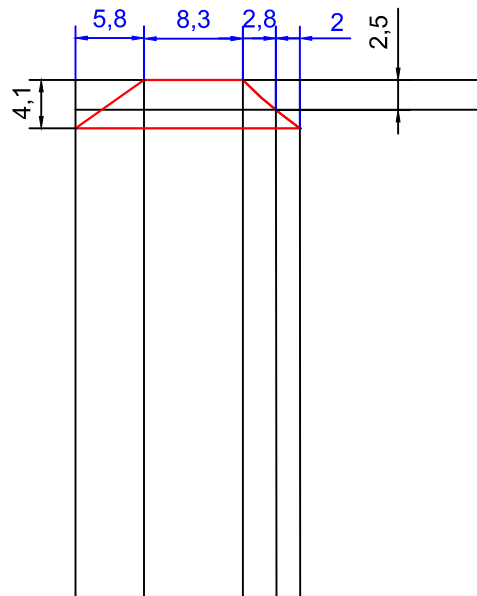
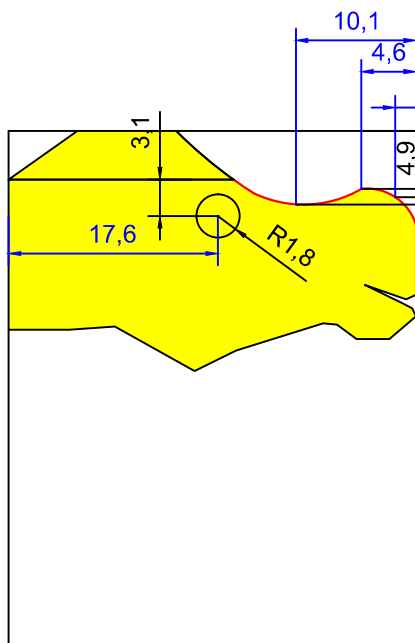


