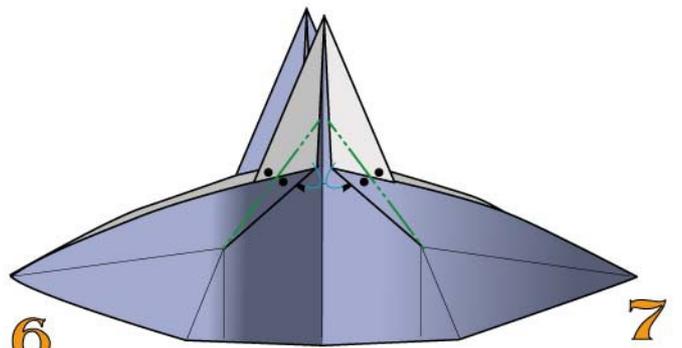
2 pieghe a monte

5



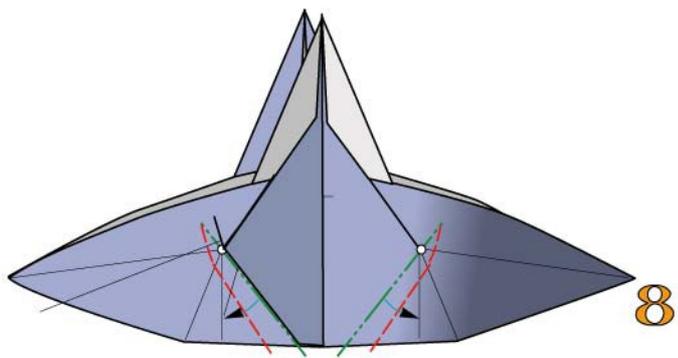
Ripiegando a valle ed a monte modellate 3D

6



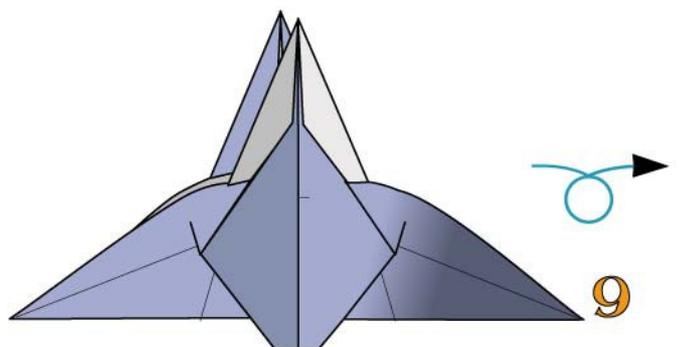
2 pieghe a monte

7



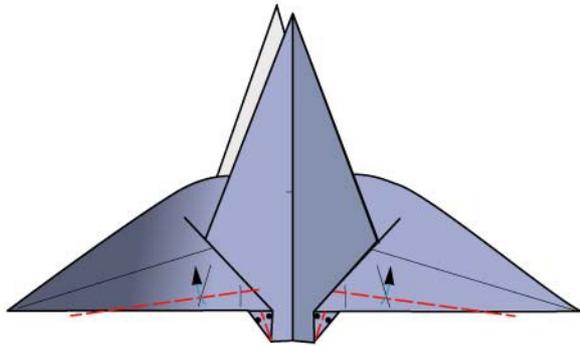
2 pieghe a valle e 2 a monte

8

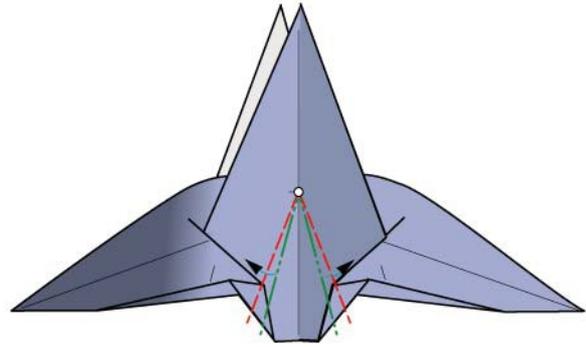


Ribaltate

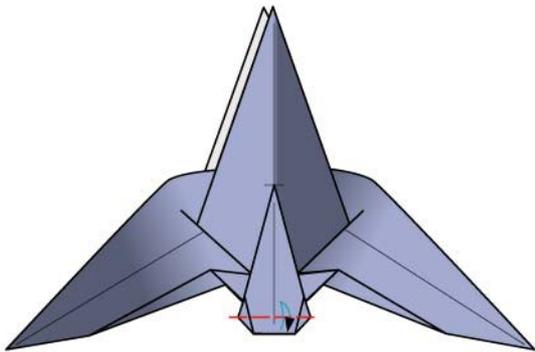
9



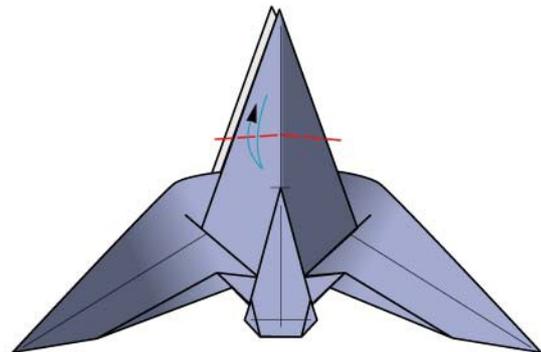
4 pieghe a valle **10**



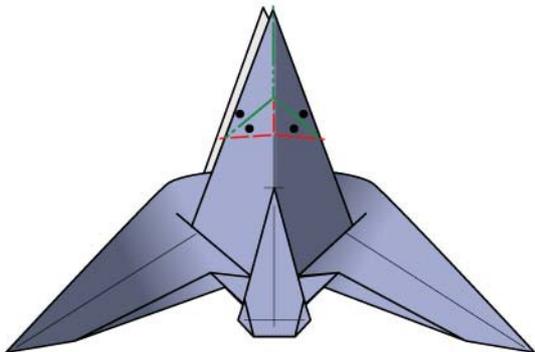
2 pieghe a valle e 2 a monte **11**



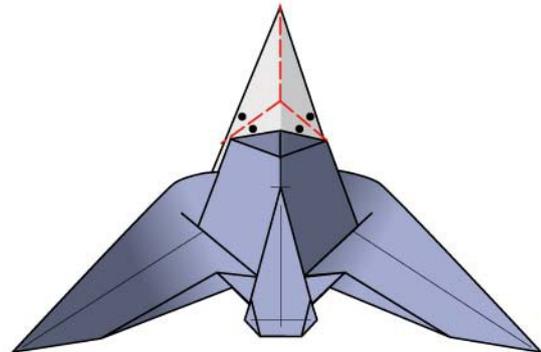
1 piega a valle **12**



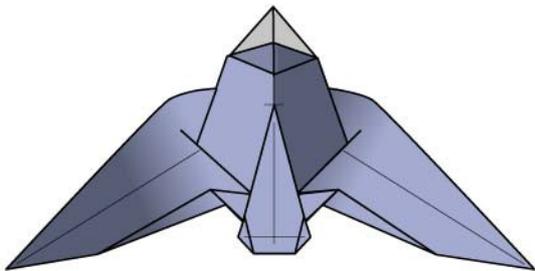
1 piega a valle **13**



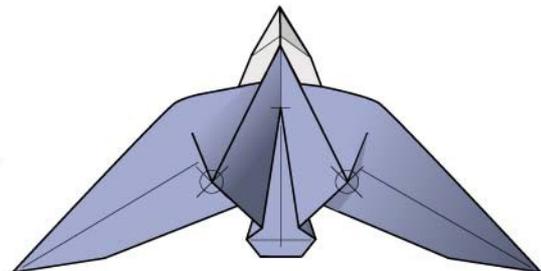
2 pieghe a monte e ripiegate **14**



2 pieghe a valle e ripiegate **15**



Ribaltate **16**



Corvo ultimato **17**

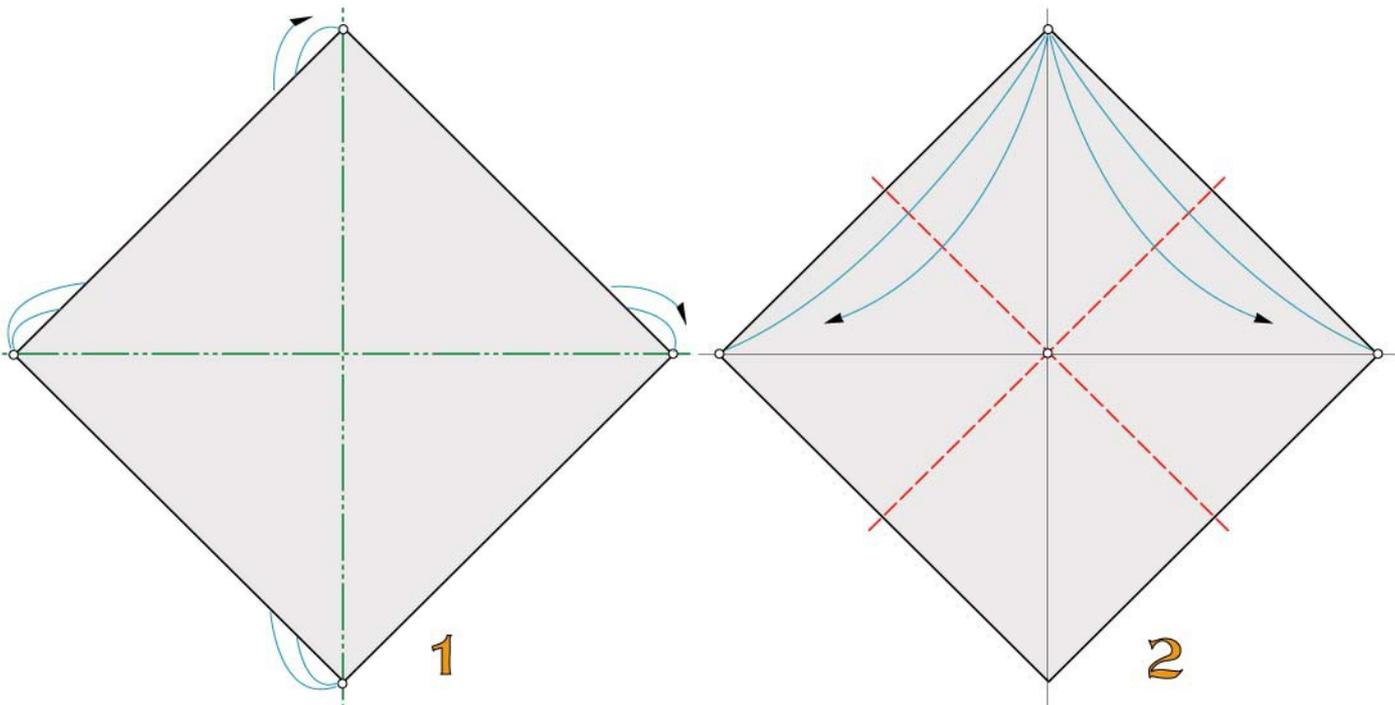
# CIGNO

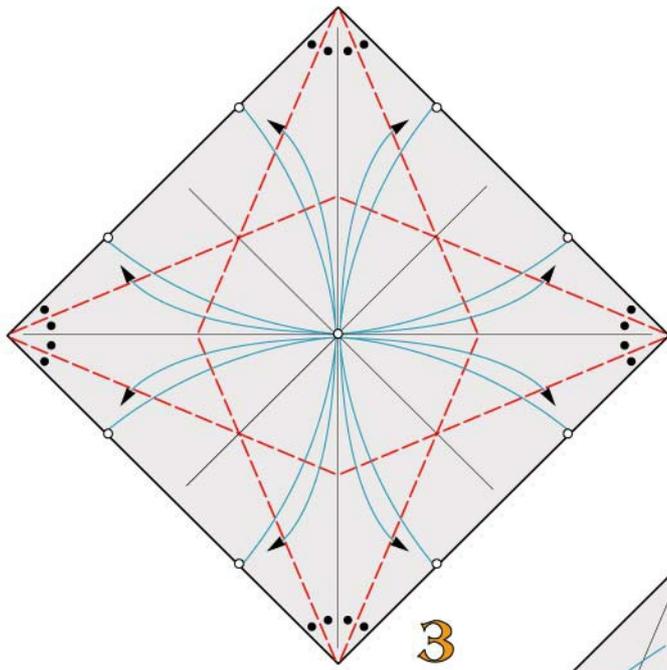
che becca



## Cisne

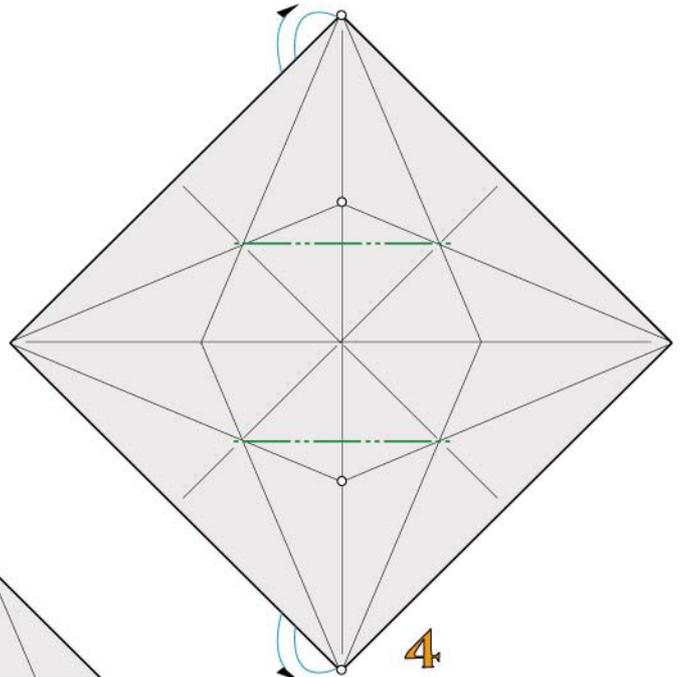
Questo modello funziona con l'uso delle 2 mani: aprendolo la testa si abbassa.  
Adoperate un foglio di carta monocoloro.





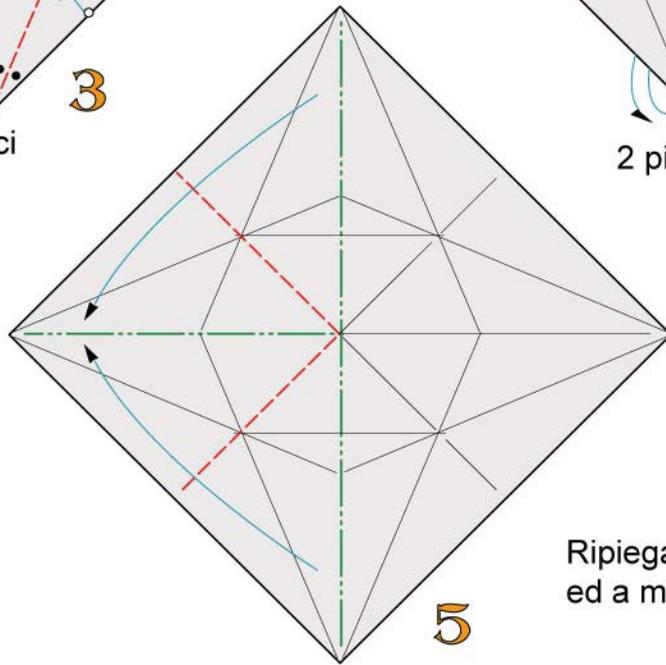
8 pieghe bisettrici  
a valle

3



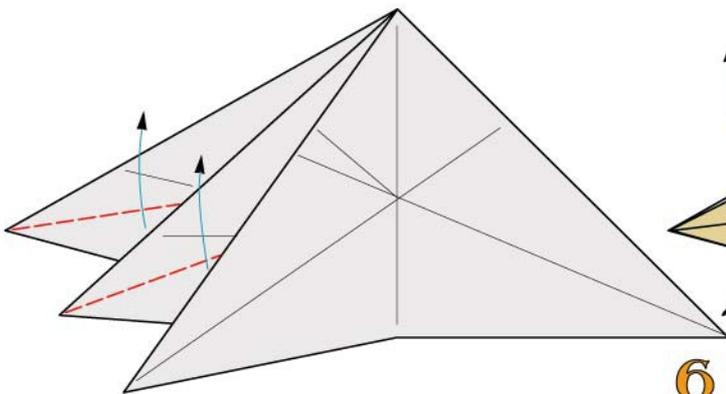
2 pieghe a monte

4



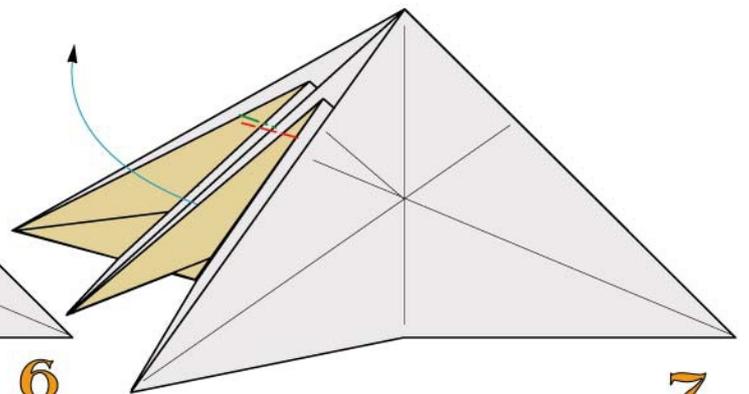
Ripiegate a valle  
ed a monte

5



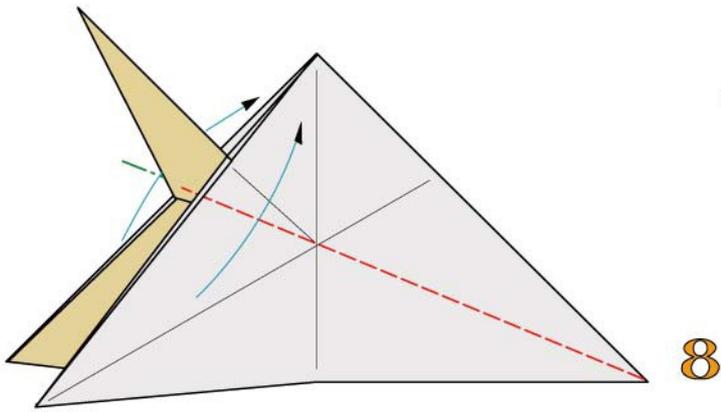
2 pieghe rovesce interne

6

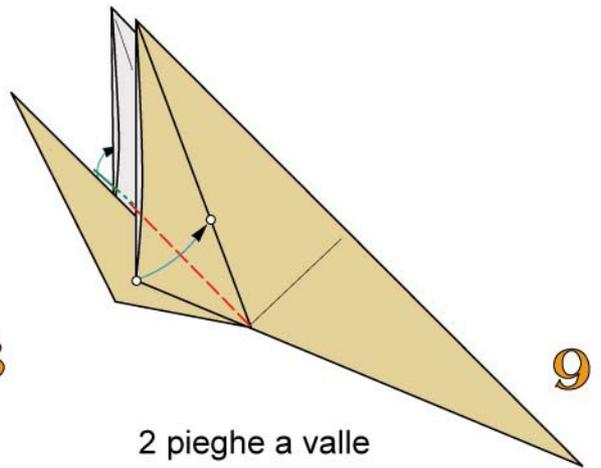


1 piega rovescia esterna

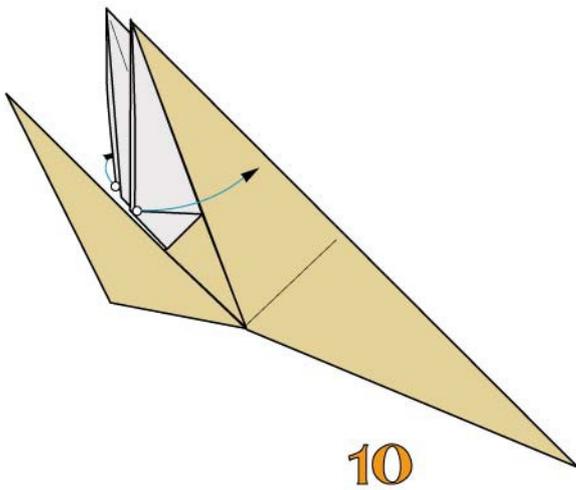
7



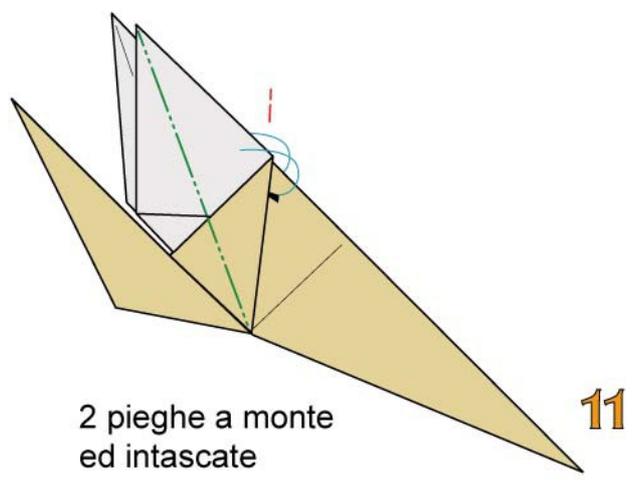
2 pieghe a valle



2 pieghe a valle

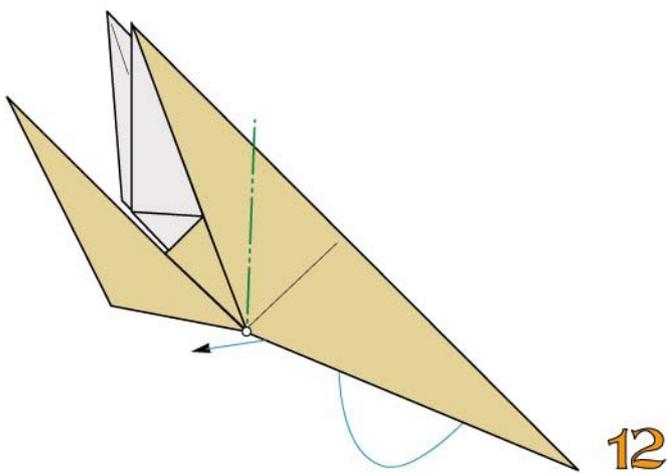


10



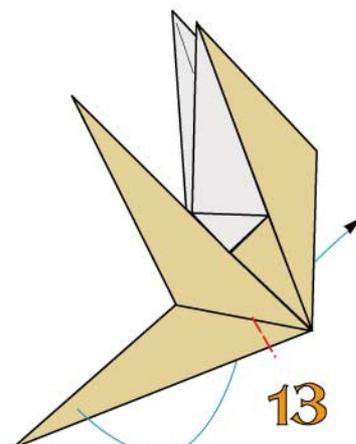
2 pieghe a monte ed intascate

11



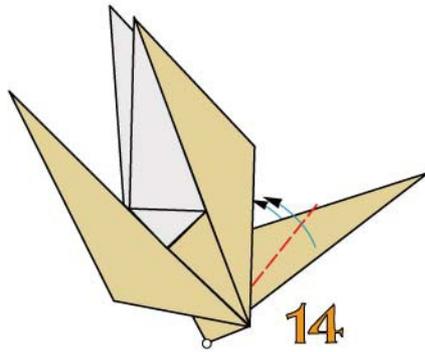
1 piega rovescia interna

12

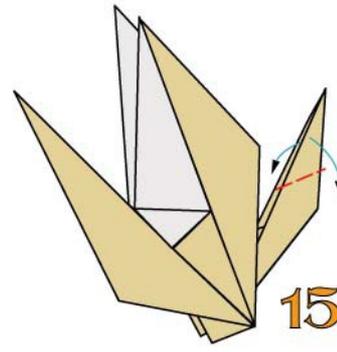


1 piega rovescia interna

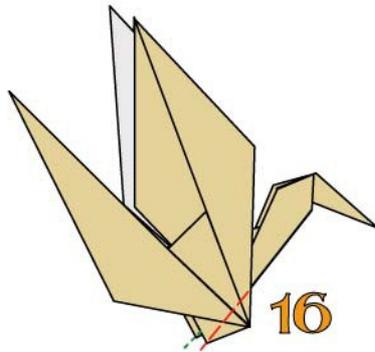
13



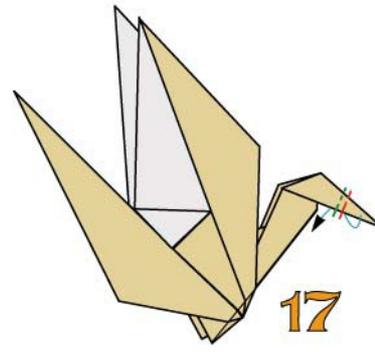
1 piega rovescia esterna



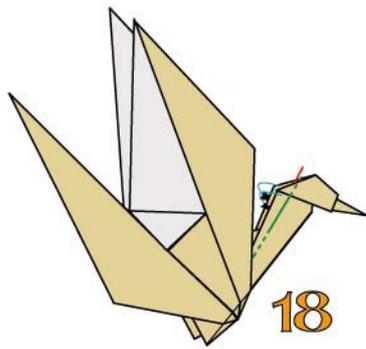
1 piega rovescia esterna



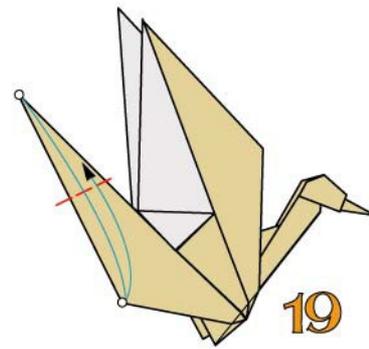
2 pieghe a valle, 1 per lato



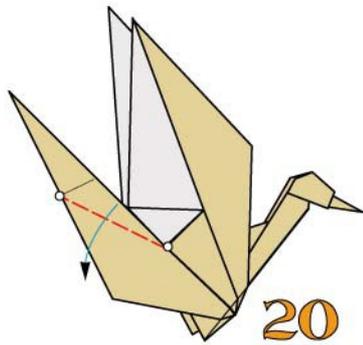
Fate rientrare la superficie indicata



2 pieghe a monte, 1 per lato

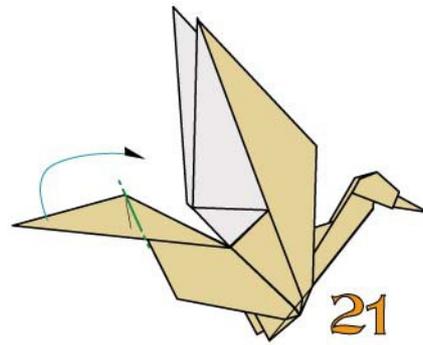


1 piega a valle



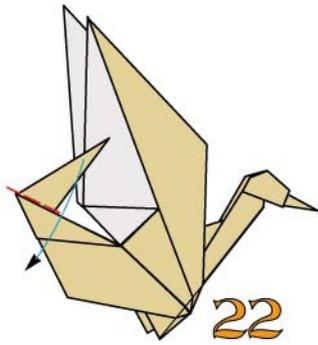
20

1 piega a valle



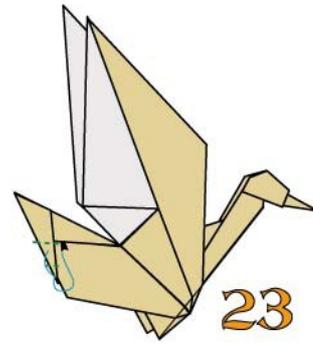
21

1 piega a monte



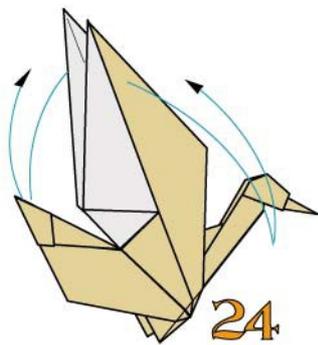
22

1 piega a valle



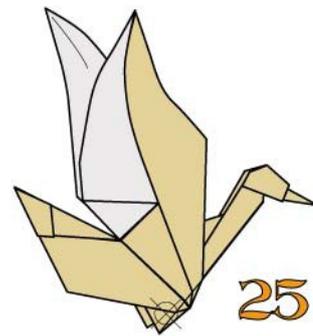
23

2 pieghe a monte  
ed intascate



24

Arrotondate la ali



25

Cigno ultimato.

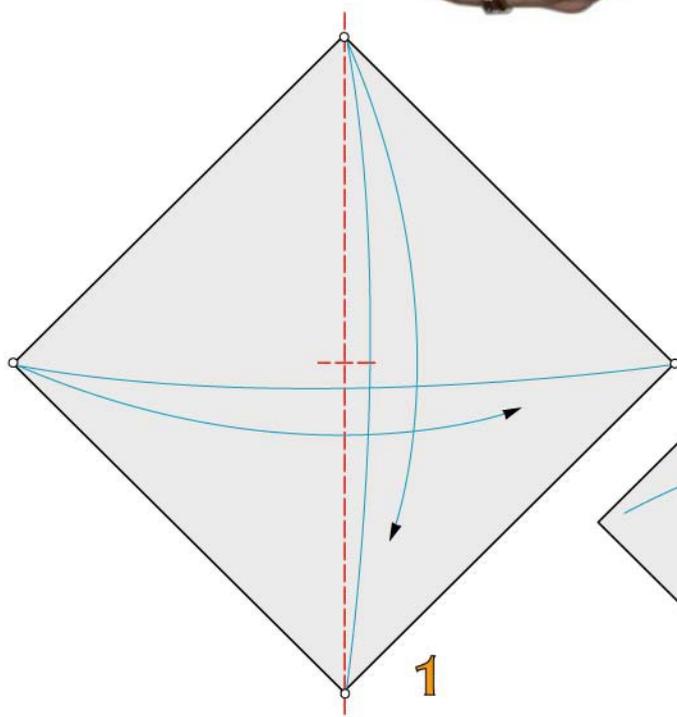
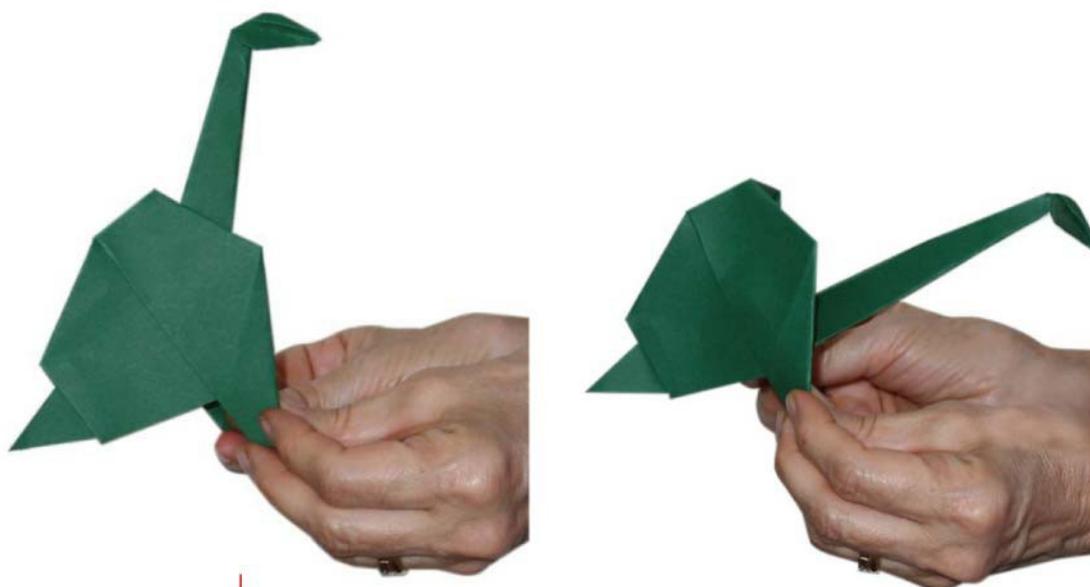
# BRACHIOSAURO

## che muove la testa

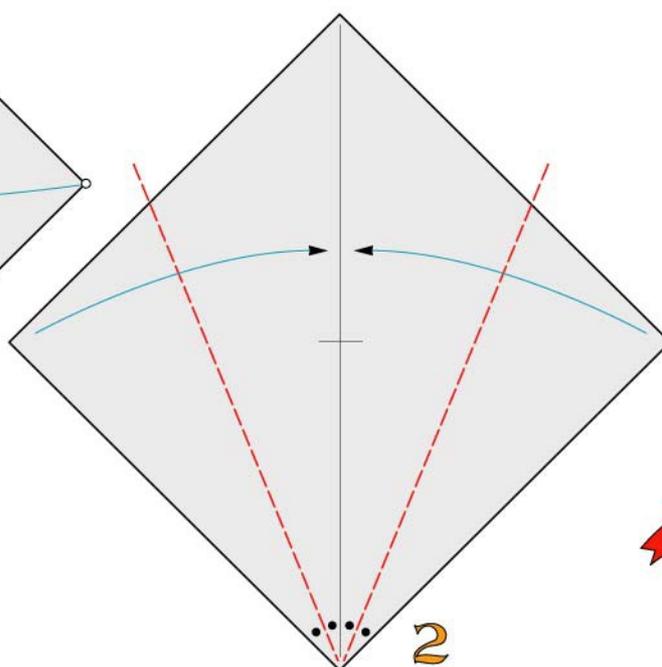
★★

Braquiosaurio

Questo modello funziona con l'uso delle 2 mani: aprendolo la testa si abbassa.  
Adoperate un foglio di carta monocoloro.

