

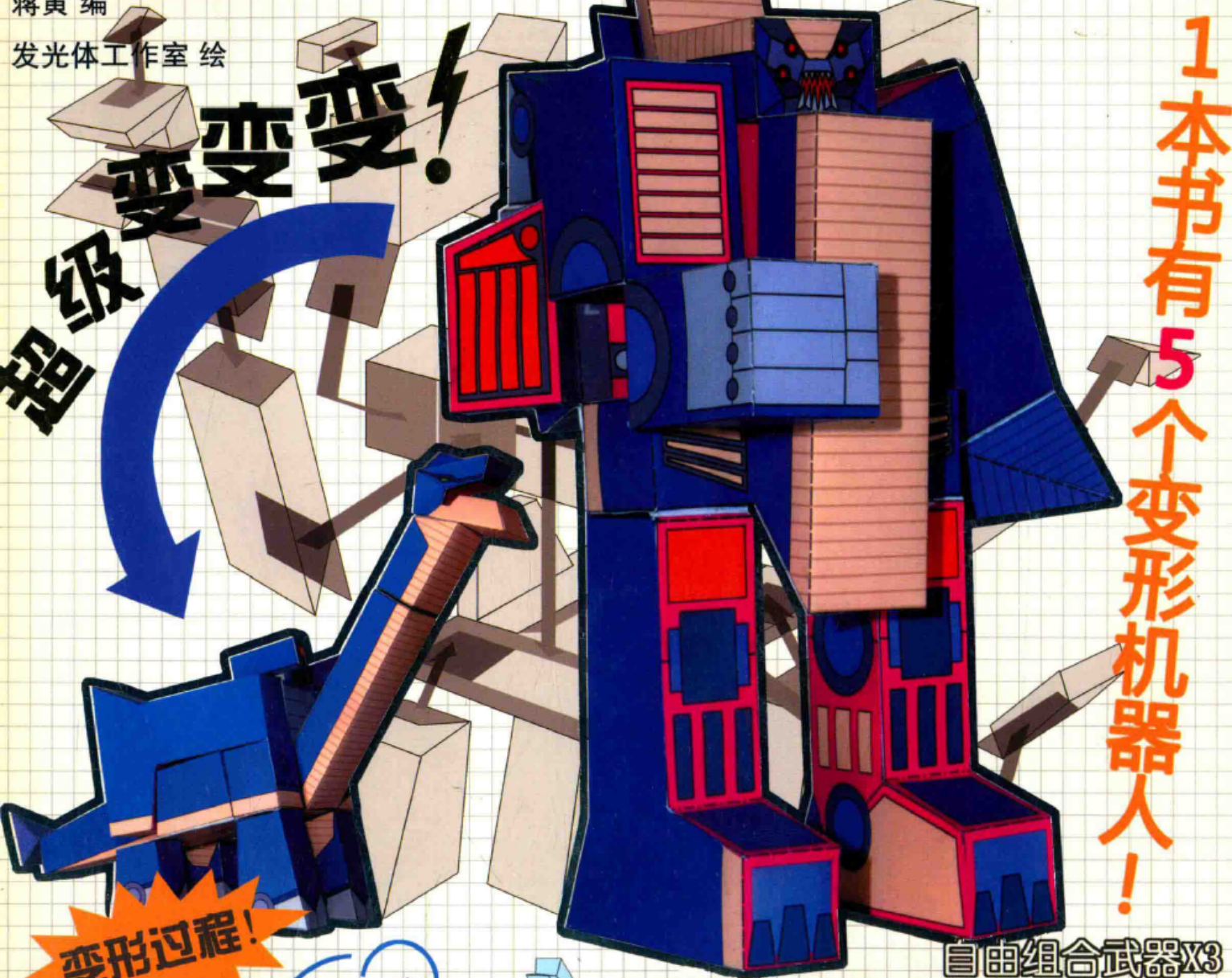
最新

全脑开发立体几何手工

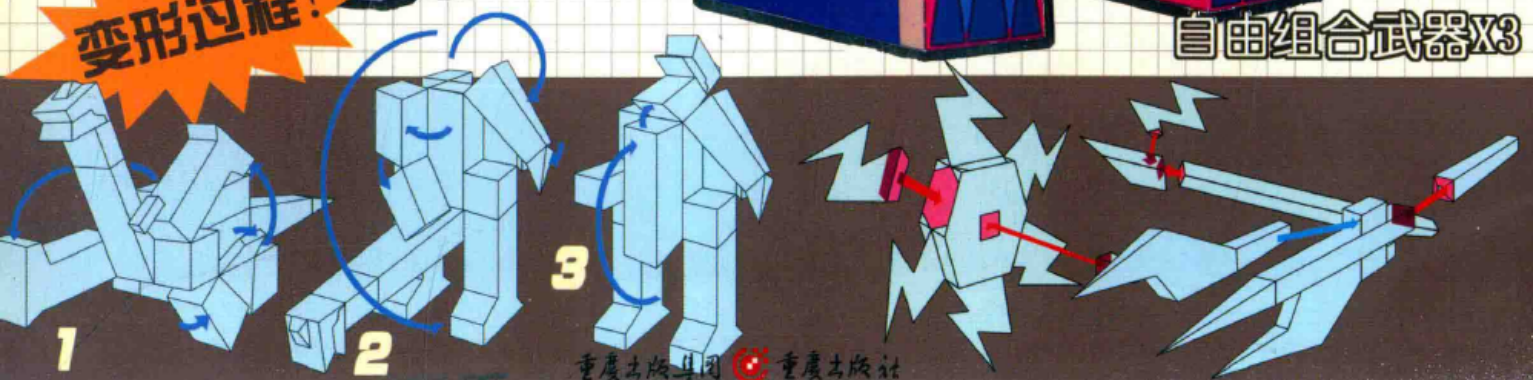
变形恐龙战警

蒋寅 编

发光体工作室 绘

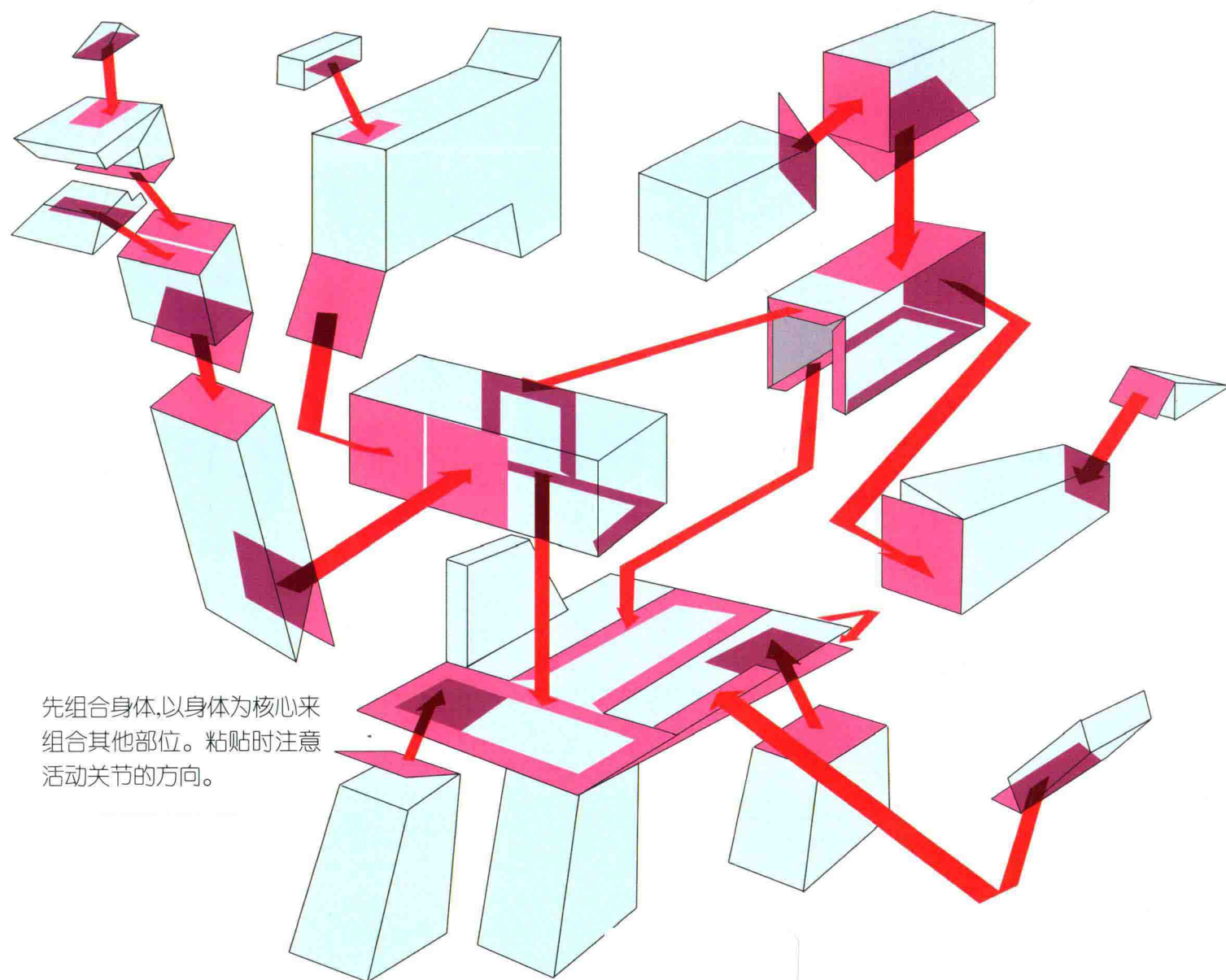


变形过程!