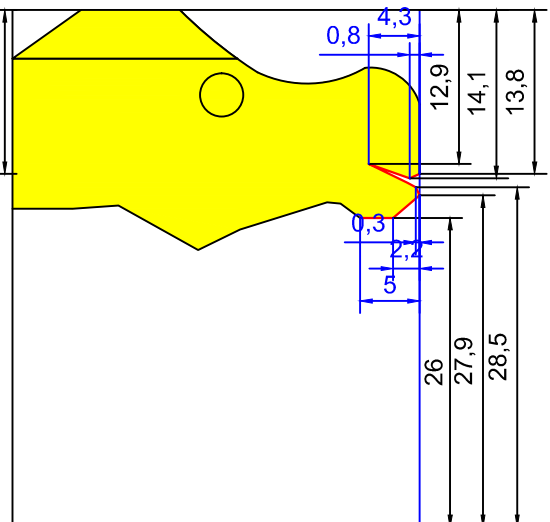
1ª FASE



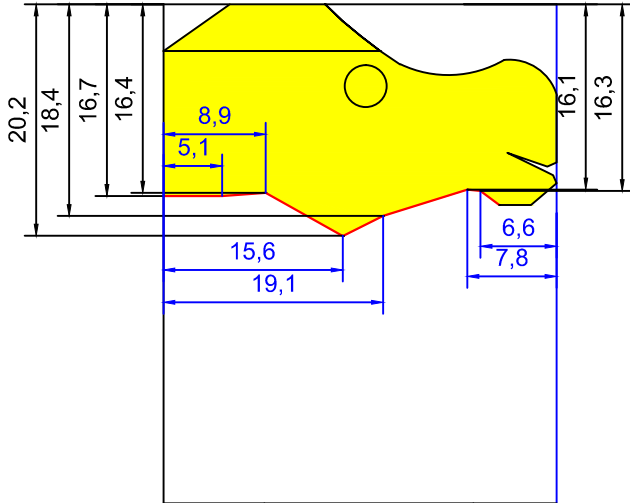
2ª FASE



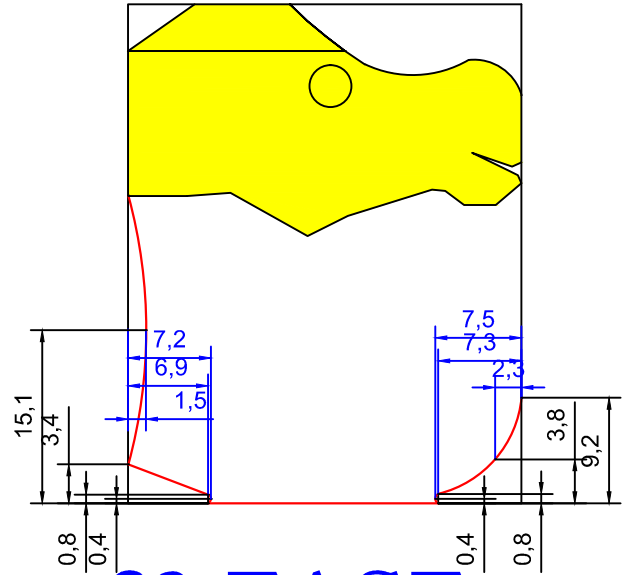
3ª FASE



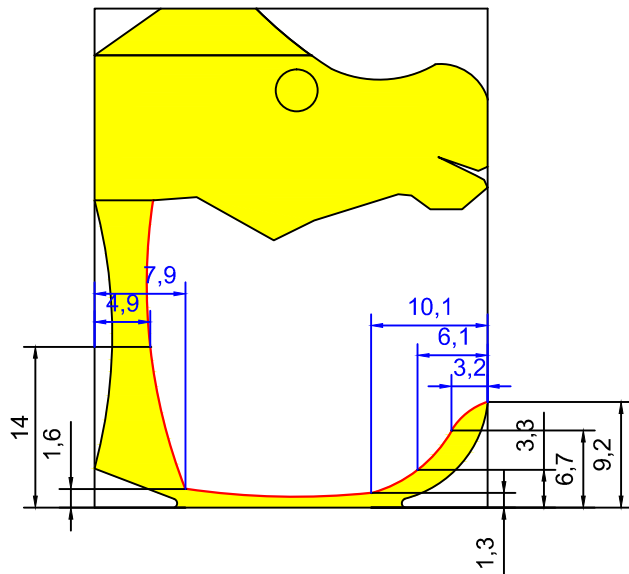
4ª FASE



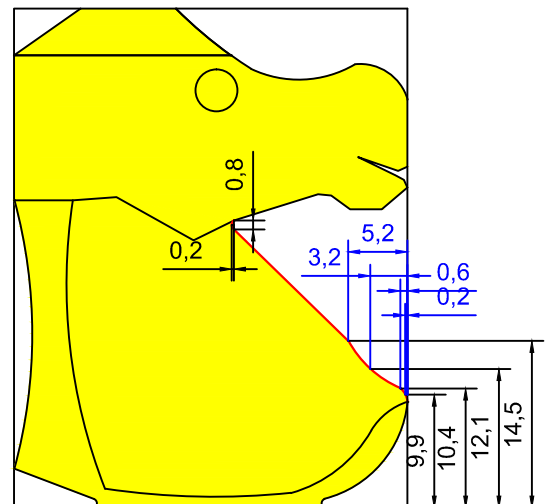
5ª FASE



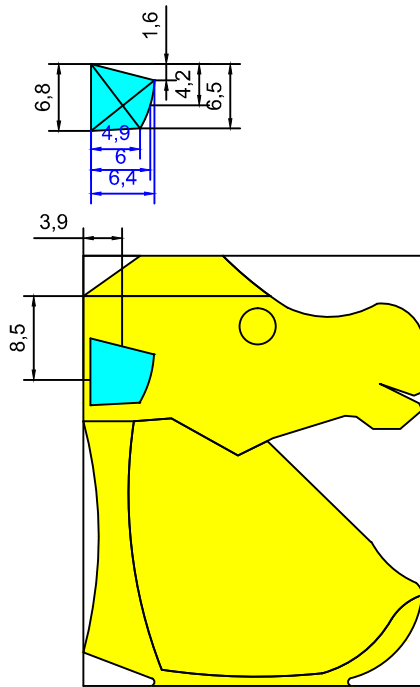
6ª FASE



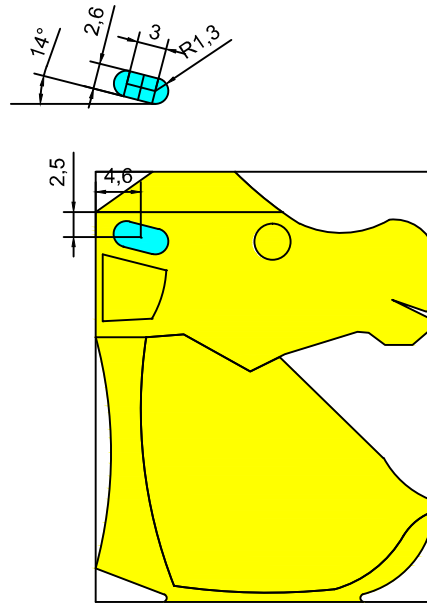
7ª FASE



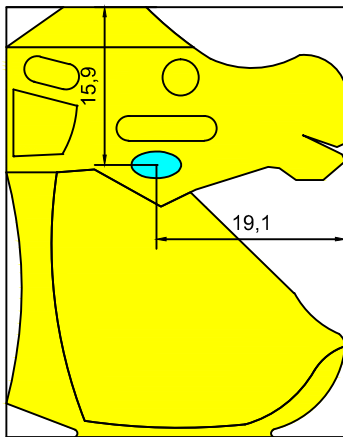
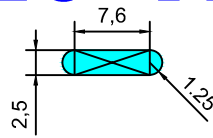
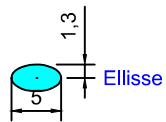
8ª FASE