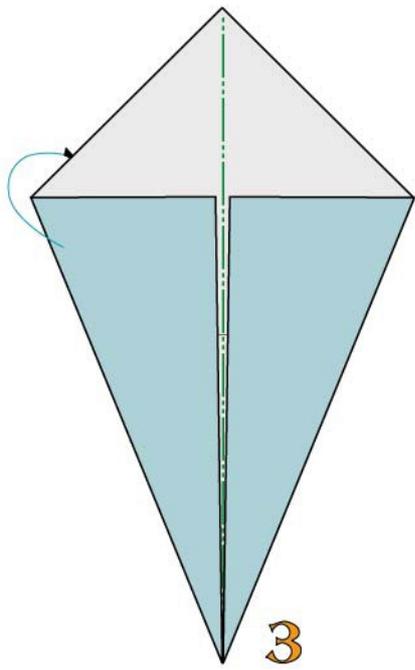


2 pieghe a valle

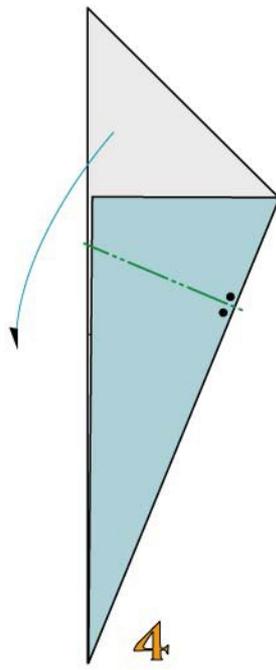


2 pieghe bisettrici a valle

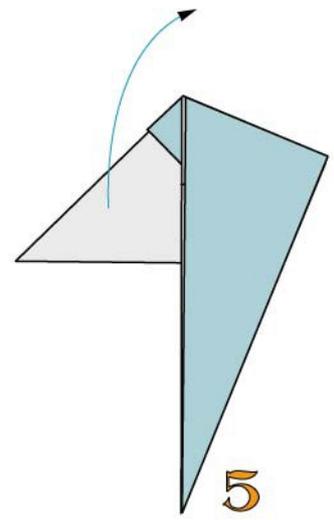




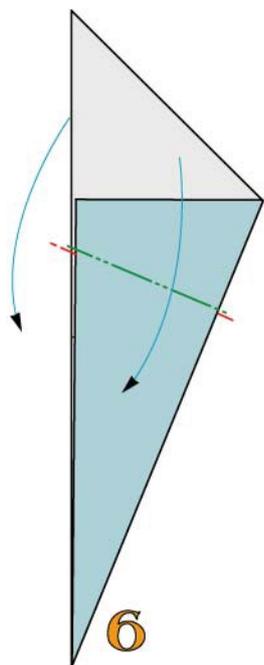
Ripiegate a monte **3**



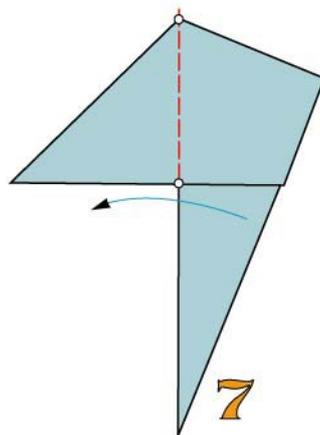
1 piega a monte **4**



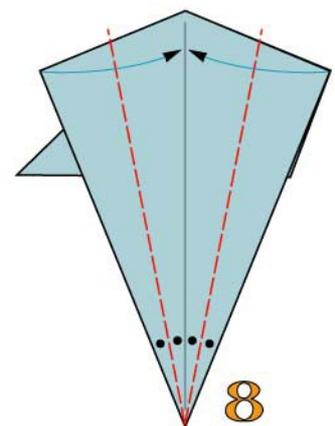
Riaprite **5**



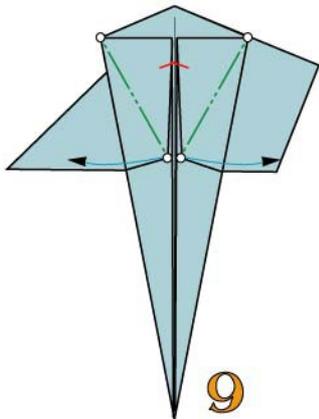
1 piega rovescia esterna **6**



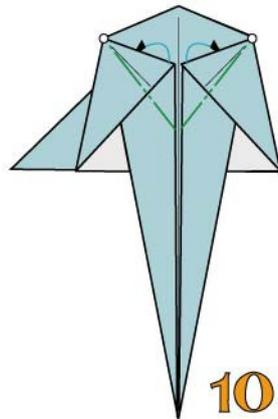
1 piega a valle **7**



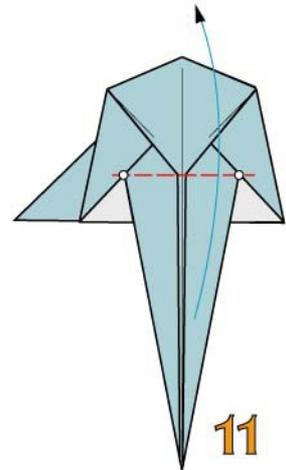
2 pieghe bisettrici a valle **8**



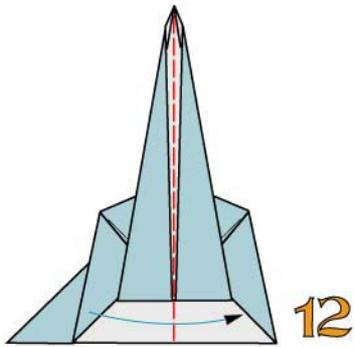
**9**  
2 pieghe a monte  
e 2 a valle interne



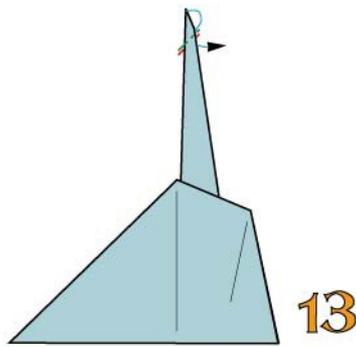
**10**  
2 pieghe a monte



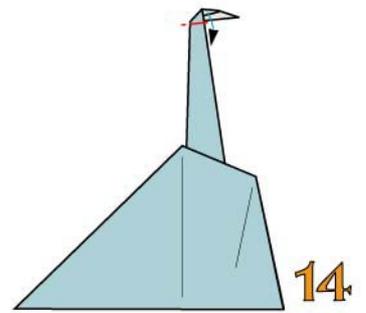
**11**  
1 piega a valle



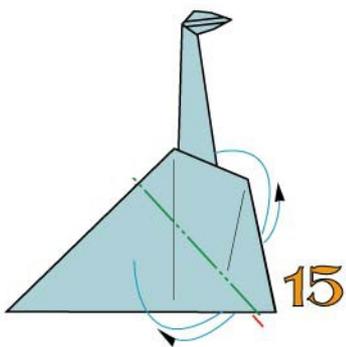
**12**  
Ripiegate a valle



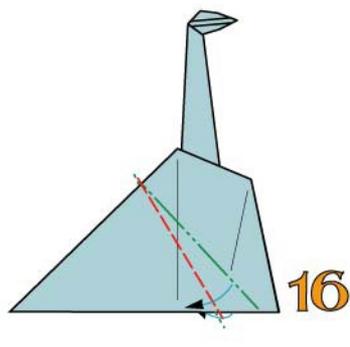
**13**  
1 piega rovescia interna



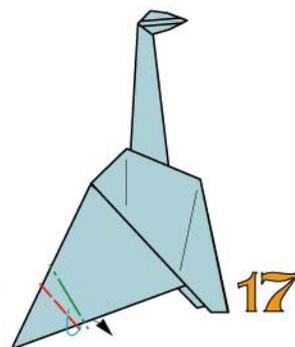
**14**  
1 piega a valle



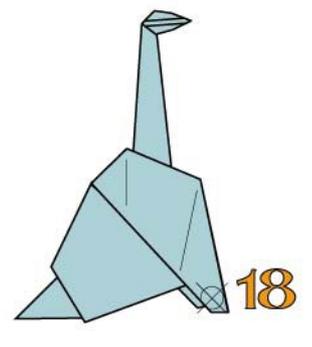
**15**  
2 pieghe a monte,  
1 per lato



**16**  
2 pieghe a valle, 1 per  
lato e ripiegate a monte



**17**  
Fate rientrare per  
modellare la coda



**18**  
Brachiosauro  
ultimato

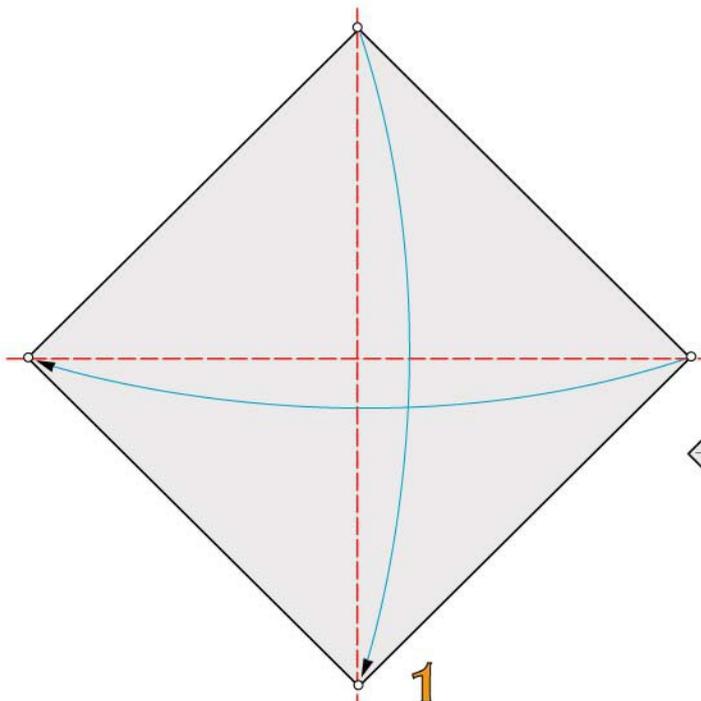
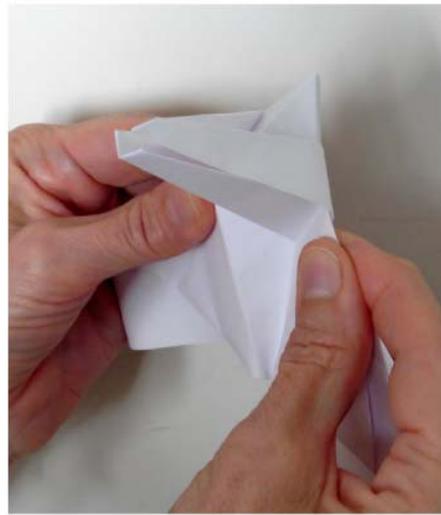
# ANIMALI che mangiano

Animales  
que comen

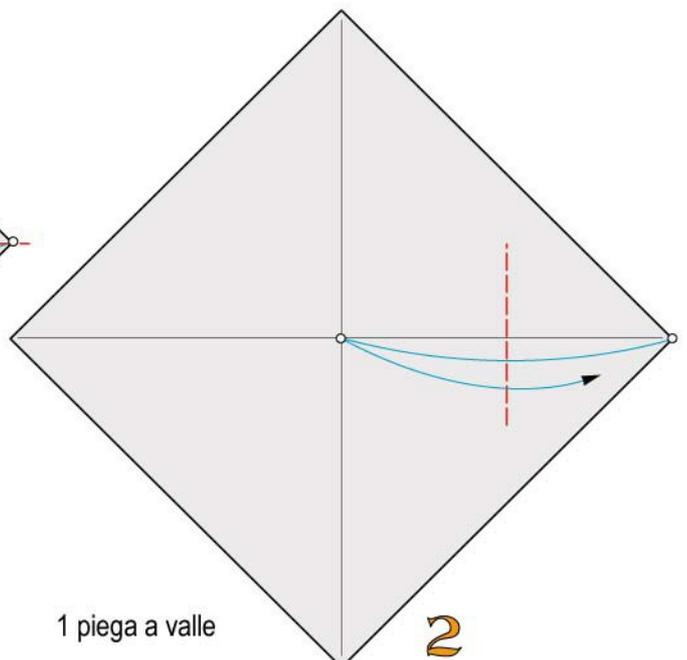
## CICOGNA \*\*\* che mangia

Cigüeña

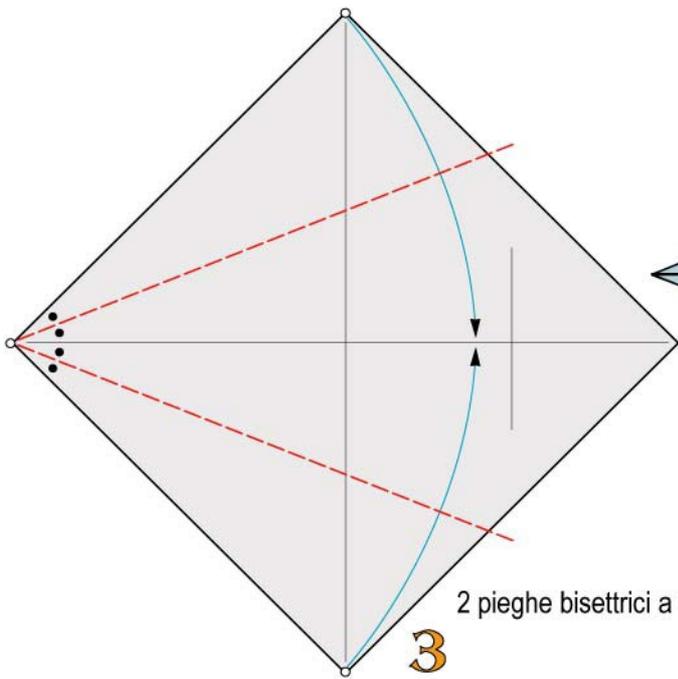
Allargando e stringendo la cicogna alla base delle ali si chiude e si apre il becco.  
Adoperate un foglio monocoloro di medio peso.



2 pieghe diagonali a valle

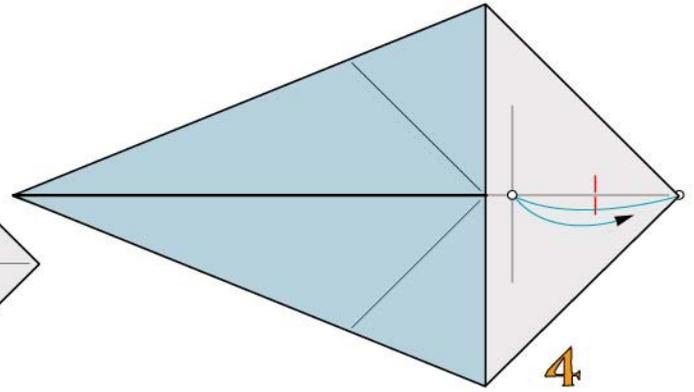


1 piega a valle



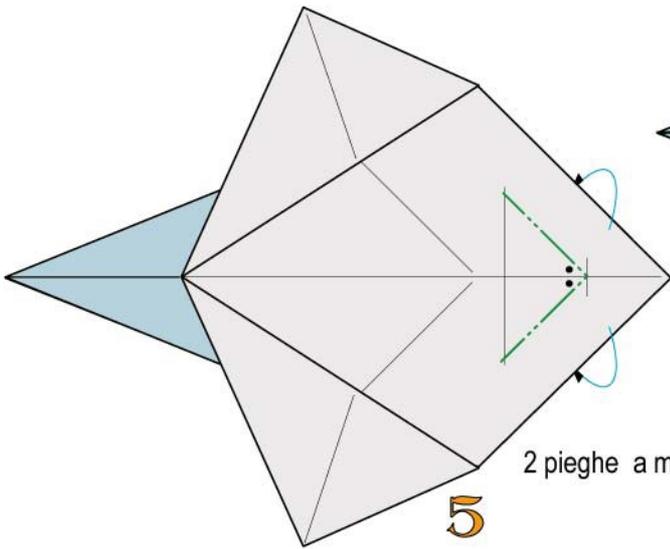
2 pieghe bisettrici a valle

**3**



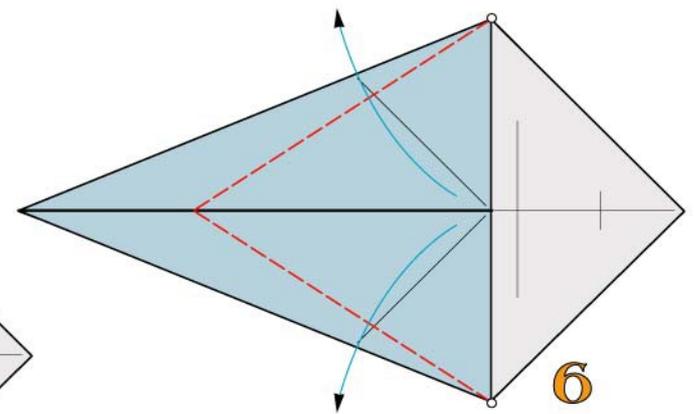
**4**

1 piccola piega a valle



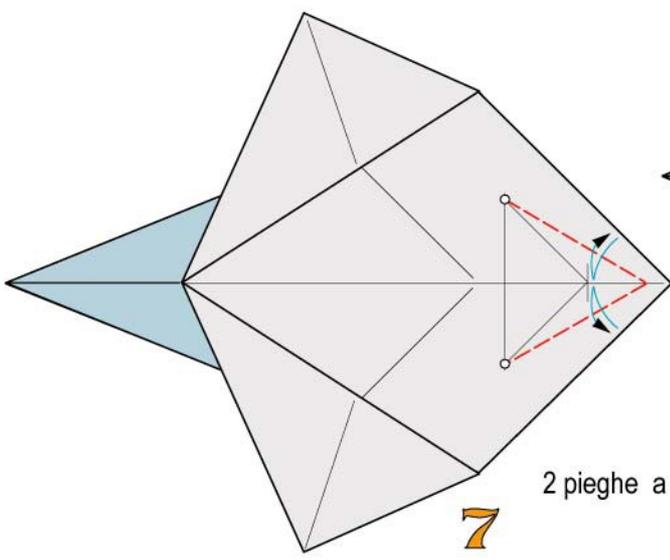
2 pieghe a monte

**5**



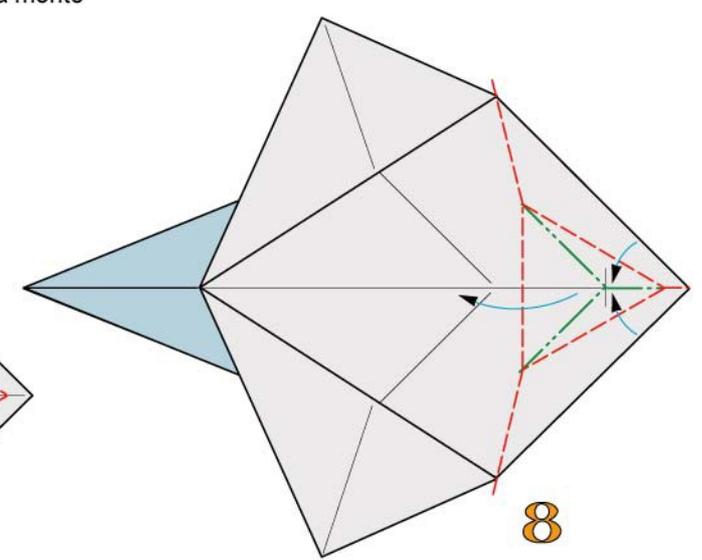
2 pieghe a valle

**6**



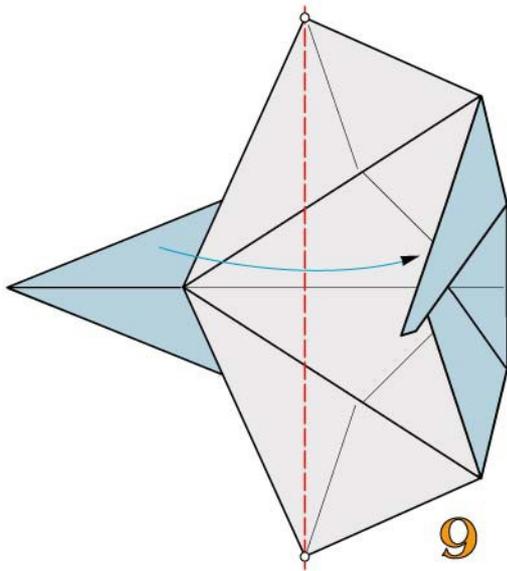
2 pieghe a valle

**7**

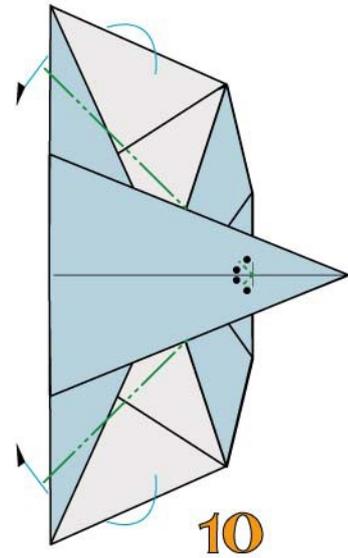


2 pieghe a valle e ripiegate a valle ed a monte

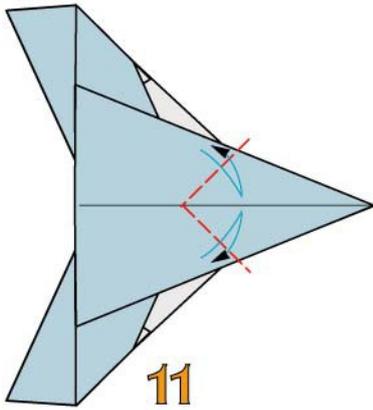
**8**



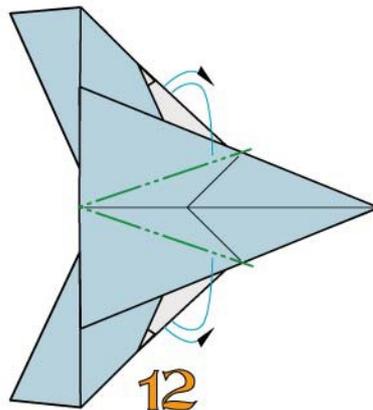
1 piega a valle



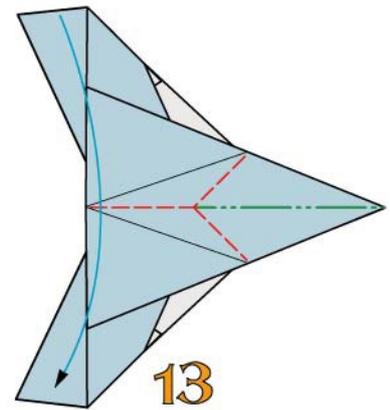
2 pieghe bisettrici a monte



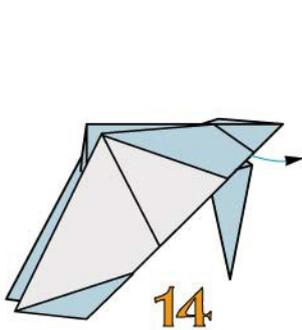
2 pieghe a valle



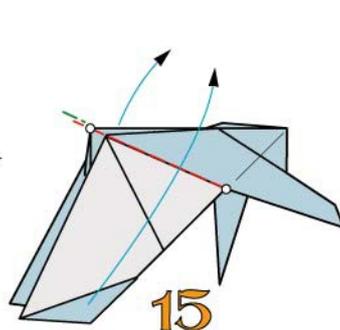
2 pieghe a monte



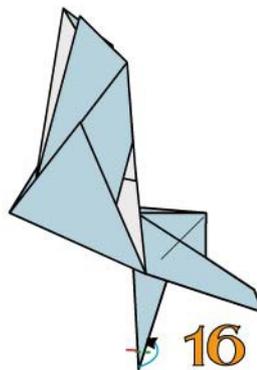
Comprimete ripiegando a valle e a monte



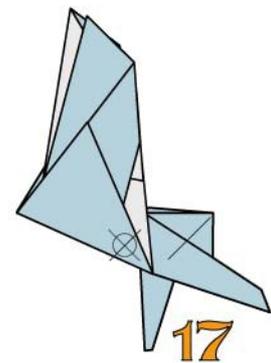
Estraete il vertice sottostante



2 pieghe a valle, 1 per lato



1 piccola piega rovescia interna



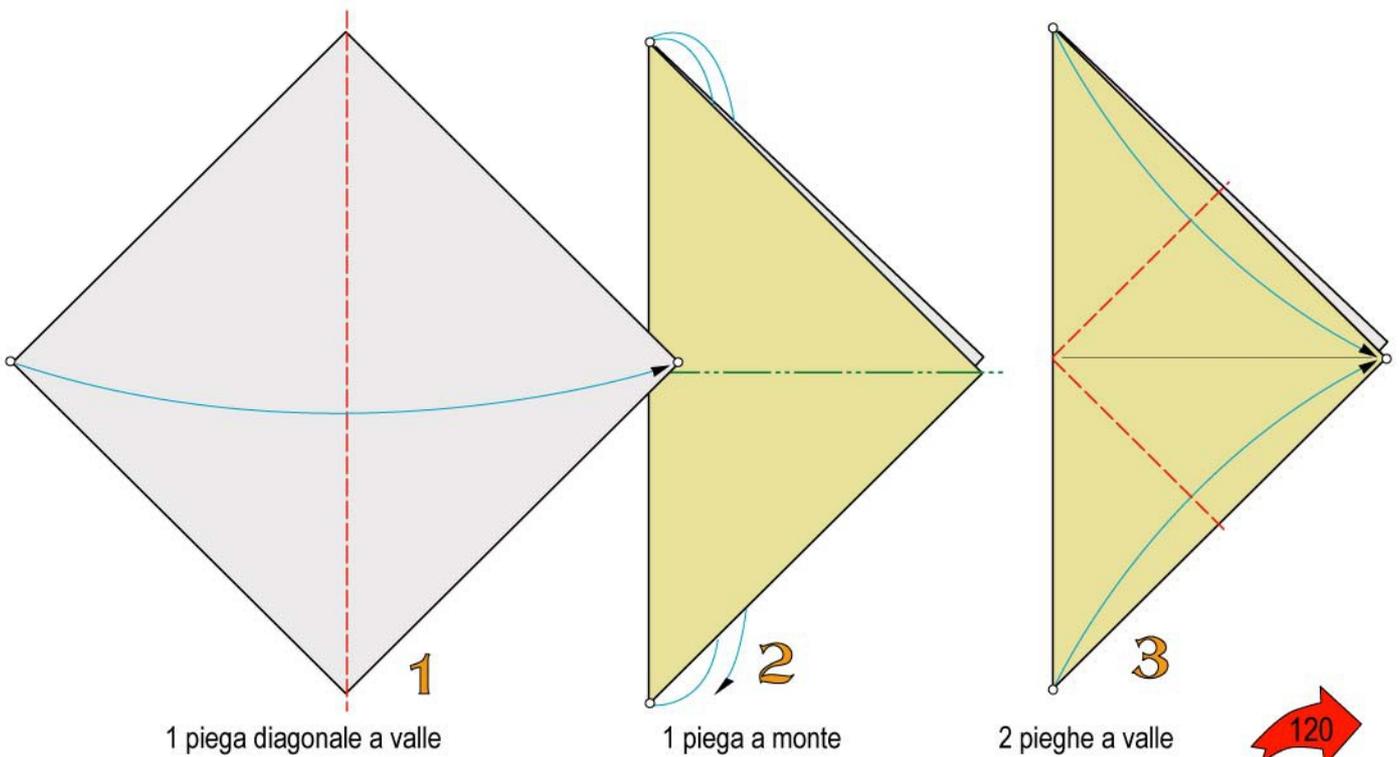
Cicogna ultimata

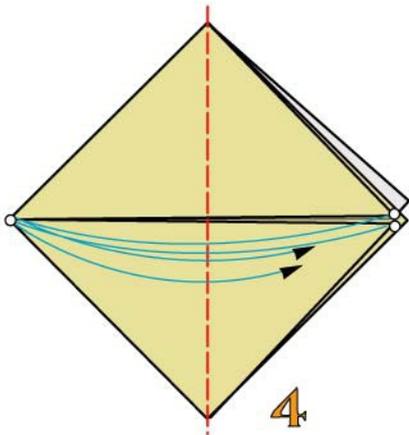
# PULCINO che mangia

\*\*\*

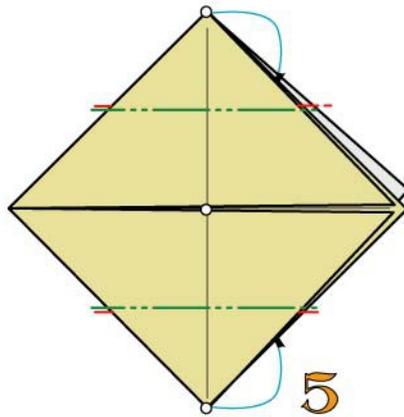
## Polluelo

Agendo con una mano su due protuberanze laterali il becco si apre e si chiude.  
Adoperate un foglio bicolore di medio peso.

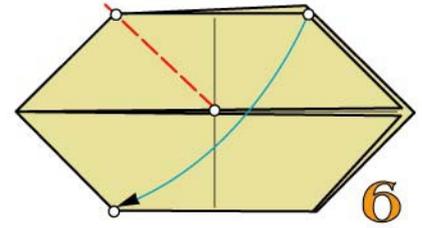




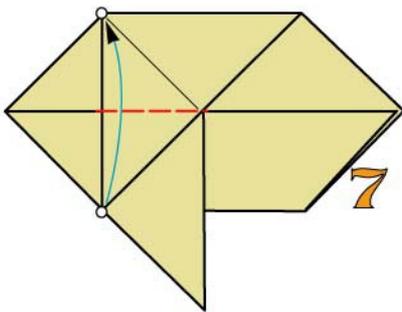
1 piega diagonale a valle



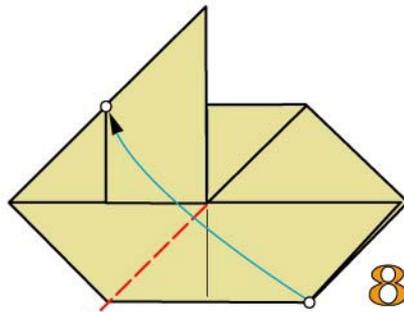
2 pieghe rovesce interne



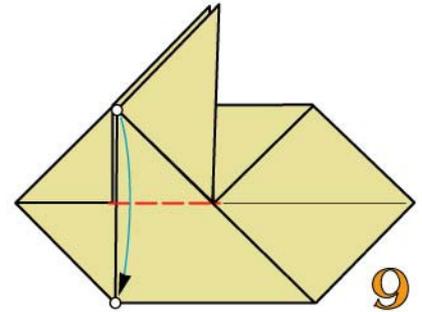
1 piega a valle



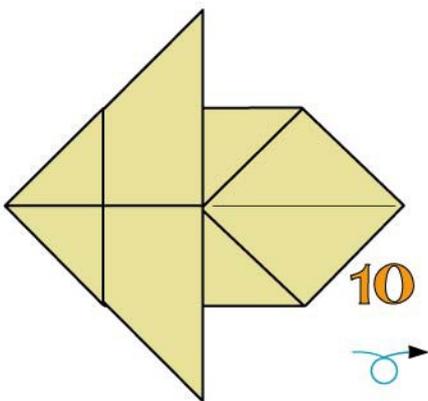
1 piega a valle



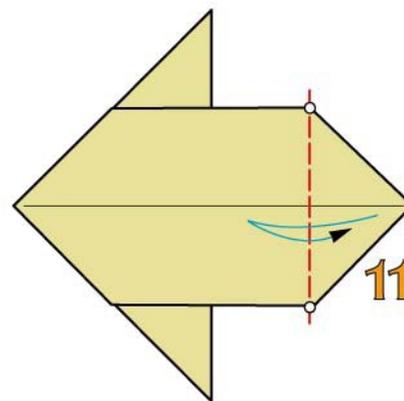
1 piega a valle



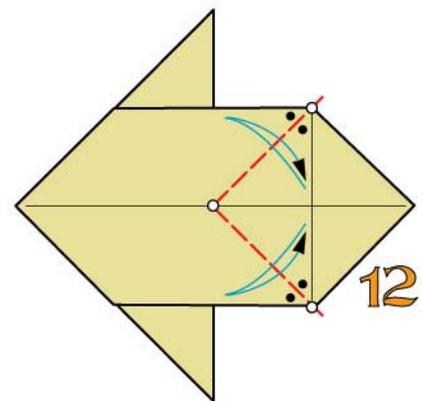
1 piega a valle



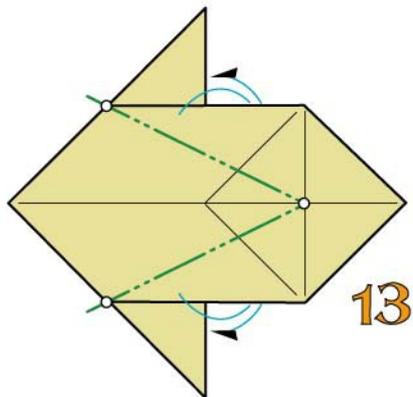
Ribaltate



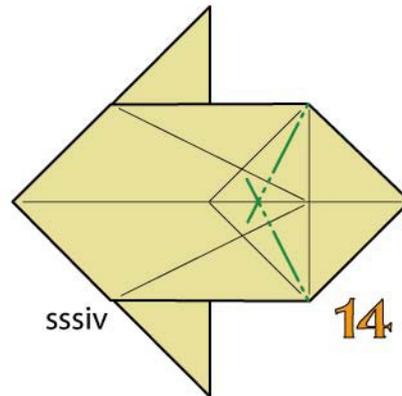
1 piega a valle



2 pieghe bisettrici a valle

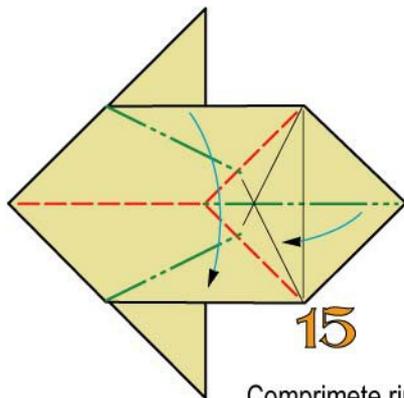


2 pieghe a monte

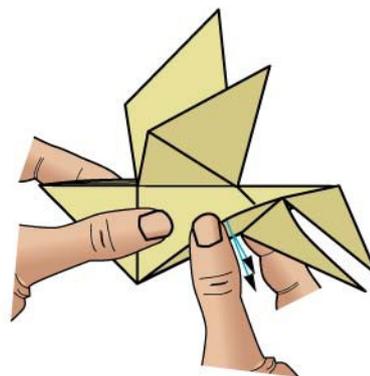
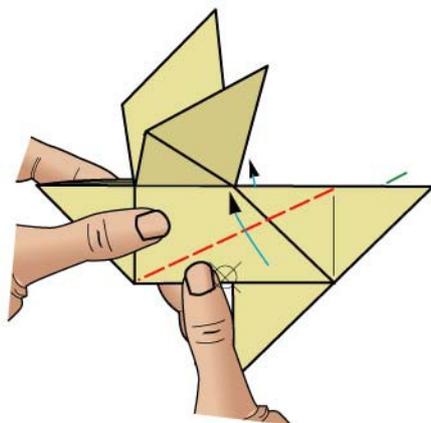
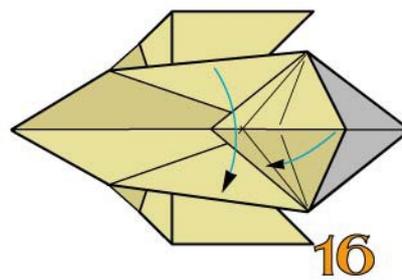


sssiv

2 pieghe a monte  
solo sulla sup. in vista



Comprimete ripiegando a valle e a monte



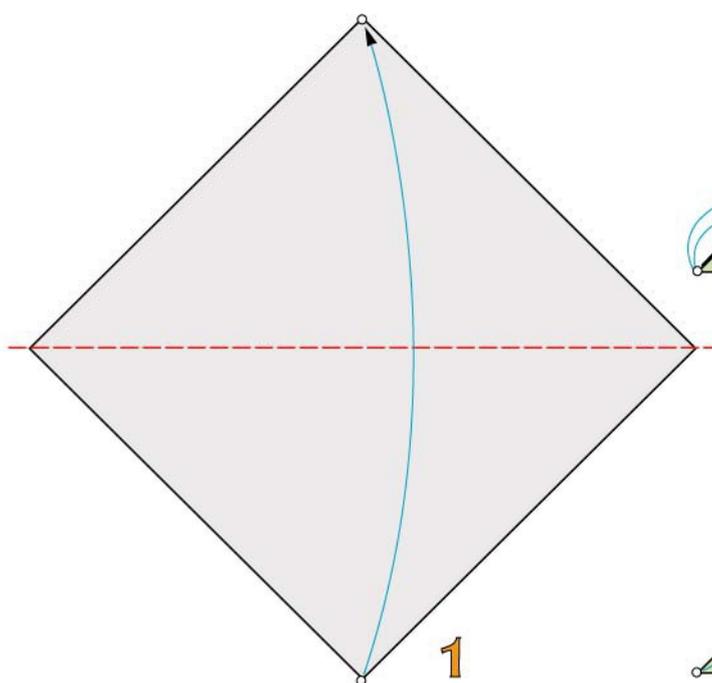
Pulcino ultimato. Ruotate i bordi indicati per aprire e chiudere il becco

# TIRANNOSAURO ★★★★

che mangia

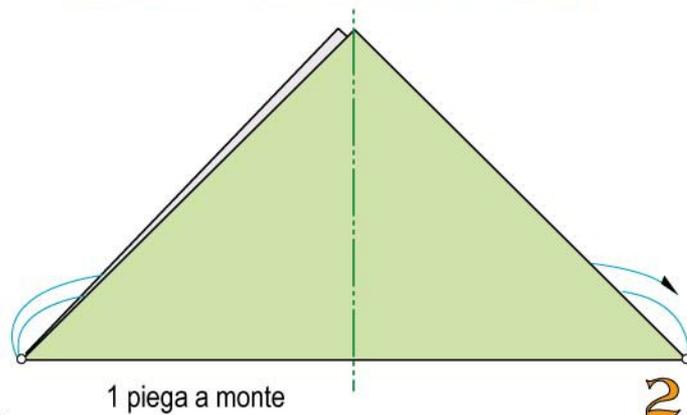
## Tiranosaurio

Manovrandone i lati, il tiranosaurio apre e chiude la bocca.  
Adoperate un foglio monocoloro o bicolore di medio peso.