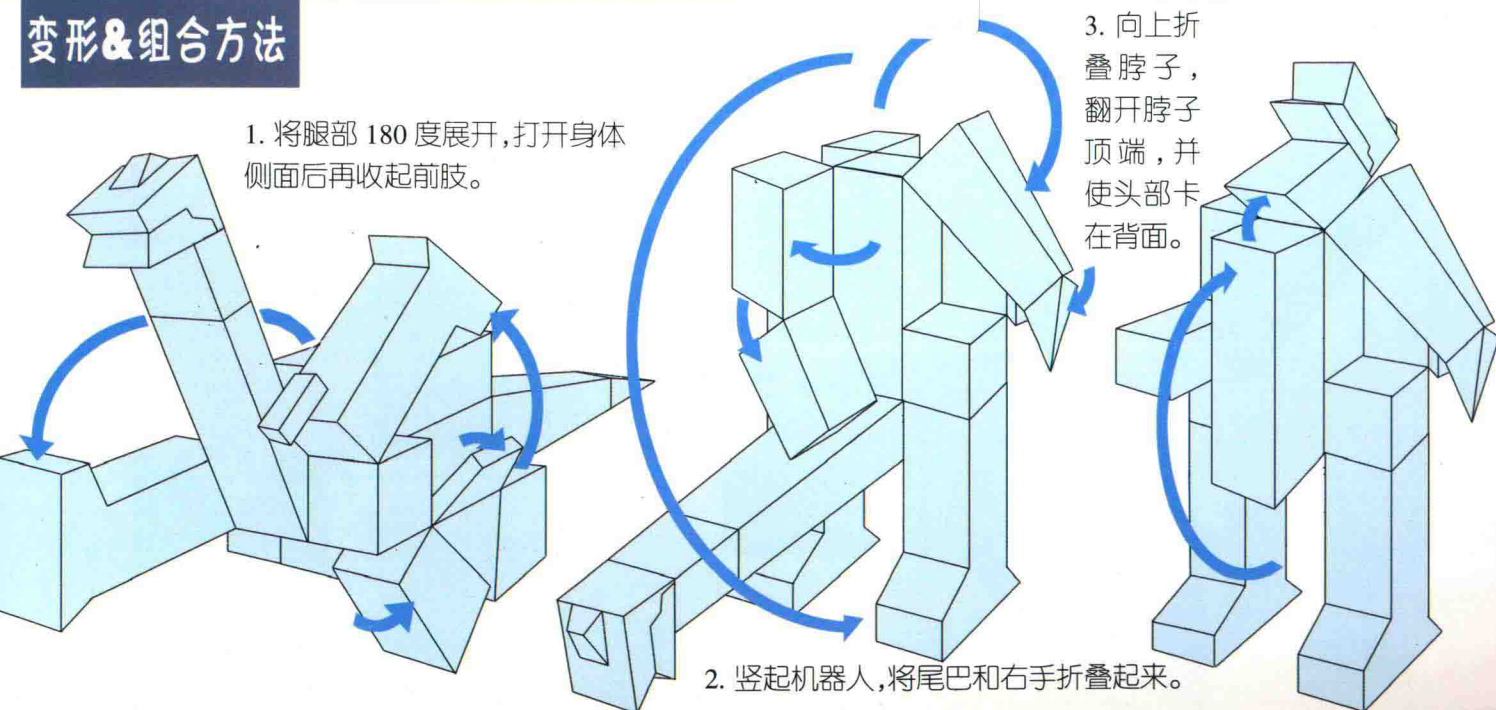
正义梁龙

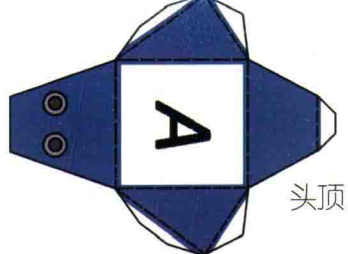
制作难度：★★★★★



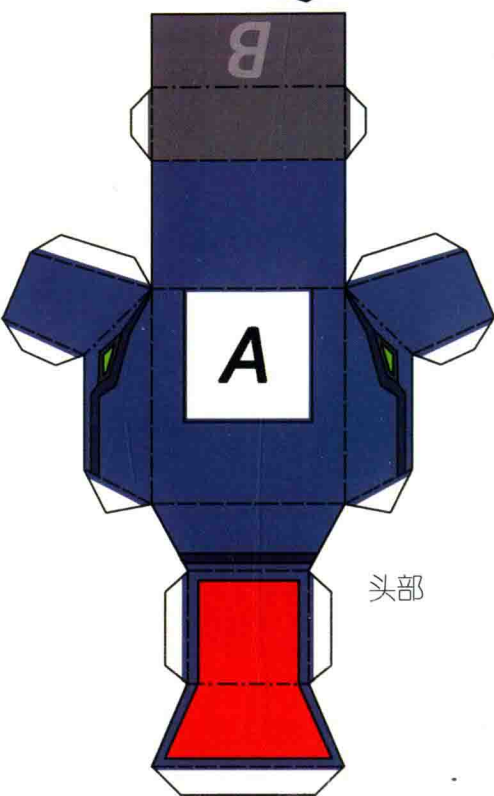
先组合身体,以身体为核心来组合其他部位。粘贴时注意活动关节的方向。

变形&组合方法

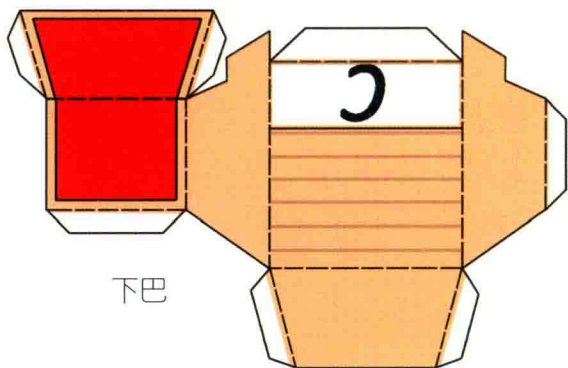




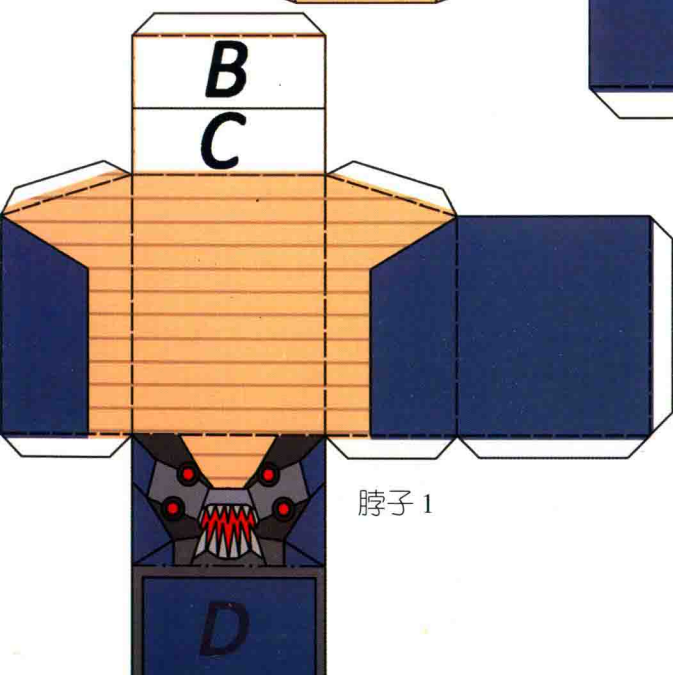
头顶



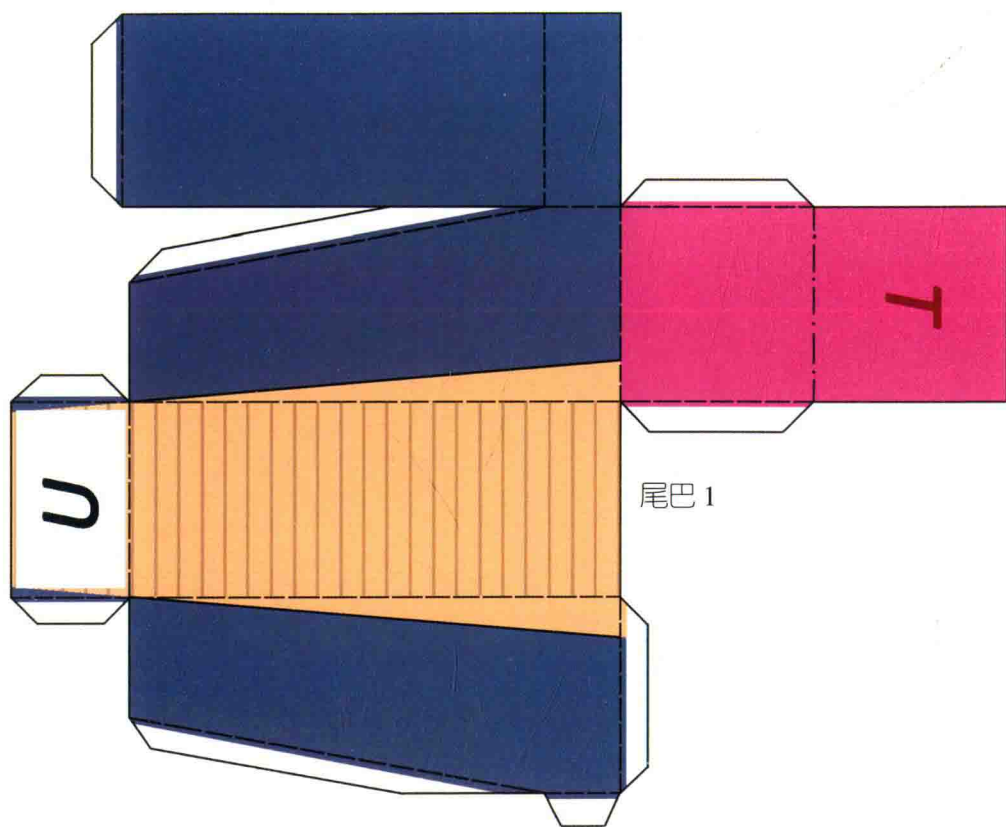
头部



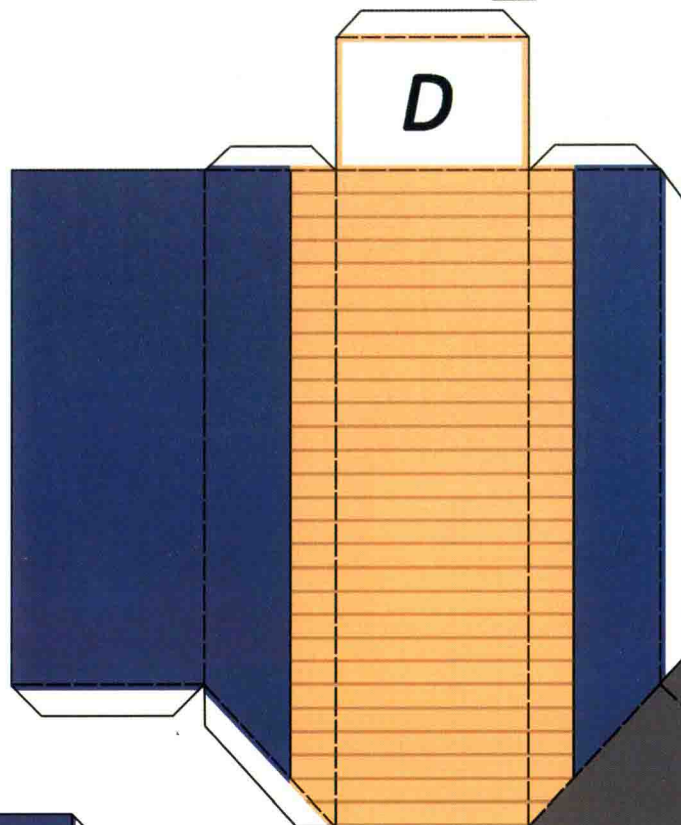
下巴



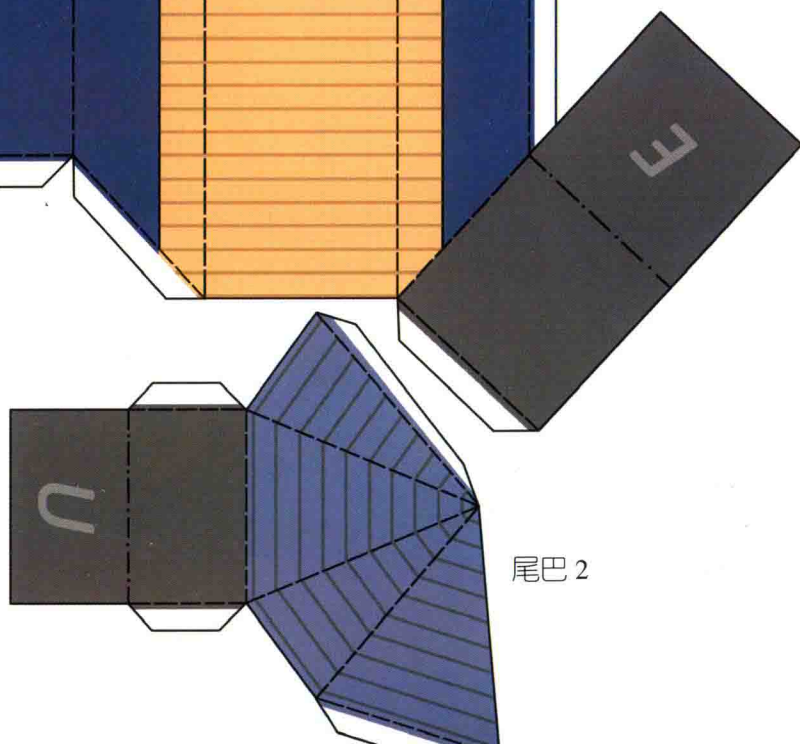
脖子1



