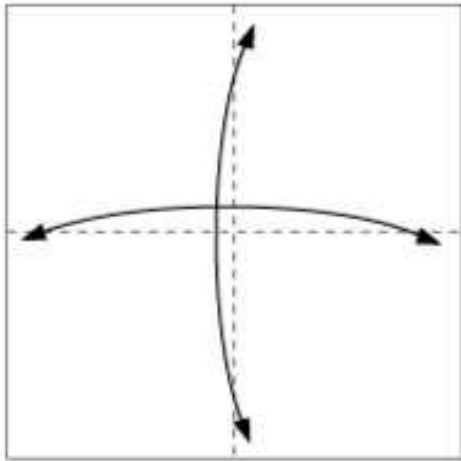
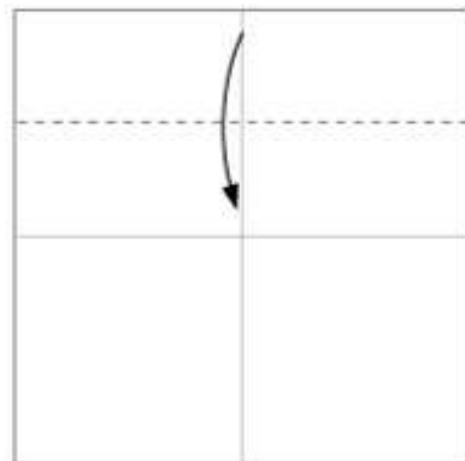


# RAZZO SPAZIALE

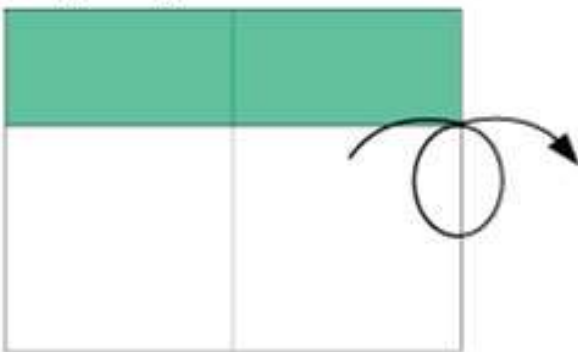
## Colora e disegna porta e finestrini



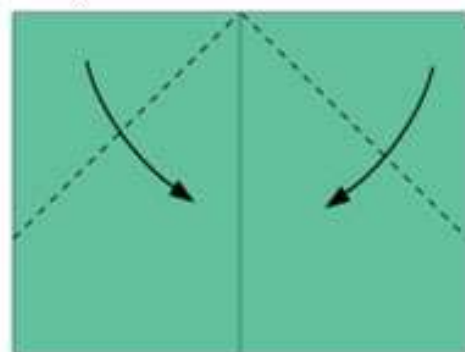
1 Piega e riapri



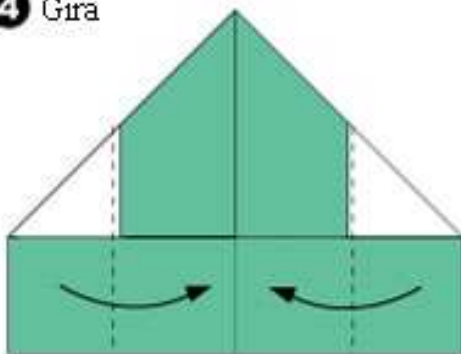
2 Piega fino alla metà del modello



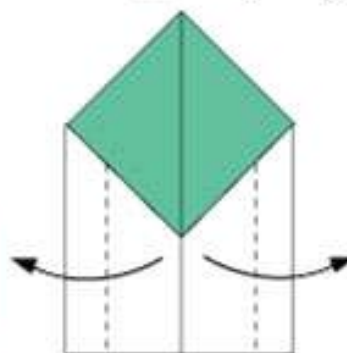
4 Gira



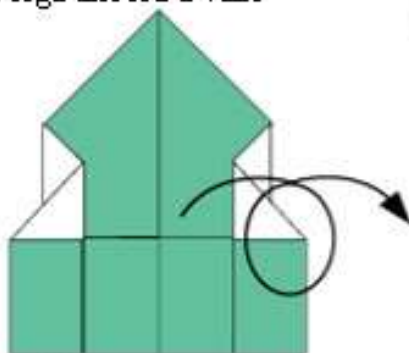
5 Piega lungo la linea centrale



6 Piega ancora a valle

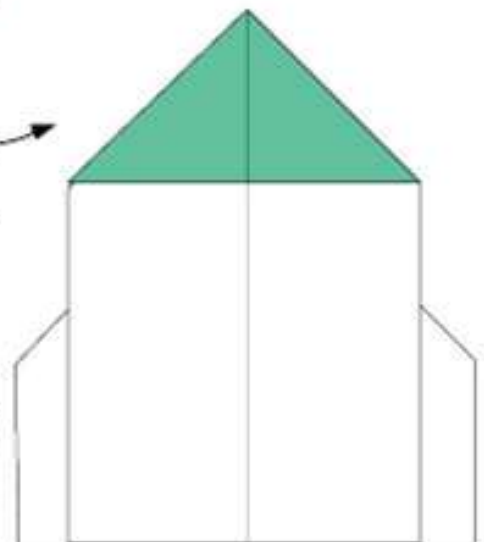


7 Verso l'esterno



8 Gira il modello

Finito 9



# RAZZO SPAZIALE