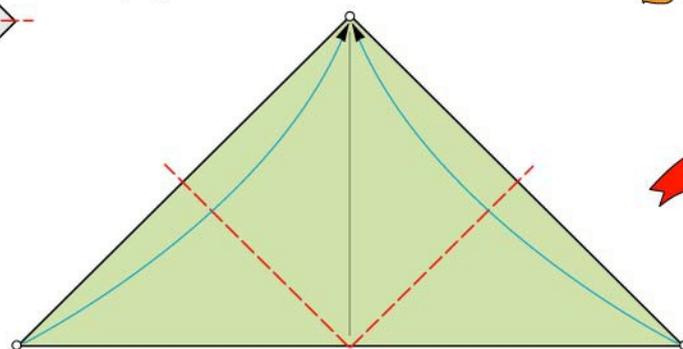
1 piega diagonale a valle

1



1 piega a monte

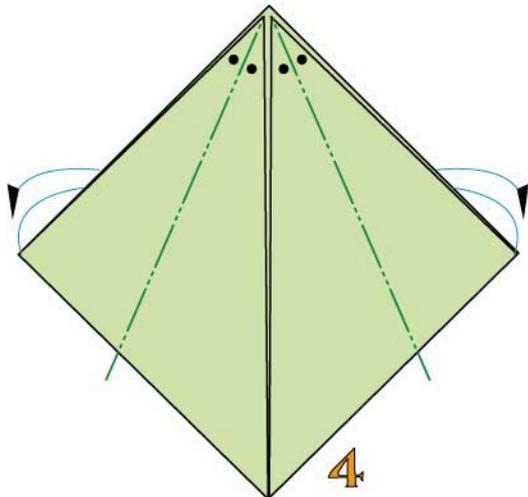
2



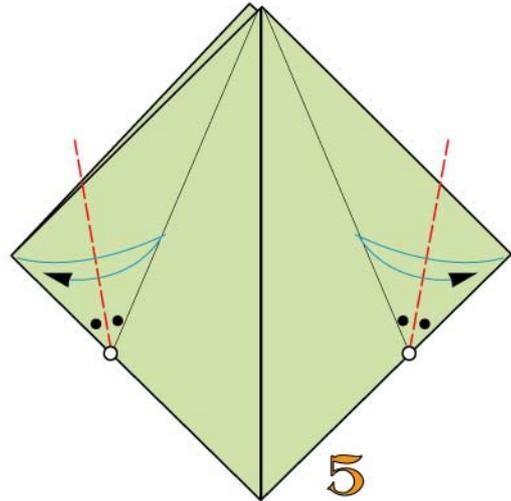
2 pieghe a valle

3

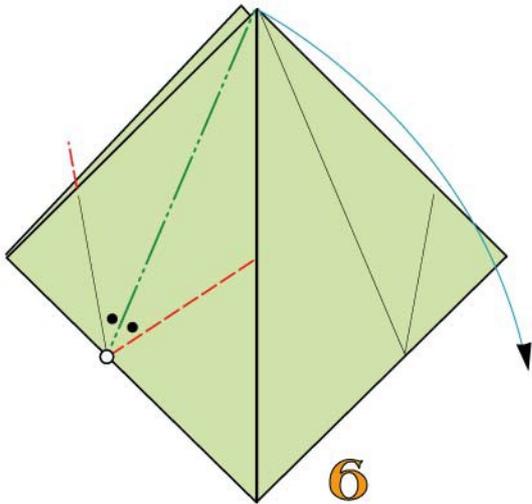




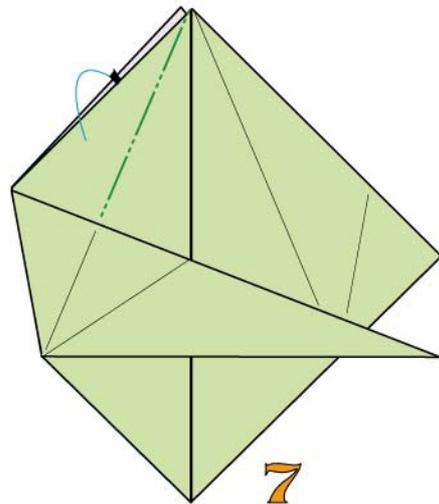
**4**  
2 pieghe bisettrici a monte



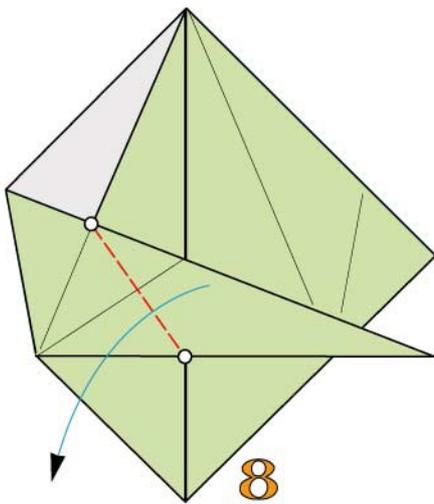
**5**  
2 pieghe bisettrici a valle



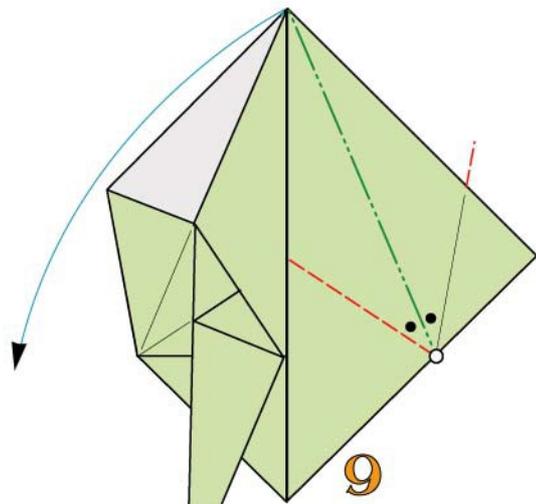
**6**  
1 piega a valle e ripiegate a valle ed a monte



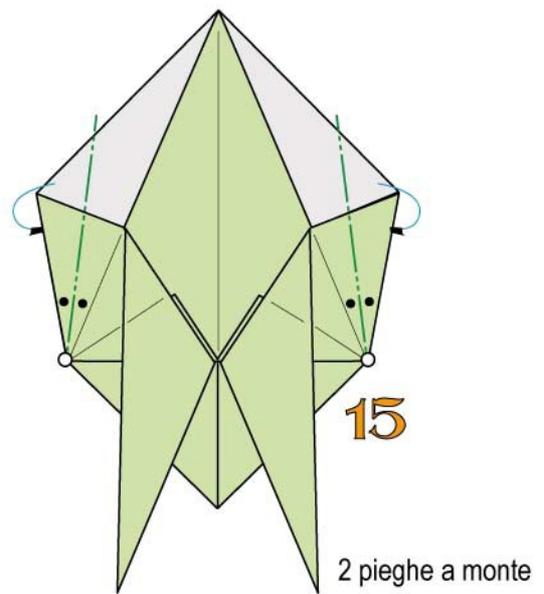
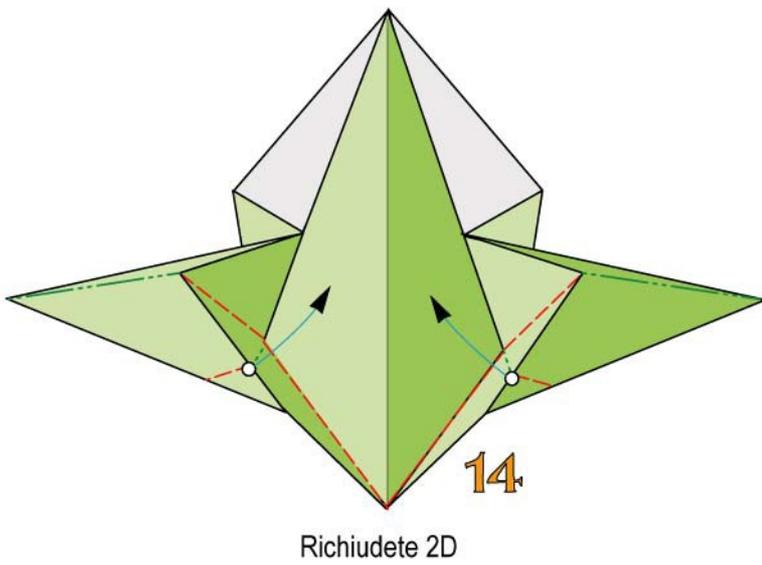
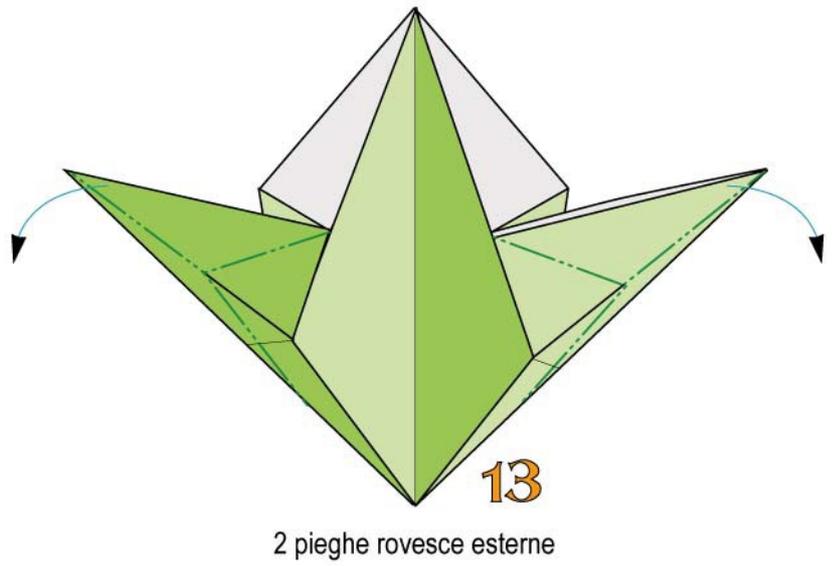
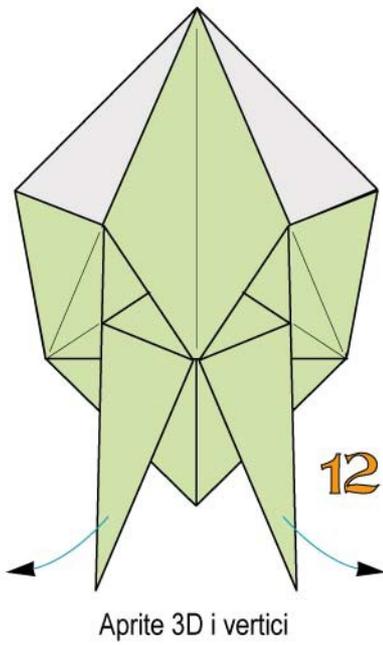
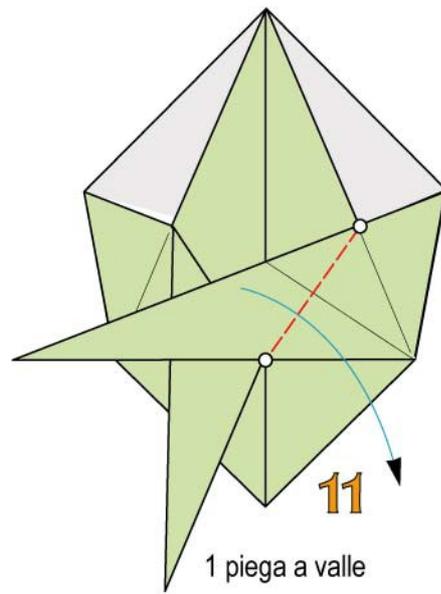
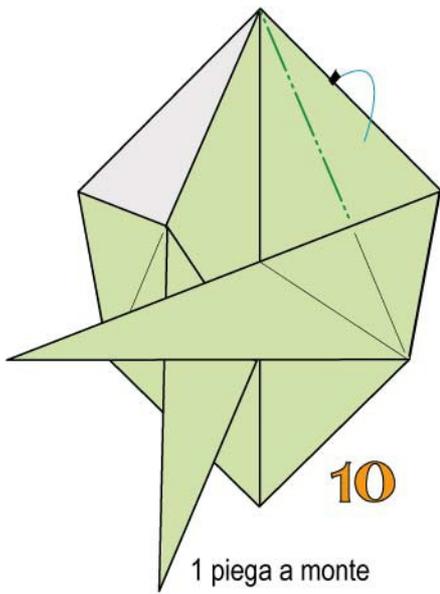
**7**  
1 piega a monte

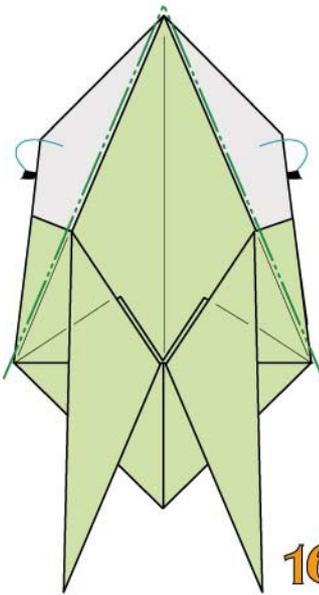


**8**  
1 piega a valle



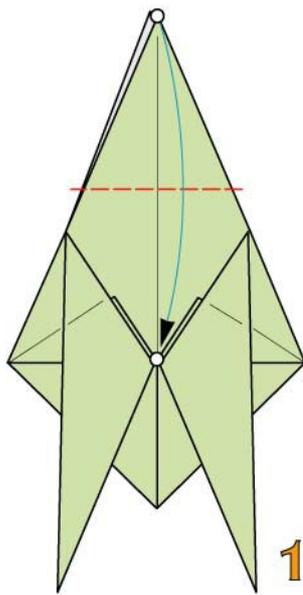
**9**  
1 piega a valle e ripiegate a valle ed a monte





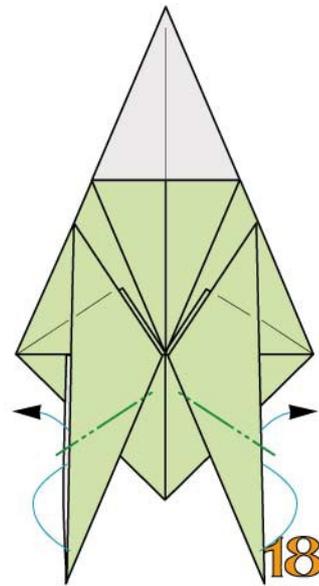
16

2 pieghe a monte



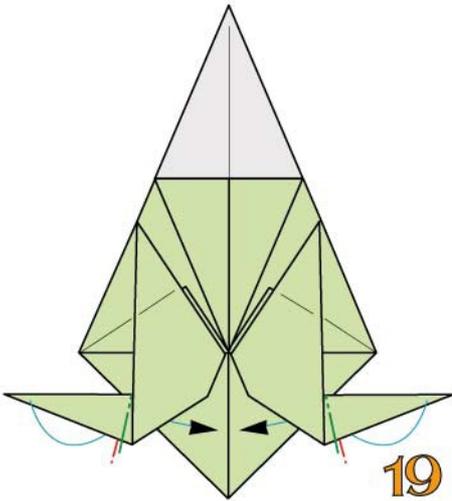
17

1 piega a valle



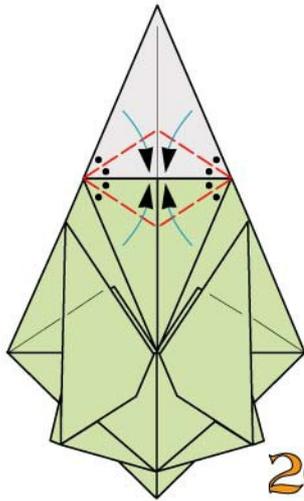
18

2 pieghe rovesce interne



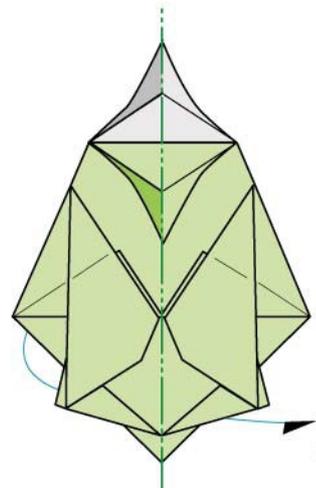
19

2 pieghe rovesce interne



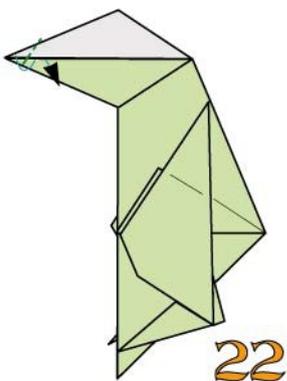
20

4 pieghe bisettrici a valle e ruotate 3D



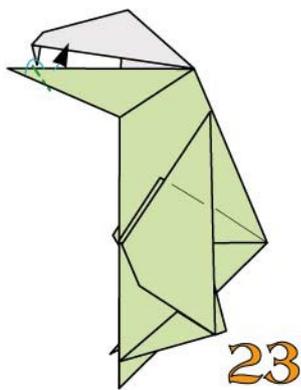
21

Piegando a monte, comprimete



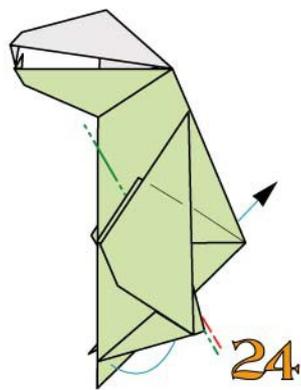
22

1 piega rovescia interna



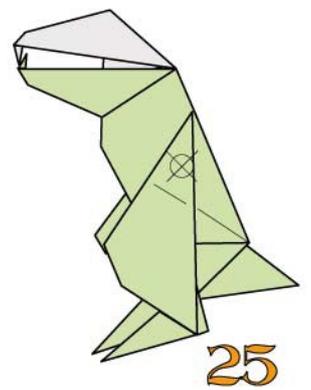
23

1 piega rovescia interna



24

1 piega rovescia interna per modellare la coda

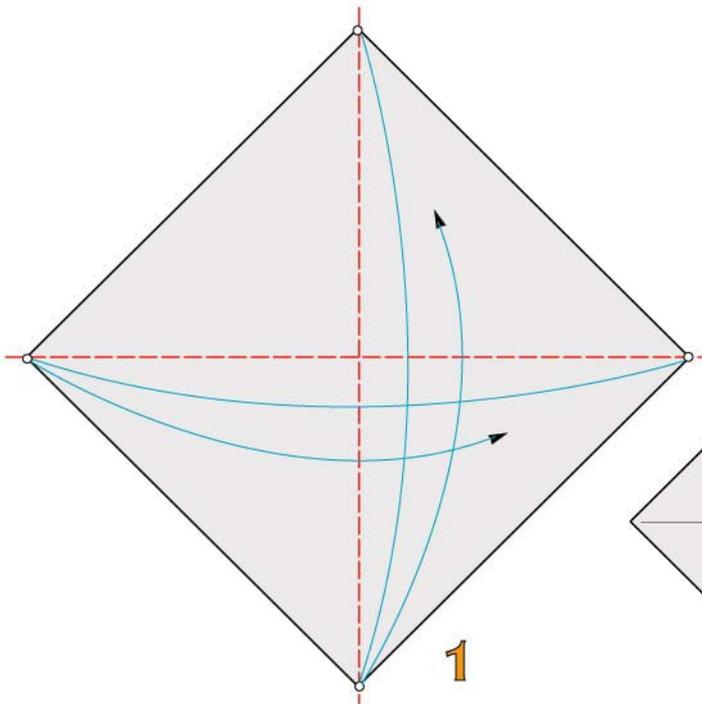


25

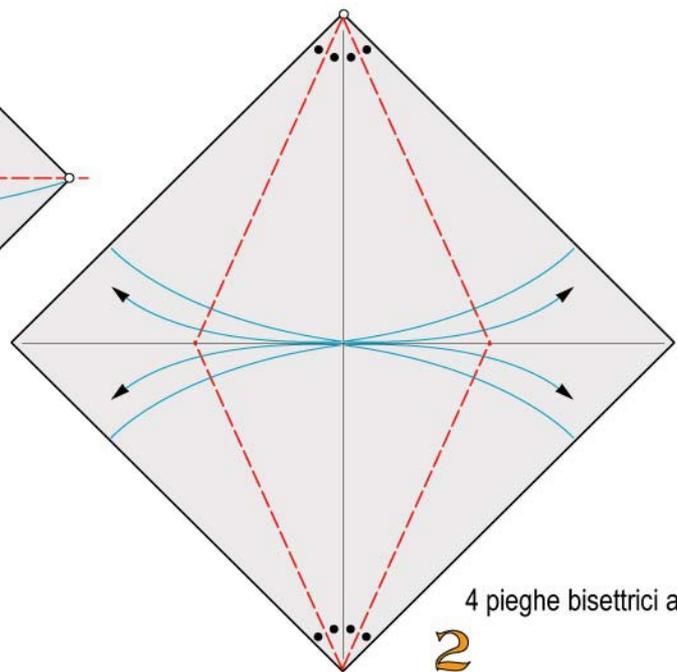
Tirannosauro ultimato

# VELOCIRAPTOR <sup>★★</sup> che mangia

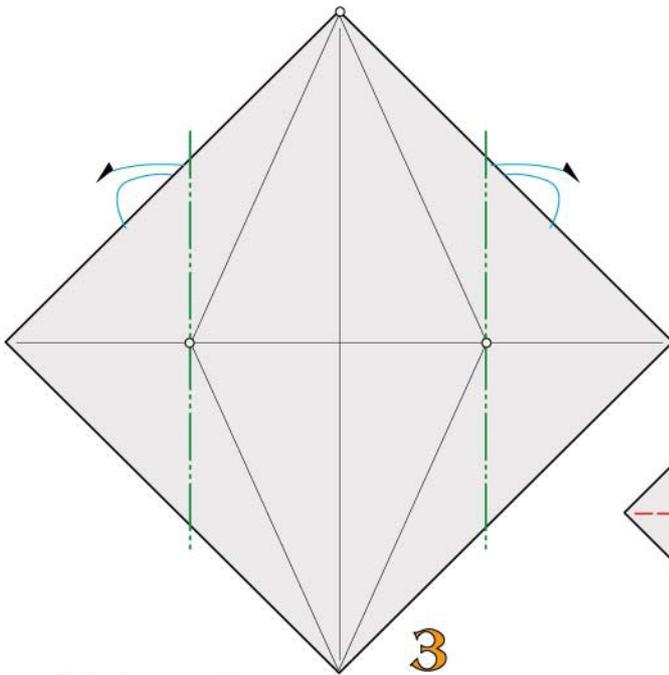
Il velociraptor va afferrato alle estremità con le mani.  
Ruotando le mani il modello muove la testa ed apre e chiude la bocca



2 pieghe diagonali a valle

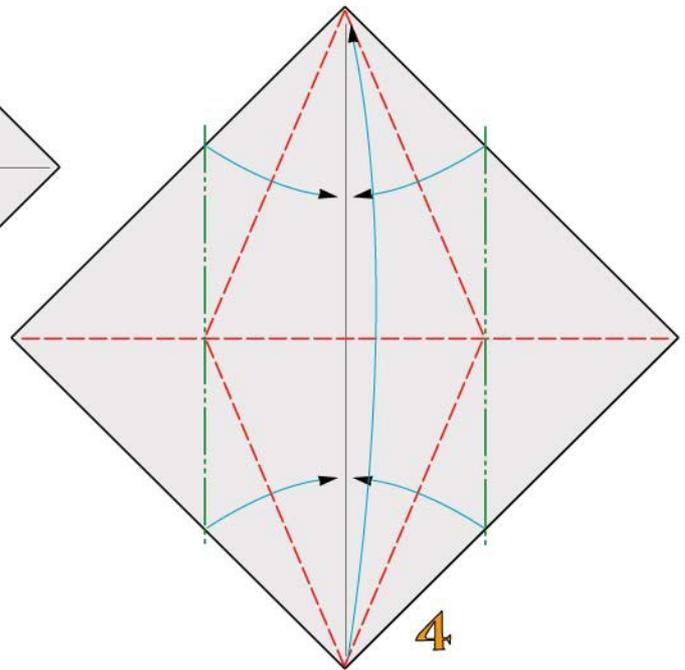


4 pieghe bisettrici a valle



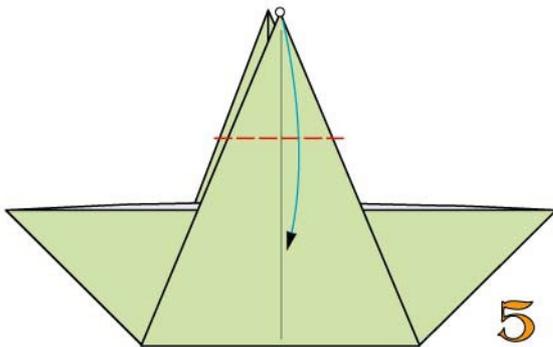
2 pieghe a monte

3



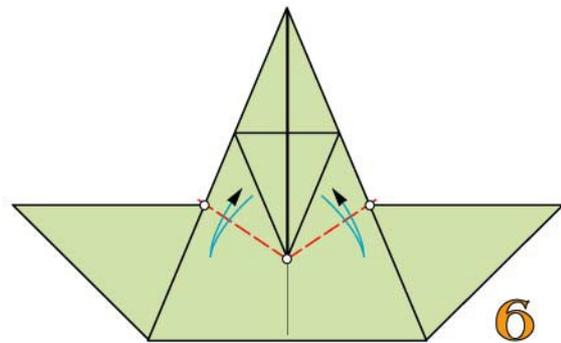
4

Ripiegate a monte ed a valle



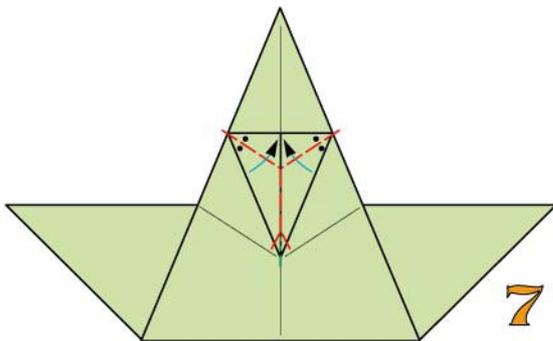
1 piega a valle

5



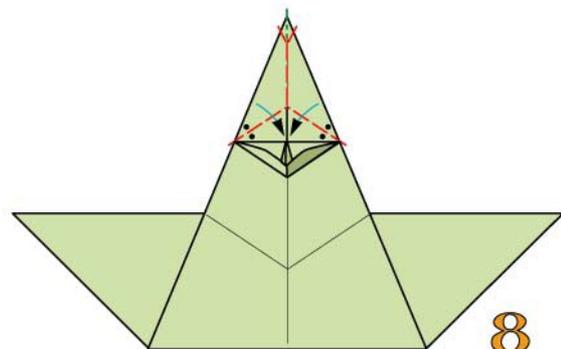
6

2 pieghe a valle



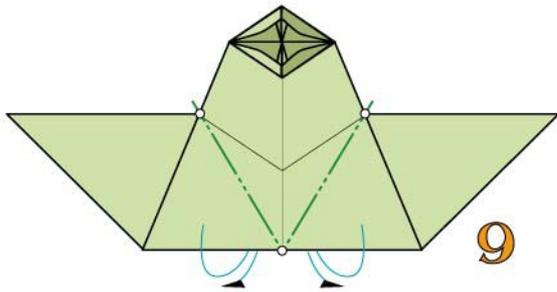
3 pieghe a valle e modellate 3D

7

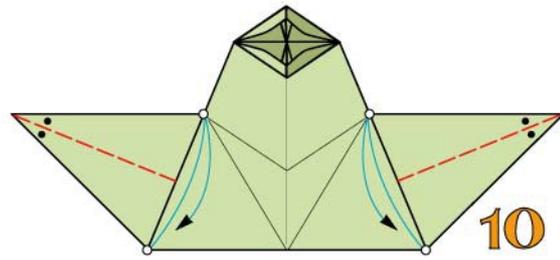


3 pieghe a valle e modellate 3D

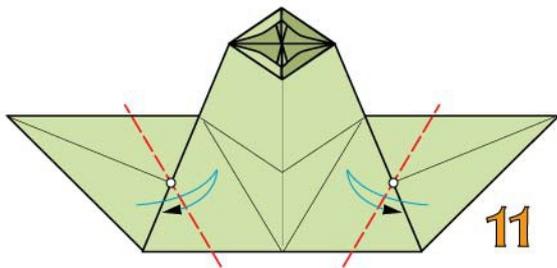
8



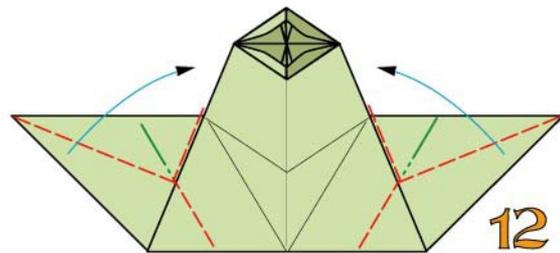
2 pieghe a monte



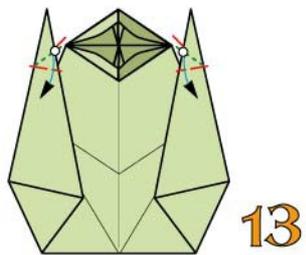
2 pieghe bisettrici a valle



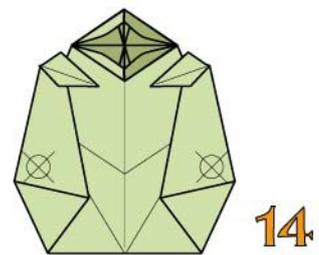
2 pieghe a valle



2 pieghe a valle e ripiegate



2 pieghe a valle



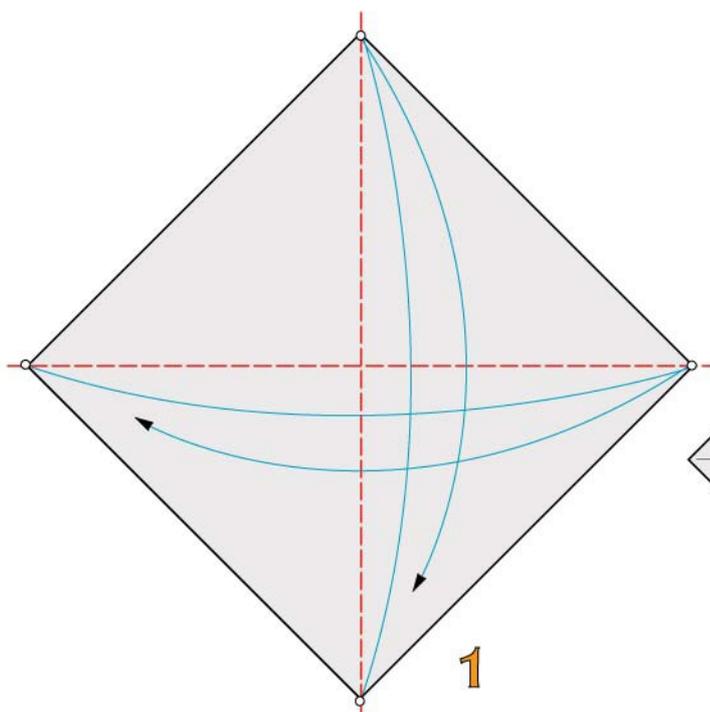
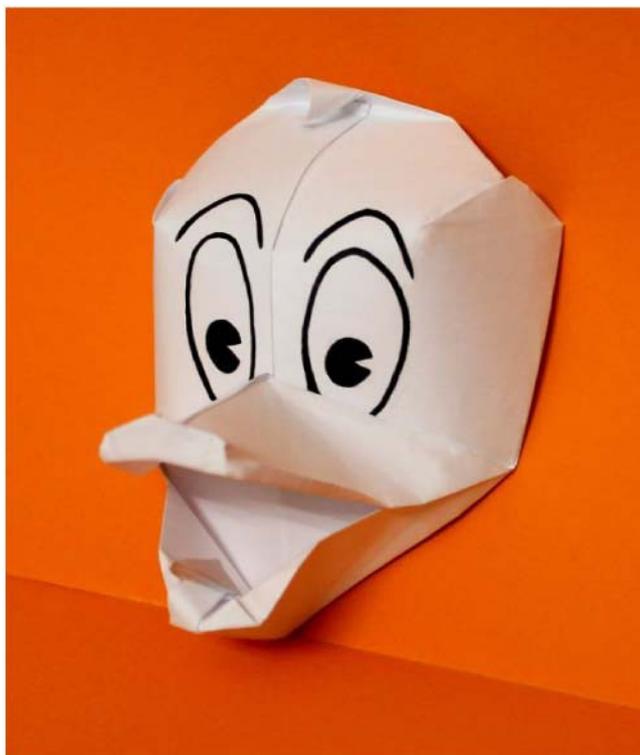
Velociraptor ultimato

# PAPERINO

## che parla

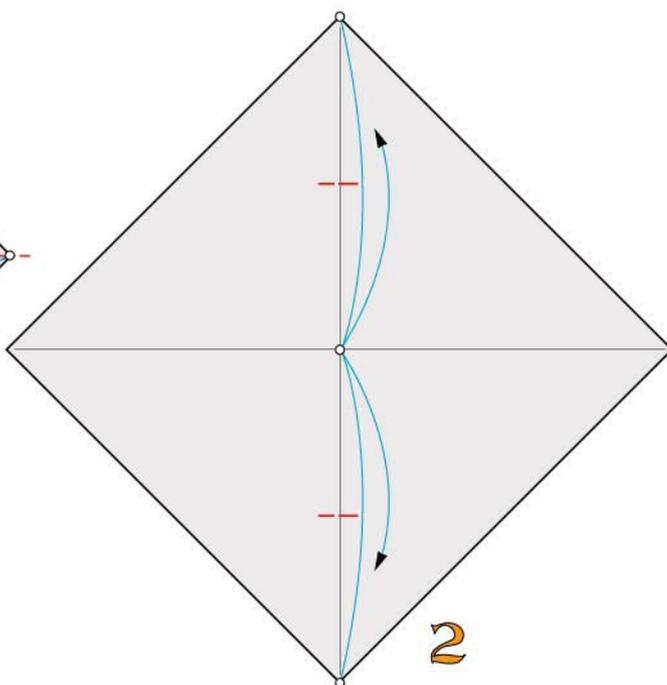


Il Paperino va afferrato alle estremità con le mani.  
Ruotandole, il modello apre e chiude la bocca