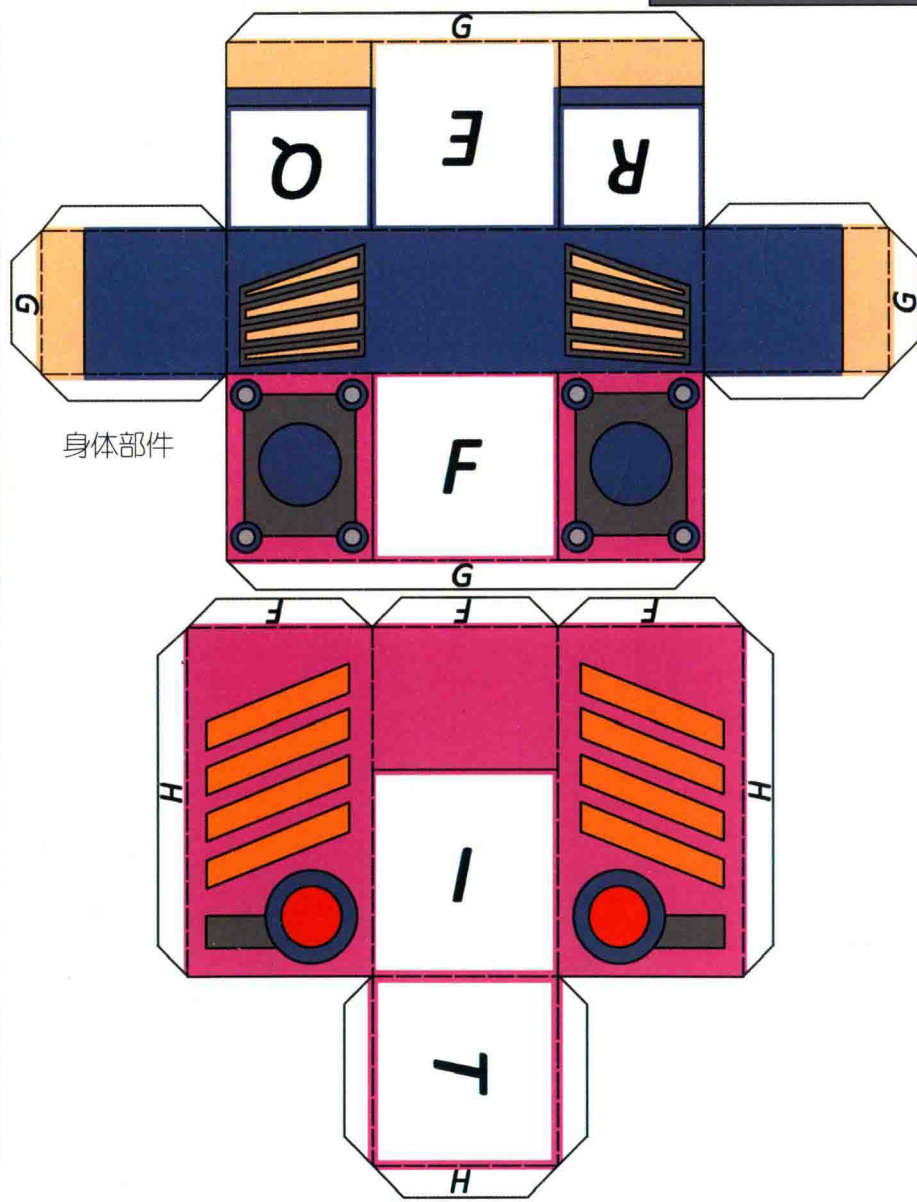
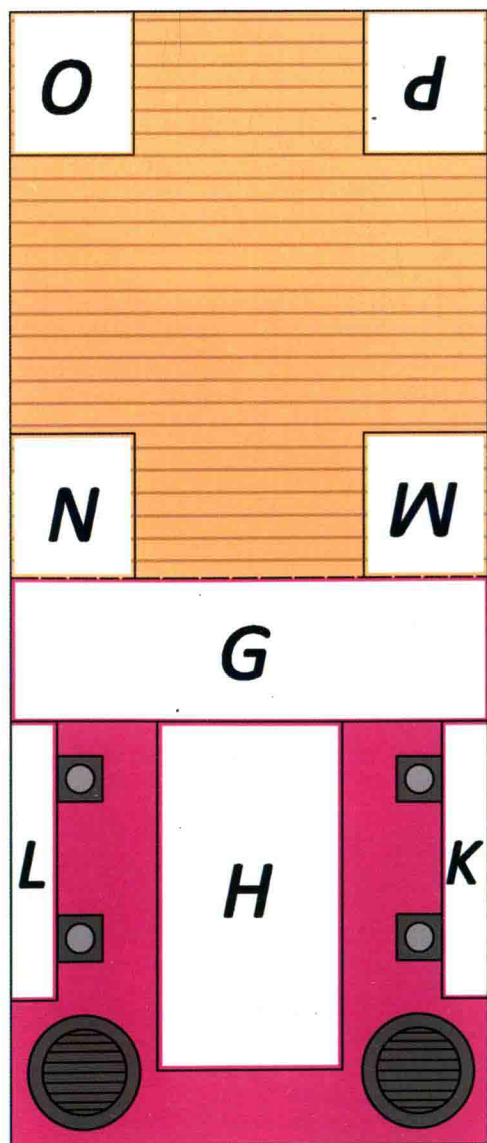
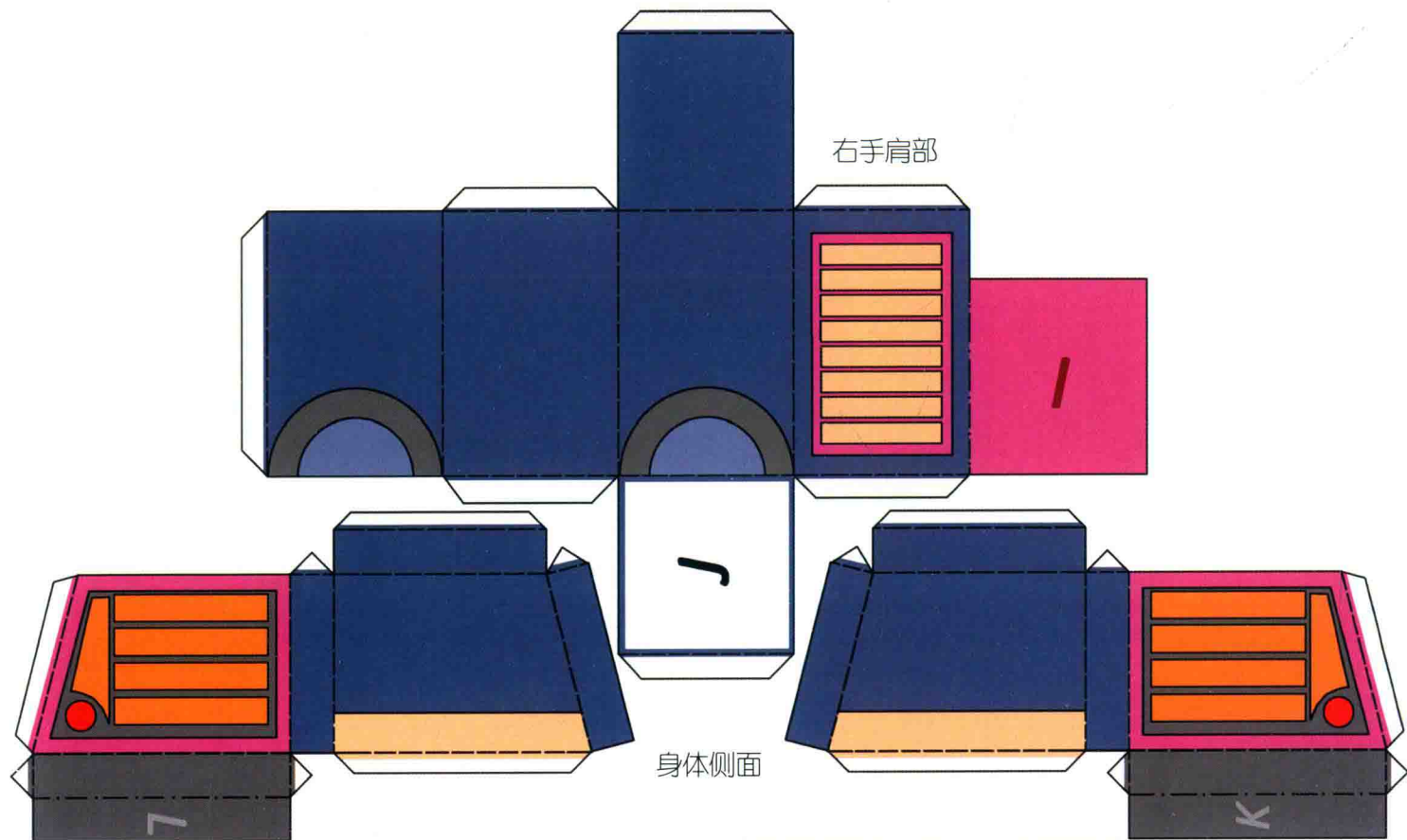
尾巴1



脖子2

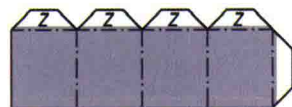


尾巴2



右手
(注意挖孔处)

J



O

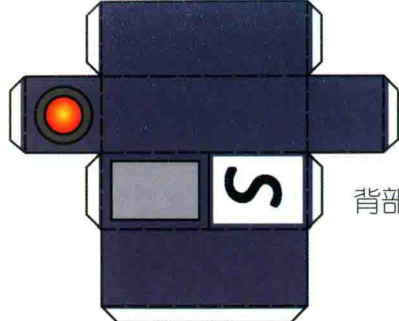
P

后腿

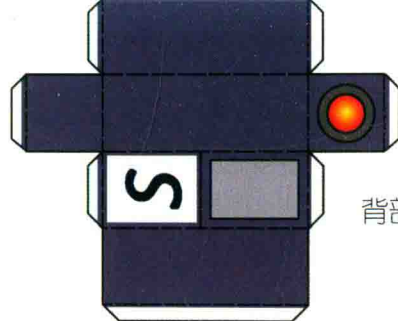
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M

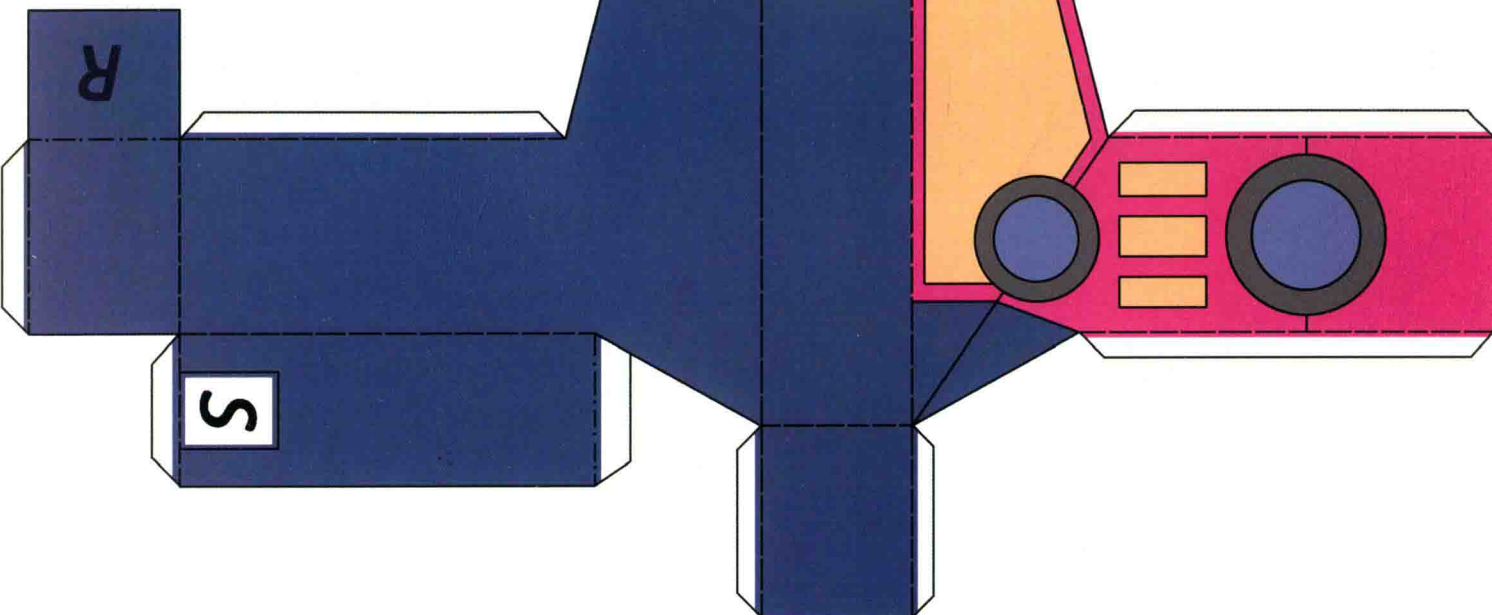
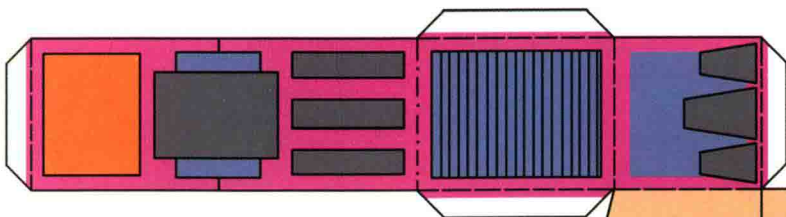
前腿



