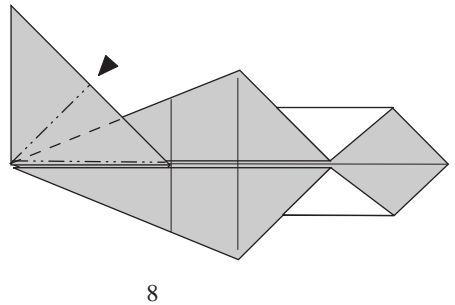
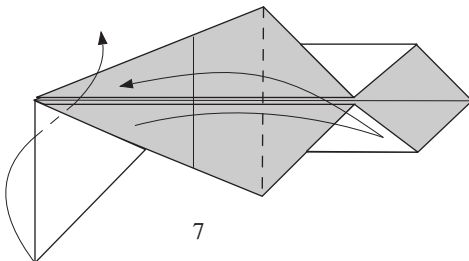
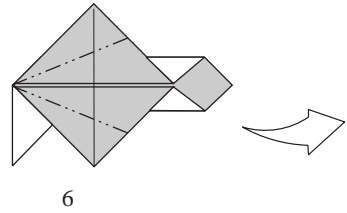
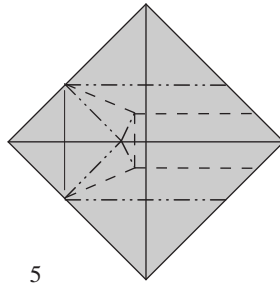
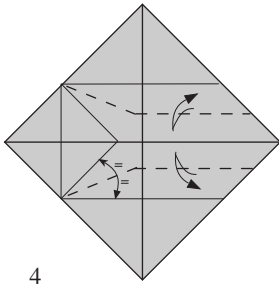
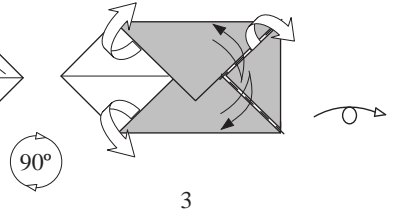
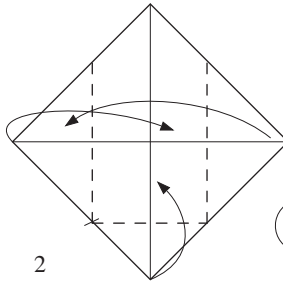
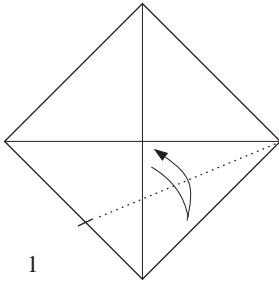
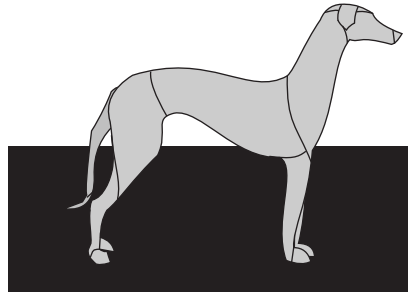


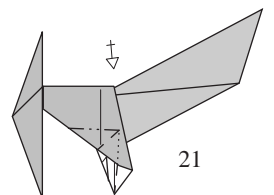
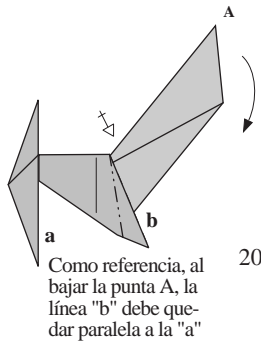
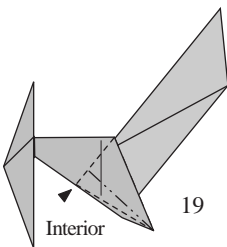
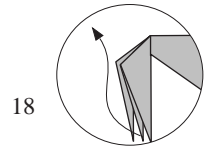
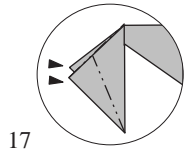
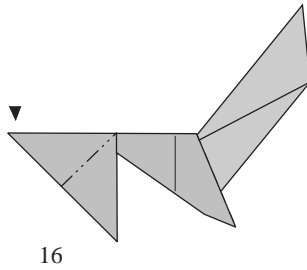
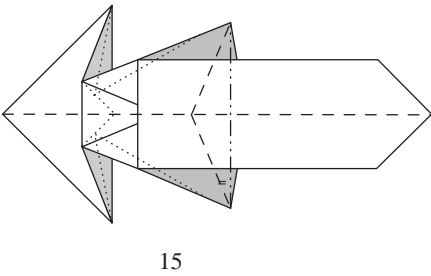
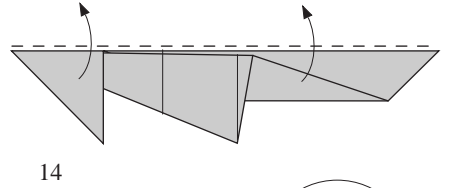
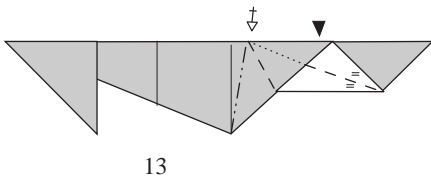
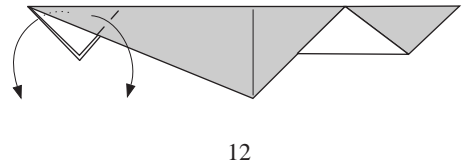
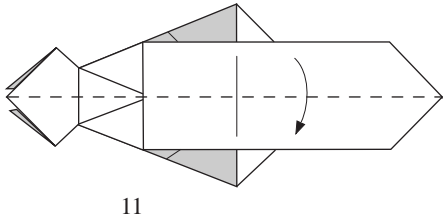
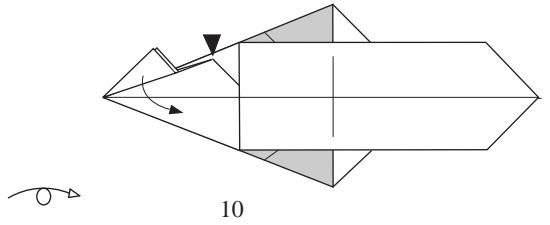
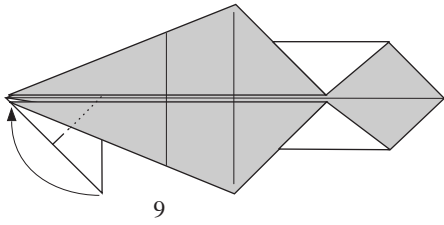
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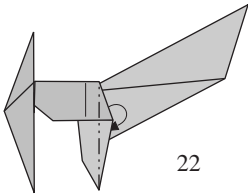
# Galgo