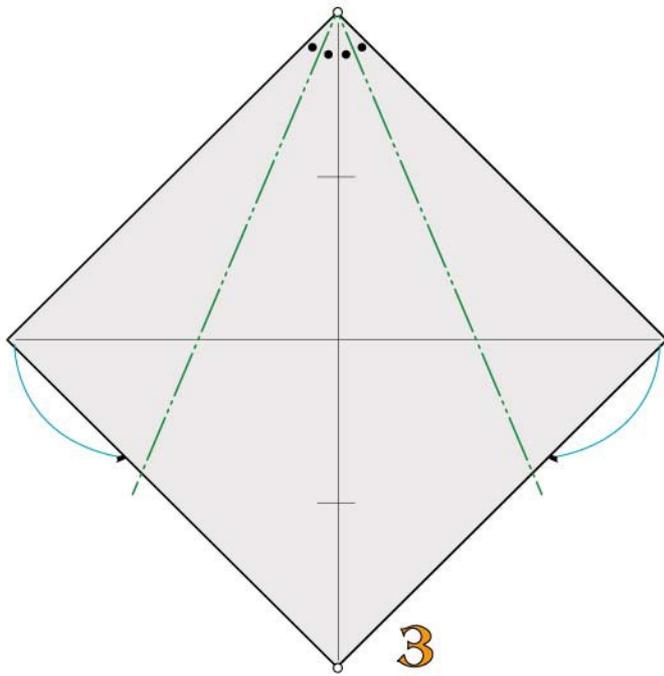
1

2 pieghe diagonali a valle

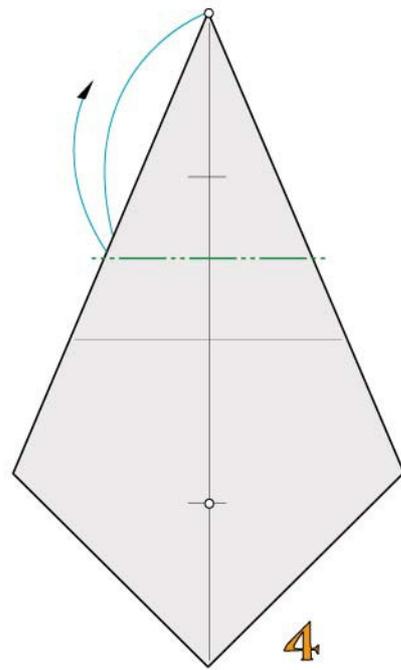


2

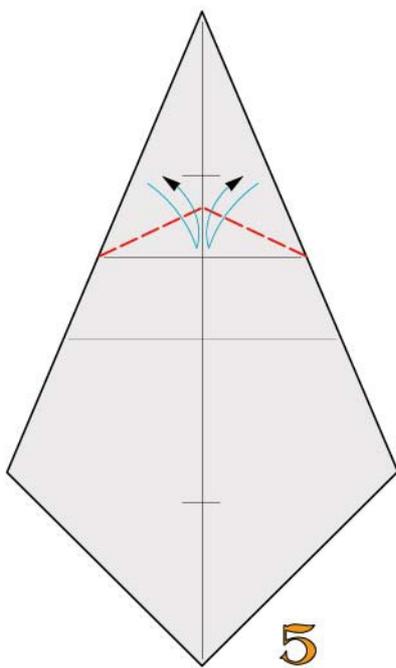
2 piccole pieghe a valle



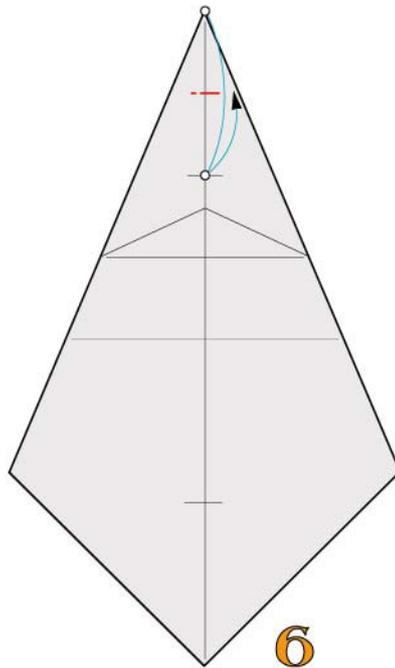
3  
2 pieghe bisettrici a monte



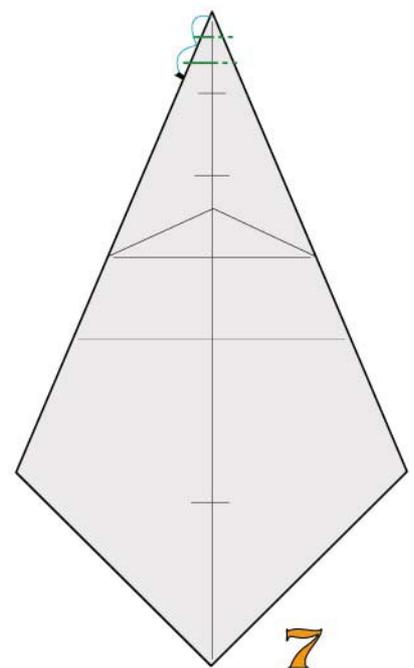
4  
1 piega a monte



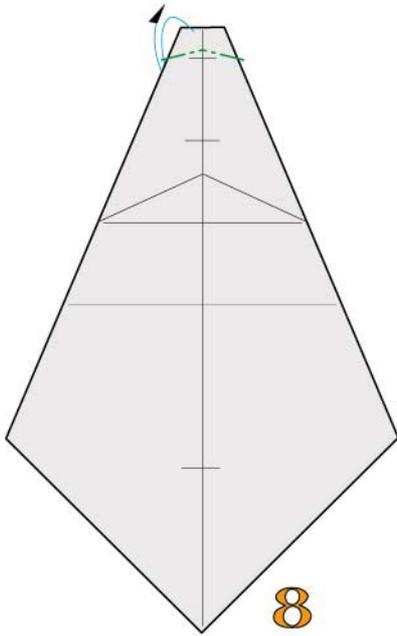
5  
2 pieghe a valle



6  
1 piccola piega a valle

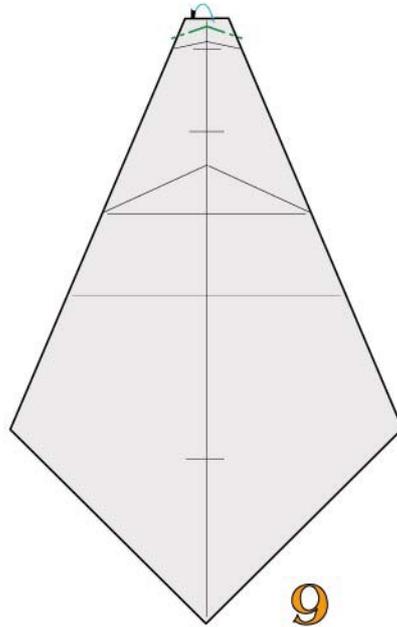


7  
2 pieghe a monte



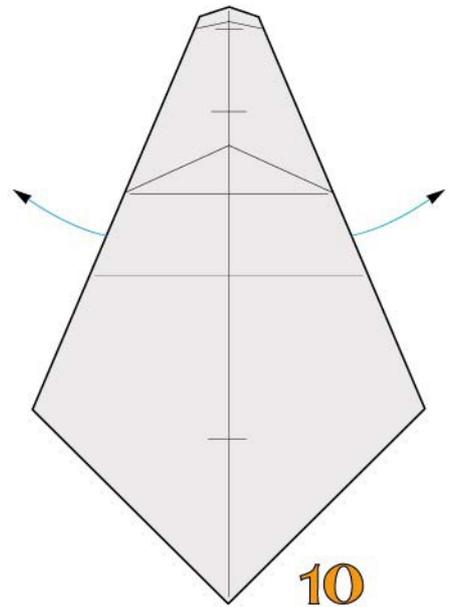
**8**

2 pieghe a monte



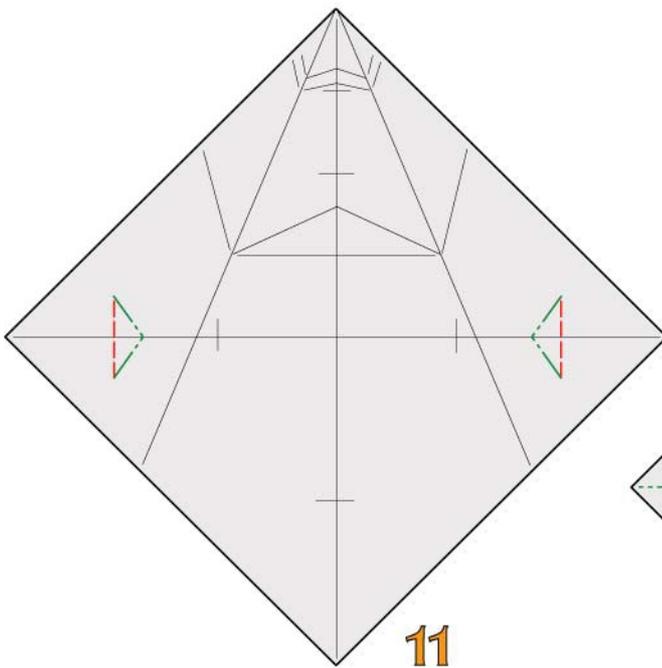
**9**

2 pieghe a monte



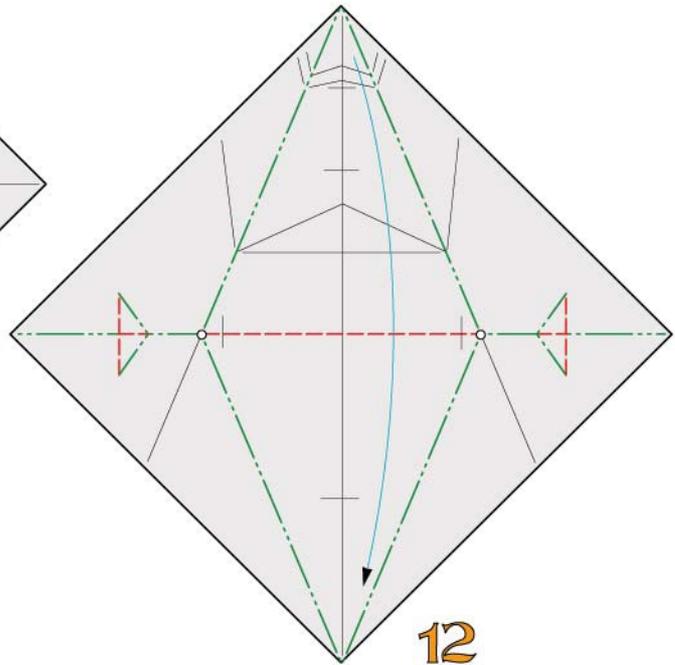
**10**

Riaprite



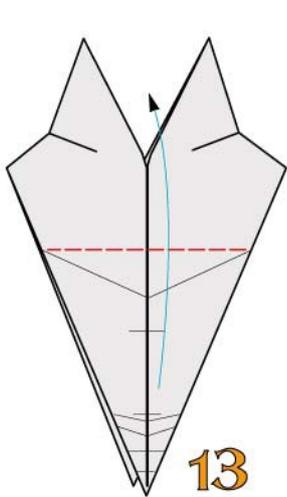
**11**

2 pieghe a valle e 4 a monte

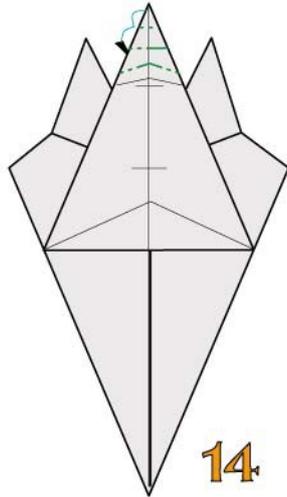


**12**

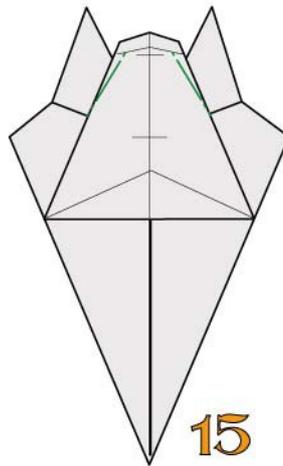
Ripiegate a valle ed a monte



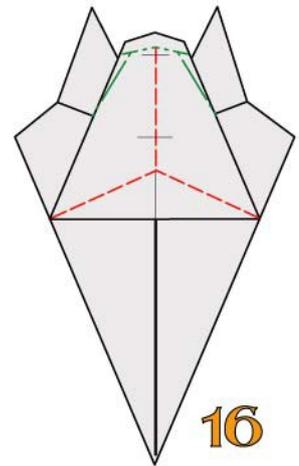
**13**  
1 piega a valle



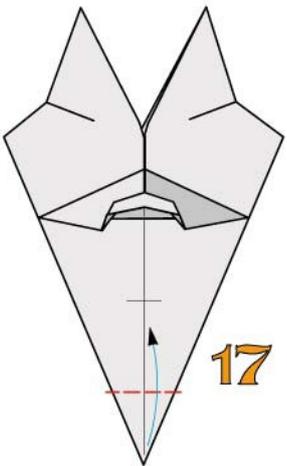
**14**  
4 pieghe a valle



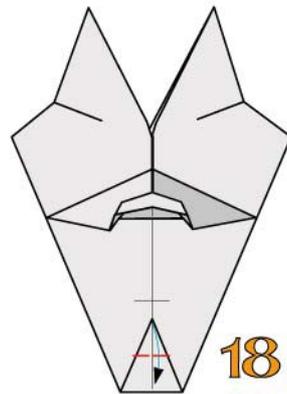
**15**  
2 pieghe a monte



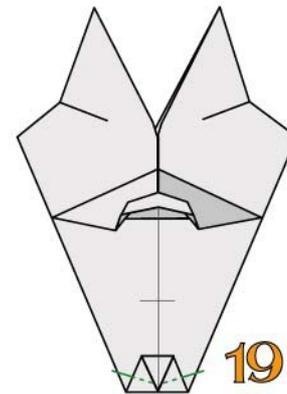
**16**  
2 pieghe a valle e ripiegate



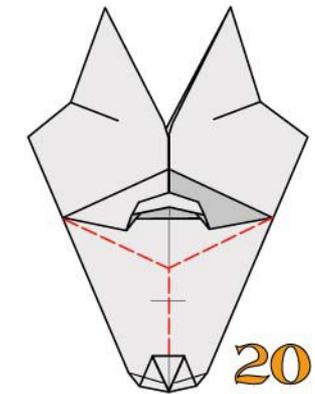
**17**  
1 piega a valle



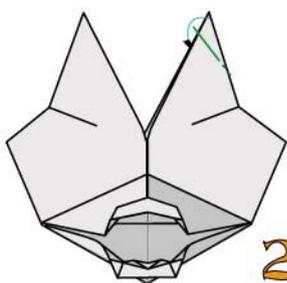
**18**  
1 piega a valle



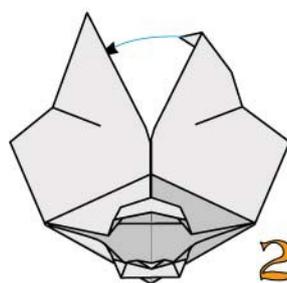
**19**  
2 pieghe a monte



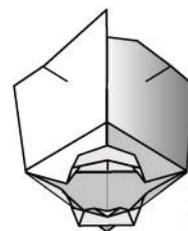
**20**  
2 pieghe a valle e ripiegate



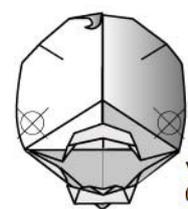
**21**  
1 piega a monte



**22**  
Intascate la superficie  
indicata



**23**  
Arrotondate la testa  
e formate il ricciolo



**24**  
Testa di Paperino  
ultimata

# LUPO

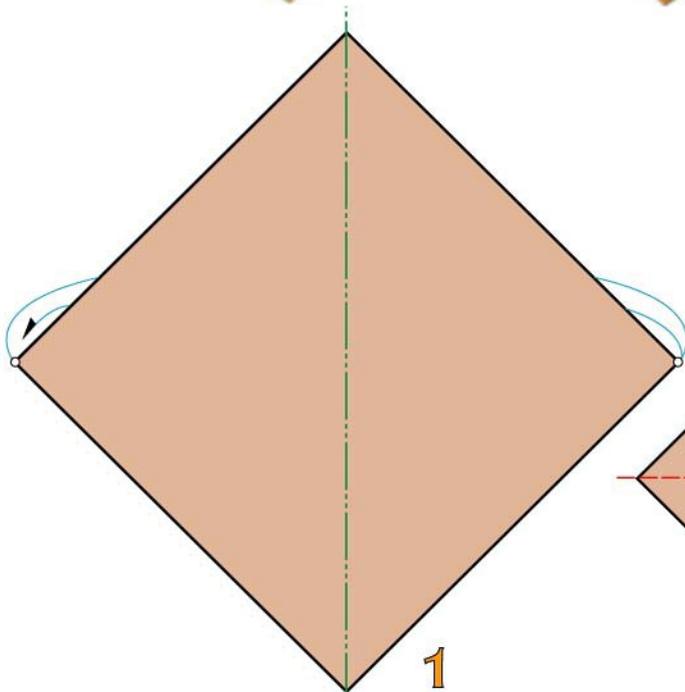
che ulula



## Lobo

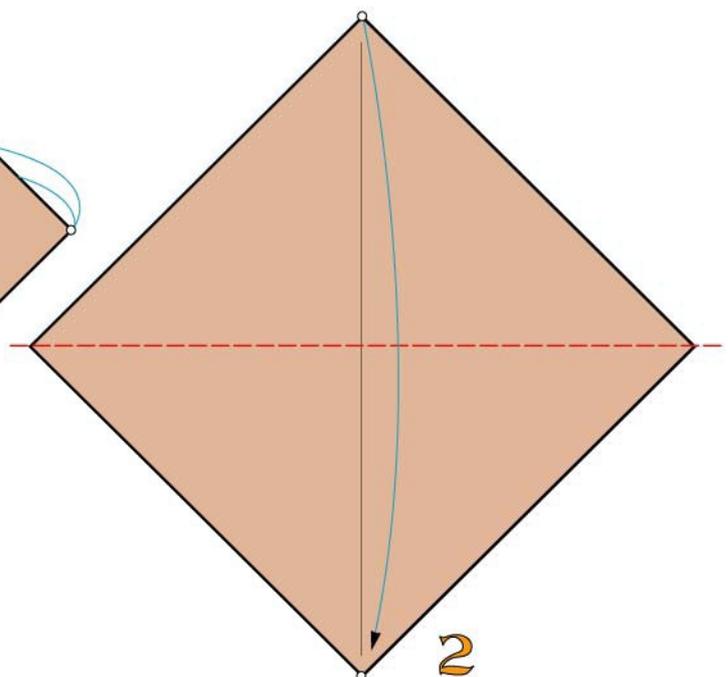
Avvicinando e distanziando le mani, il cane-lupo apre e chiude la bocca come per ululare.

Adoperate un foglio bicolore quadrato di almeno 15 cm di lato.



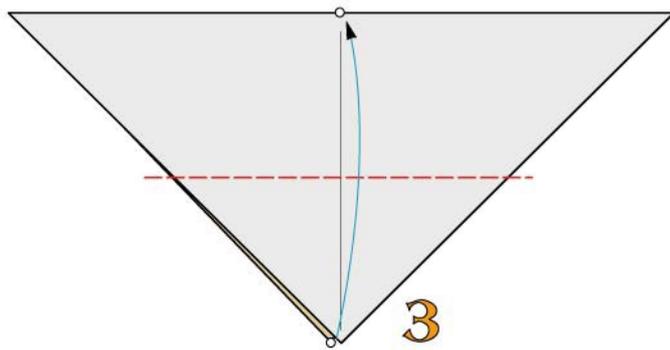
1

1 piega a monte

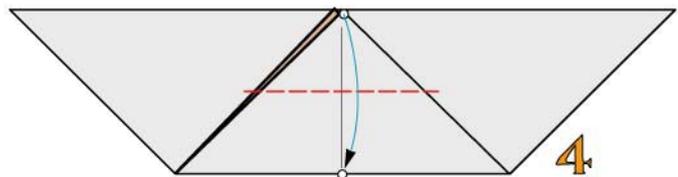


2

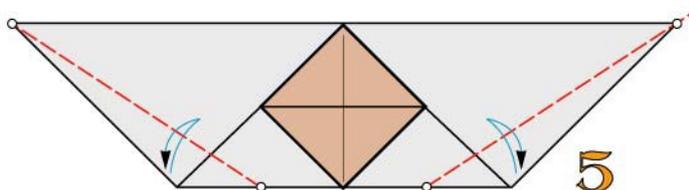
1 piega a valle



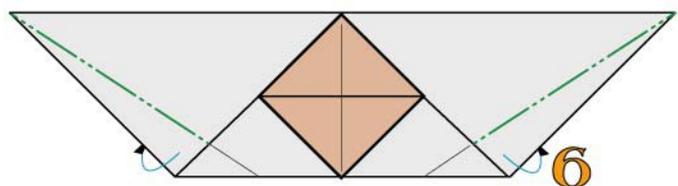
1 piega a valle



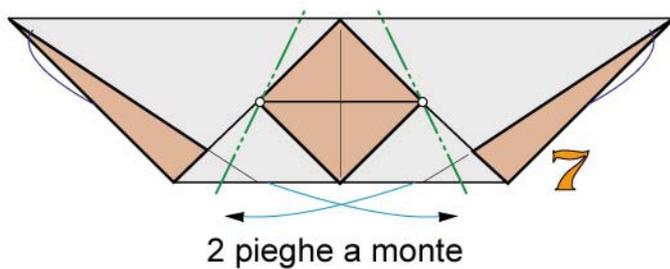
1 piega a valle solo sulla sup. in vista



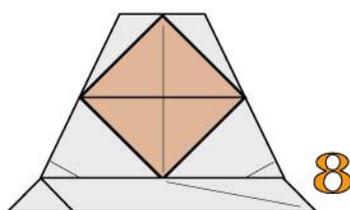
2 pieghe a valle



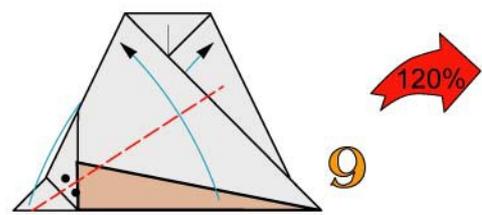
2 pieghe a monte



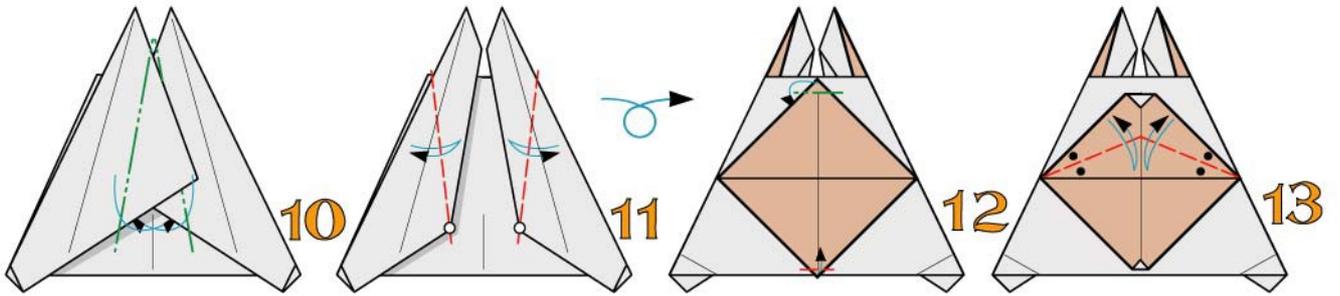
2 pieghe a monte



Ribaltate



2 pieghe bisettrici a valle (1 non visibile)

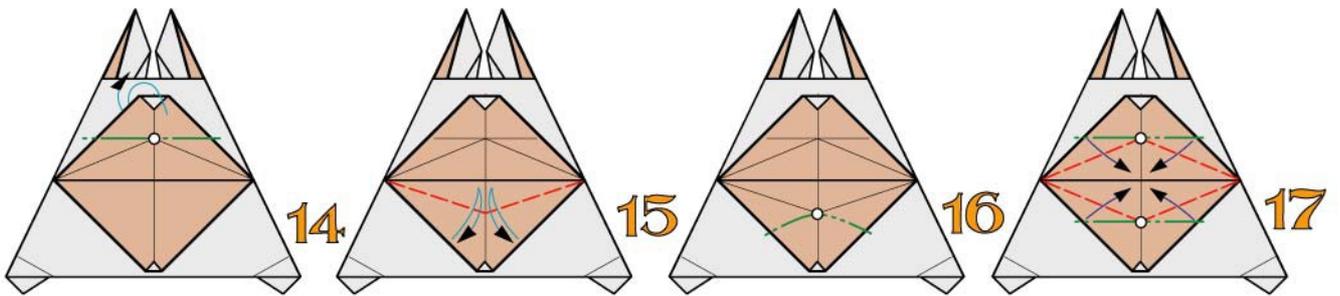


10 2 pieghe a monte

11 2 pieghe a valle e ribaltate

12 1 piega a monte ed 1 a valle

13 2 pieghe bisettrici a valle

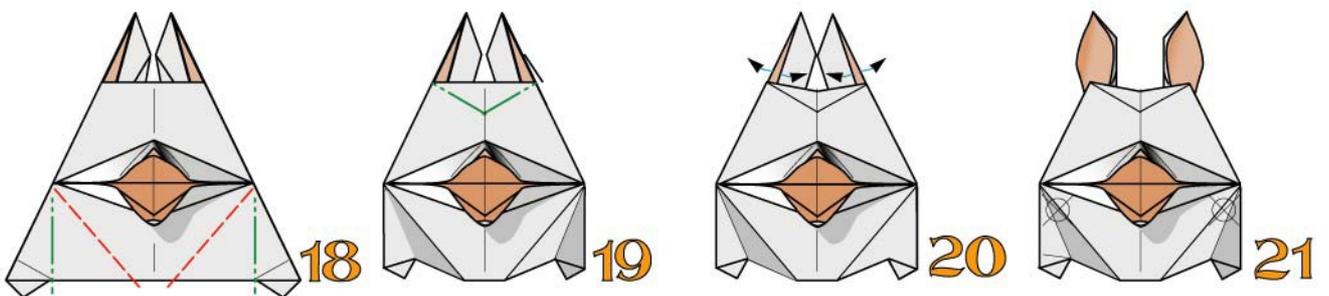


14 1 piega a monte

15 2 pieghe a valle

16 2 pieghe a monte

17 1 piega a monte e, ripiegando, modellate 3D



18 2 pieghe a valle e 2 pieghe a monte

19 2 pieghe a monte

20 Aprite 3D le orecchie

21 Cane-lupo ultimato

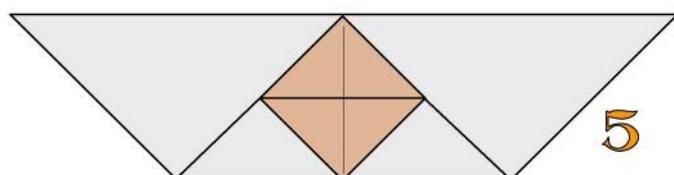
# COKER \*\*\*

che abbaia

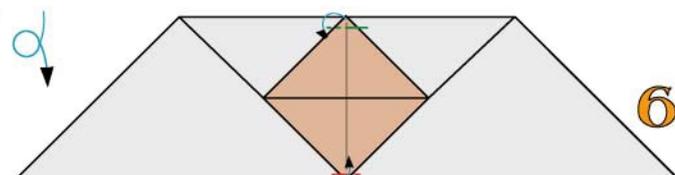
Coquizador

Avvicinando e distanziando le mani, il coker apre e chiude la bocca come per abbaiare.

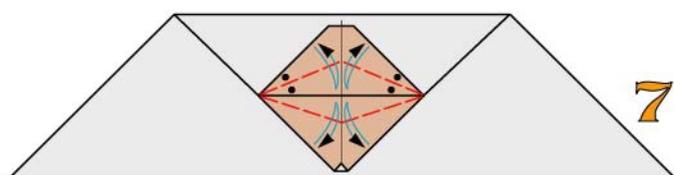
Adoperate un foglio bicolore quadrato di almeno 15 cm di lato.



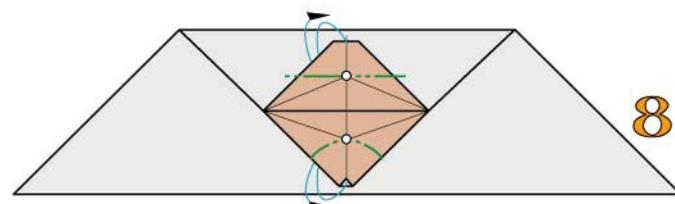
Partite dalla fig. n. 4 del lupo. Ribaltate



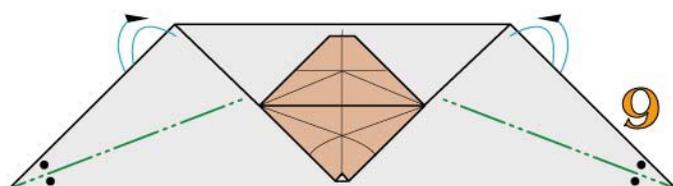
1 piega a valle ed 1 a monte



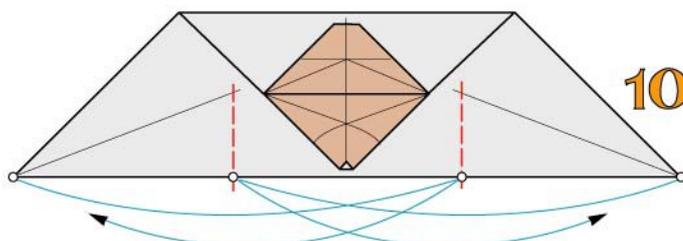
4 pieghe a valle, 2 bisettrici



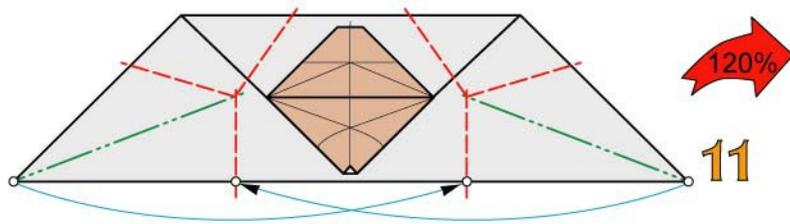
2 pieghe a monte



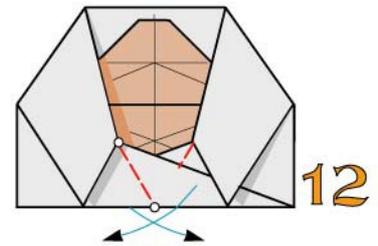
2 pieghe bisettrici a monte



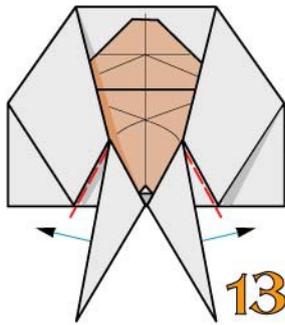
2 pieghe a valle



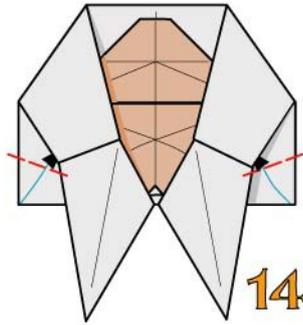
4 pieghe a valle e chiudete ripiegando a monte



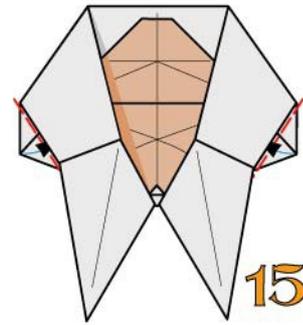
2 pieghe a valle



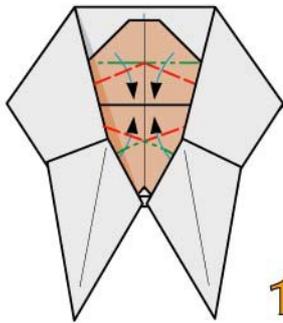
2 pieghe a valle ed estraete ripiegando sulla superf. interna



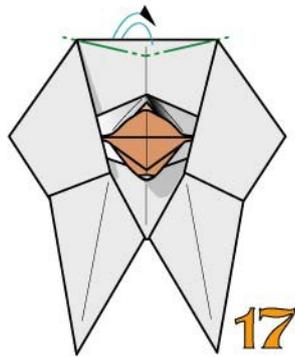
2 pieghe a valle parzialmente nascoste



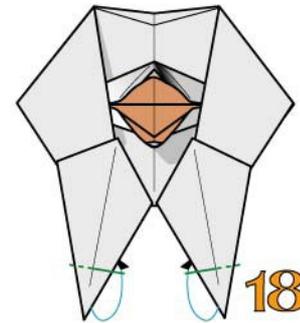
2 pieghe a valle



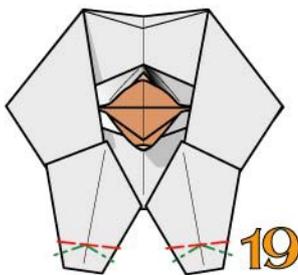
Ripiegando modellate 3D il muso



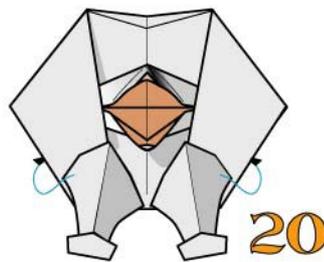
2 pieghe a monte



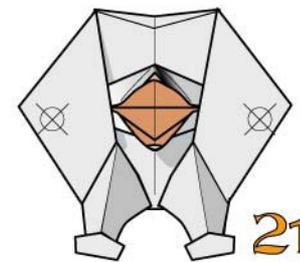
2 pieghe a monte



Mediante pieghe a valle ed a monte modellate le zampe



Inserite le zampe sotto le orecchie



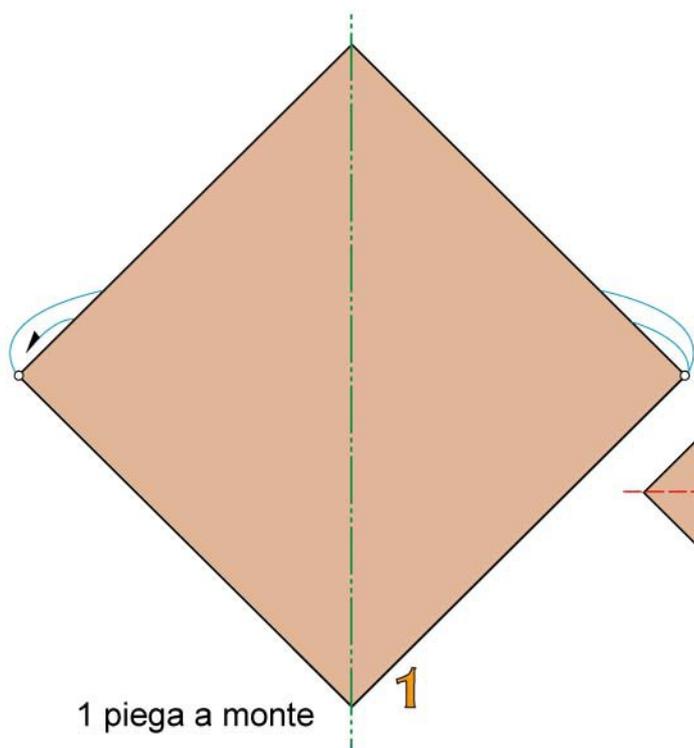
Coker che abbaia ultimato

# MAIALINO **★★** che grugnisce

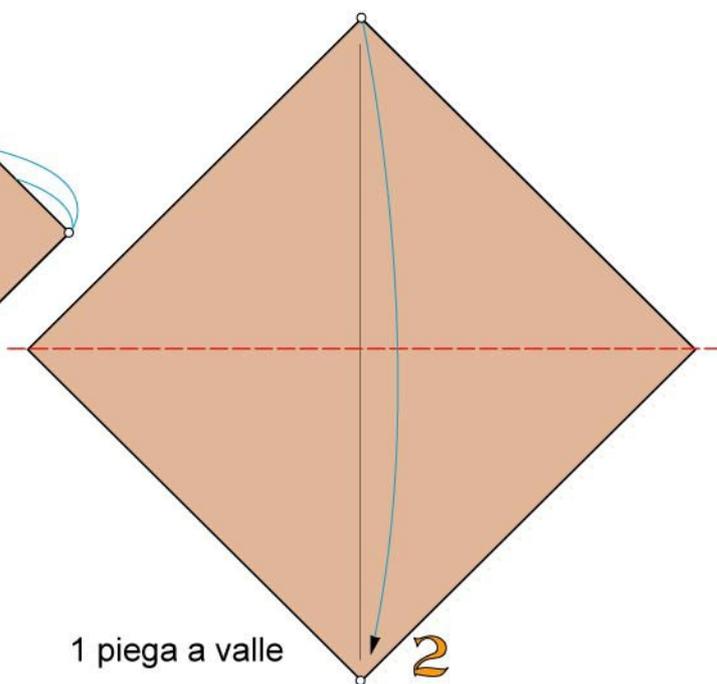
## Pequeño cerdo

Avvicinando e distanziando le mani, il maialino apre e chiude la bocca come per grugnire.

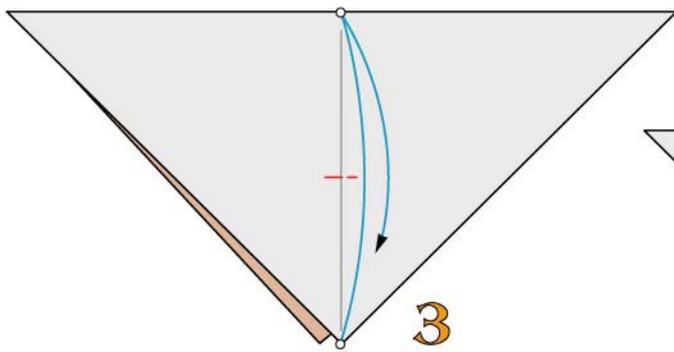
Adoperate un foglio bicolore quadrato di almeno 15 cm di lato.