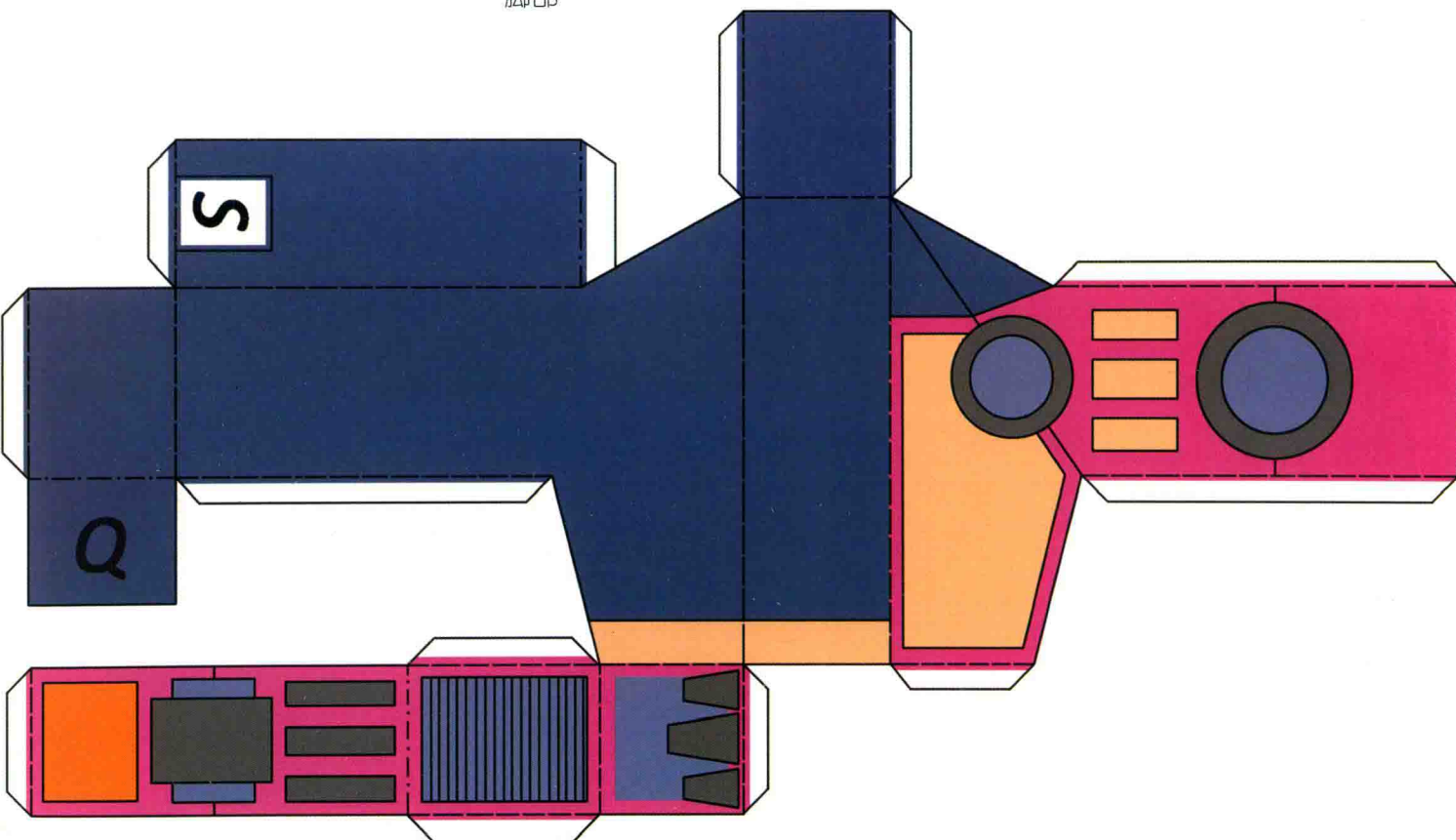
背部炮



背部炮

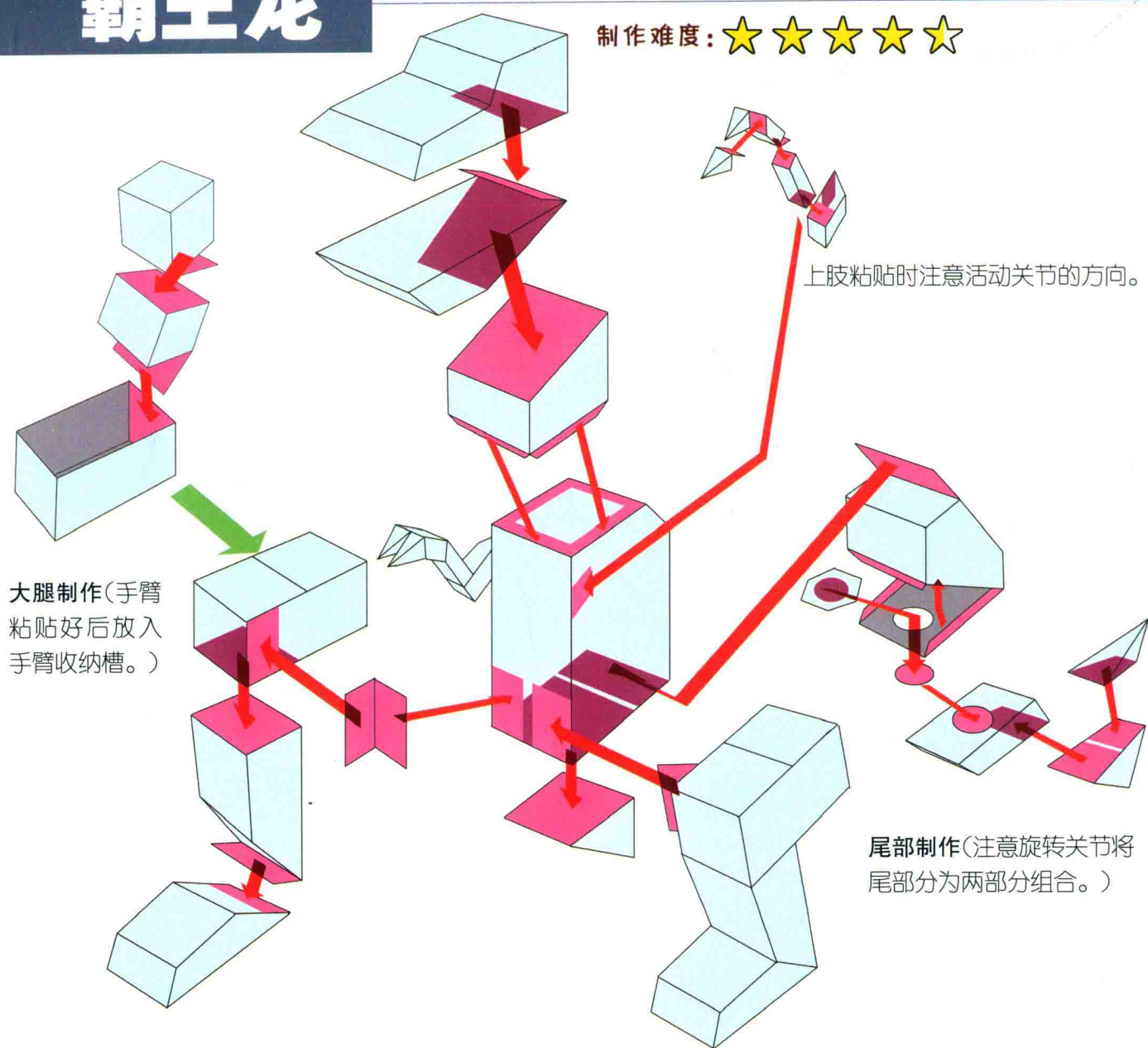


脚部



霸王龙

制作难度：★★★★★

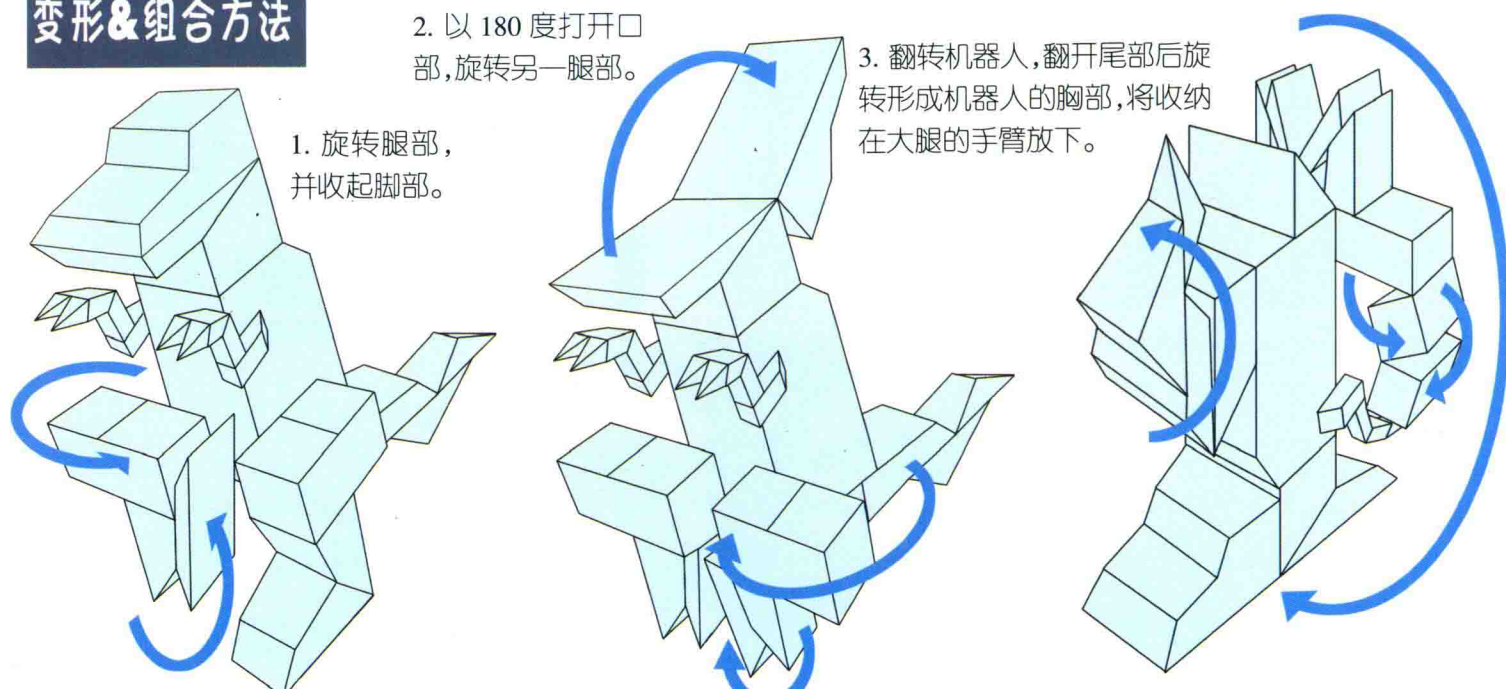


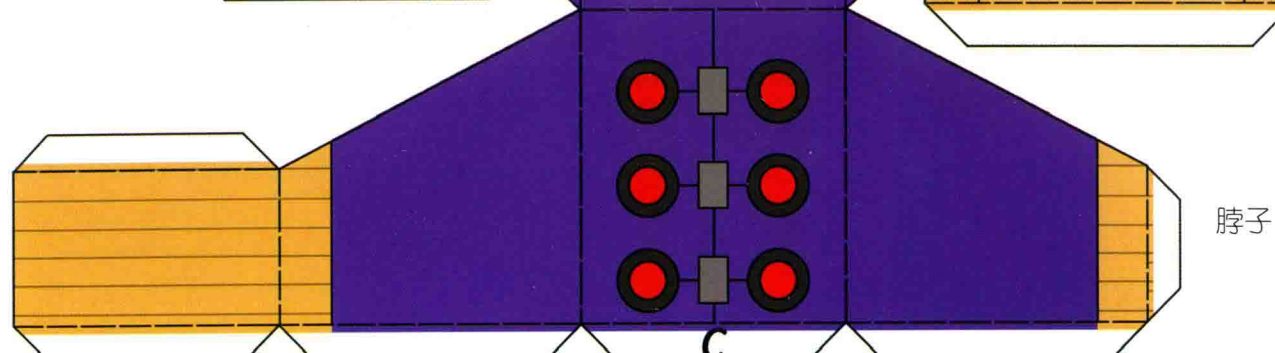