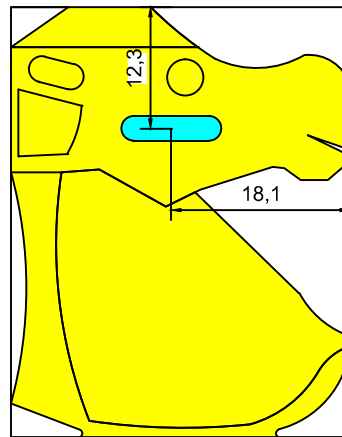
9^a FASE



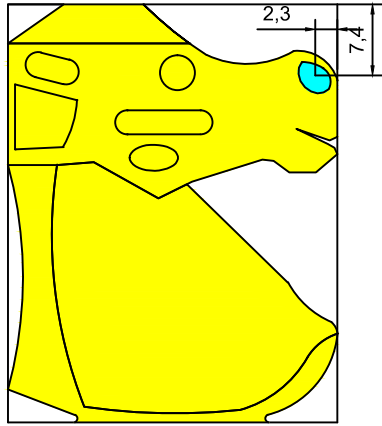
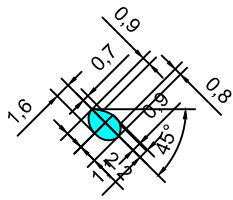
10^a FASE