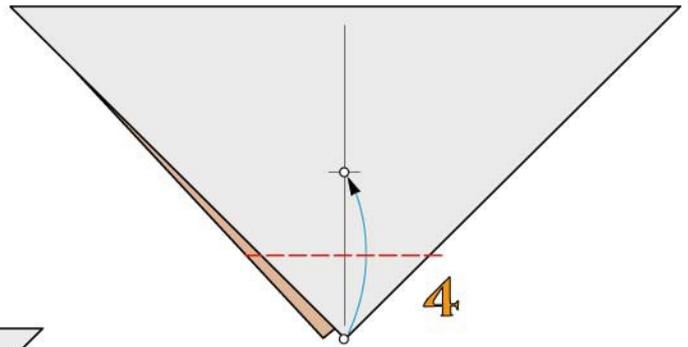
1 piega a monte



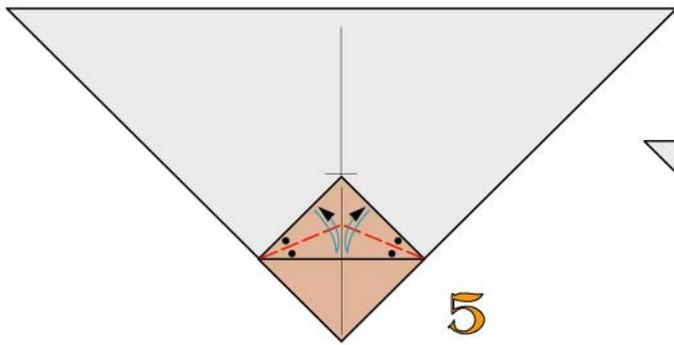
1 piega a valle



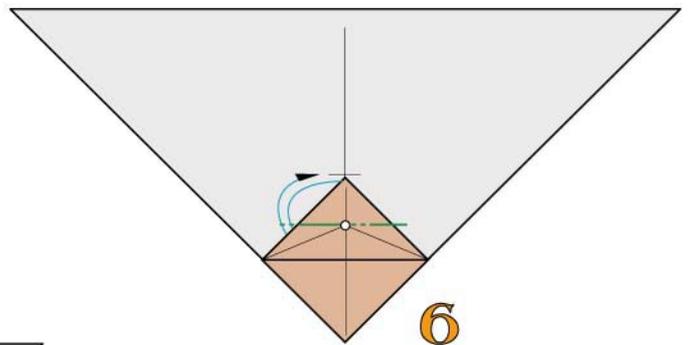
1 piega a valle



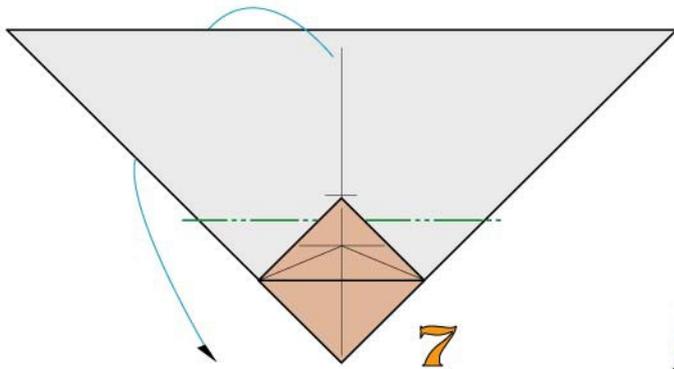
1 piega a valle



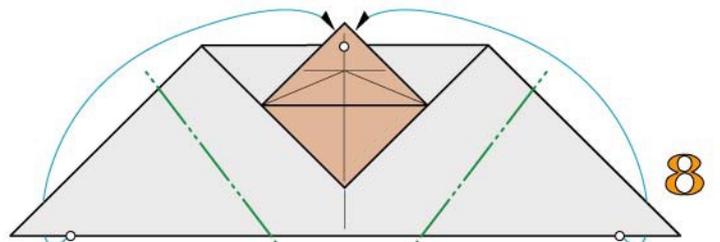
2 pieghe bisettrici a valle



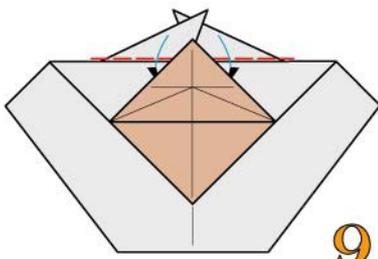
1 piega a monte



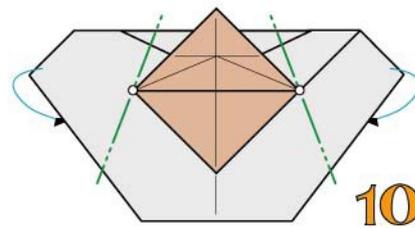
1 piega a monte



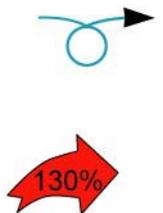
2 pieghe a monte

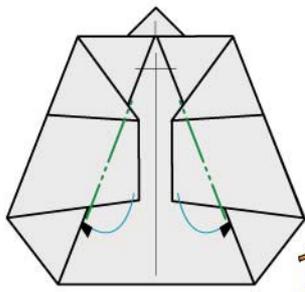


2 pieghe a valle



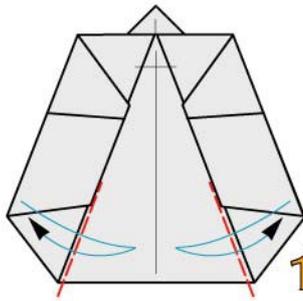
2 pieghe a monte e ribaltate





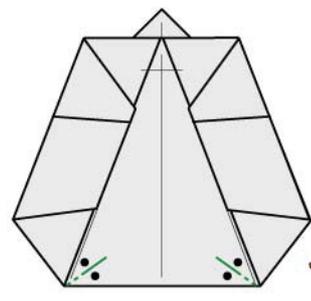
11

2 pieghe a monte



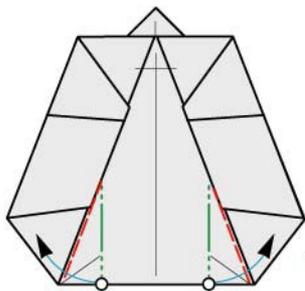
12

2 pieghe a valle



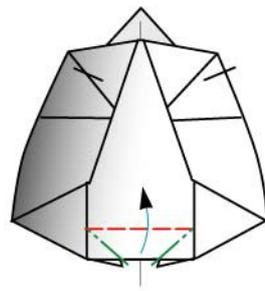
13

2 piccole pieghe a monte



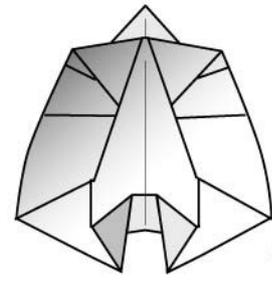
14

2 pieghe a monte e  
ripiegate a valle



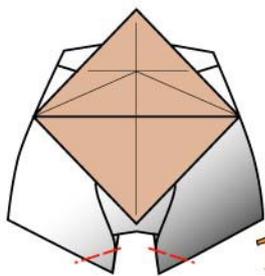
15

2 pieghe a monte, 1 a  
valle e modellate 3D



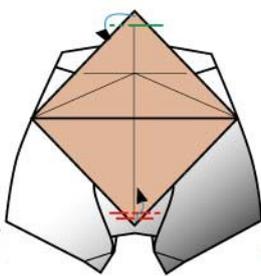
16

Ribaltate



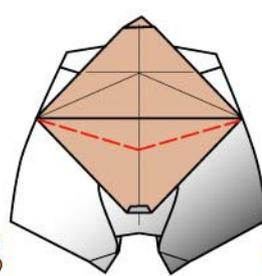
17

2 pieghe a valle



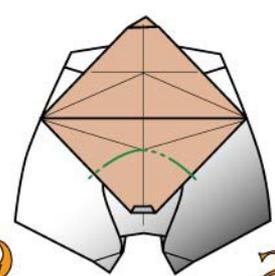
18

2 pieghe a valle  
in successione



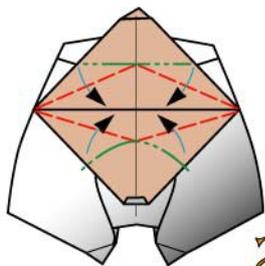
19

2 pieghe a valle



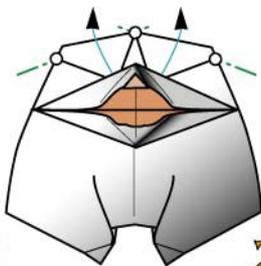
20

1 piega a monte  
curva



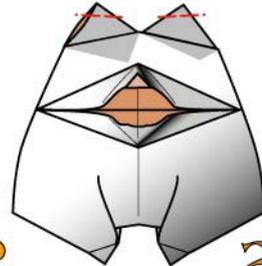
21

Ripiegando modellate  
3D il muso



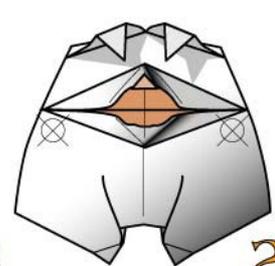
22

2 pieghe a monte  
sollevando le orecchie



23

2 pieghe a valle



24

Maialino che grugnisce  
ultimato

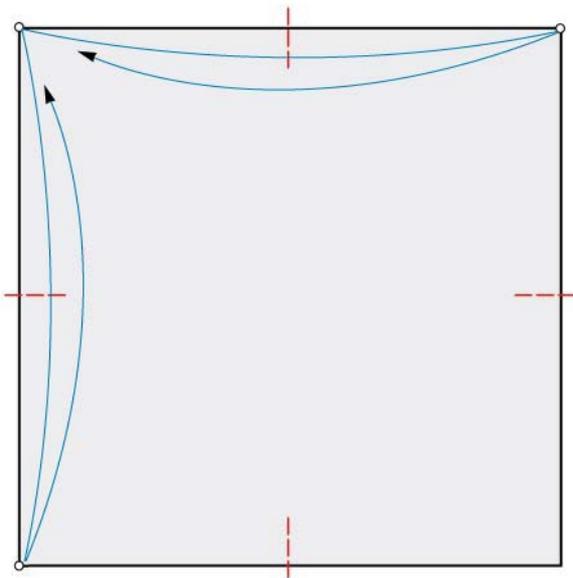
# ARTIGLI \*\*\*

## che graffiano

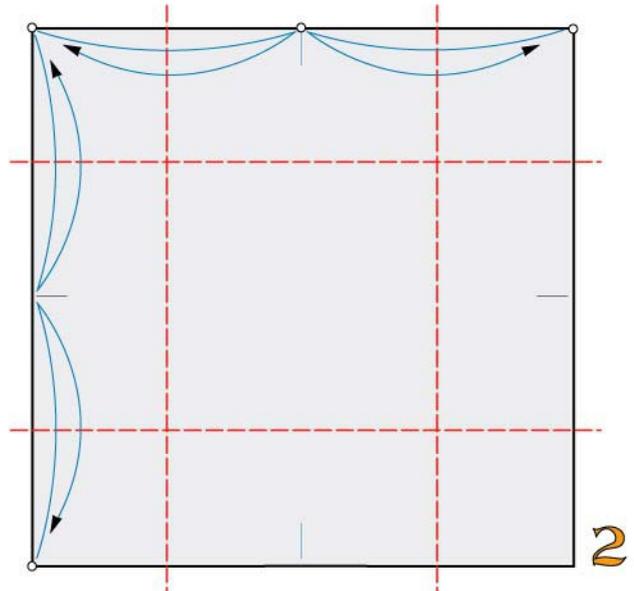
### Garras

Dimensioni: Pollice cm 10,5  
 UOMO Indice  
 HOMBRE medio  
 MAN Anulare cm 9,5  
 Mignolo cm 9

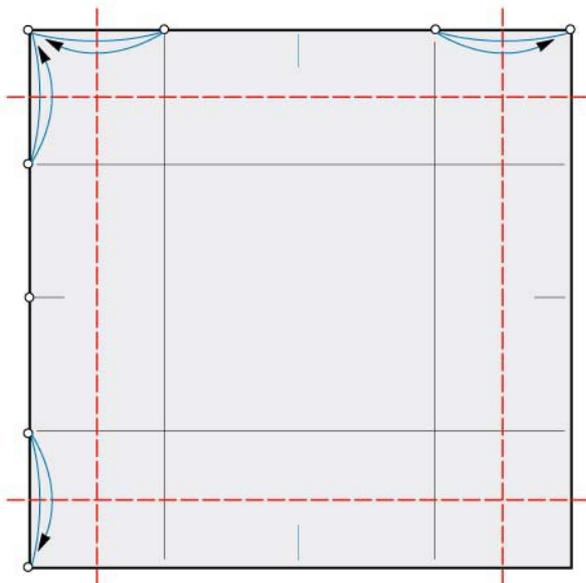
Dimensioni: Pollice cm 9  
 BAMBINO Indice  
 NIÑO medio  
 CHILD Anulare cm 8  
 Mignolo cm 7,5



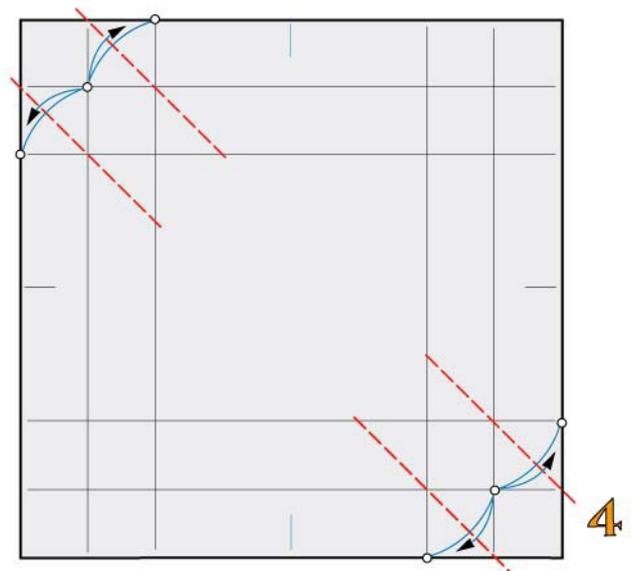
4 piccole pieghe a valle



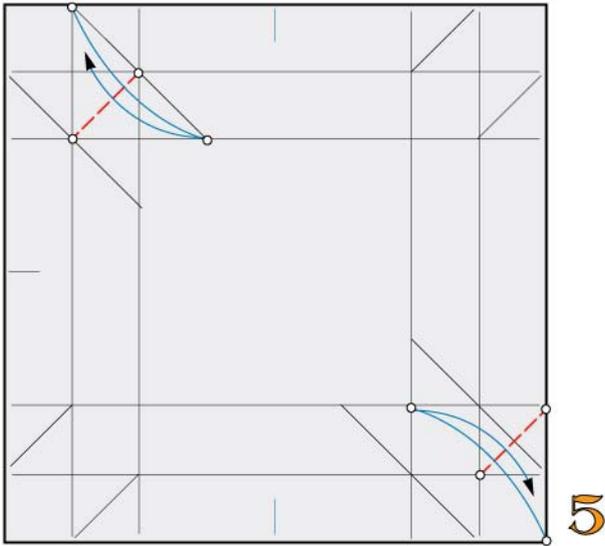
4 pieghe a valle



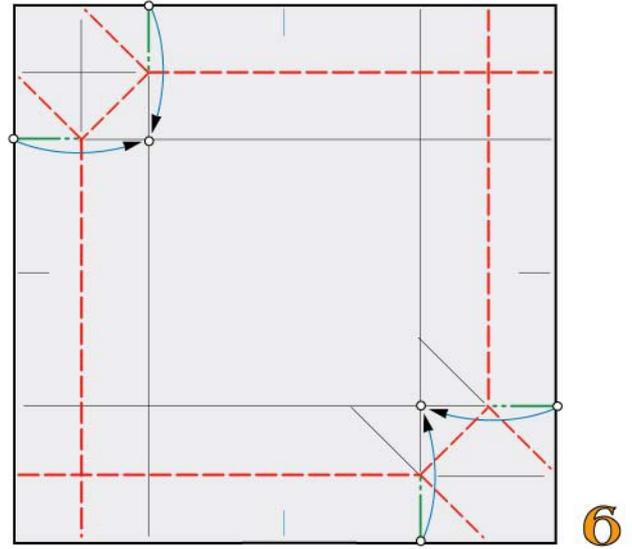
4 pieghe a valle



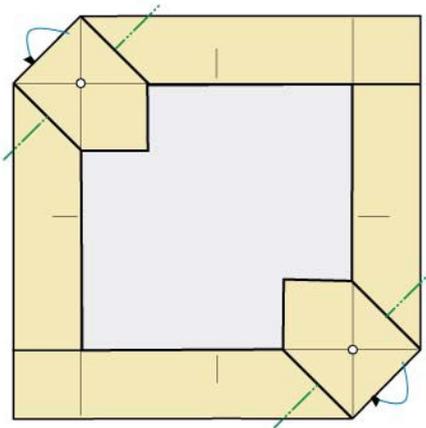
4 pieghe a valle



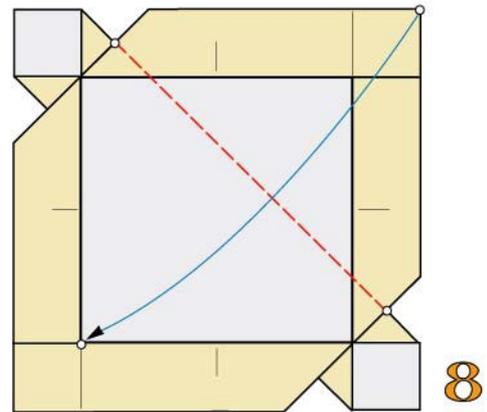
2 pieghe a valle



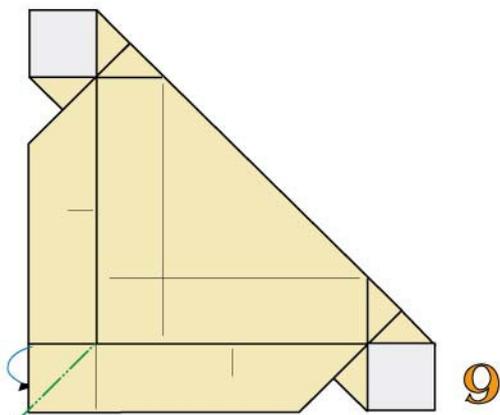
Ripiegate a valle ed a monte



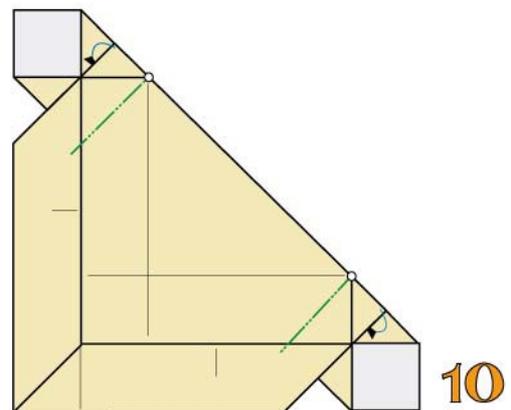
2 pieghe a monte



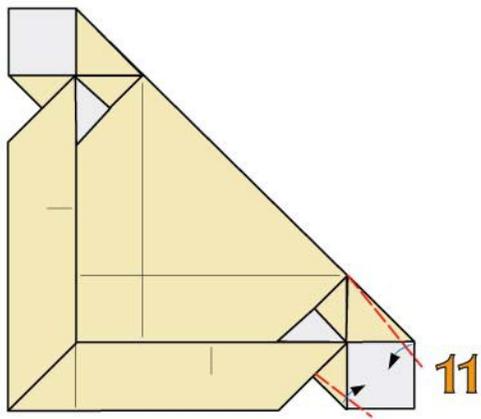
1 piega a valle



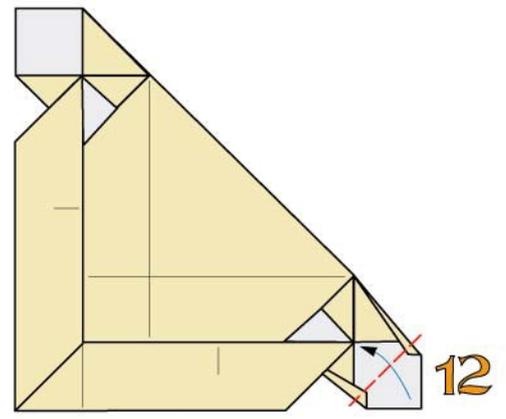
1 piega a monte



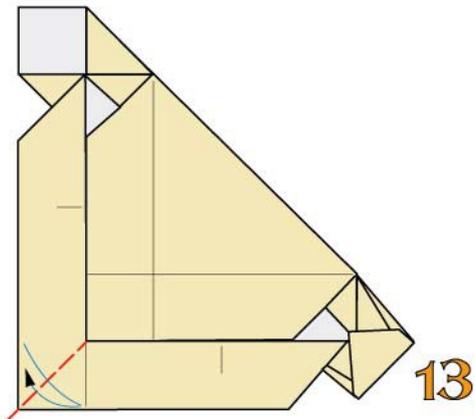
2 pieghe rovesce interne



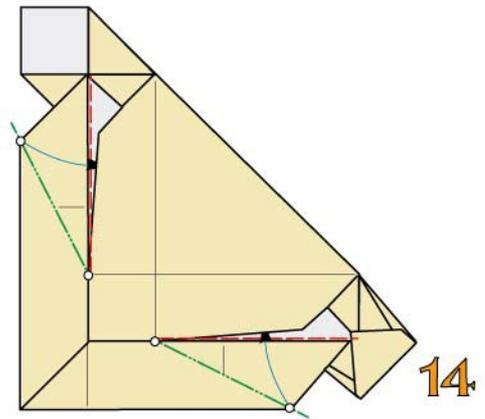
2 pieghe a valle



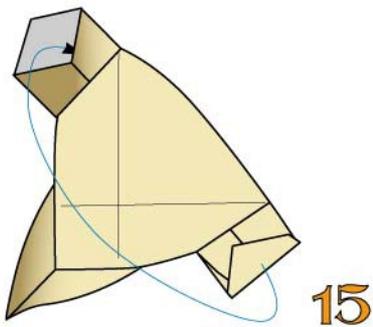
1 piega a valle



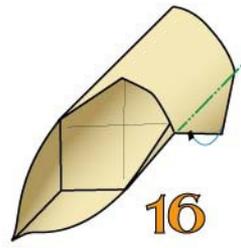
1 piega a valle



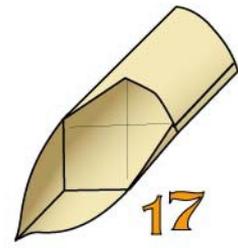
2 pieghe a valle e intascate modellando 3D



Intascate



Intascate bloccando l'unione



Artiglio ultimato



# FRISBEE TROTTOLA \*\*

## Peonza

Si utilizza il mio vecchio "Modulo per poliedri", con il quale ho costruito molti modelli tridimensionali, per realizzare 3 moduli collegati da un modulo interno.

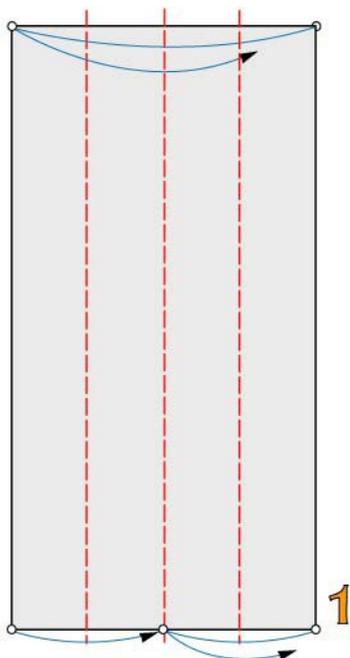
Indispensabile adoperare carta monocolor molto pesante.

Es imprescindible utilizar papel monocolor muy pesado

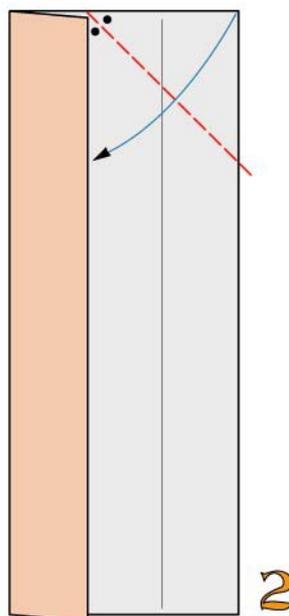
It is essential to use very heavy single-color paper

Carta- papel- paper: Frisbee cm 15x30

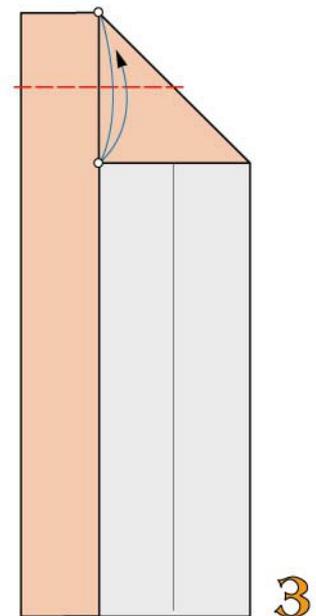
Trottola cm 6x12



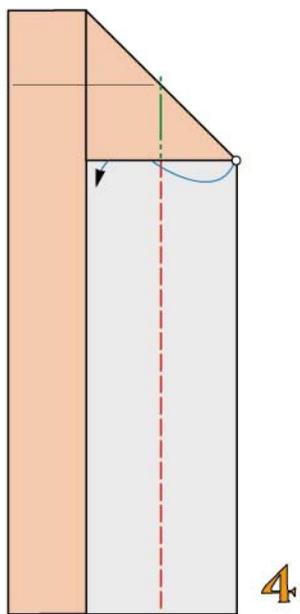
3 pieghe a valle



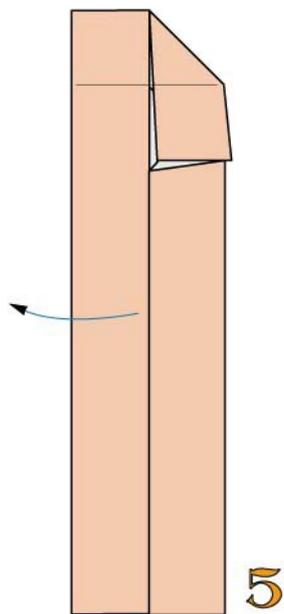
1 piega bisettrice a valle



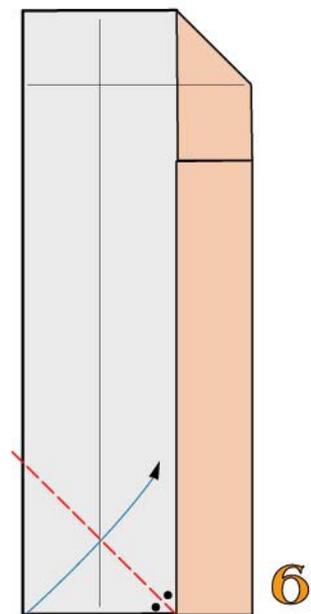
1 piega a valle



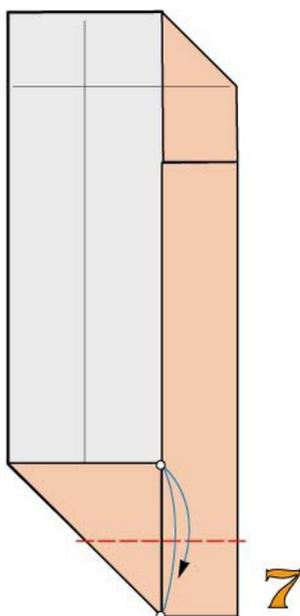
1 piega rovescia interna



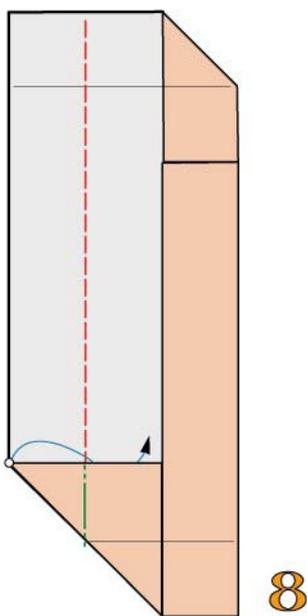
Riaprite



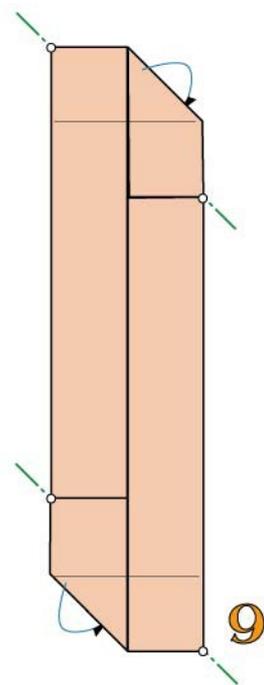
1 piega bisettrice a valle



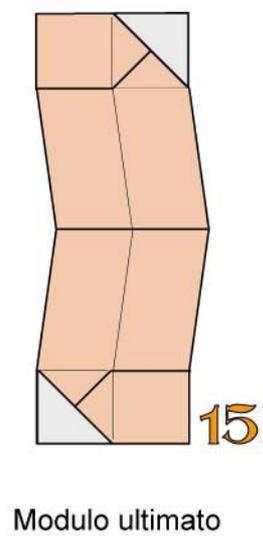
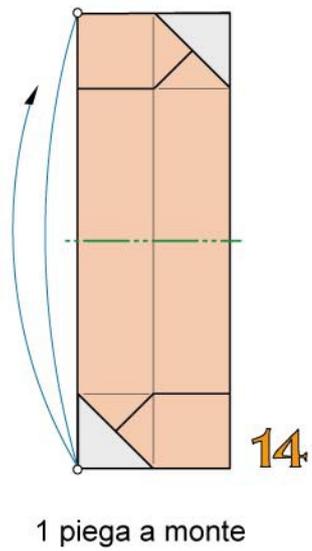
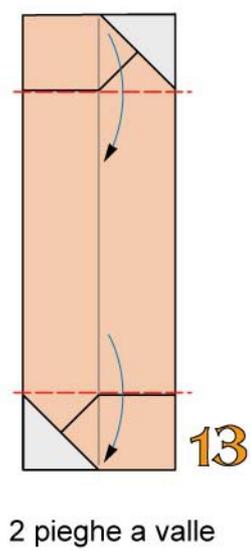
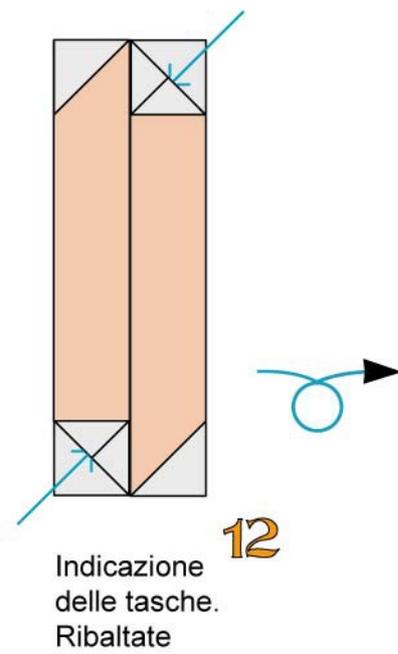
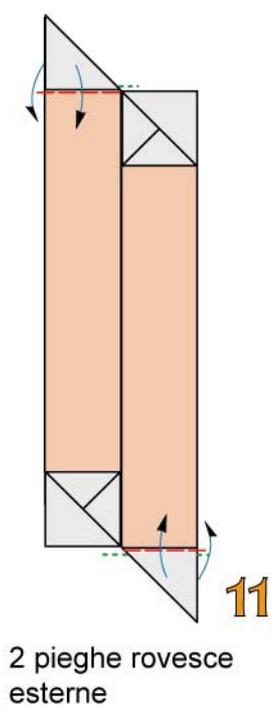
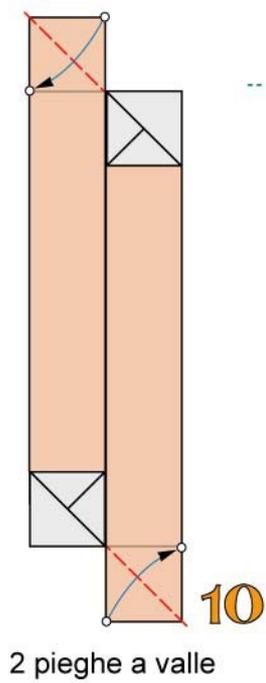
1 piega a valle



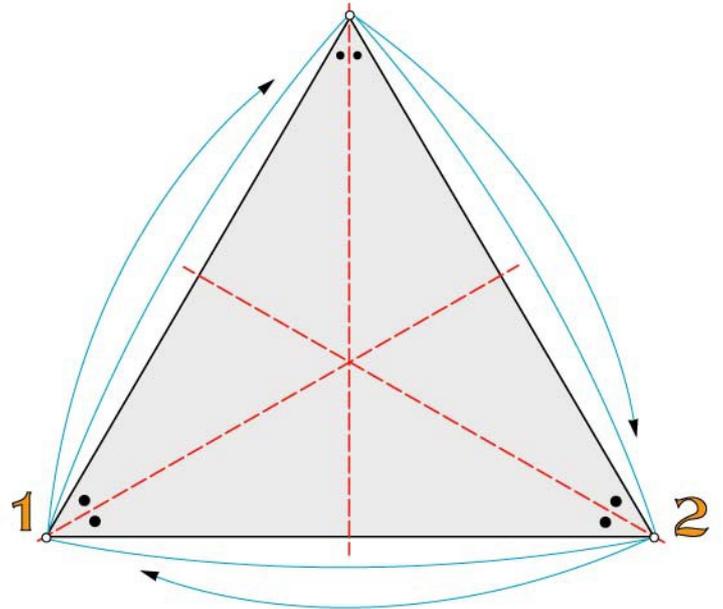
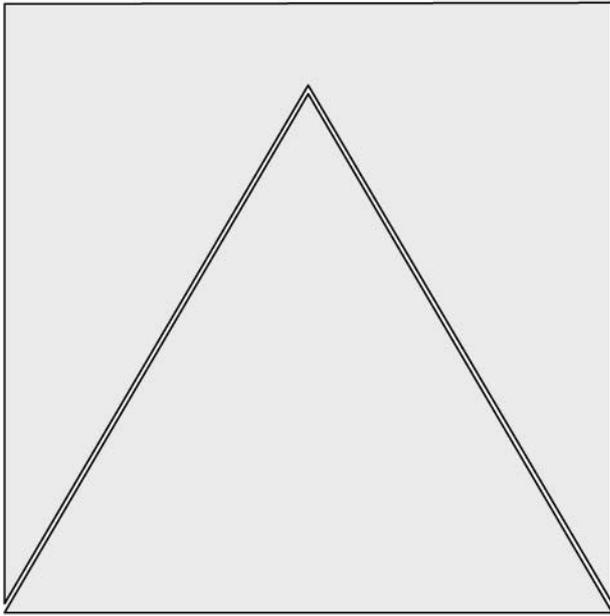
1 piega rovescia interna



2 pieghe a monte

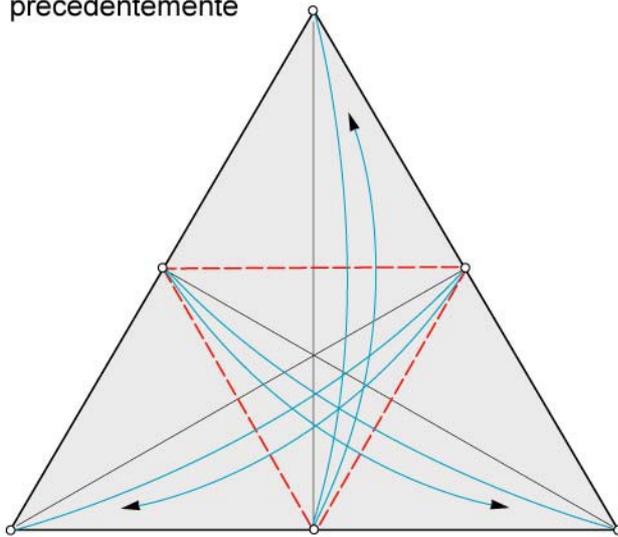


# COSTRUZIONE DEL MODULO INTERNO

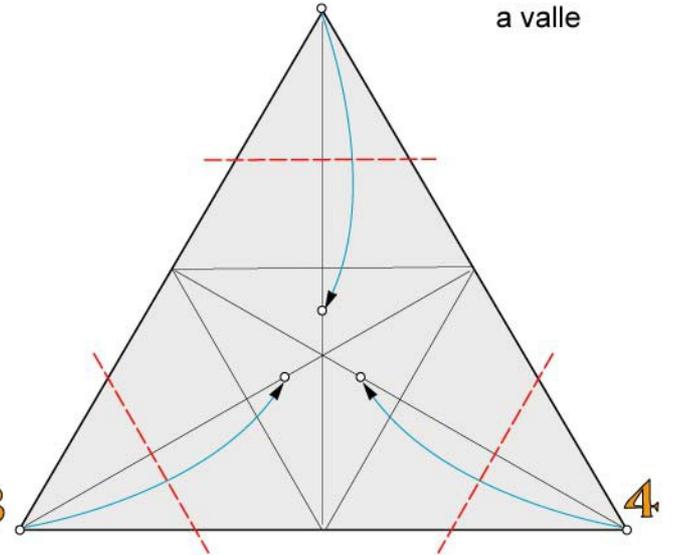


Partite da un triangolo equilatero di lato uguale al rettangolo precedentemente adoperato

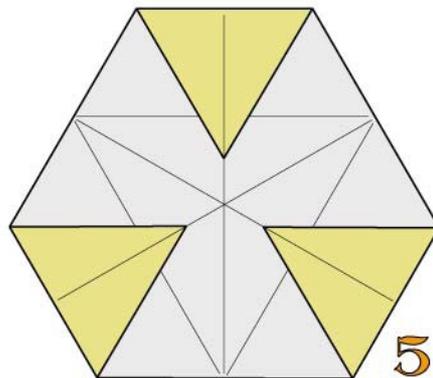
3 pieghe bisettrici a valle



3 pieghe a valle

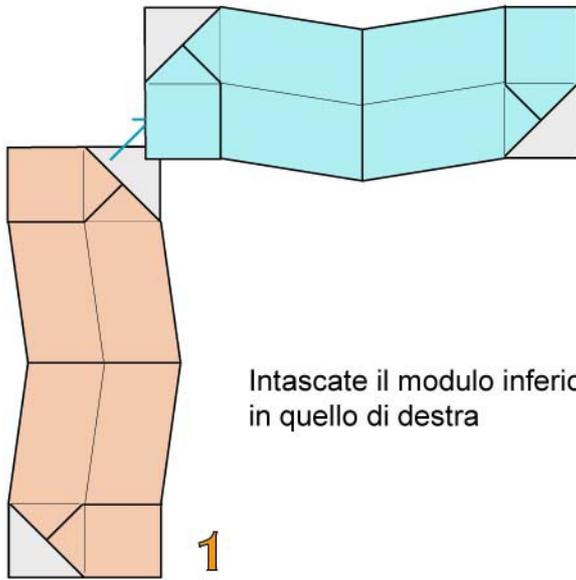


3 pieghe a valle

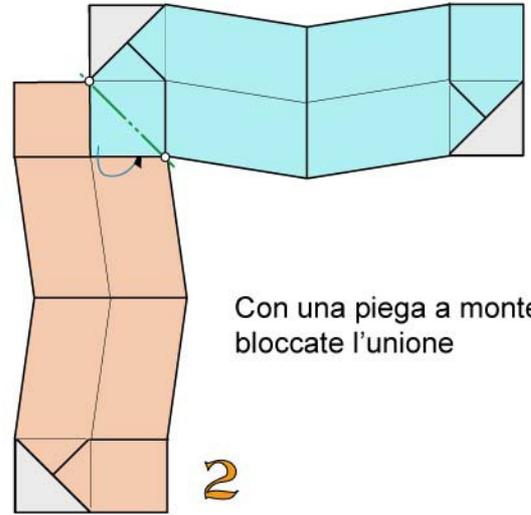


Modulo interno ultimato

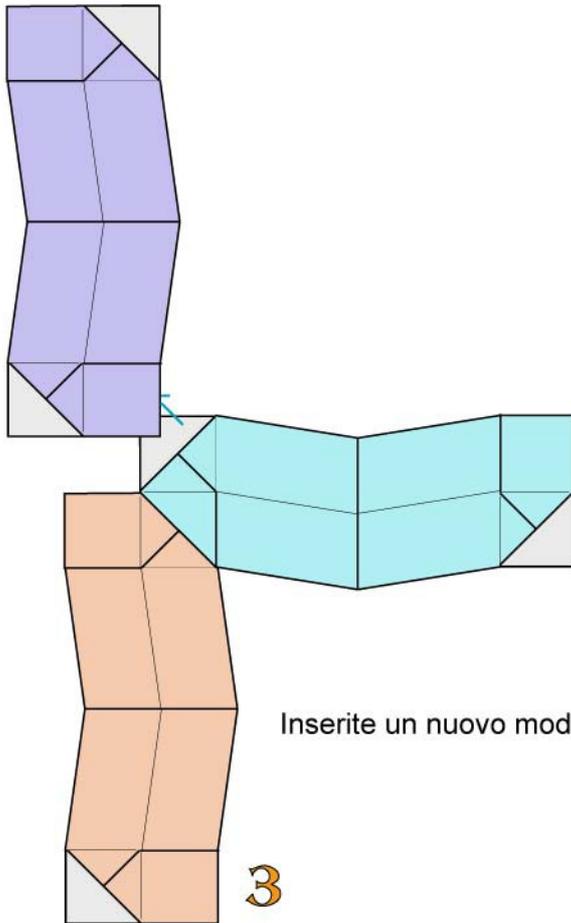
## UNIONE DI 2 MODULI



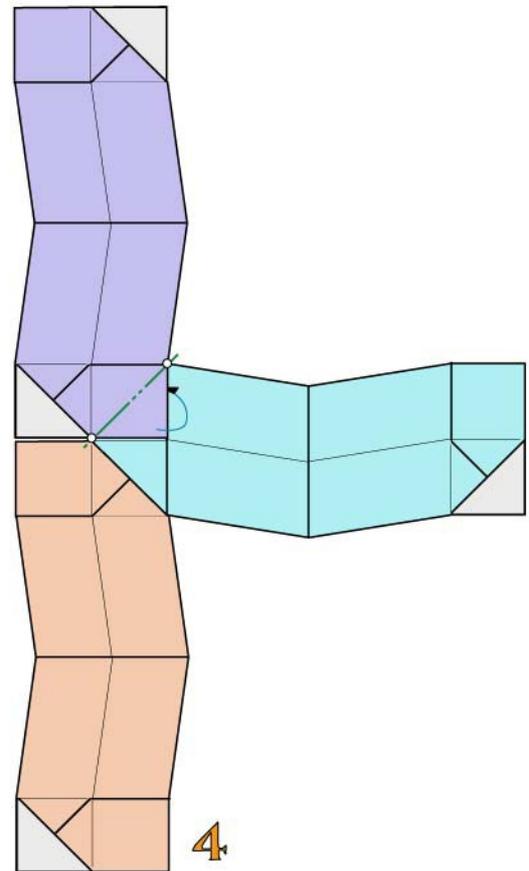
Intascate il modulo inferiore in quello di destra