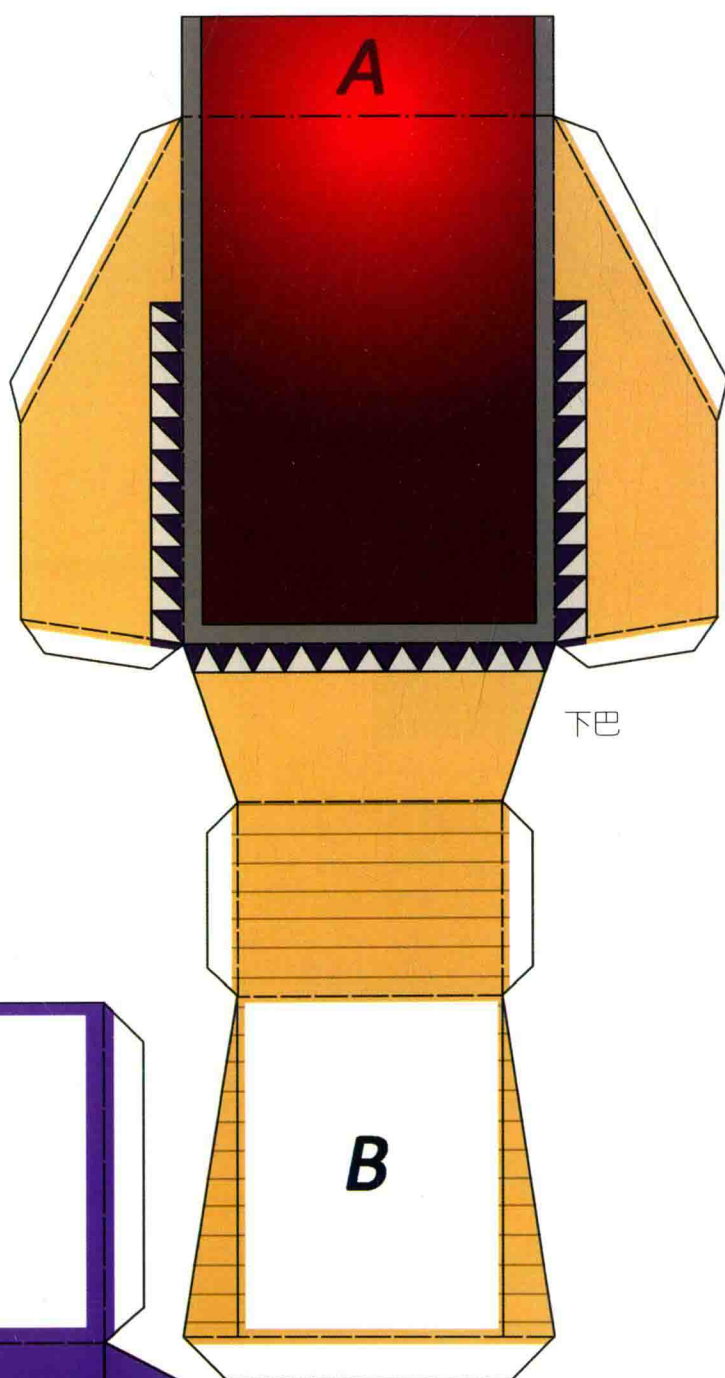
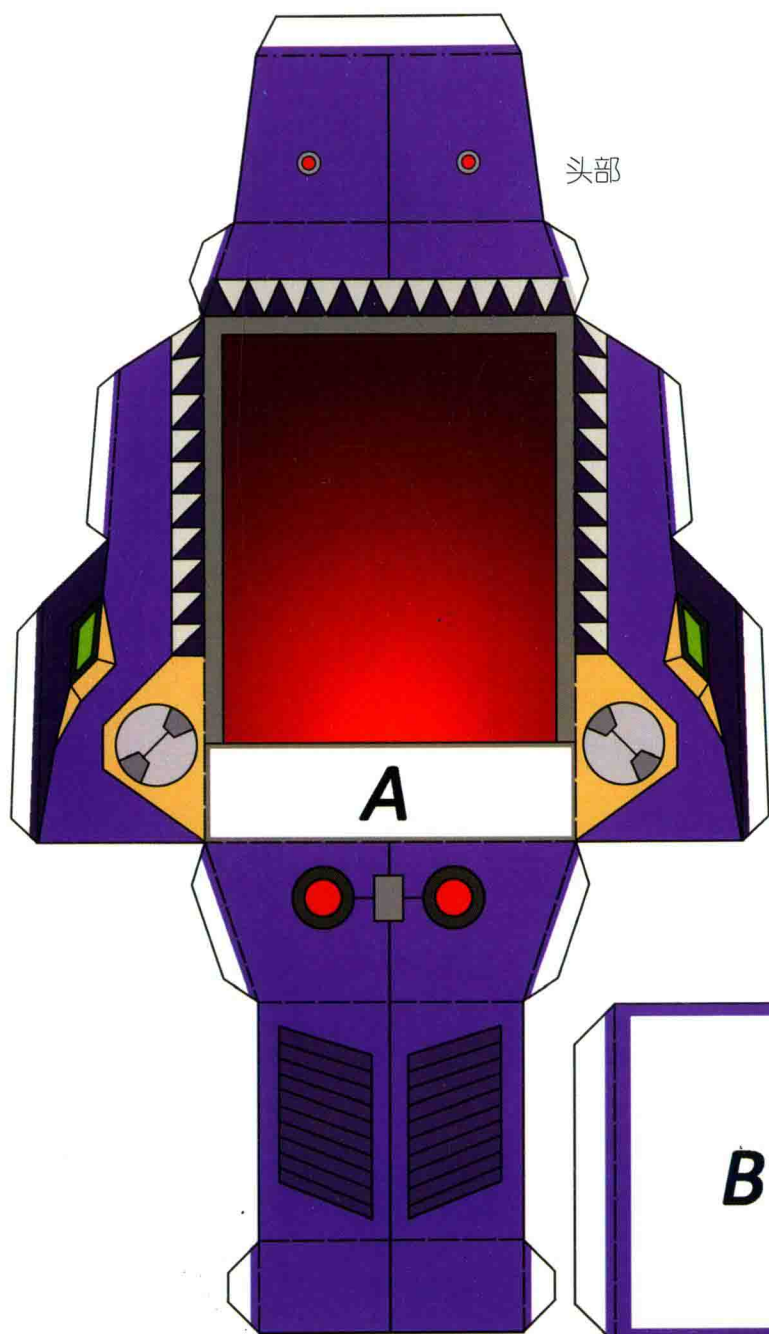
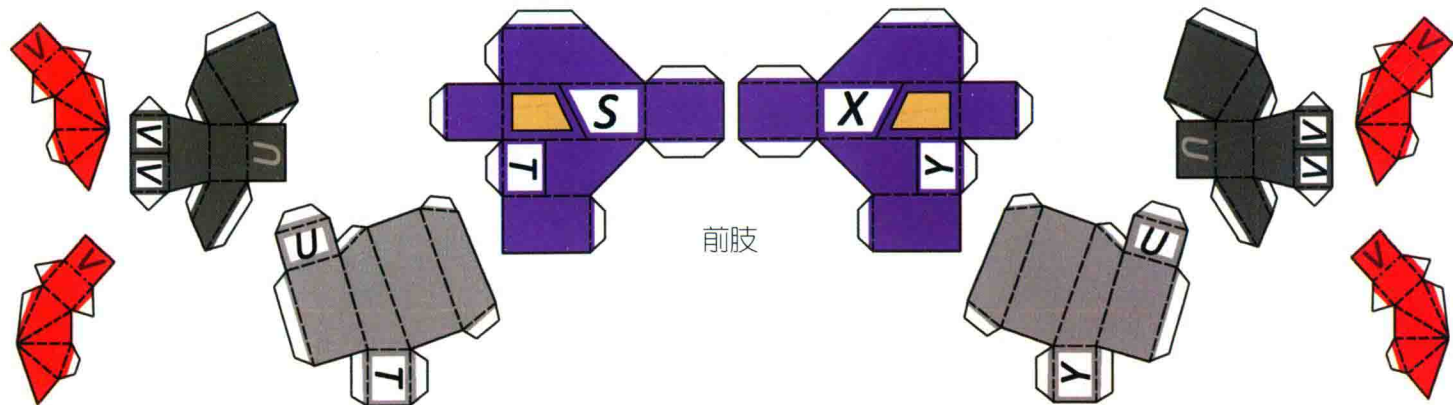
变形&组合方法

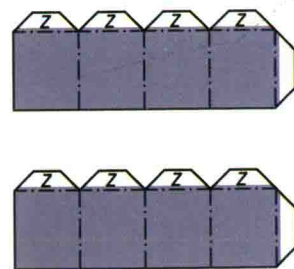
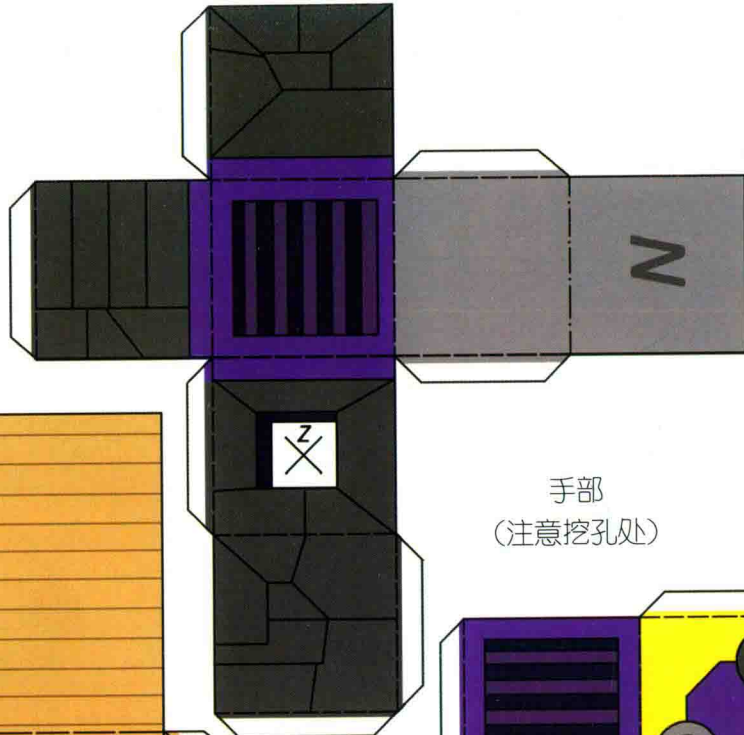
1. 旋转腿部，并收起脚部。