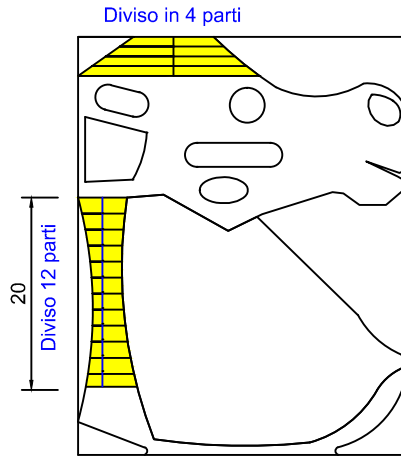
11^a FASE



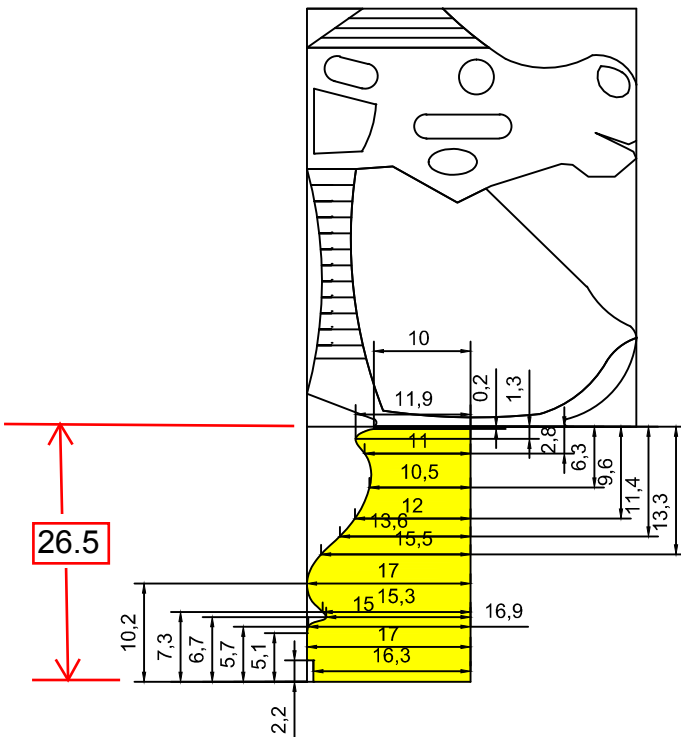
12^a FASE



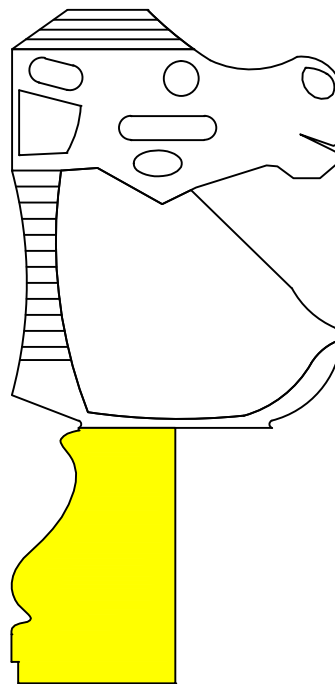
13^a FASE



14^a FASE

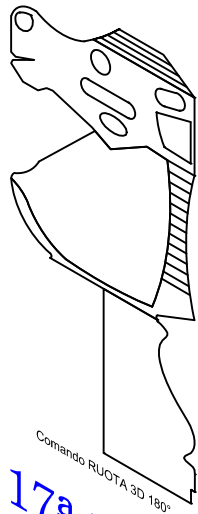


15^a FASE

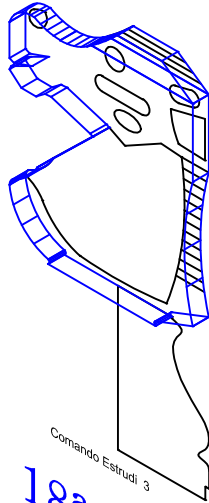


Comando REGIONE

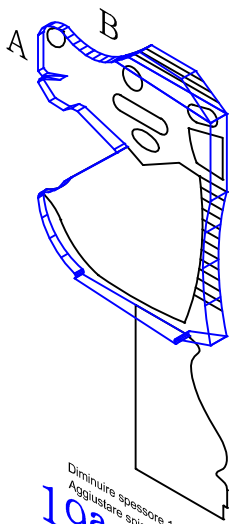
16^a FASE



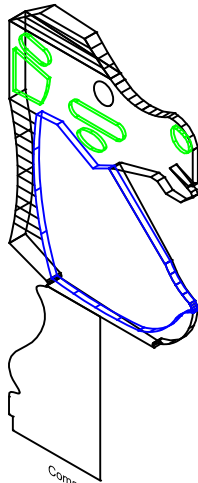
17a FASE



18a FASE



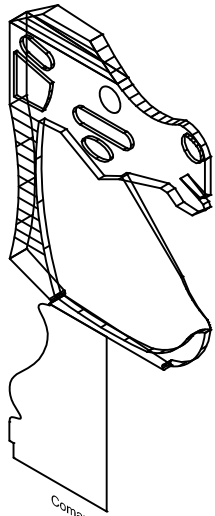
19a FASE



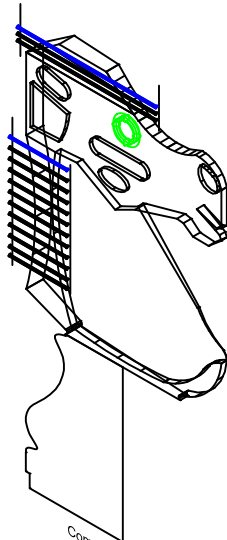
20a FASE

SE Assonometrico

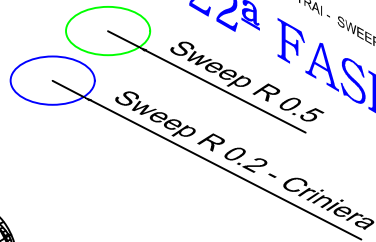
Prof. Pisani Antonio



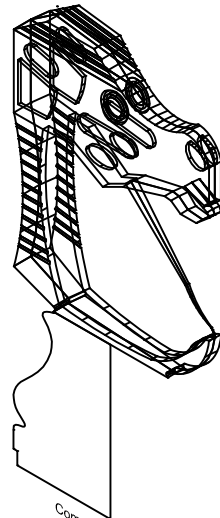
Comando SOTTRAI
21a FASE



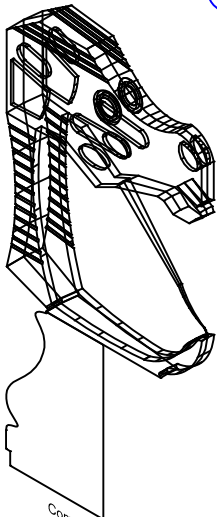
Comando SOTTRAI - SWEEP
22a FASE



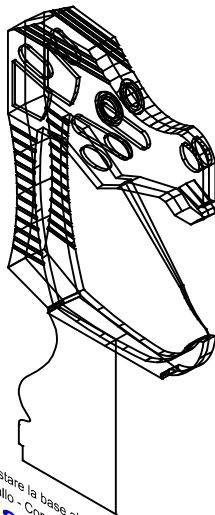
Sweep R 0.5
Sweep R 0.2 - Criniera



Comando SPECCHIO 3D
23a FASE



Comando UNISCI
24a FASE



Spostare la base al centro del cavallo - Comando RIVOLUZIONE
25a FASE



Comando UNISCI - Colorare a piacimento
26a FASE



Prof. Pisani Antonio