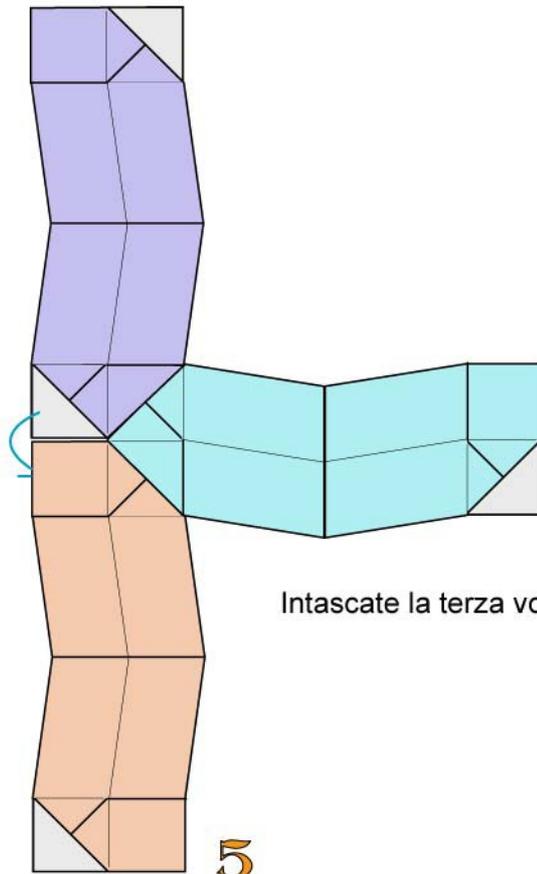


Con una piega a monte bloccate l'unione

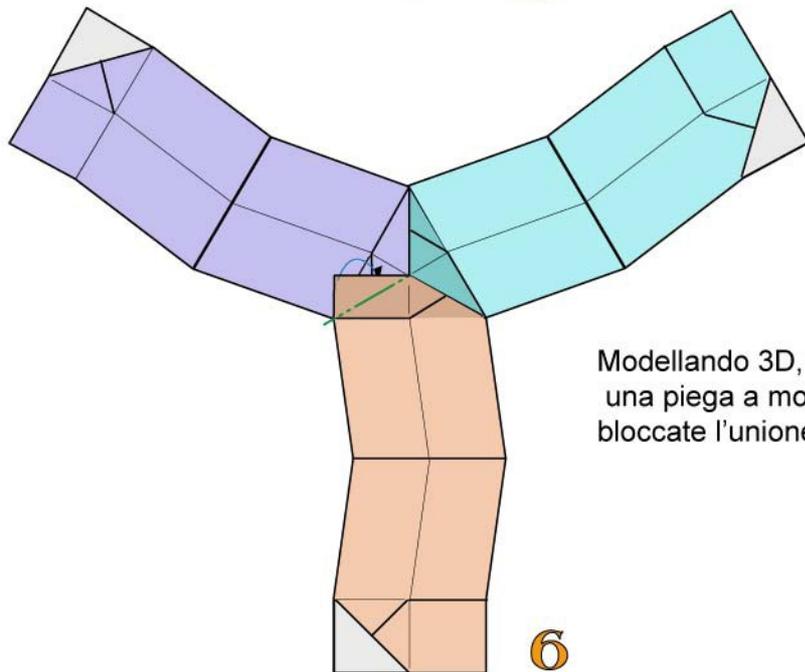


Inserite un nuovo modulo

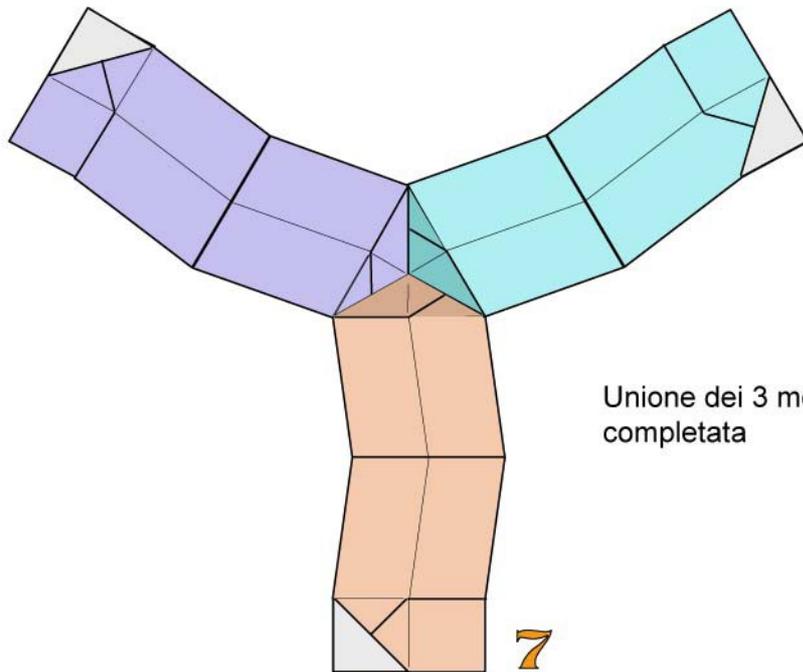




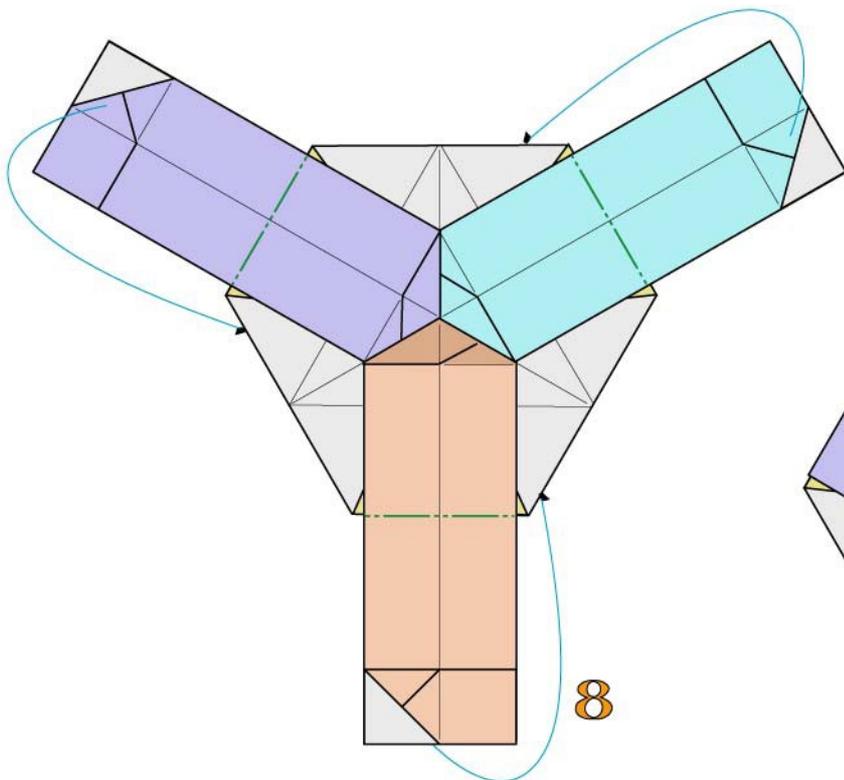
Intascate la terza volta



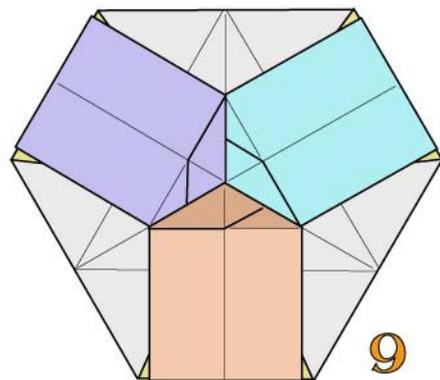
Modellando 3D, con una piega a monte bloccate l'unione



Unione dei 3 moduli  
completata



Sovrapponete al modulo interno, piegate a  
monte i 3 moduli e bloccateli nel solito modo



Trottola ultimata

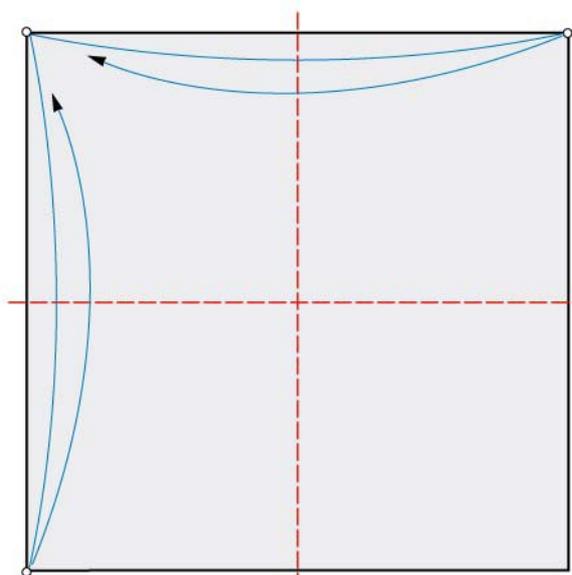
# MULINELLI

Sono costruzioni molto semplici e divertenti. Necessitano di un supporto su cui possano girare, spinti da un soffio o dal vento. Montati sul manubrio di una bicicletta girano autonomamente

## MULINELLO "A" ★

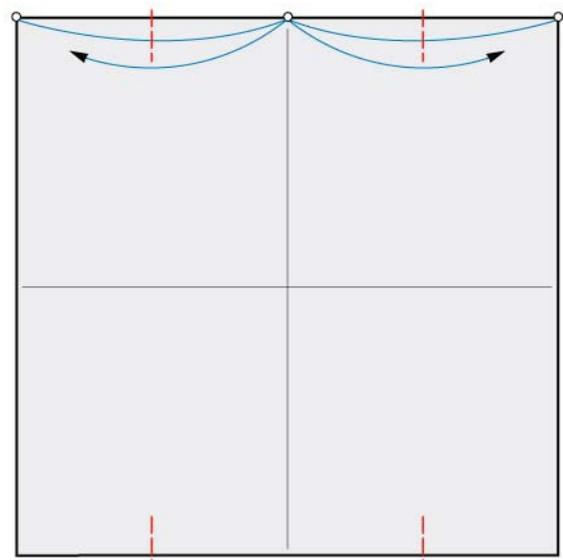
### Carrete

Sono necessari 8 moduli uguali costruiti con carta monocoloro di medio peso



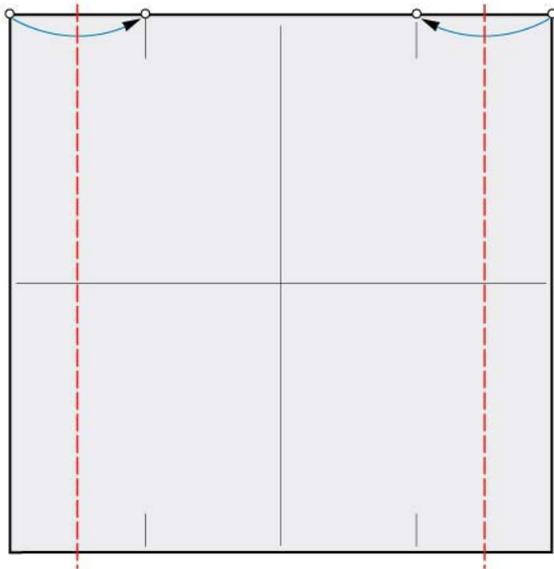
2 pieghe a valle

1



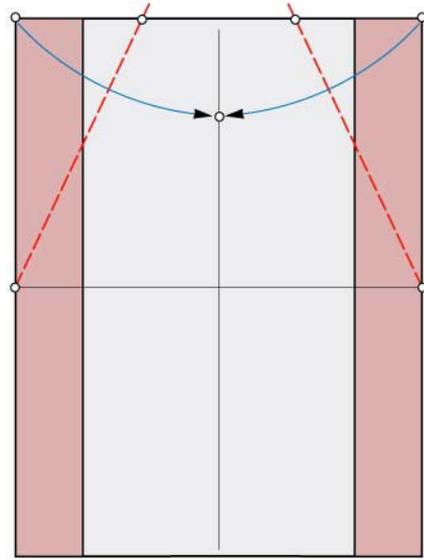
4 piccole pieghe a valle

2



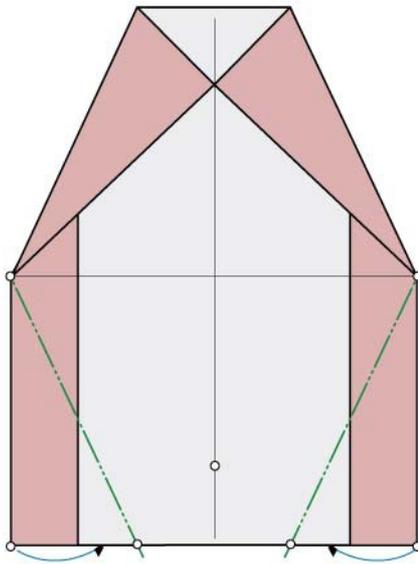
2 pieghe a valle

3



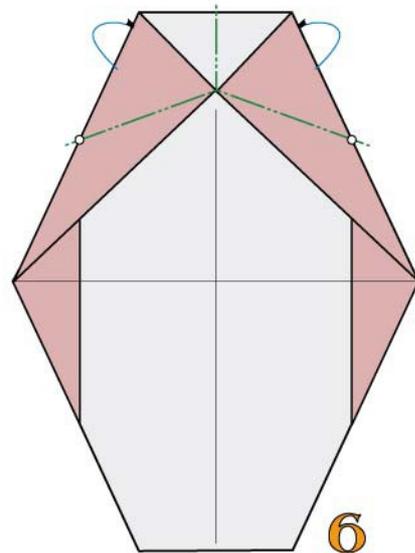
2 pieghe a valle

4



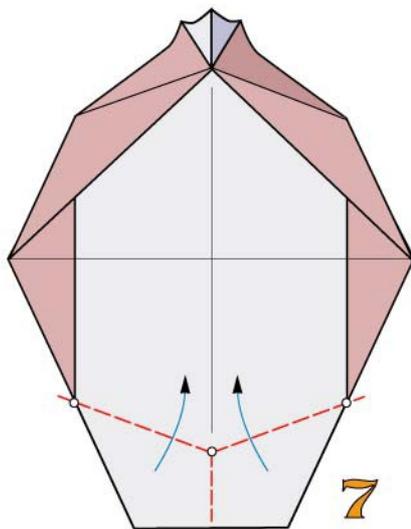
2 pieghe a monte

5



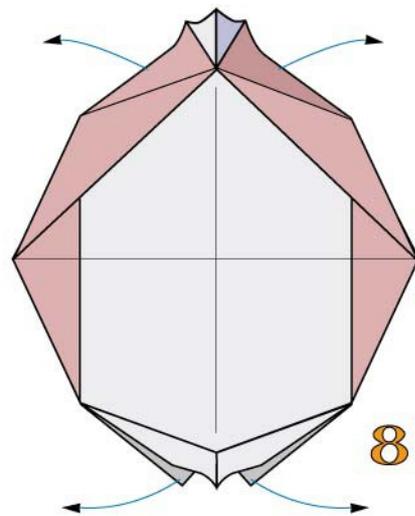
3 pieghe a monte

6



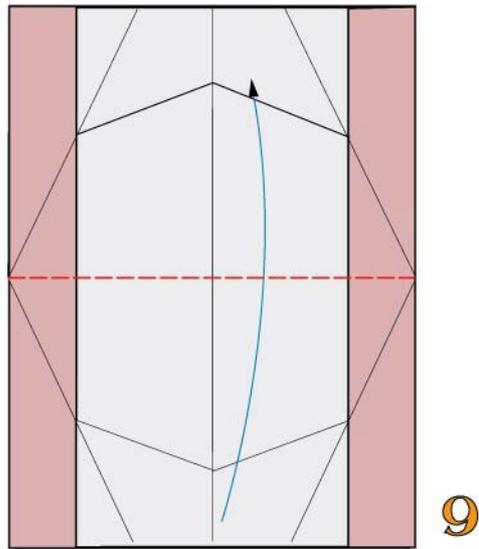
2 pieghe a valle solo sulla sup. in vista

7



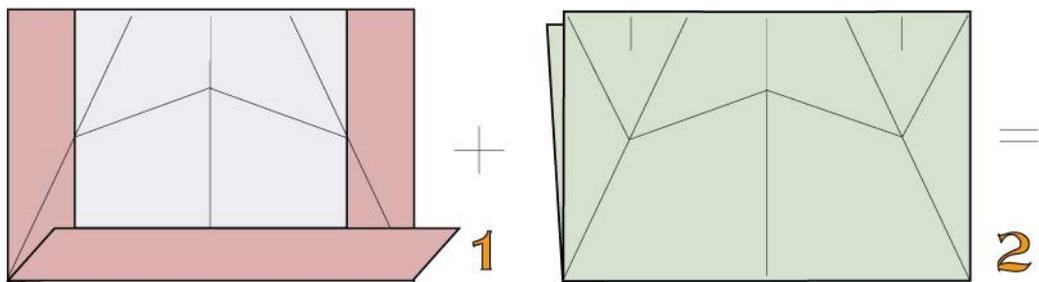
Aprite

8

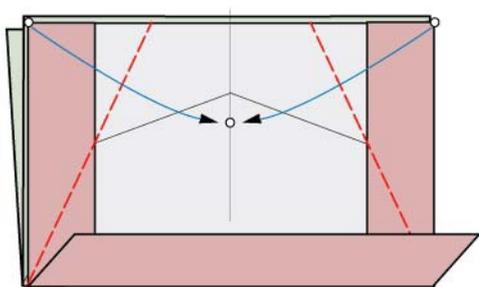


1 piega a valle

### UNIONE DEI MODULI

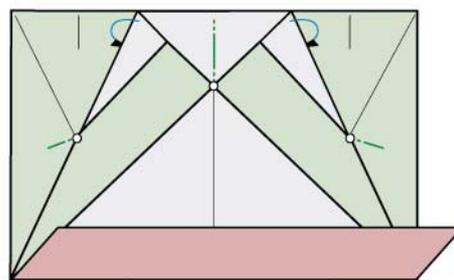


Sovrapponete 2 moduli



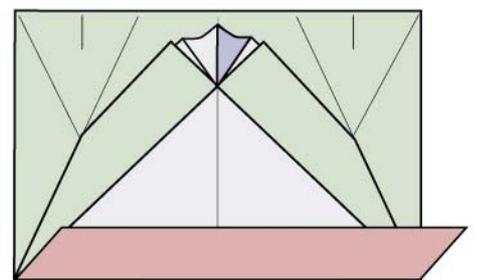
Piegate a valle tutti e 2 i moduli

3



3 pieghe a monte

4

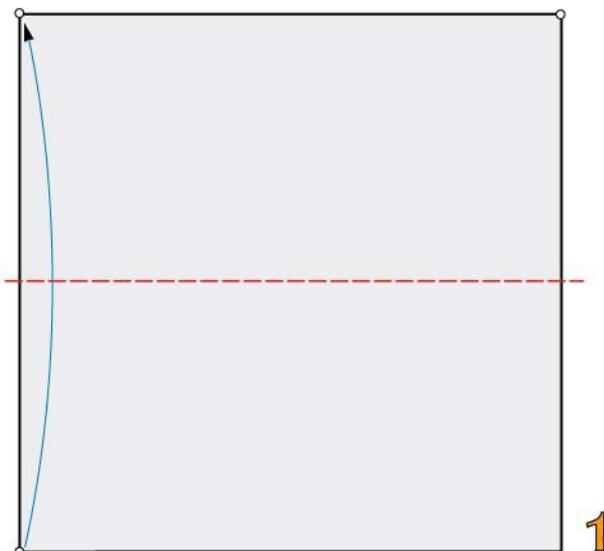


Unione di 2 moduli completata.  
Ripetete con tutti gli altri moduli

# MULINELLO "B"

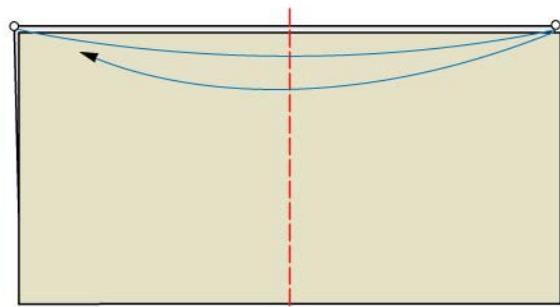


Sono necessari 6 moduli uguali costruiti con carta monocolora di medio peso



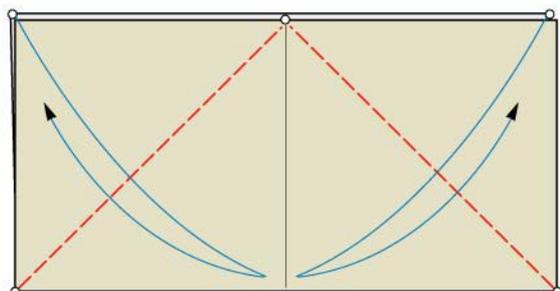
1 piega a valle

1



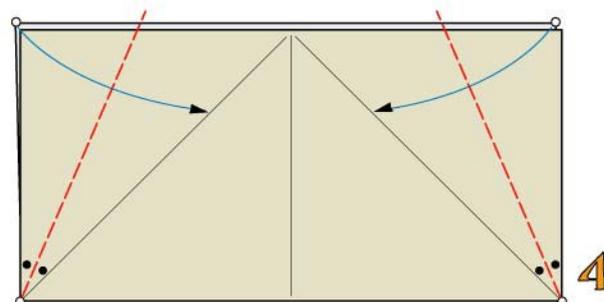
1 piega a valle

2



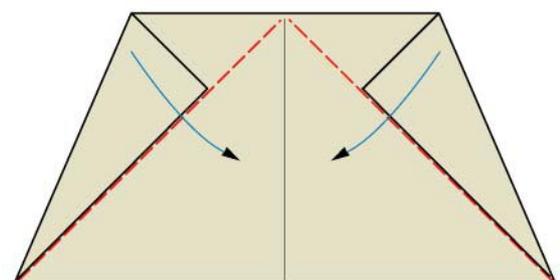
2 pieghe diagonali a valle

3



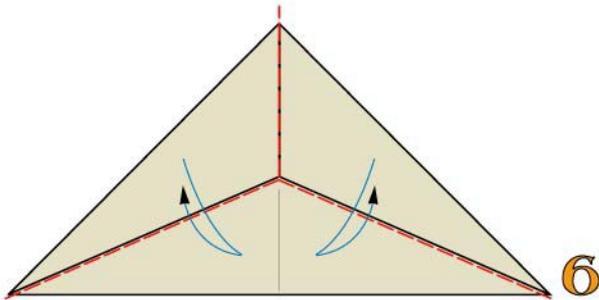
2 pieghe bisettrici a valle

4



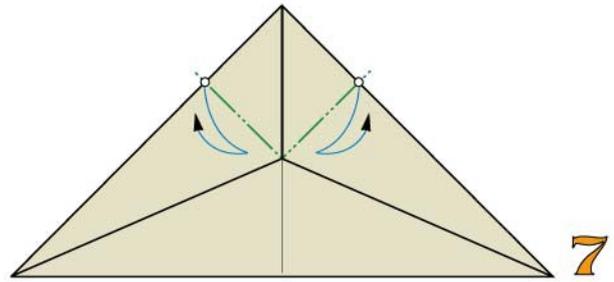
Ripiegate a valle

5



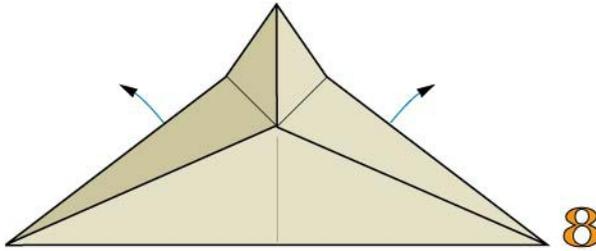
3 pieghe a valle

6



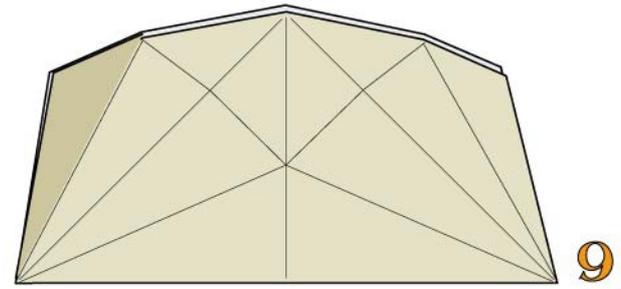
2 pieghe a monte

7



Riaprite

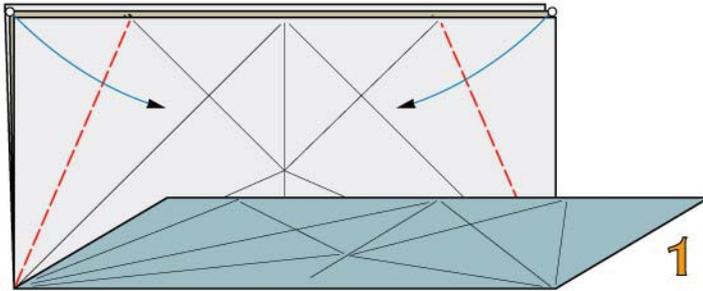
8



Modulo ultimato

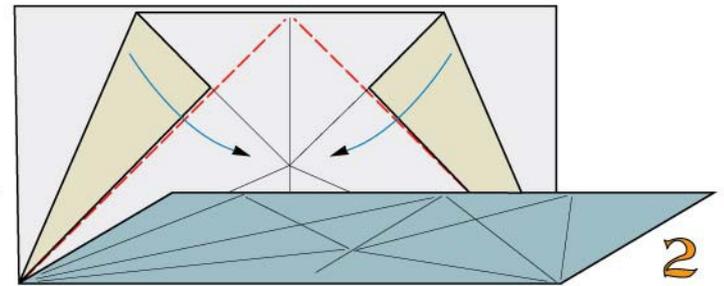
9

### UNIONE DEI MODULI



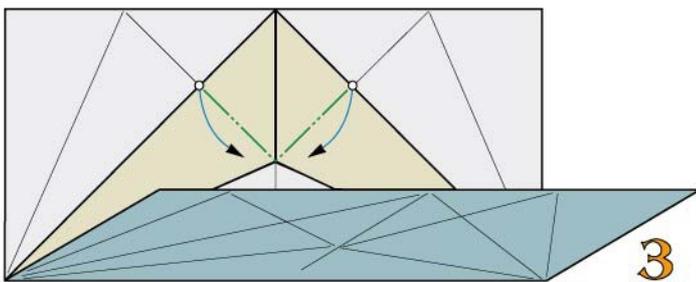
Sovrapponete 2 moduli. Piegateli assieme a valle

1



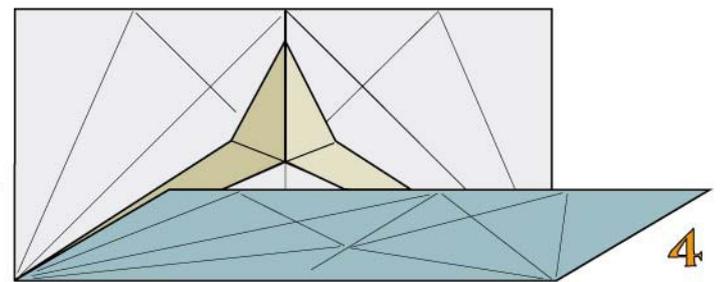
2 pieghe diagonali a valle

2



2 pieghe a monte

3

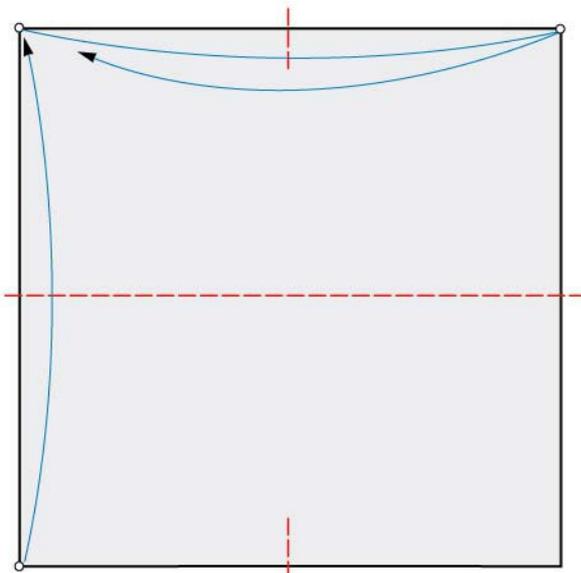
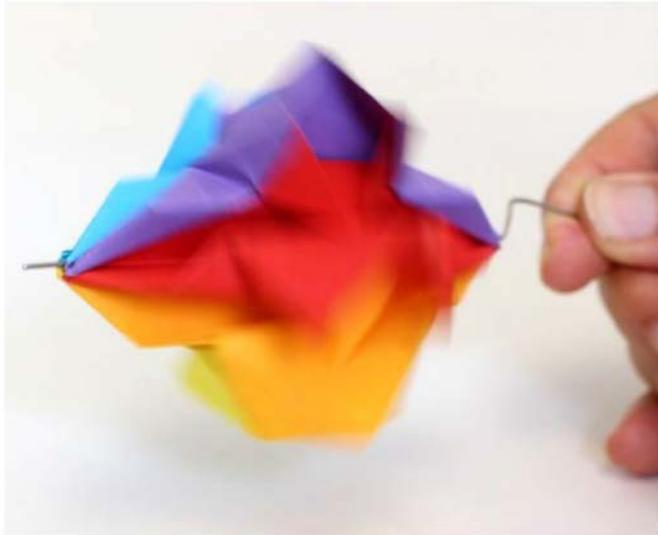


Unione di 2 moduli completata.  
Ripetete con tutti gli altri moduli

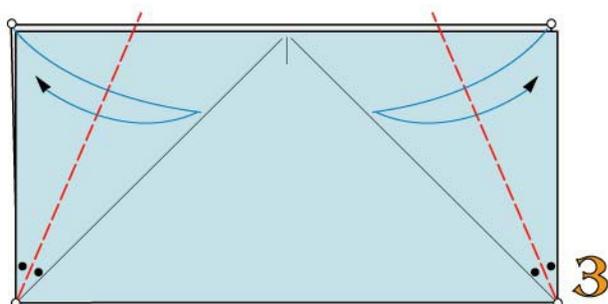
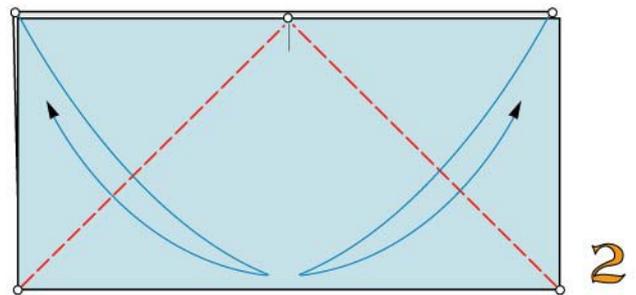
4

# MULINELLO "C"

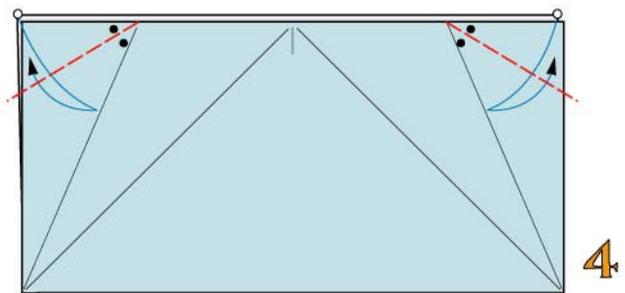
Sono necessari 6 moduli uguali costruiti con carta monocolora di medio peso



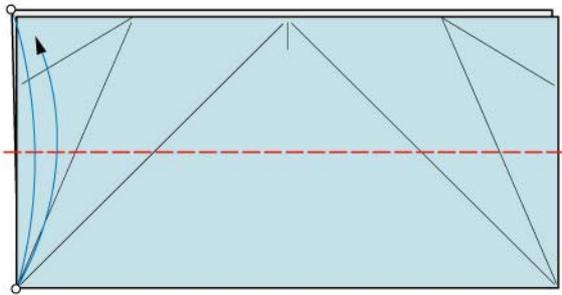
3 pieghe a valle



2 pieghe bisettrici a valle

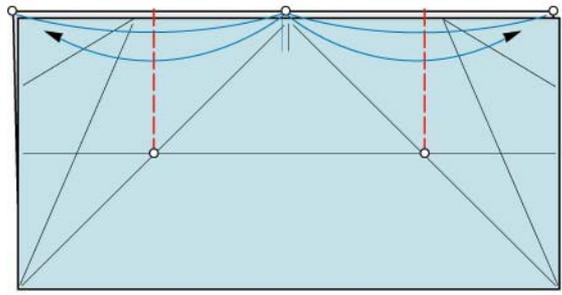


2 pieghe bisettrici a valle



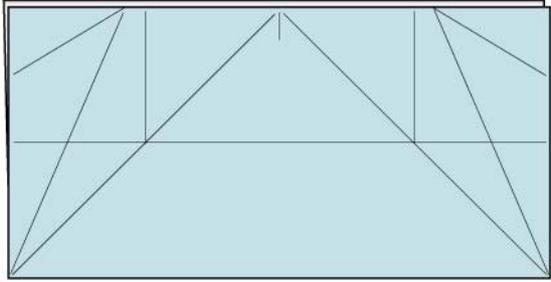
1 piega a valle

5



2 pieghe a valle

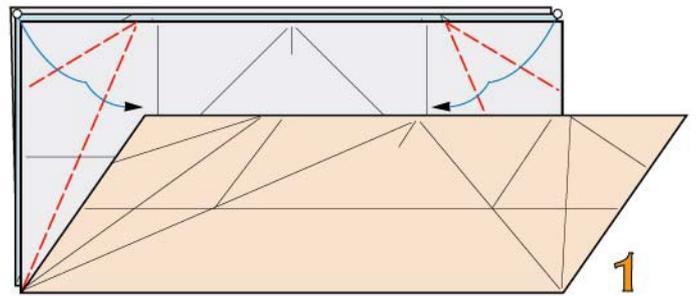
6



Modulo ultimato

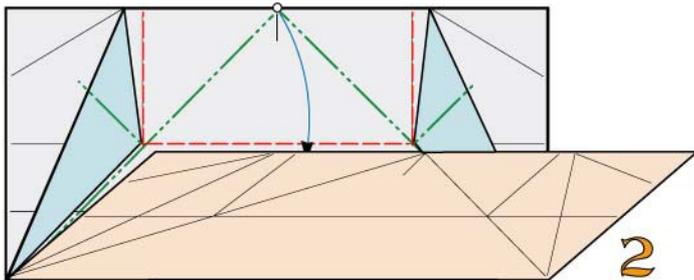
7

UNIONE DEI MODULI



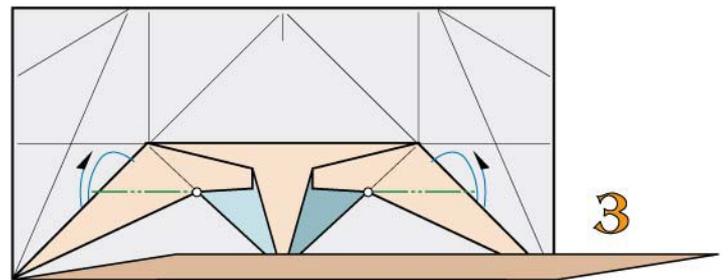
Sovrapponete 2 moduli. Piegateli assieme a valle