2. 以 180 度打开口部，旋转另一腿部。

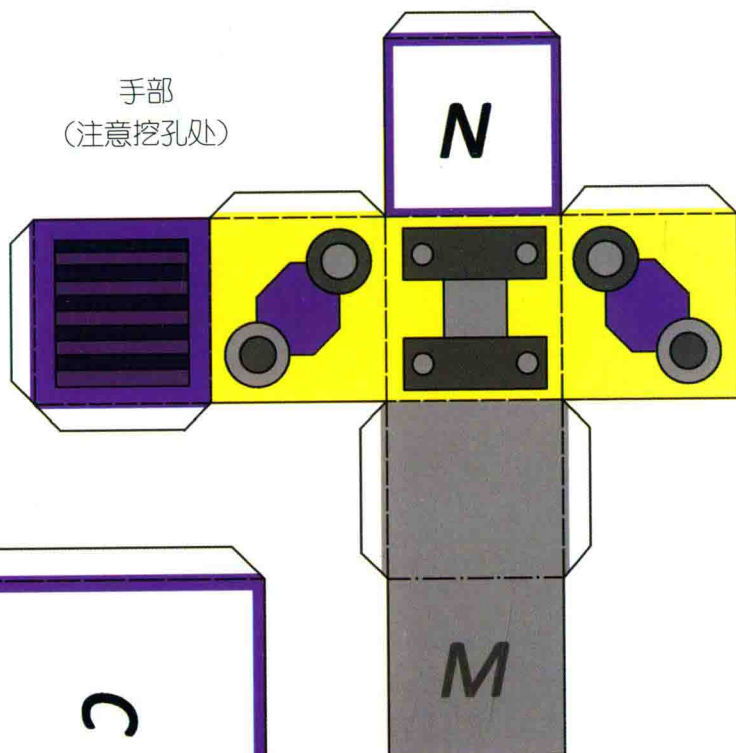
3. 翻转机器人，翻开尾部后旋转形成机器人的胸部，将收纳在大腿的手臂放下。



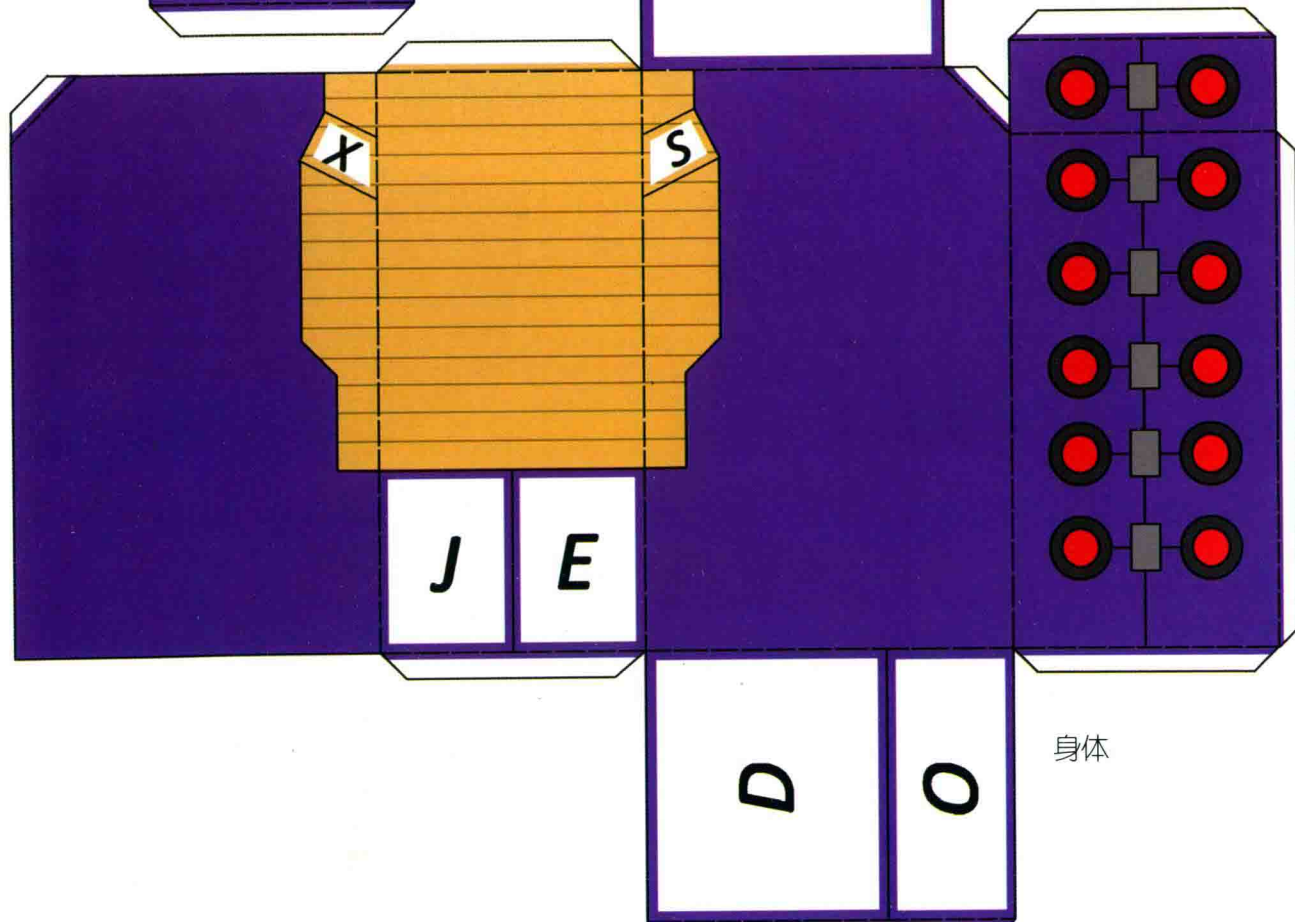
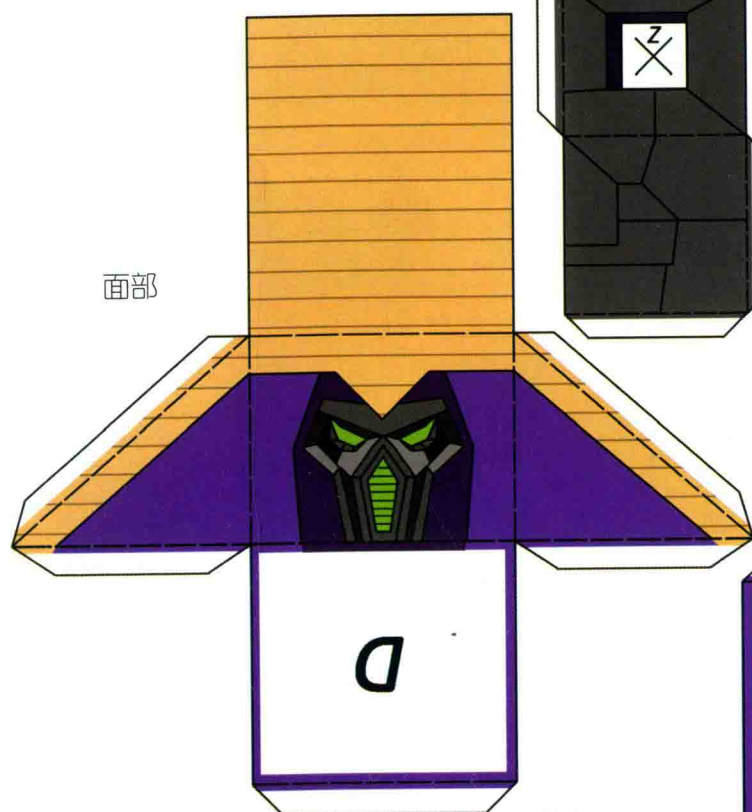




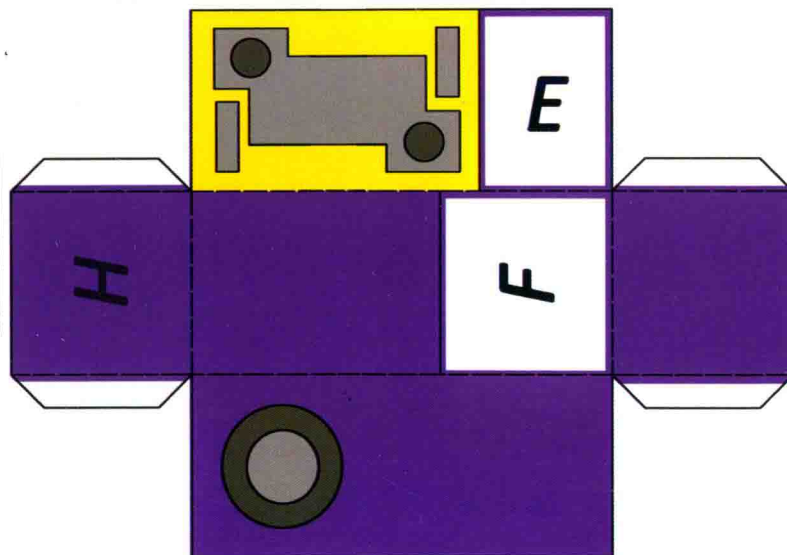
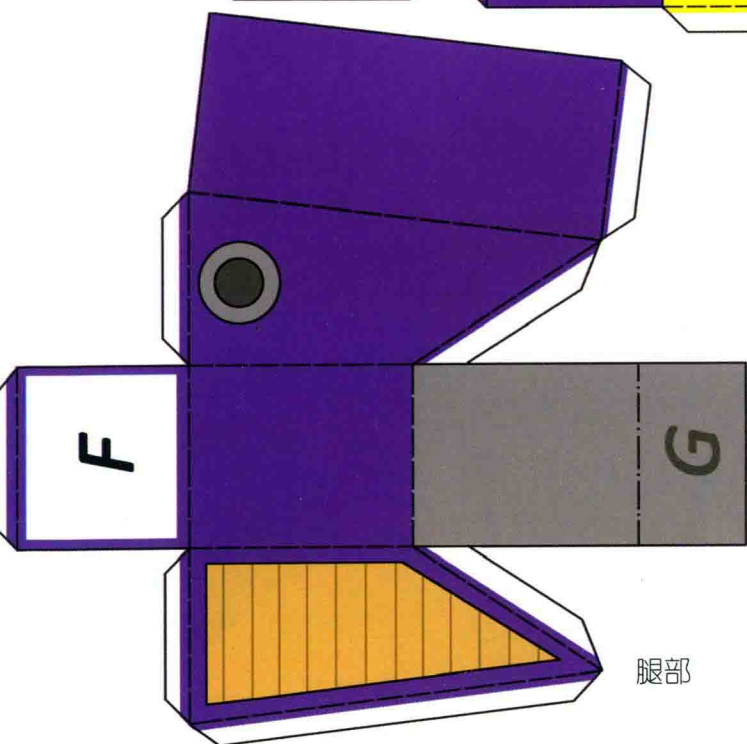
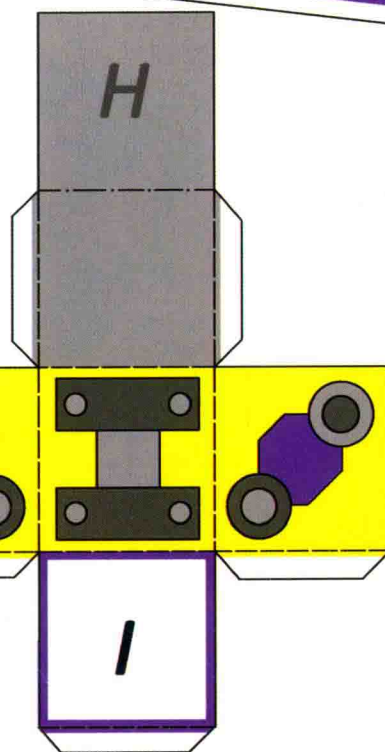
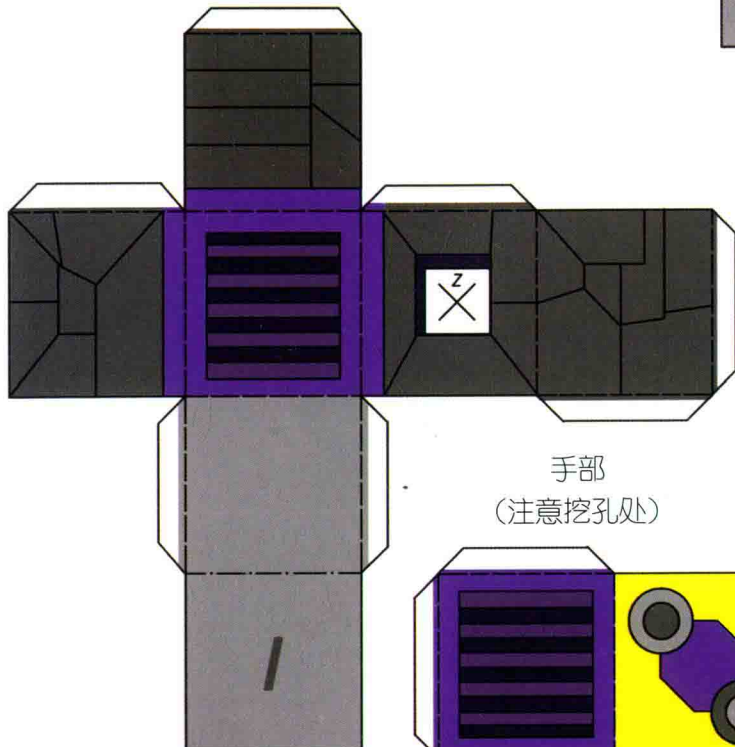
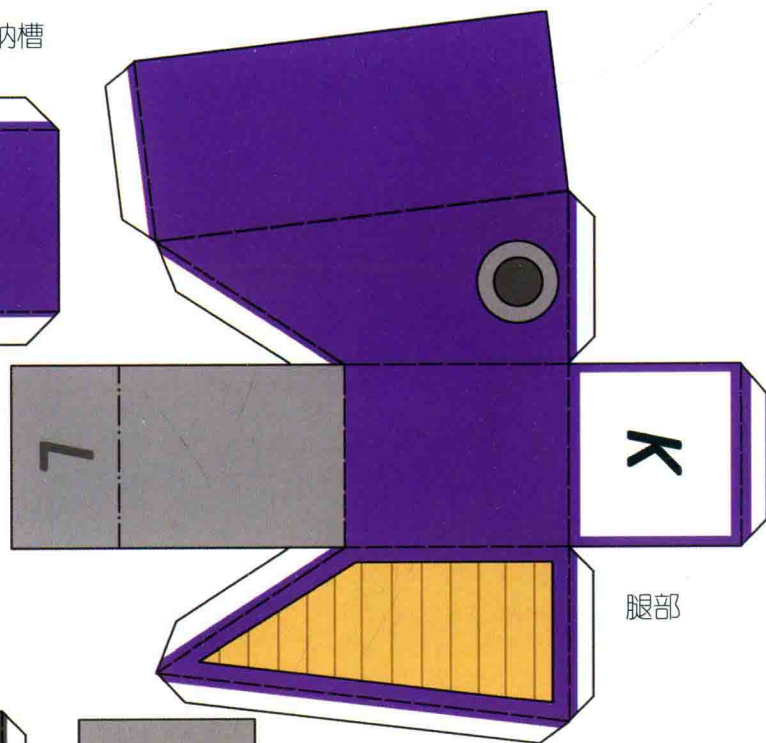
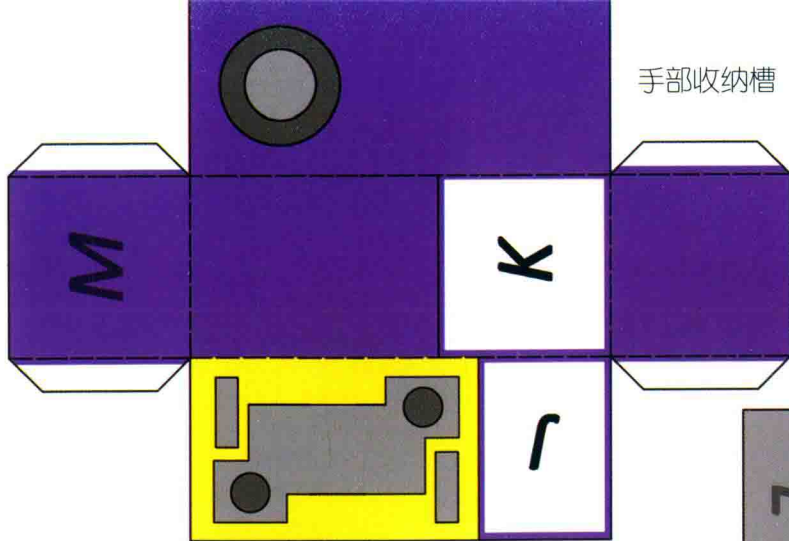
手部
(注意挖孔处)