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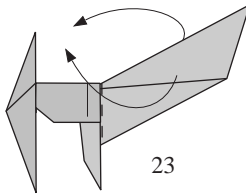
Manolo Maya



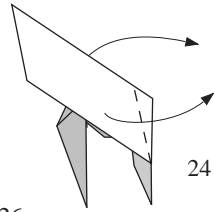




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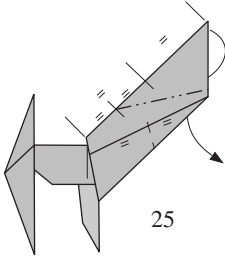


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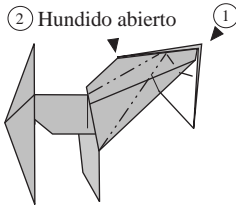


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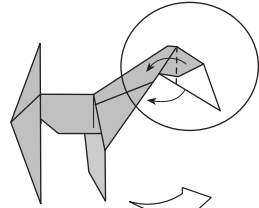


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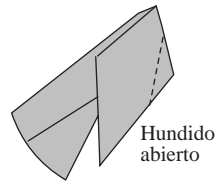


② Hundido abierto

①

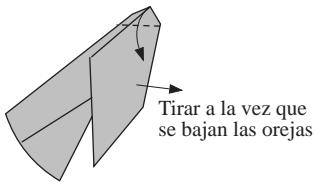


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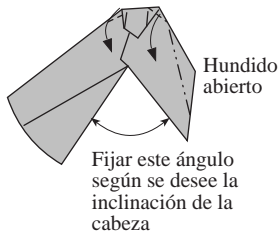
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Hundido abierto



Tirar a la vez que se bajan las orejas

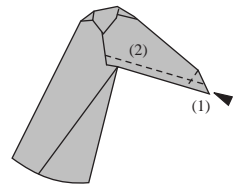
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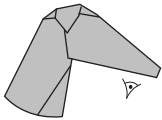
Hundido abierto

Fijar este ángulo según se desee la inclinación de la cabeza

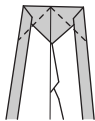
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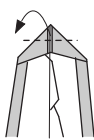
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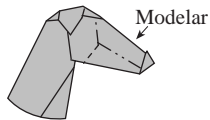
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33



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Modelar

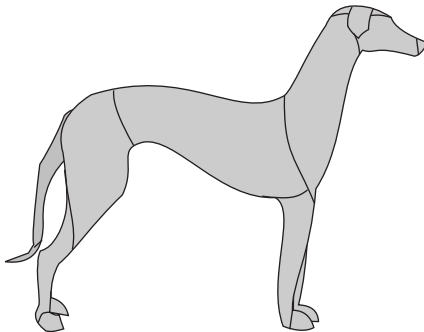
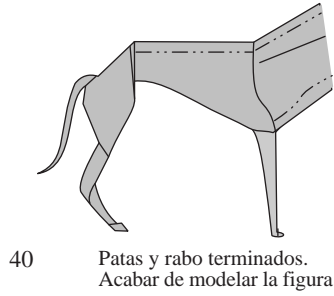
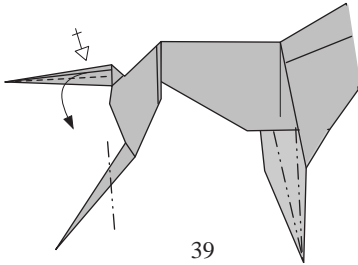
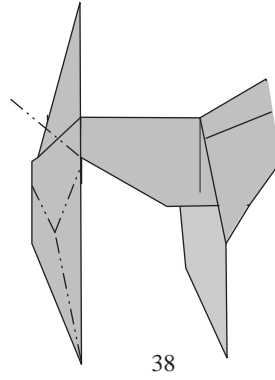
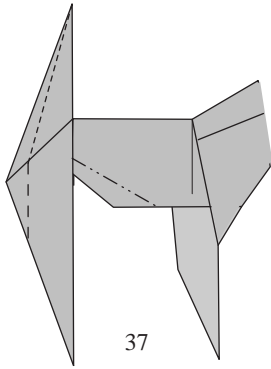
35



Cabeza terminada

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De paso 27



Galgo terminado. Mi agradecimiento a Alfredo Pérez por la realizacion de estos diagramas