1



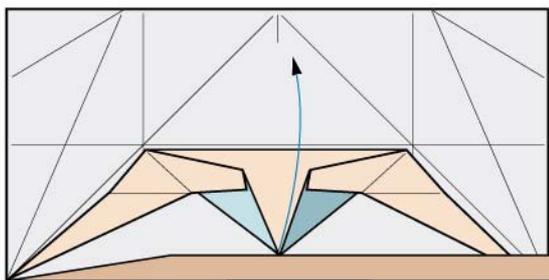
1 piega rovescia interna

2



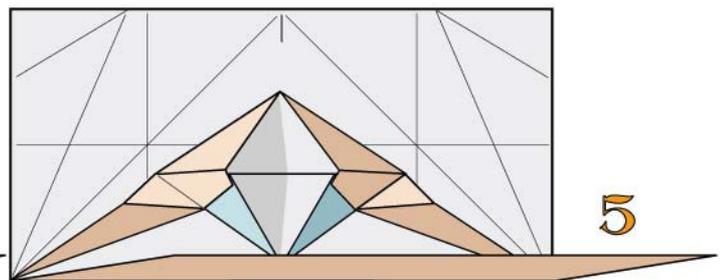
1 piega a monte

3



Estraete il vertice interno

4

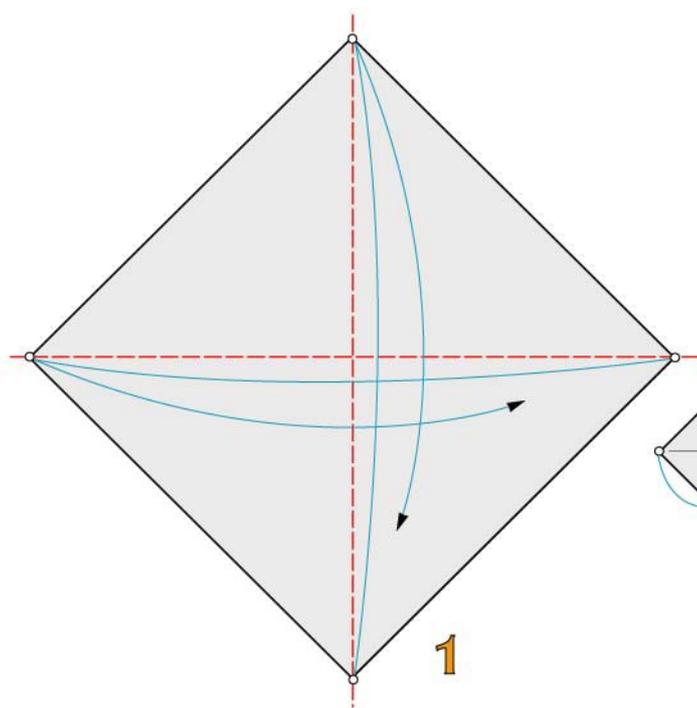


Unione di 2 moduli completata. Ripetete con tutti gli altri moduli

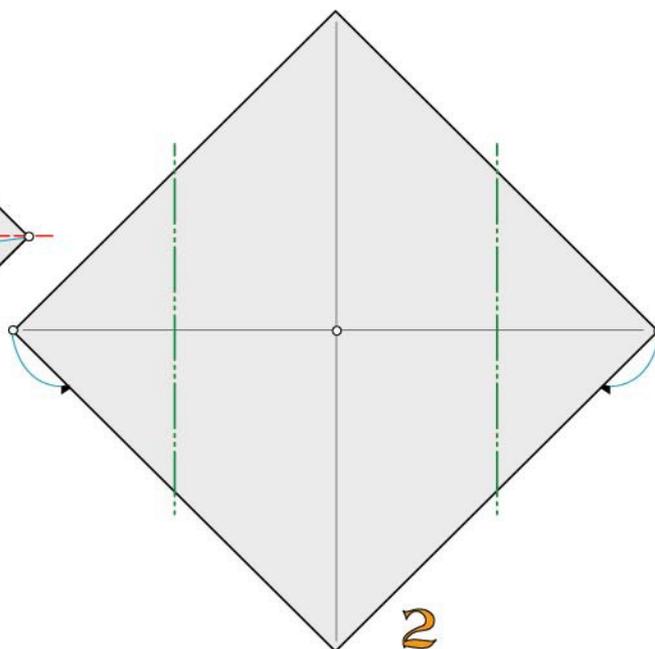
5

# MULINELLO "D"

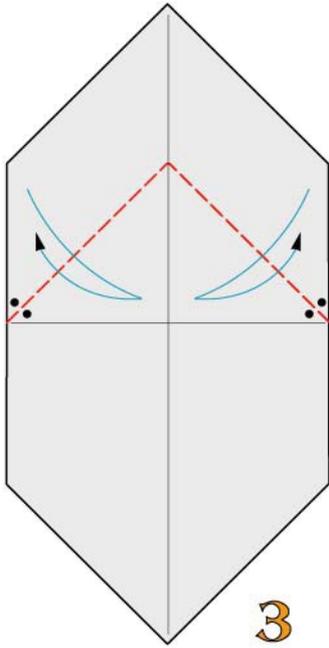
Sono necessari 8 moduli uguali costruiti con carta monocoloro di medio peso



1  
2 pieghe diagonali a valle

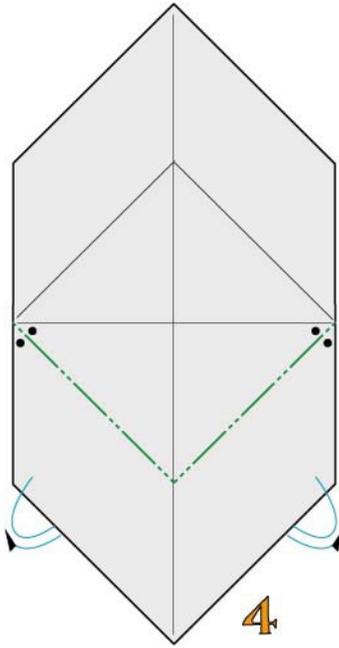


2  
2 pieghe a monte



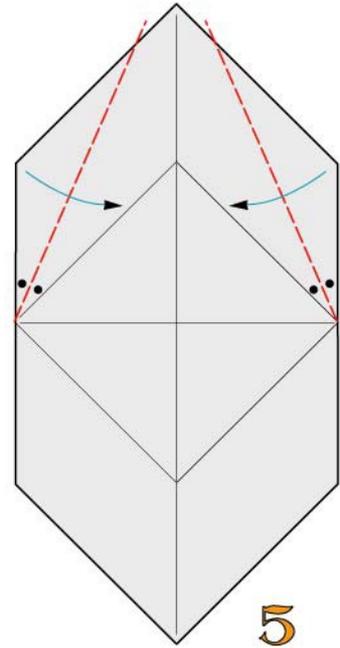
3

2 pieghe bisettrici a valle



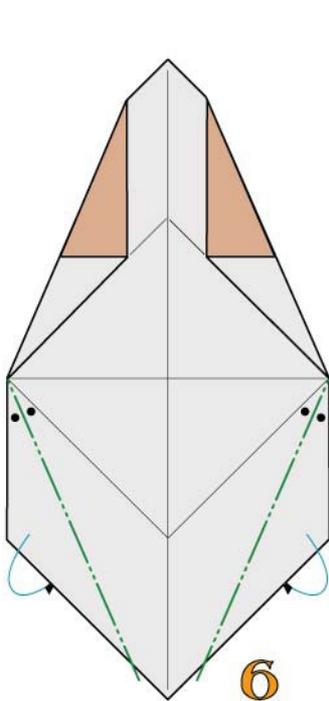
4

2 pieghe bisettrici a monte



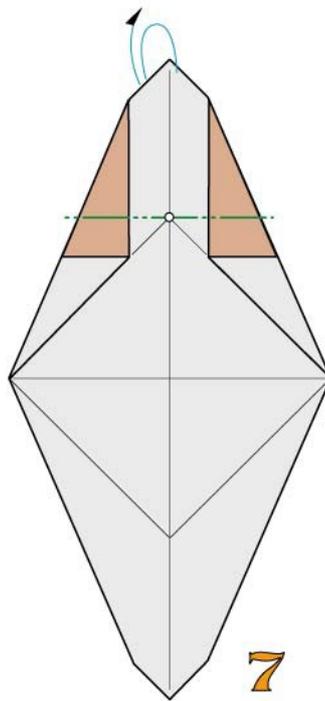
5

2 pieghe bisettrici a valle



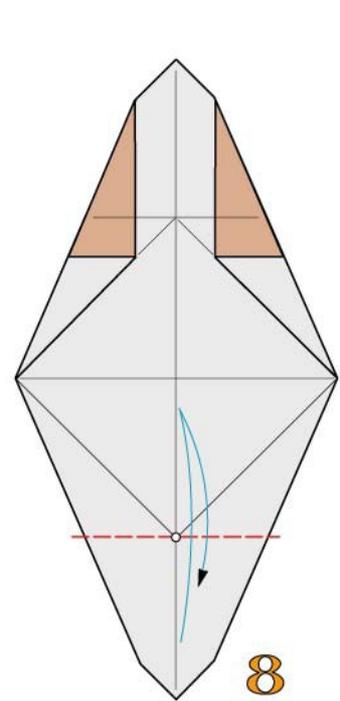
6

2 pieghe bisettrici a monte



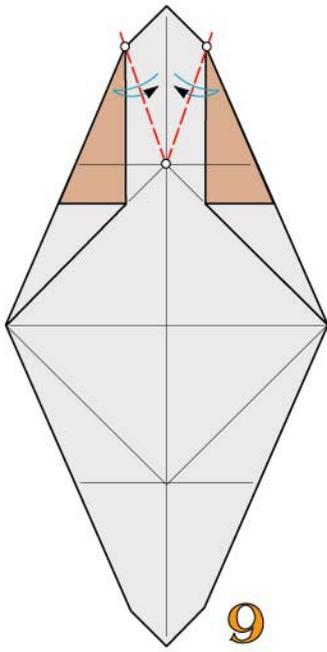
7

1 piega a monte



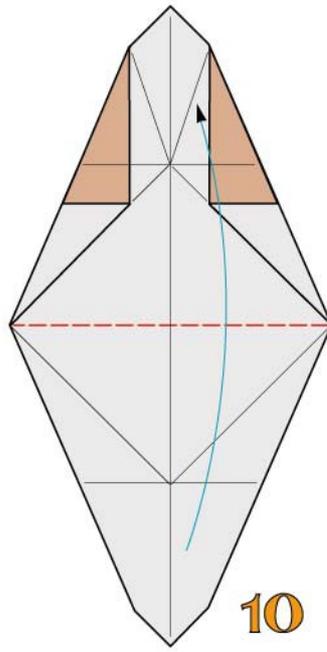
8

1 piega a valle



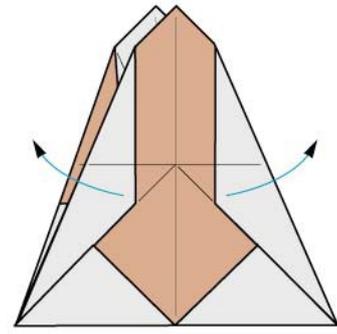
2 pieghe a valle

9



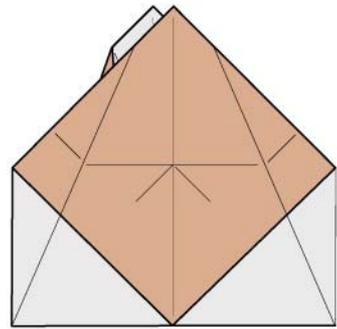
1 piega a valle

10



Aprite

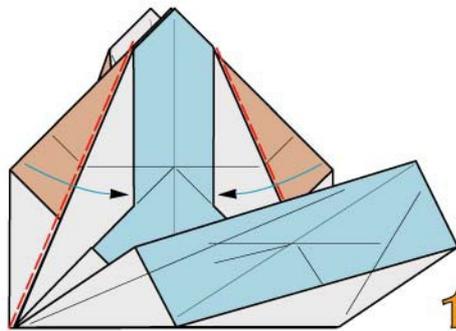
11



Modulo ultimato

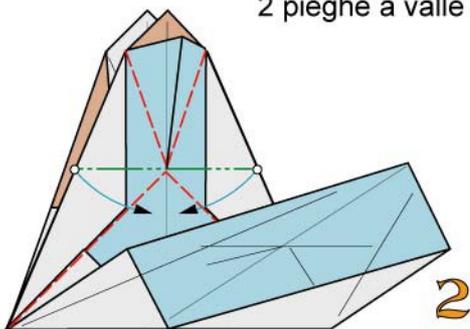
12

UNIONE DEI MODULI



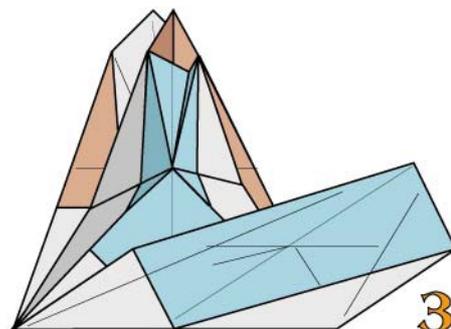
Sovrapponete 2 moduli.  
2 pieghe a valle

1



Ripiegate a valle e a monte

2



Unione di 2 moduli completata.  
Ripetete con tutti gli altri moduli.

3

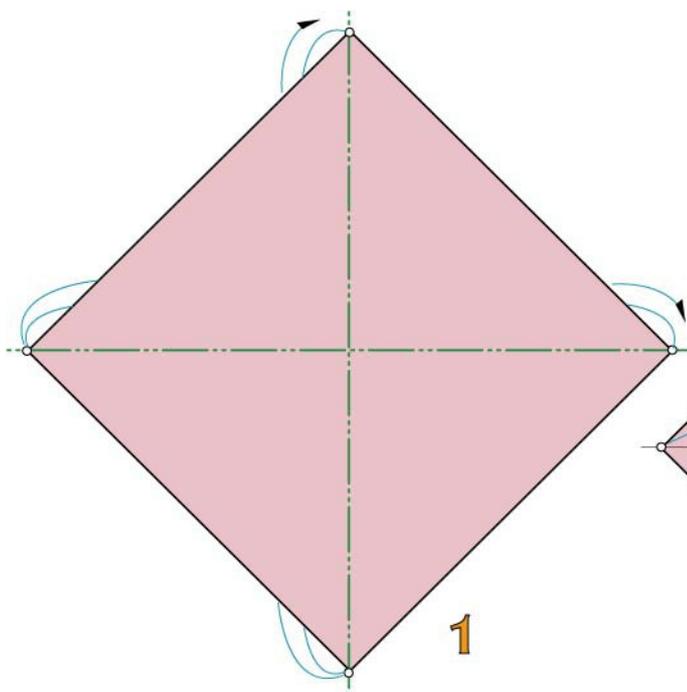
# GIOSTRINA \*\*\* delle anatre

È costituita da 6 moduli a forma di anatra collegati fra di loro.  
Per ruotare è necessario imprimere un impulso manuale o un soffio di vento.  
È necessario appoggiarla su un perno: io ho adoperato un tappo di plastica  
al quale ho applicato un perno metallico.  
Adoperate carta bicolore di medio peso.

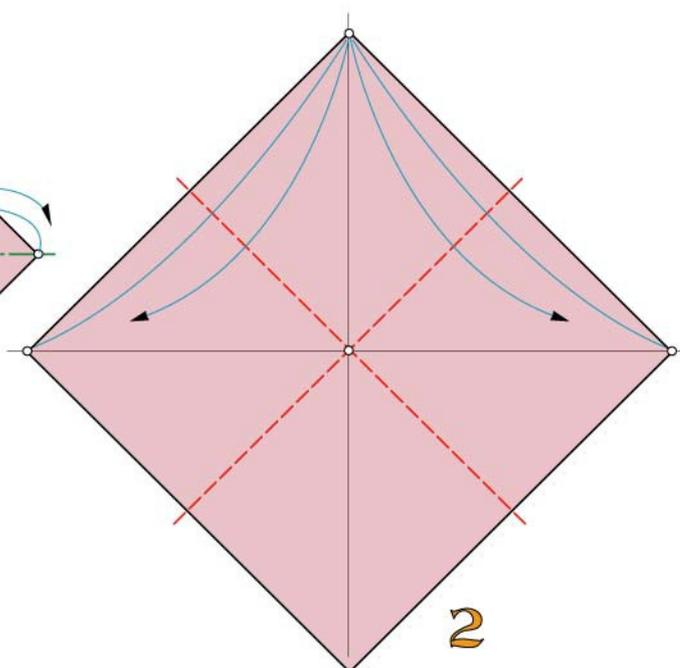


## Carrusel de patos

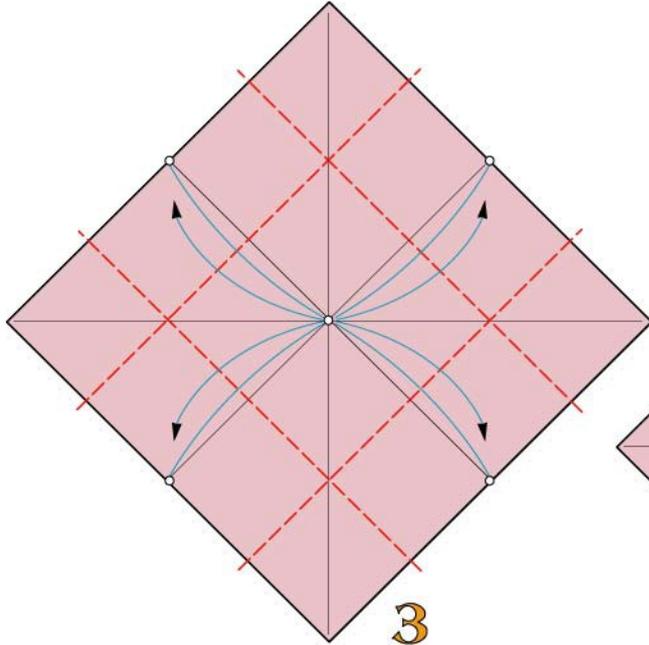
Debe colocarse en un alfiler.  
Usè una tapa de plàstico a  
la que le apliqué un alfiler  
de metal



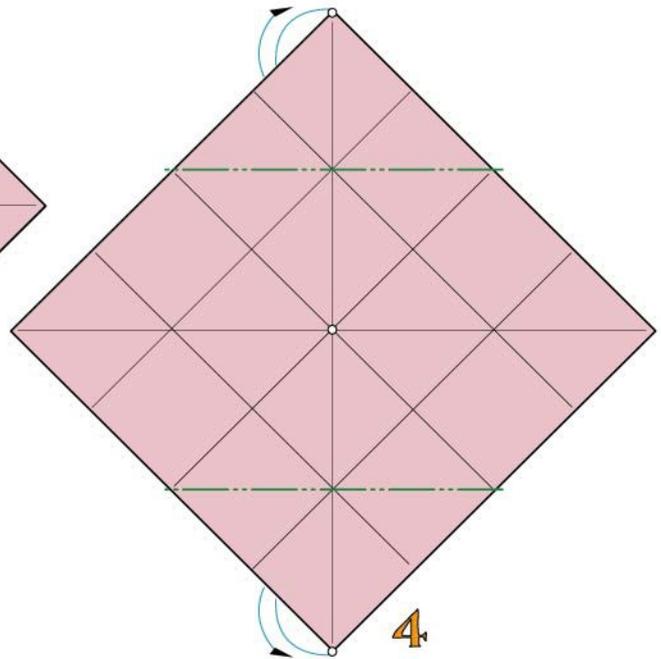
2 pieghe diagonali a monte



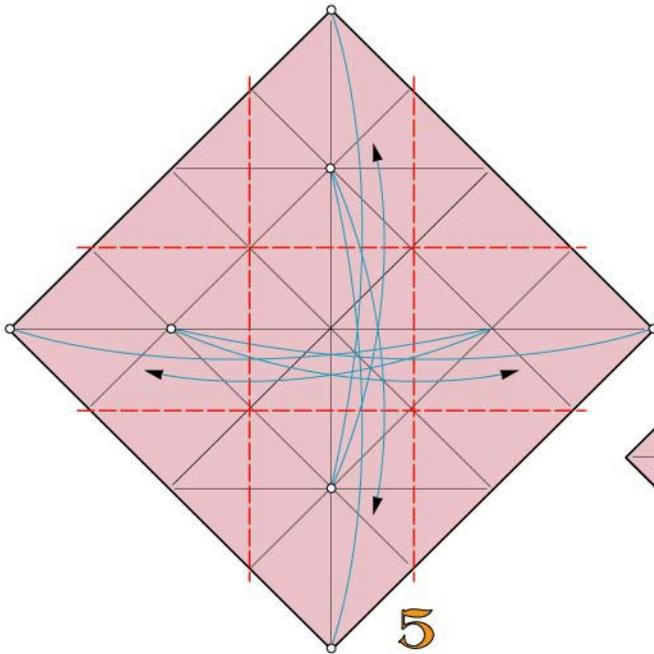
2 pieghe a valle



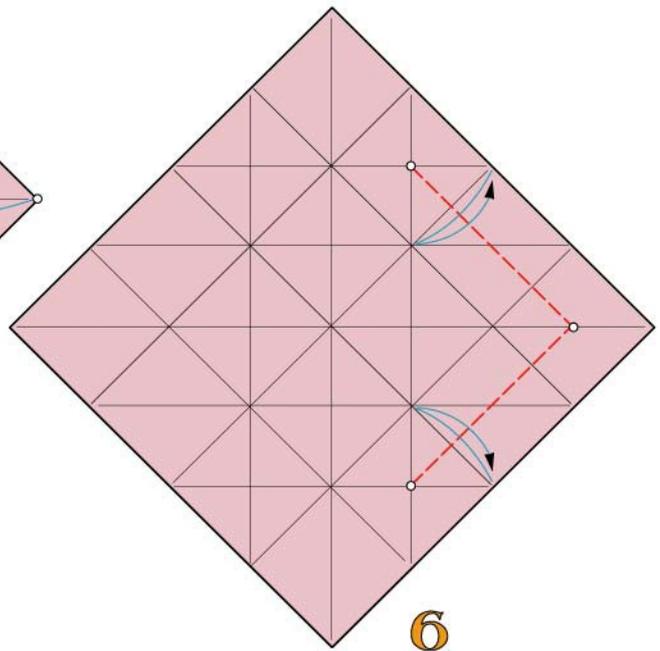
**3**  
4 pieghe a valle



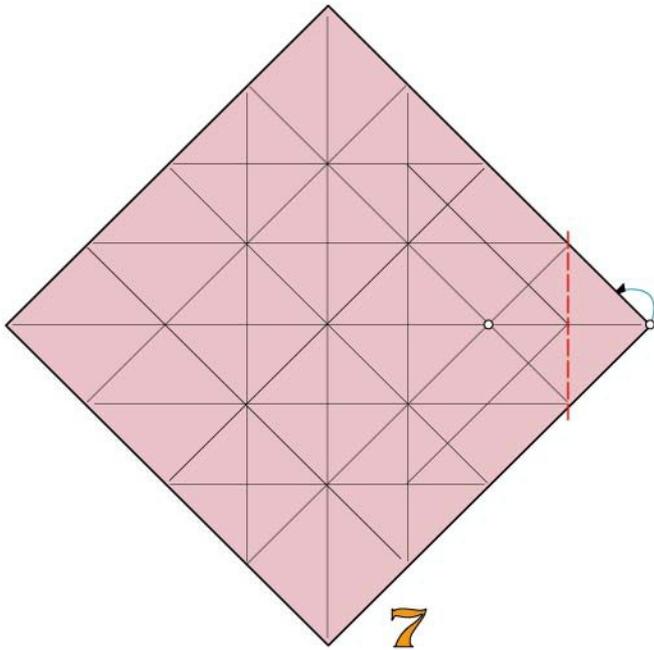
**4**  
2 pieghe a monte



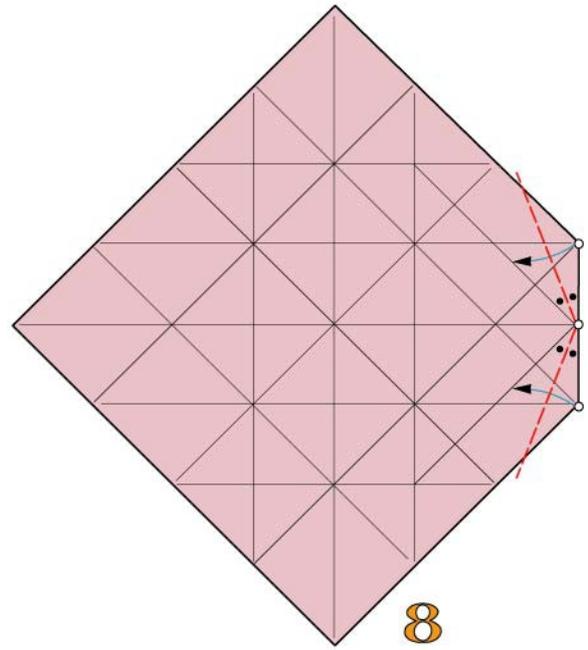
**5**  
4 pieghe a valle



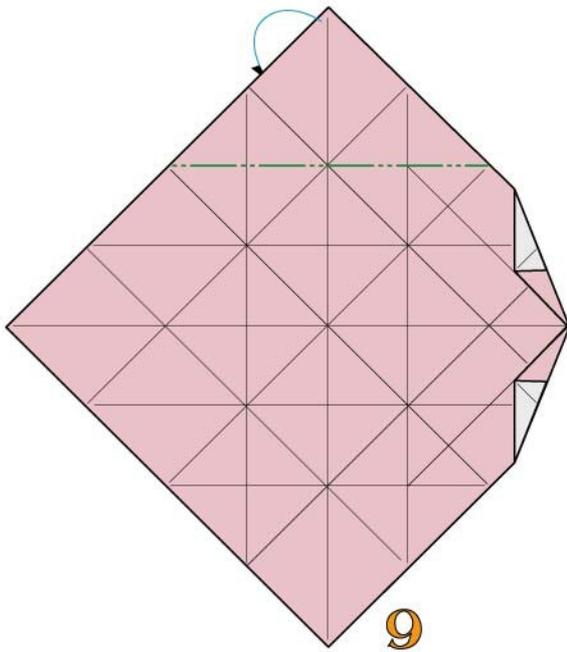
**6**



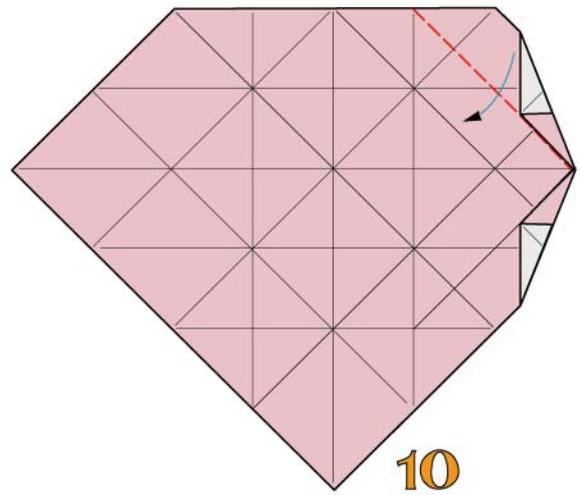
**7**  
1 piega a valle



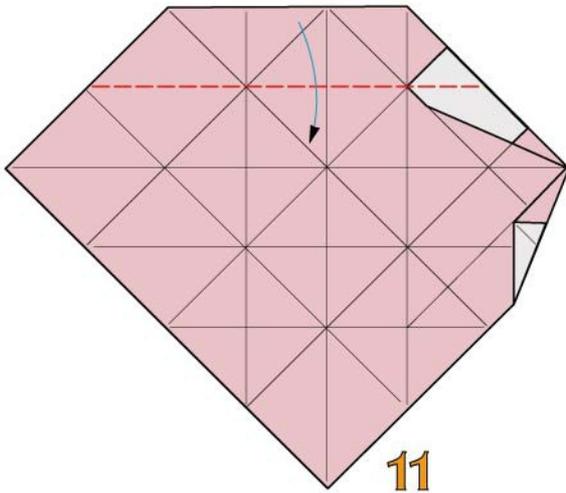
**8**  
2 pieghe bisettrici a valle



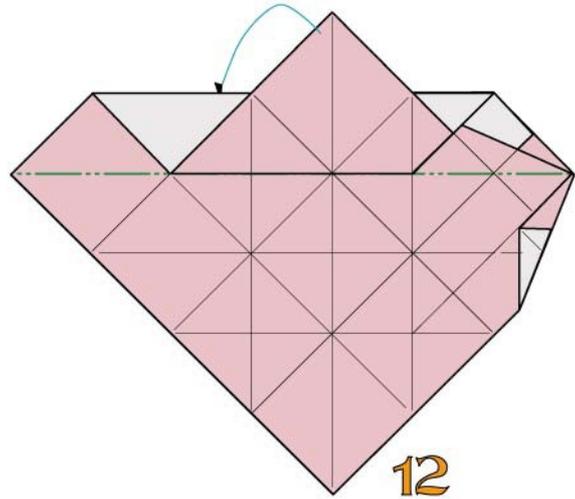
**9**  
1 piega a monte



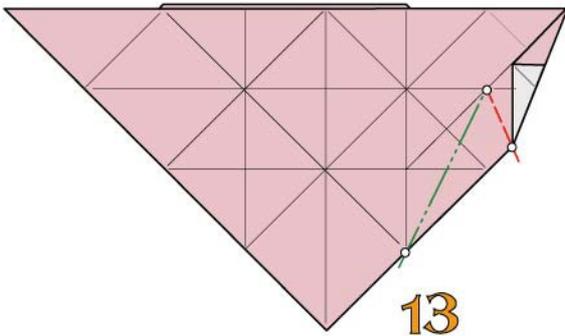
**10**  
1 piega a valle



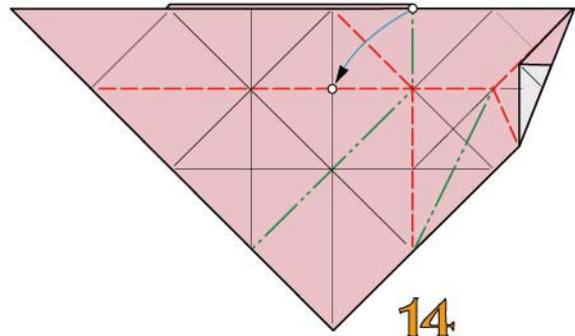
**11**  
1 piega a valle



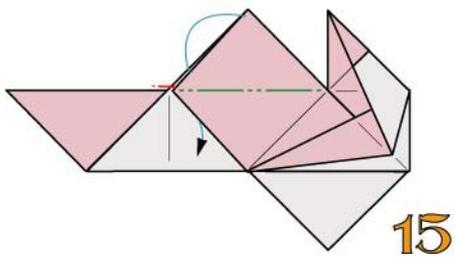
**12**  
1 piega a monte



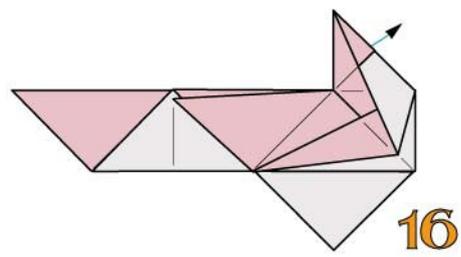
**13**  
1 piega a monte e 1 a valle



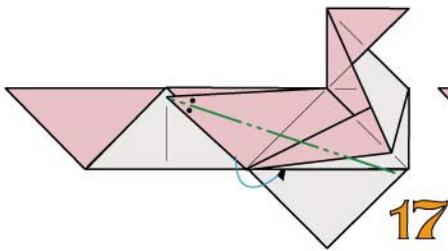
**14**  
Ripiegate a valle e a monte



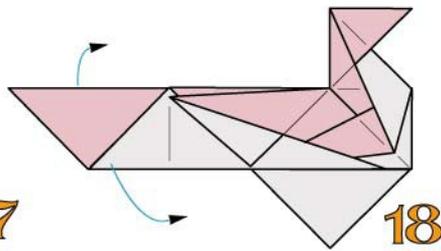
**15**  
1 piega rovescia interna



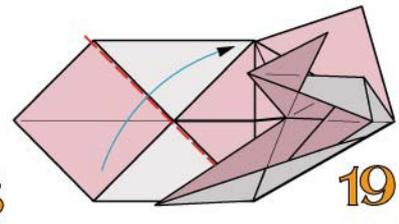
**16**  
Estraete la superficie interna



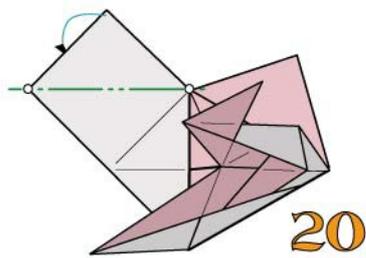
1 piega bisettrice a monte



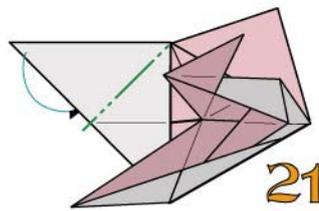
Aprite 3D



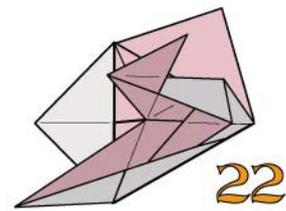
1 piega a valle



1 piega a monte

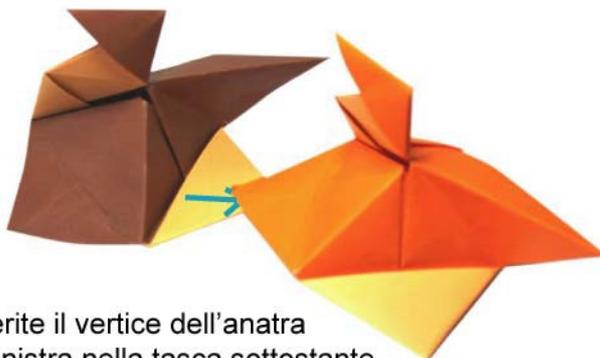


1 piega a monte



Anatra ultimata

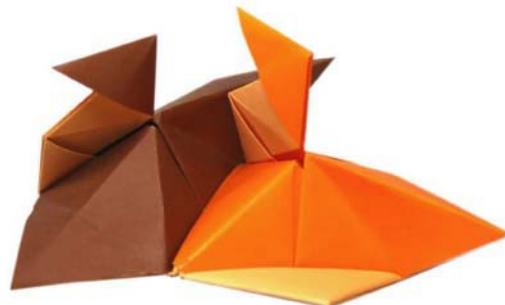
### UNIONE DI 2 ANATRE



Inserite il vertice dell'anatra di sinistra nella tasca sottostante dell'anatra di destra



Con una piega a monte intascate bloccando l'unione



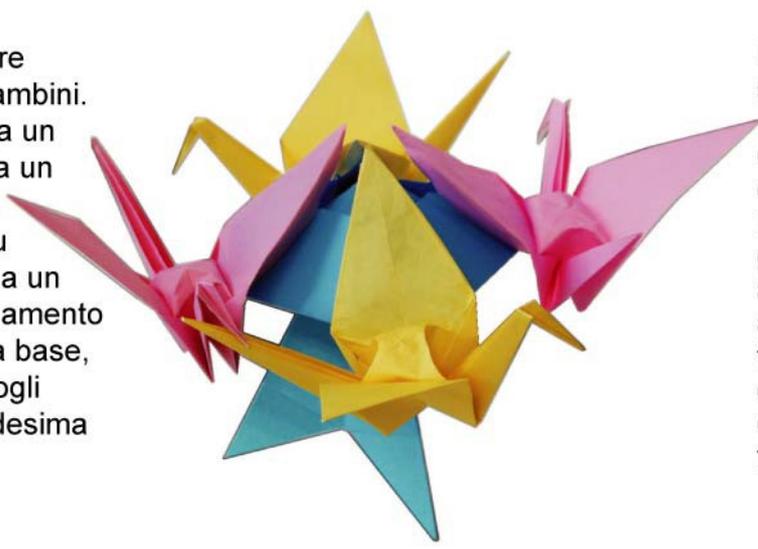
2 anatre unite. Proseguite nello stesso modo unendo le altre 4

# LA GIOSTRINA DELLE GRU

PEQUEÑO CARRUSEL DE GRULLAS



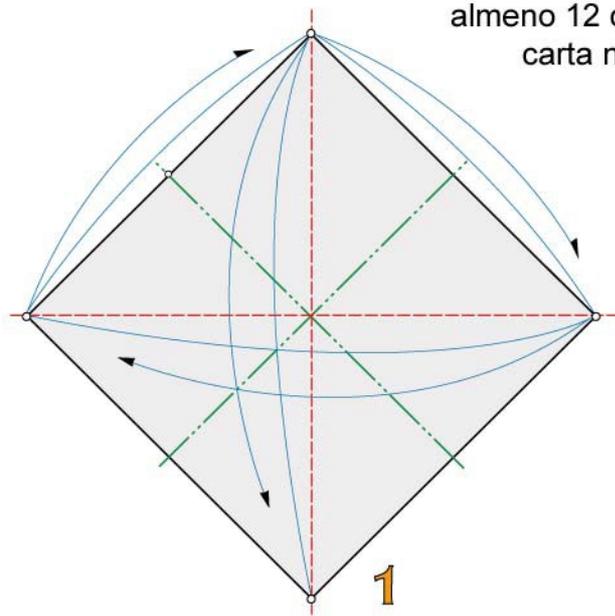
La giostra è sempre stata amata dai bambini. Gira se animata da un soffio di vento o da un impulso manuale. È formata da 4 gru tradizionali unite da un elemento di collegamento appoggiato su una base, tutti costruiti con fogli quadrati della medesima dimensione.



El pequeño carrusel siempre ha sido amado por los niños. Gira animado por un soplo o un empujoncito manual. Esta conformado por 4 grullas tradicionales unidas a través de un elemento apoyado en una base y todos sus componentes están hechos con papeles cuadrados del mismo tamaño.