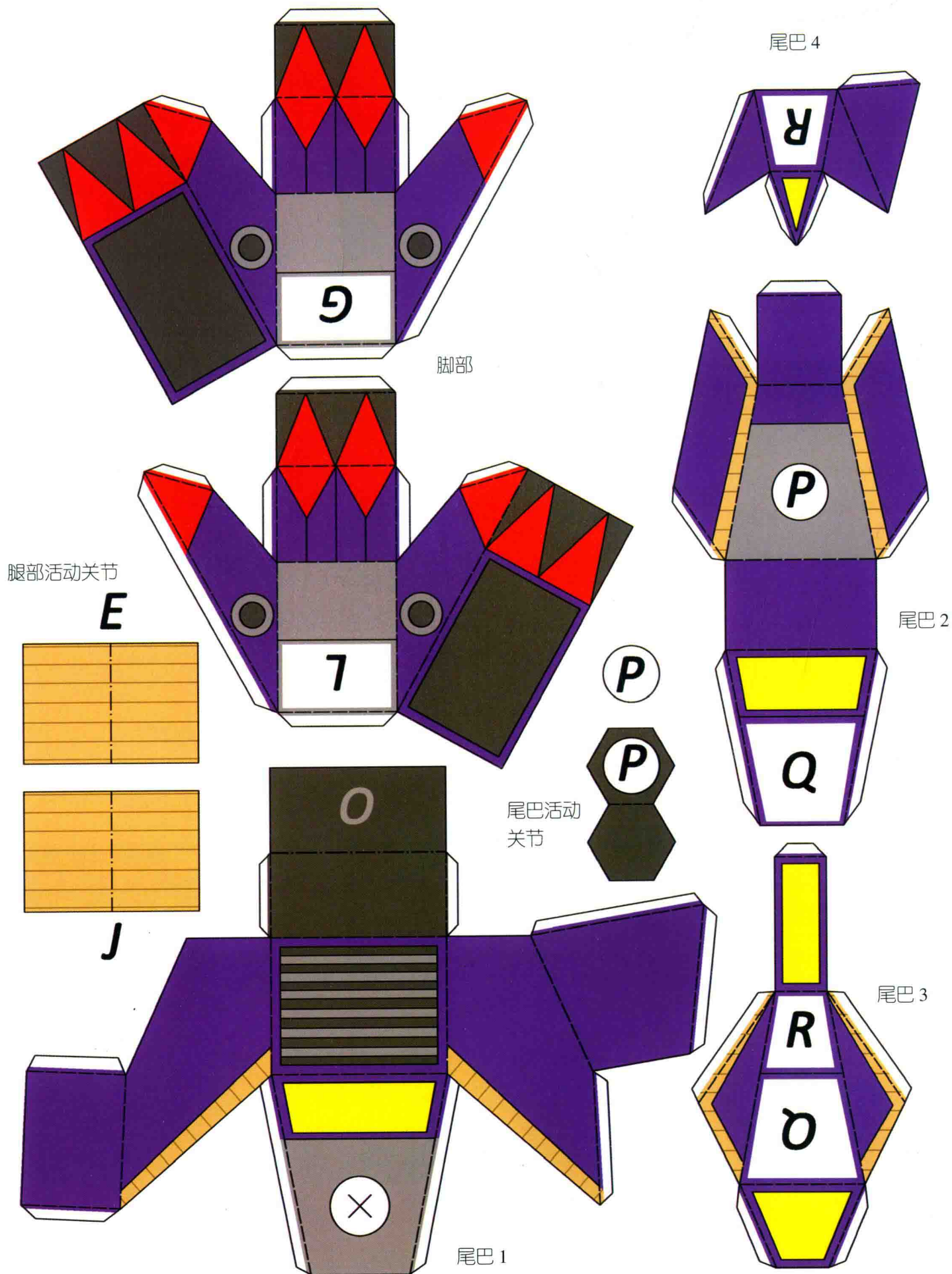


面部



身体





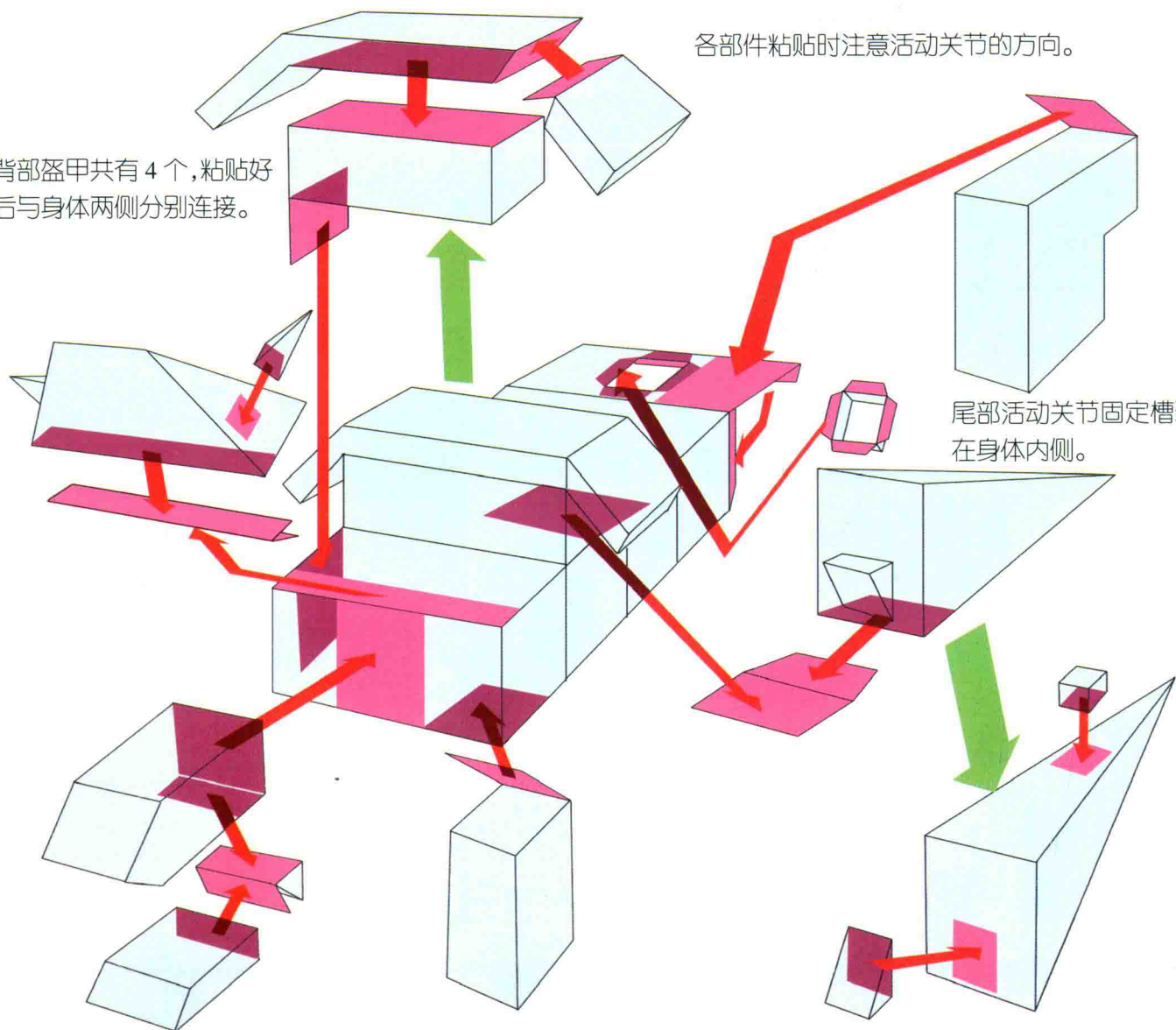
盔甲龙

制作难度：★★★★★

背部盔甲共有 4 个，粘贴好后与身体两侧分别连接。

各部件粘贴时注意活动关节的方向。

尾部活动关节固定槽装在身体内侧。

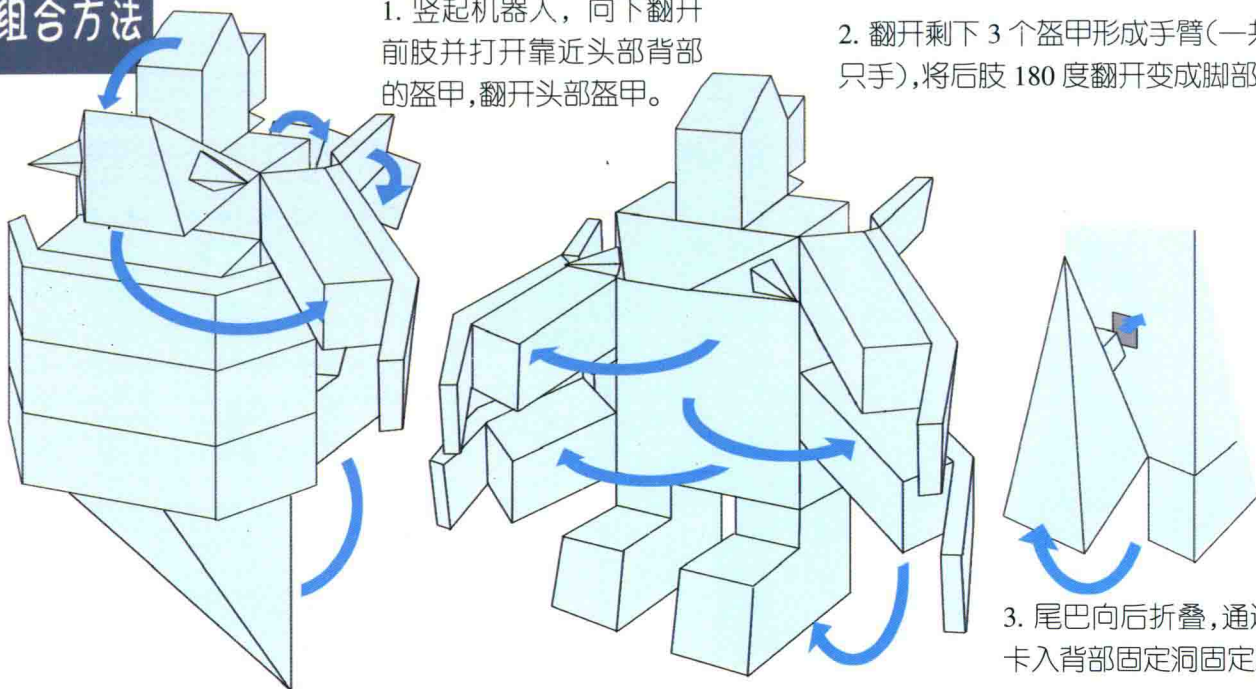


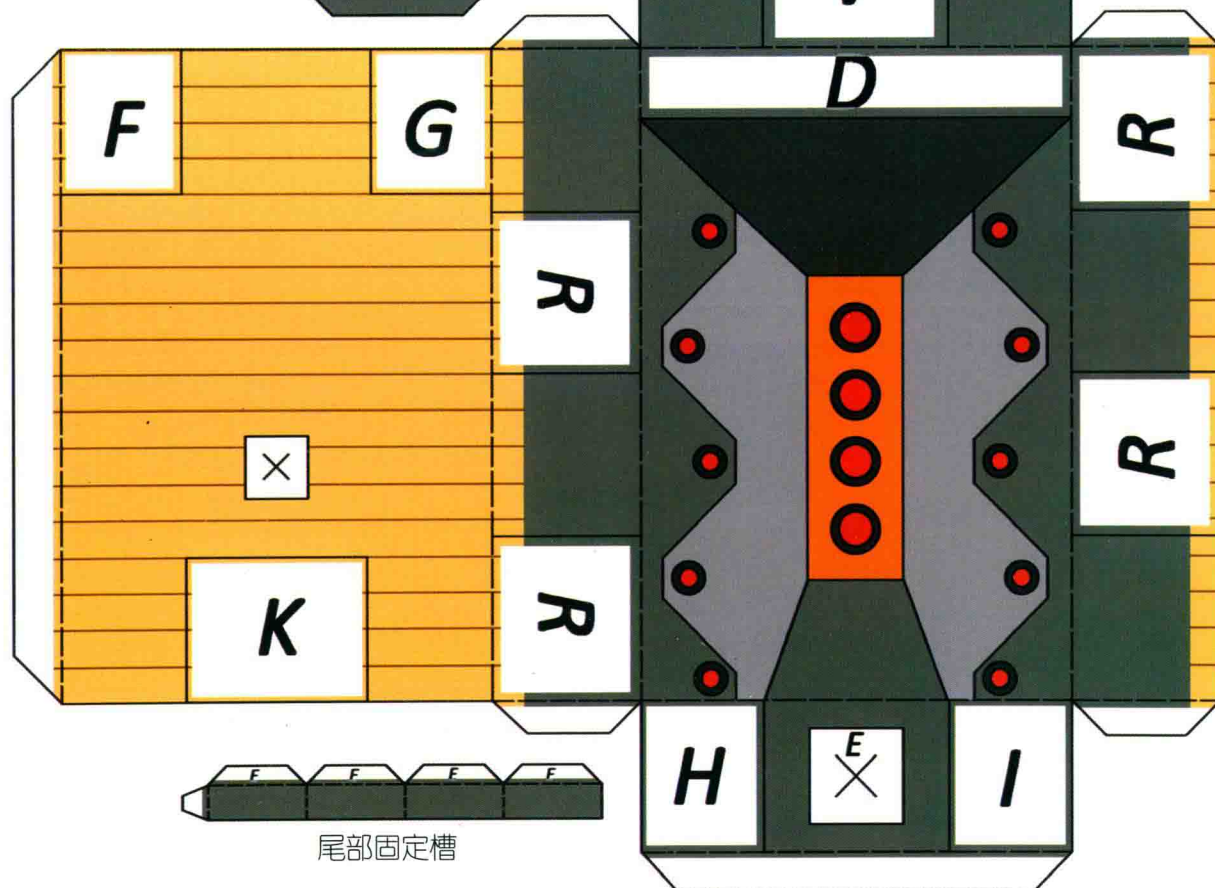
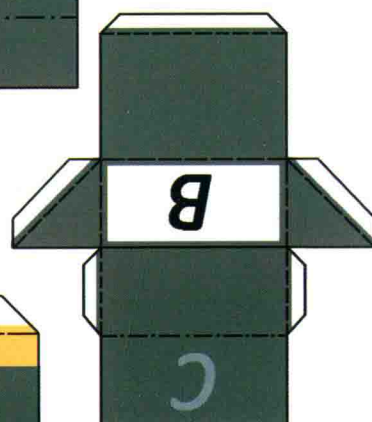