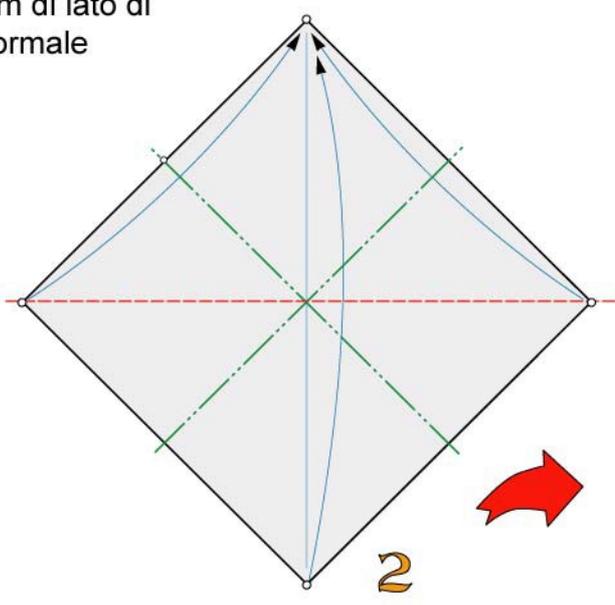
## COSTRUZIONE DELLE GRU

4 fogli quadrati mono o bicolori di almeno 12 cm di lato di carta normale



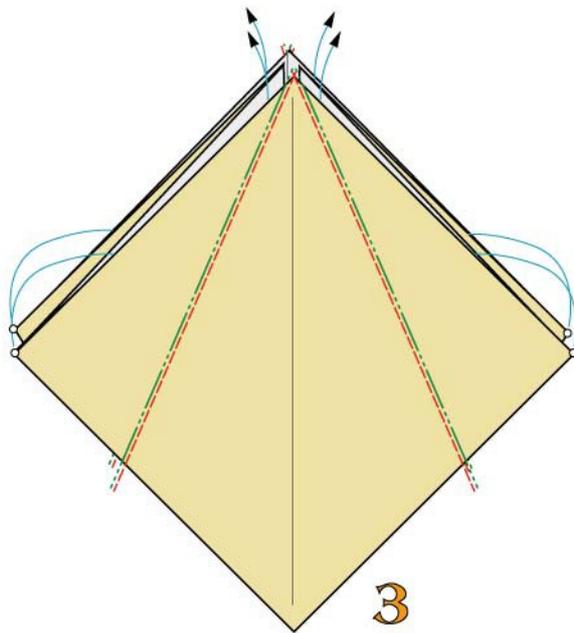
1

Piegate le diagonali a valle e le mediane a monte

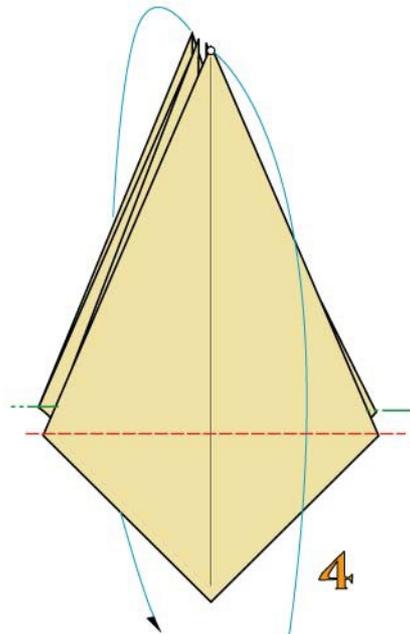


2

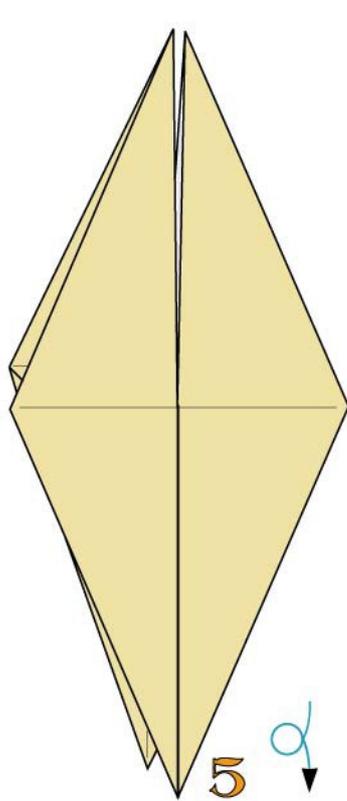
Richiudete congiungendo i vertici



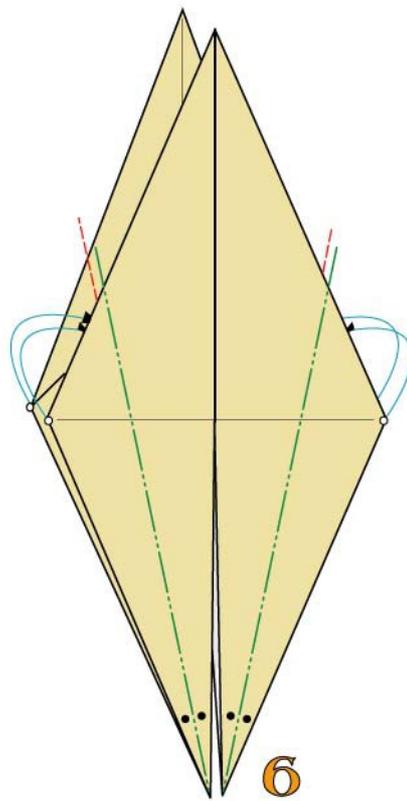
4 pieghe rovesce interne



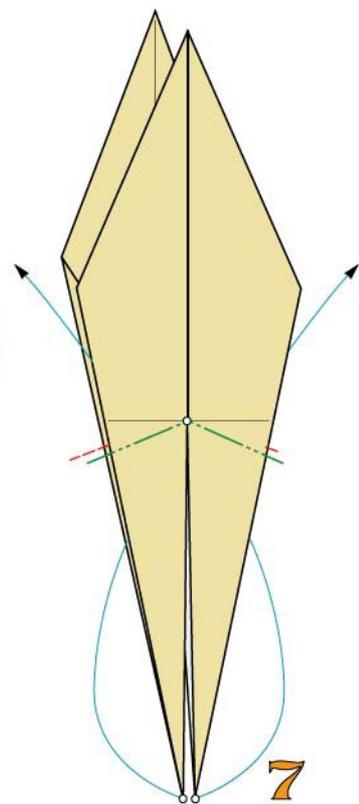
Mediante 2 pieghe a valle aperte i 2 vertici opposti



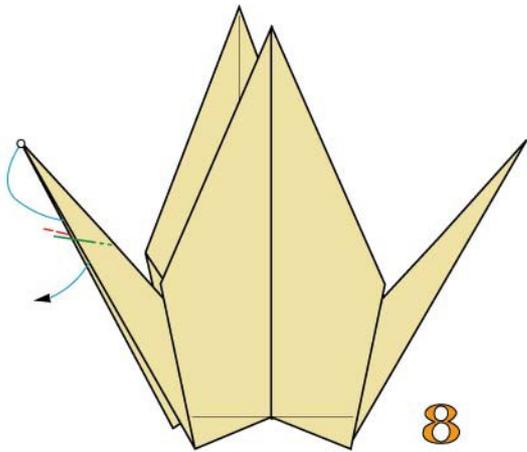
Ribaltate



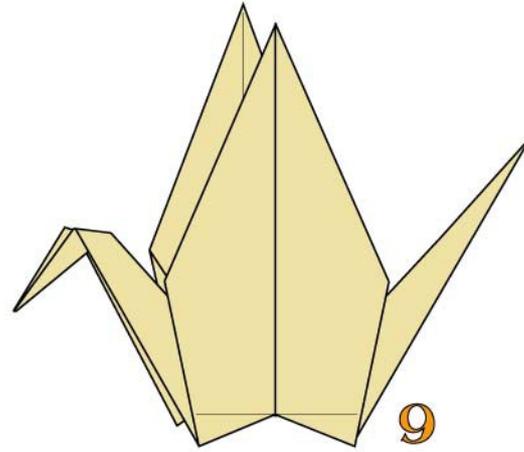
4 pieghe a monte, 2 per lato



2 pieghe rovesce interne



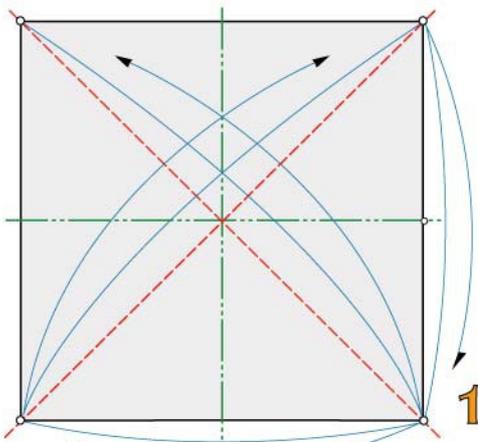
1 piega rovescia interna per formare la testa



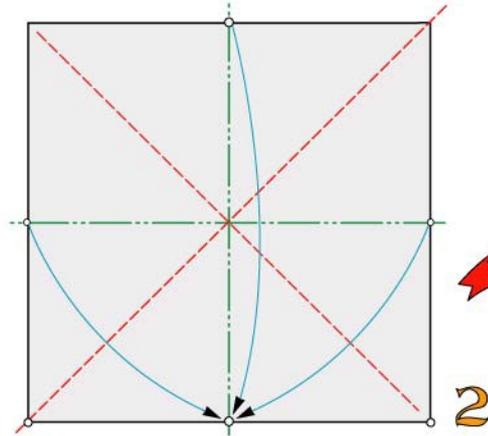
Gru ultimata

### ELEMENTO DI COLLEGAMENTO

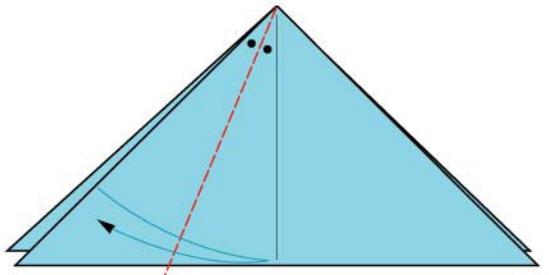
Adoperate un foglio monocolor azzurro, della medesima dimensione di quelli adoperati per le gru, di carta pesante e robusta



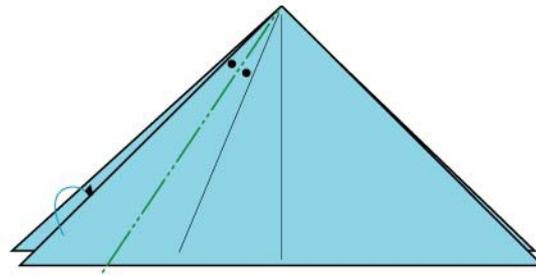
Piegate le diagonali a valle e le mediane a monte



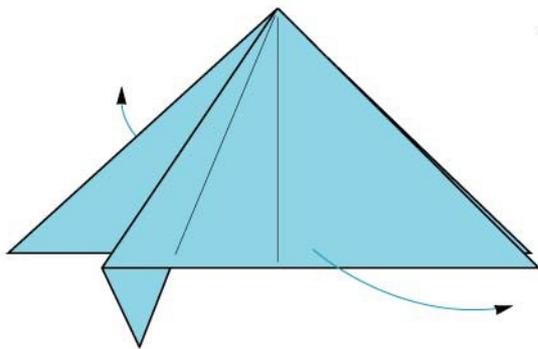
Richiudete congiungendo i punti medi



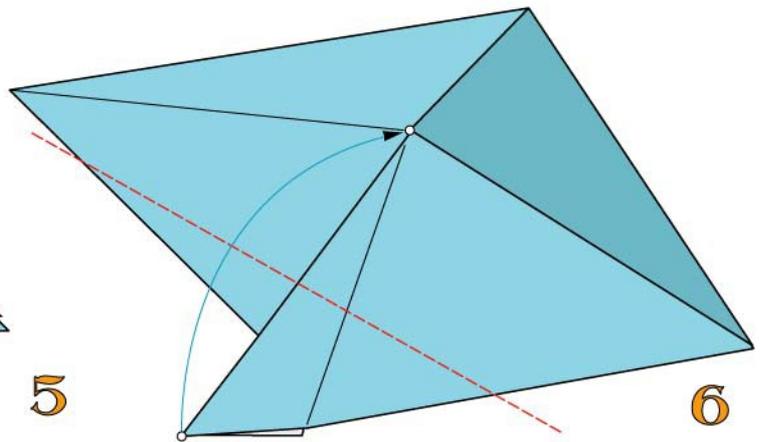
1 piega bisettrice a valle



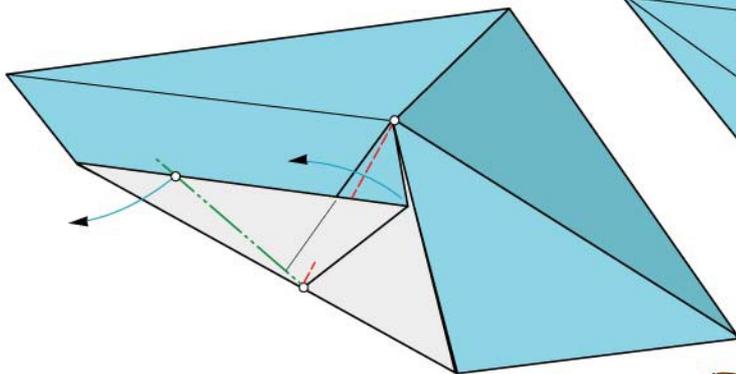
1 piega bisettrice a monte



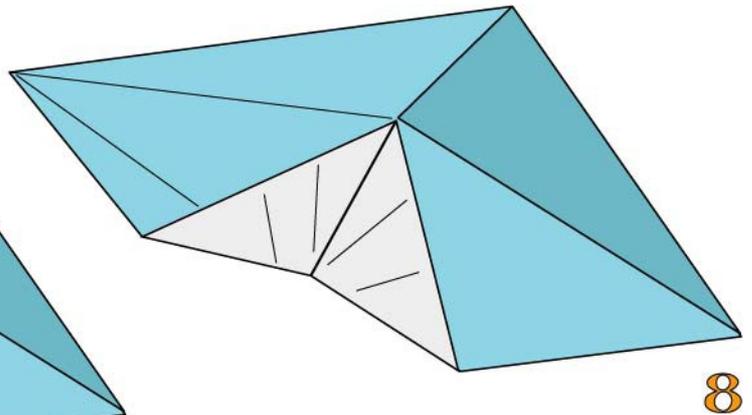
5 Aprite il modello 3D



6 1 piega a valle

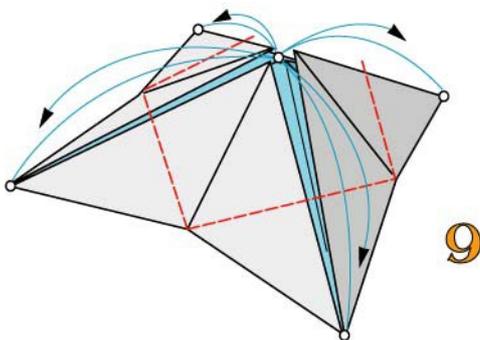


7 1 piega a valle ed 1 a monte



8 A questo punto eseguite i passaggi delle fig. n. 3, 4, 5, 6, 7 per gli altri 3 vertici.

Llegados a este punto ejecutar 3,4,5, 6, 7 con los otros 3 vértices.

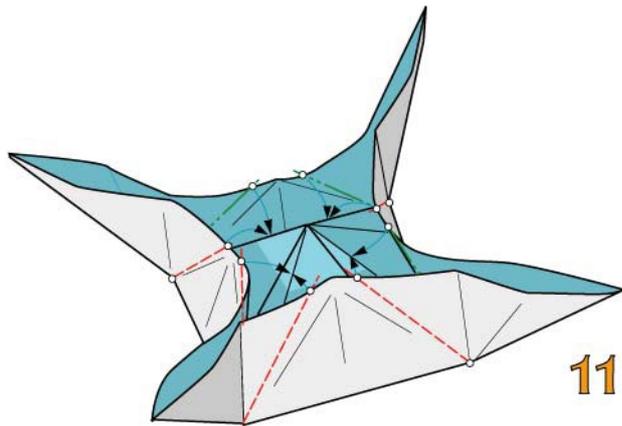


9



10

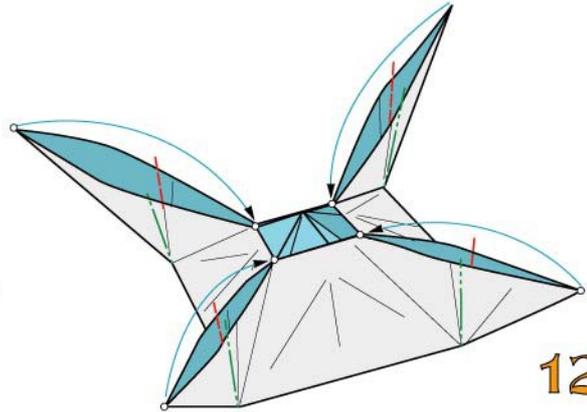
Aprite i 4 vertici



11

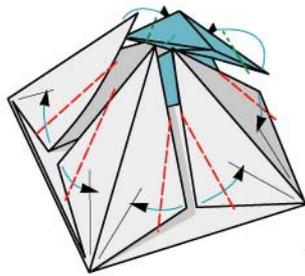
8 pieghe a valle, 2 per lato, in corrispondenza con gli spigoli sottostanti

8 pliegues en valle, 2 por cada lado, que correspondan con las aristas internas.



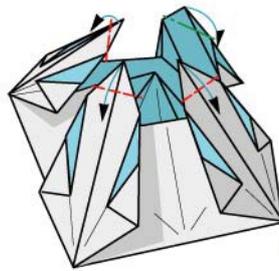
12

Mediante piega a valle e piega a monte, aprite i 4 vertici



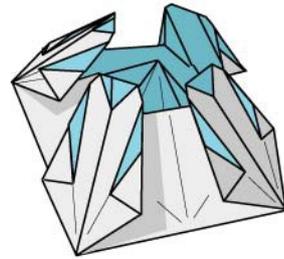
13

8 pieghe a valle



14

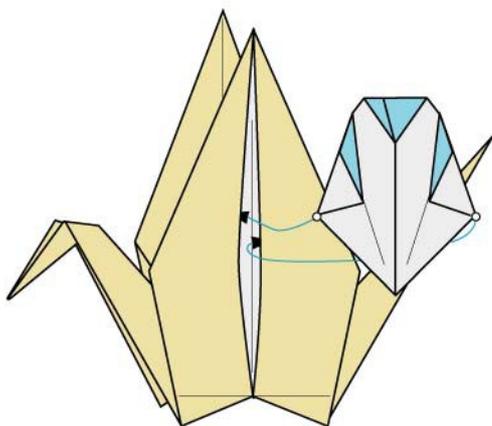
4 pieghe a valle



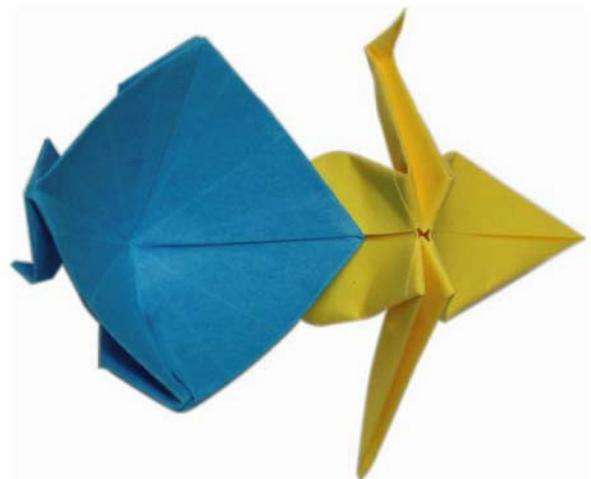
15

Elemento di collegamento ultimato

## UNIONE DELLA GRU CON L'ELEMENTO DI COLLEGAMENTO



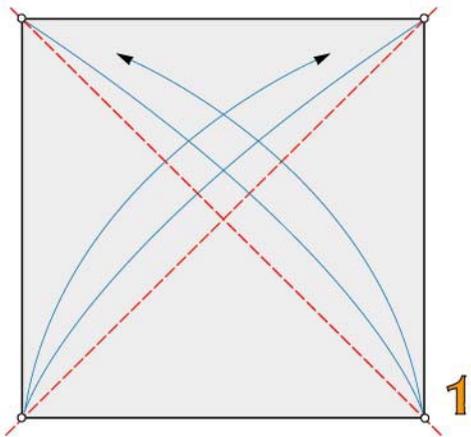
Inserite 1 dei 4 esagoni dell' elemento di collegamento all'interno di un'ala della gru



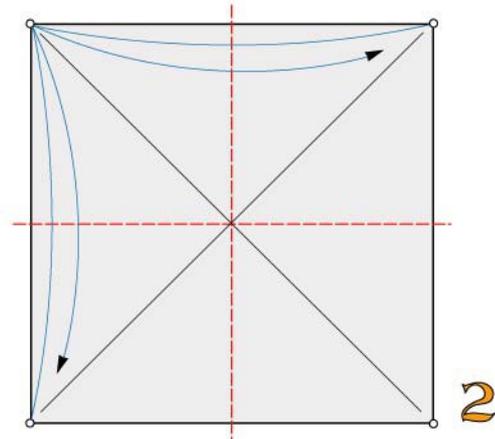
Unione effettuata. Vista inferiore

## COSTRUZIONE DELLA BASE

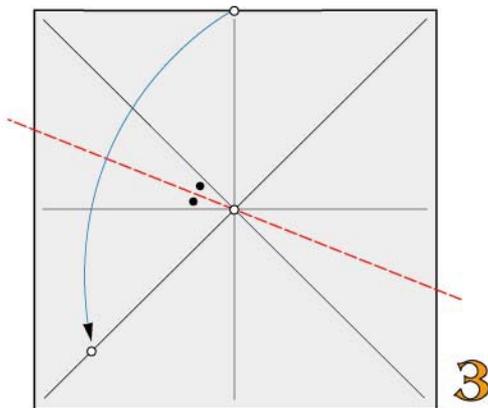
Adoperate un foglio quadrato azzurro di carta robusta o cartoncino leggero, sempre della medesima dimensione



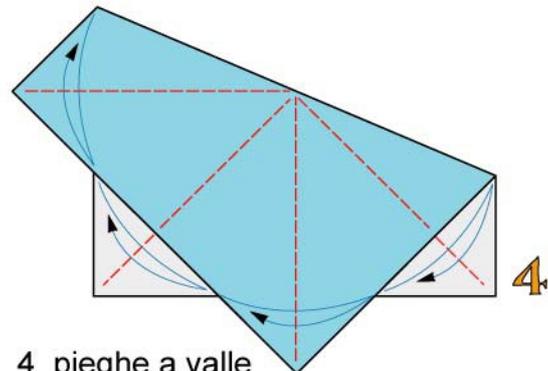
2 pieghe diagonali a valle



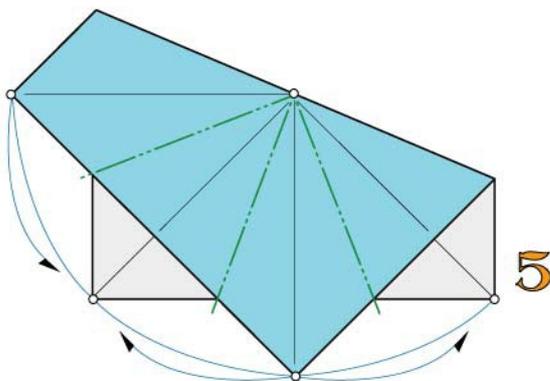
2 pieghe a valle



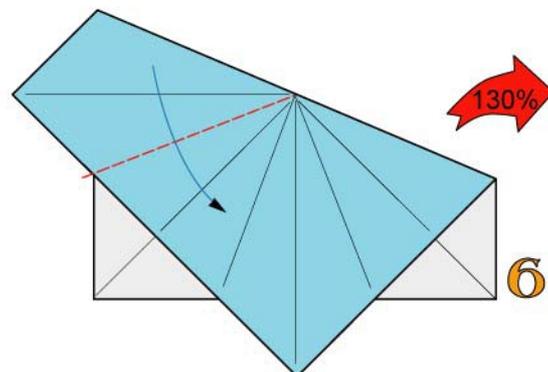
1 piega bisettrice a valle



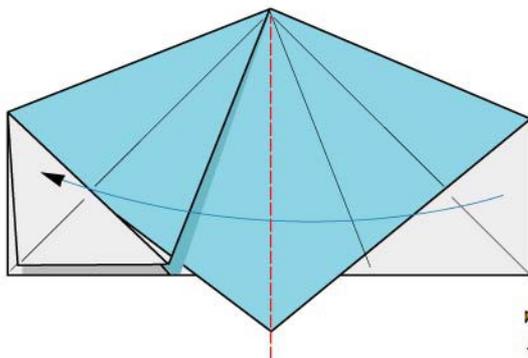
4 pieghe a valle



3 pieghe a monte

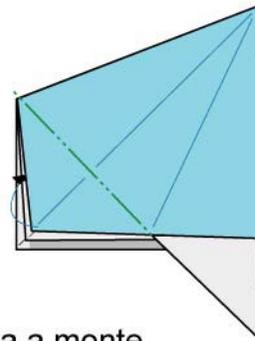


Ripiegate a valle



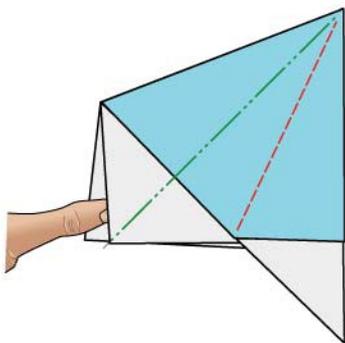
7

Ripiegate a valle



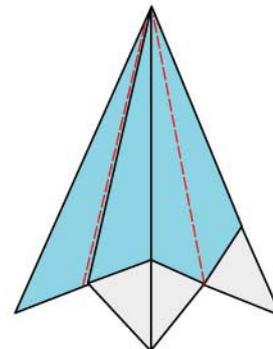
8

1 piega a monte ed intascate



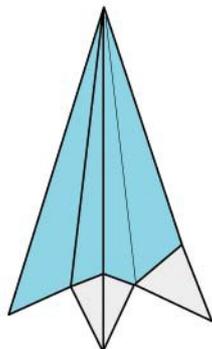
9

Aprite 3D per ottenere una piramide a base triangolare



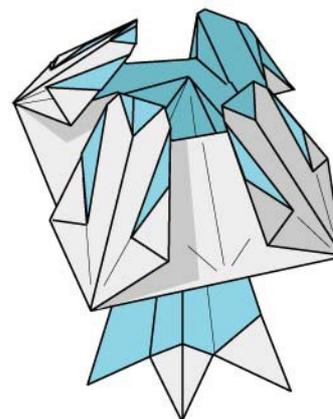
10

3 pieghe a valle, 1 per ogni lato



11

Base completata



Base con elemento di collegamento sovrastante

# SALTERINO ★

## Saltar

Modello divertentissimo. Premendolo fra il pollice e l'indice effettua grandi balzi.

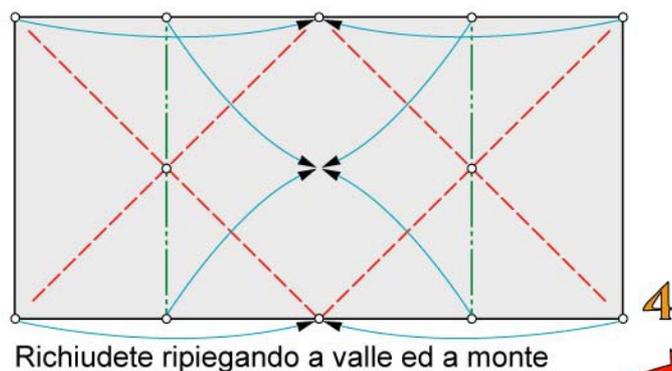
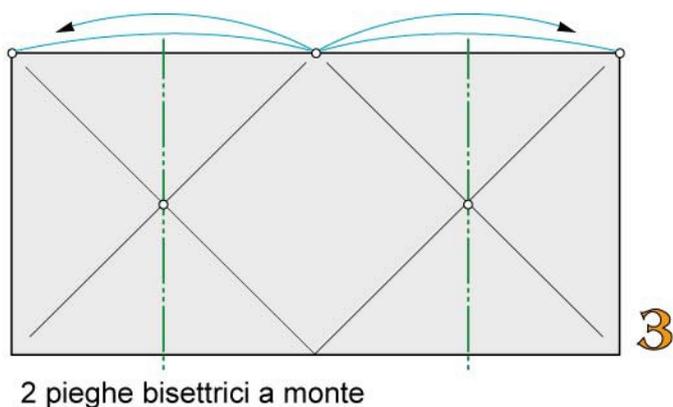
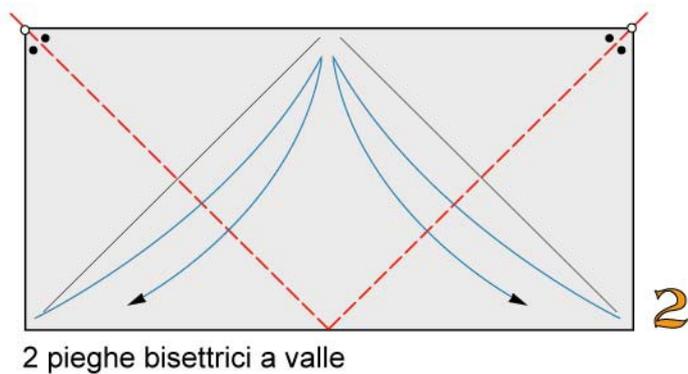
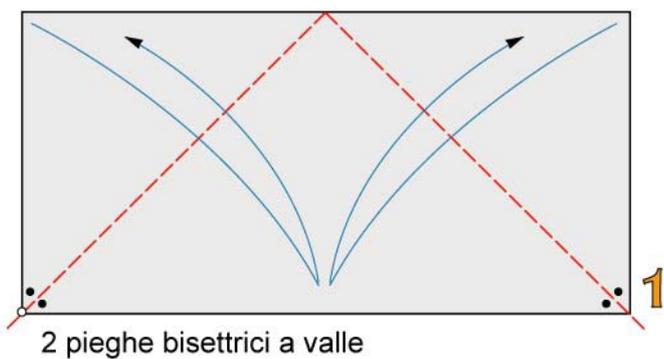
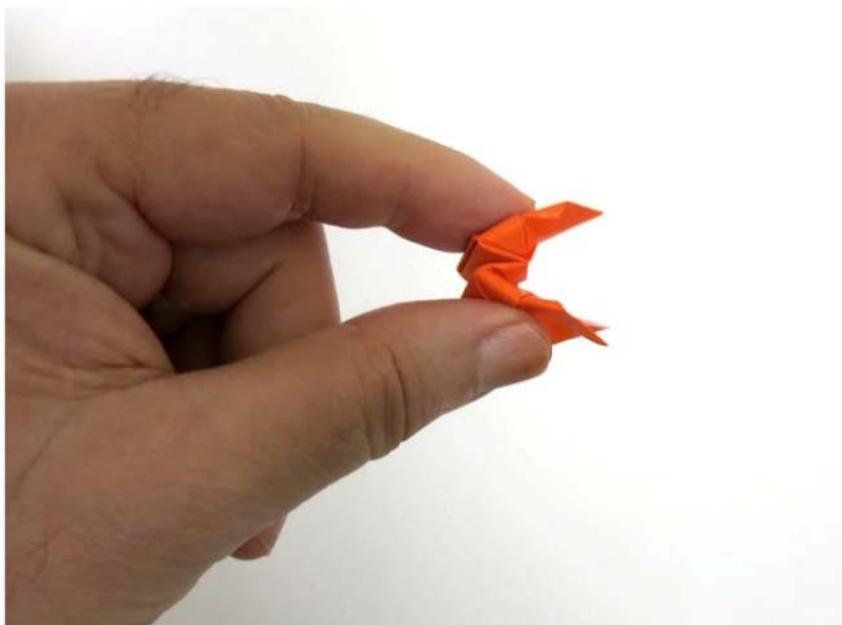
Di costruzione molto semplice, anche per un bambino.

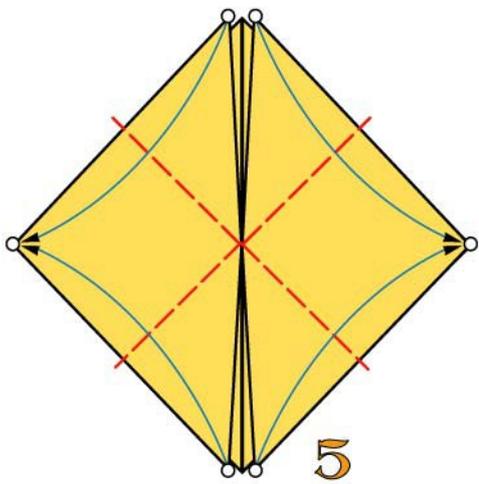
Adoperate una carta buona di medio peso del formato di cm 15x7,5

Modelo divertido. Al presionarlo entre el pulgar y el indice se obtienen grandes saltos.

Construcción muy sencilla. incluso para un niño.

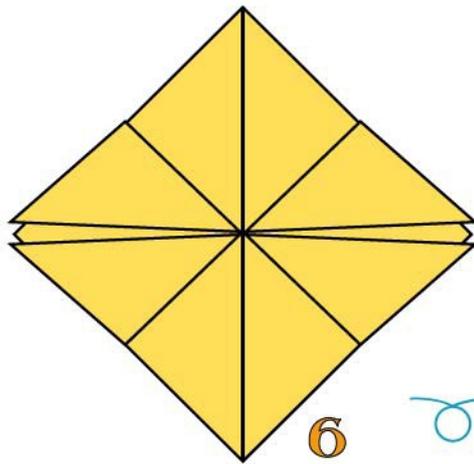
Utilicie un bien paper de gramaje medio con un tamaño de 7,5 x15 cm.





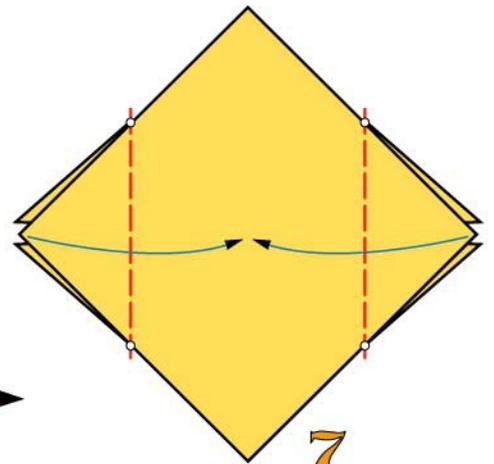
5

4 pieghe a valle



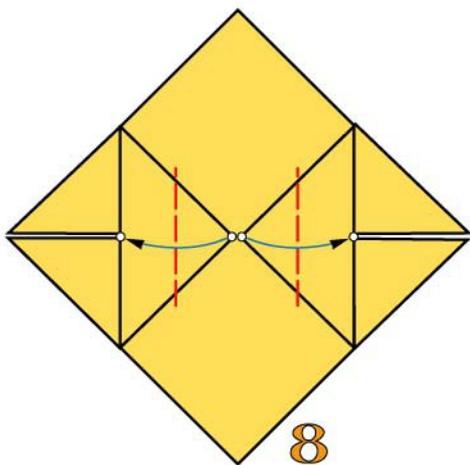
6

ribaltate



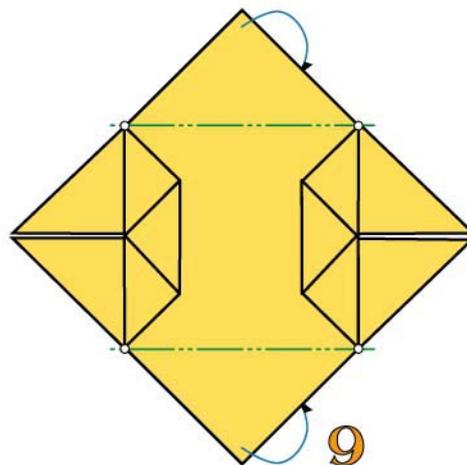
7

2 pieghe a valle



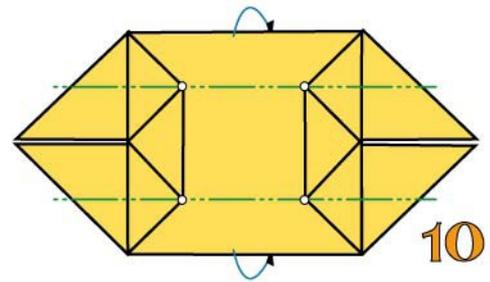
8

2 pieghe a valle



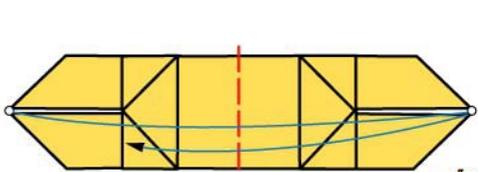
9

2 pieghe a monte



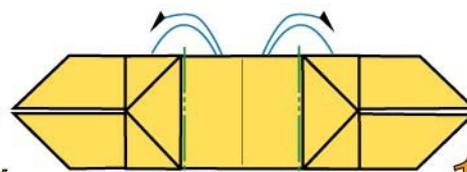
10

2 pieghe a monte



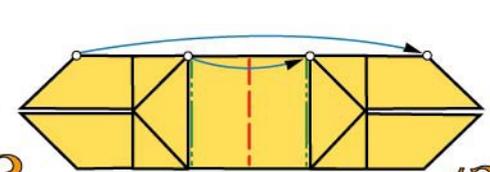
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1 piega a valle



12

2 pieghe a monte



13

Richiudete ripiegando a valle ed a monte



14

Salterino ultimato

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## PUBBLICAZIONI DI FRANCO PAVARIN

Aerei , jet ed astronavi di carta volanti	IL CASTELLO	1986
Origami animati	“	1987
Origami maschere animate	”	1988
Decorazioni modulari con origami modulati	“	1989
Origami motoscafi navi barche e velieri	”	1990
Origami scatole e contenitori	“	1990
Pieghe forme e colori	”	1994
Aerei e navi di carta	FABBRI	1996
Fold and fly Paper airplanes	STERLING PUBLISHING	1998
Manuale rapido di aerei di carta volanti	FABBRI	2000
Aerei di carta 17 modelli volanti inediti	IL CASTELLO	2001
Aviones voladores	TUTOR S.A.	2003
17 modelos ineditos de aviones voladores	“	2004
Naves voladoras	”	2006
Quaderni Quadrato magico n.20 e 48	CDO	
Maschere, elmi e copricapi	web	2010
Maschere trasformabili	web	2011
21 nuovi aerei origami volanti	web	2014
Maschere origami 3D volume 1	web	2014
Maschere origami 3D volume 2	web	2015
Legorigami 1 -Q.Quadrato Magico n.56	CDO	2015
Composizione modulare 1	web	2016
Manuale dell'architetto origamista	web	2016
13 moduli origami aggregabili	web	2017
Alfabeti origami	web	2018
21 Elmi e strani copricapi origami	web	2019
Animaletti semplici origami	web	2020
Origami per giocare	web	2020



**ORIGAMI  
PER  
GIOCCARE**