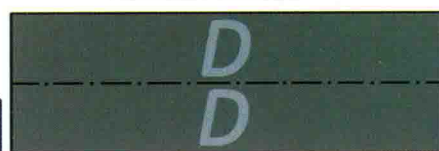
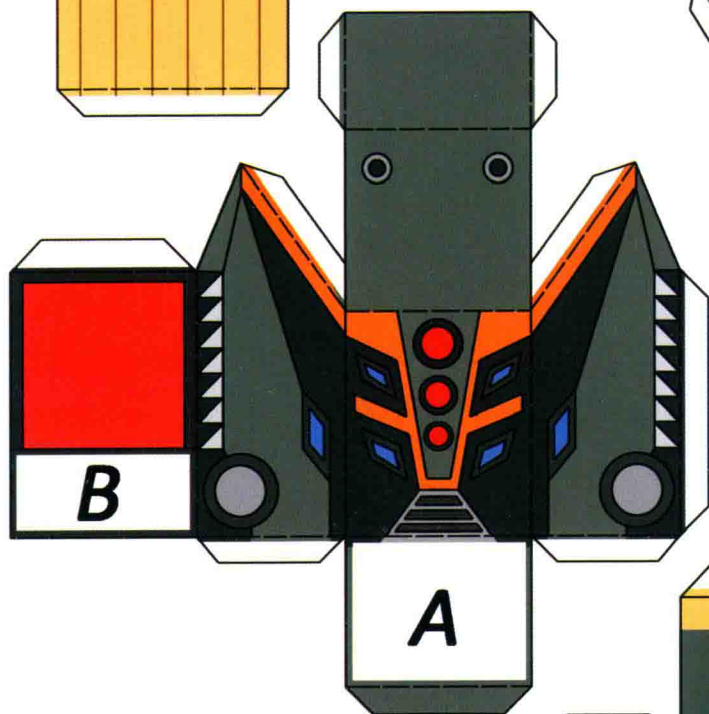
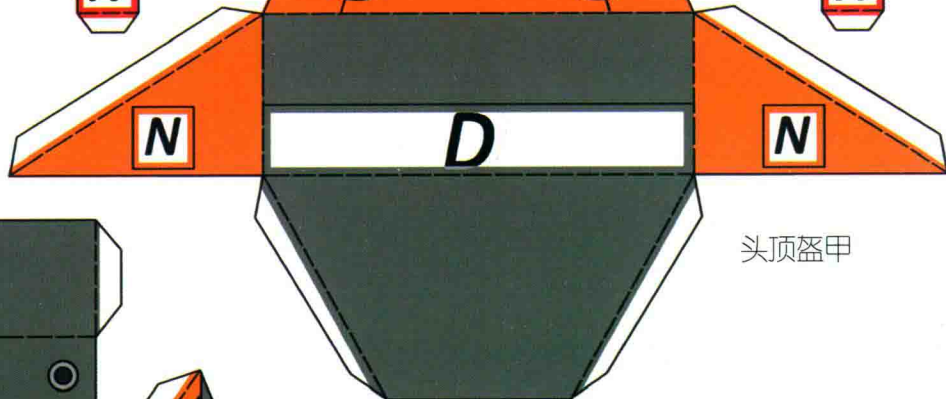
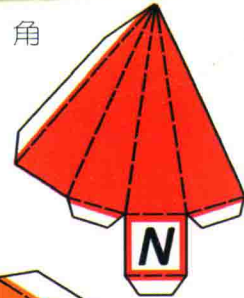
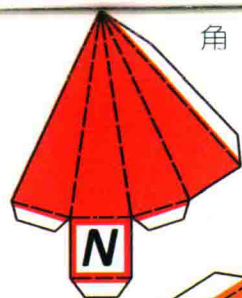
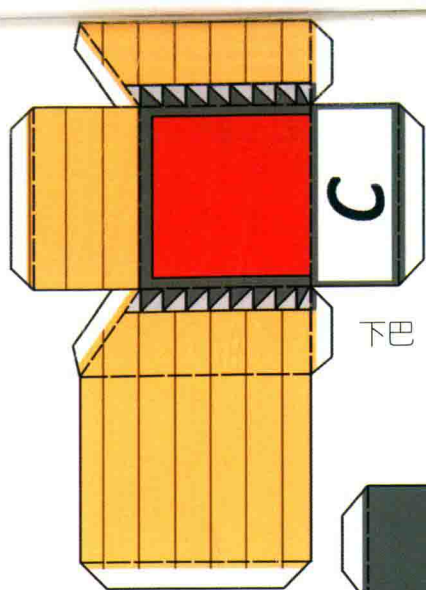
变形&组合方法

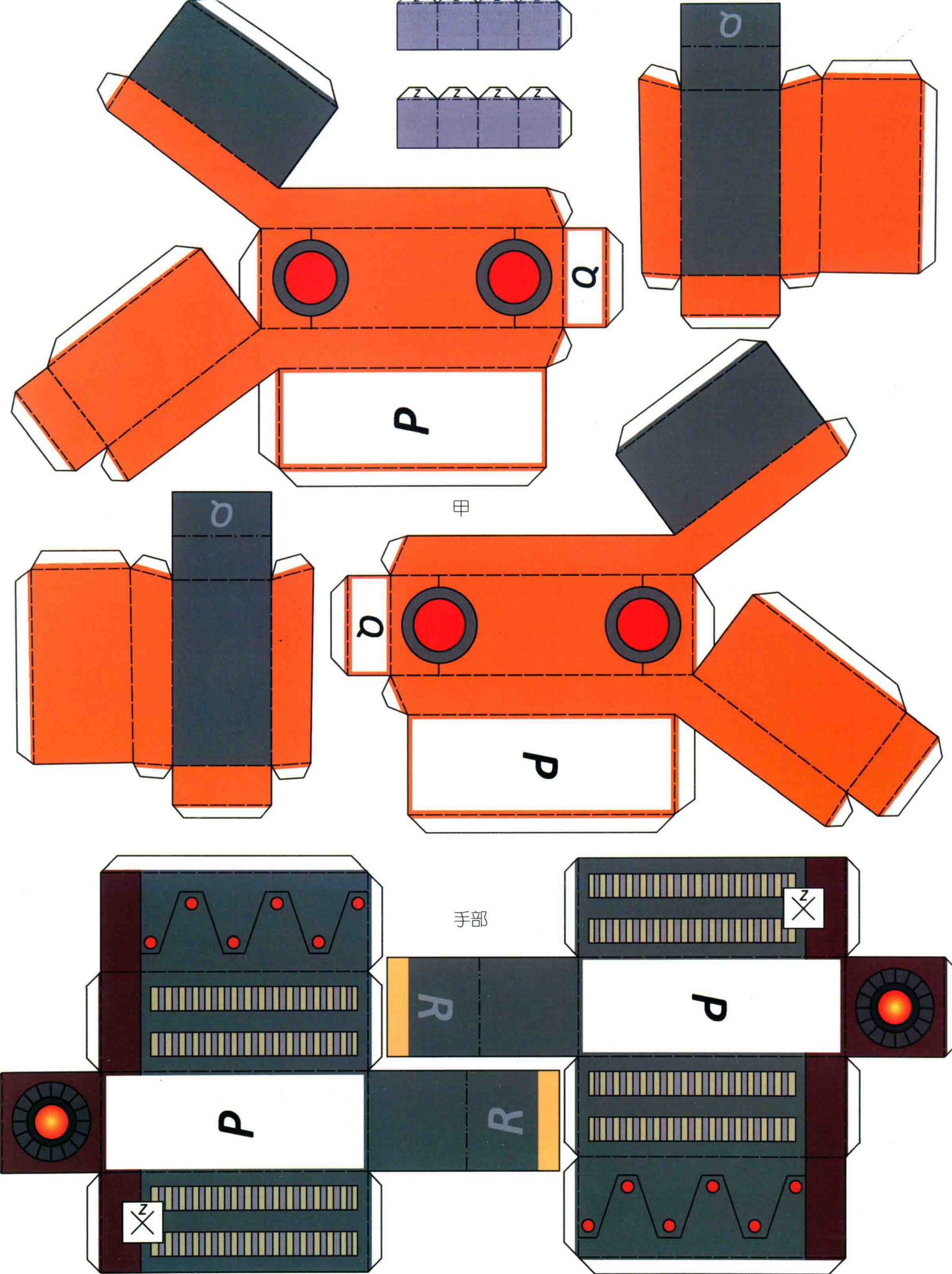
1. 竖起机器人，向下翻开前肢并打开靠近头部背部的盔甲，翻开头部盔甲。

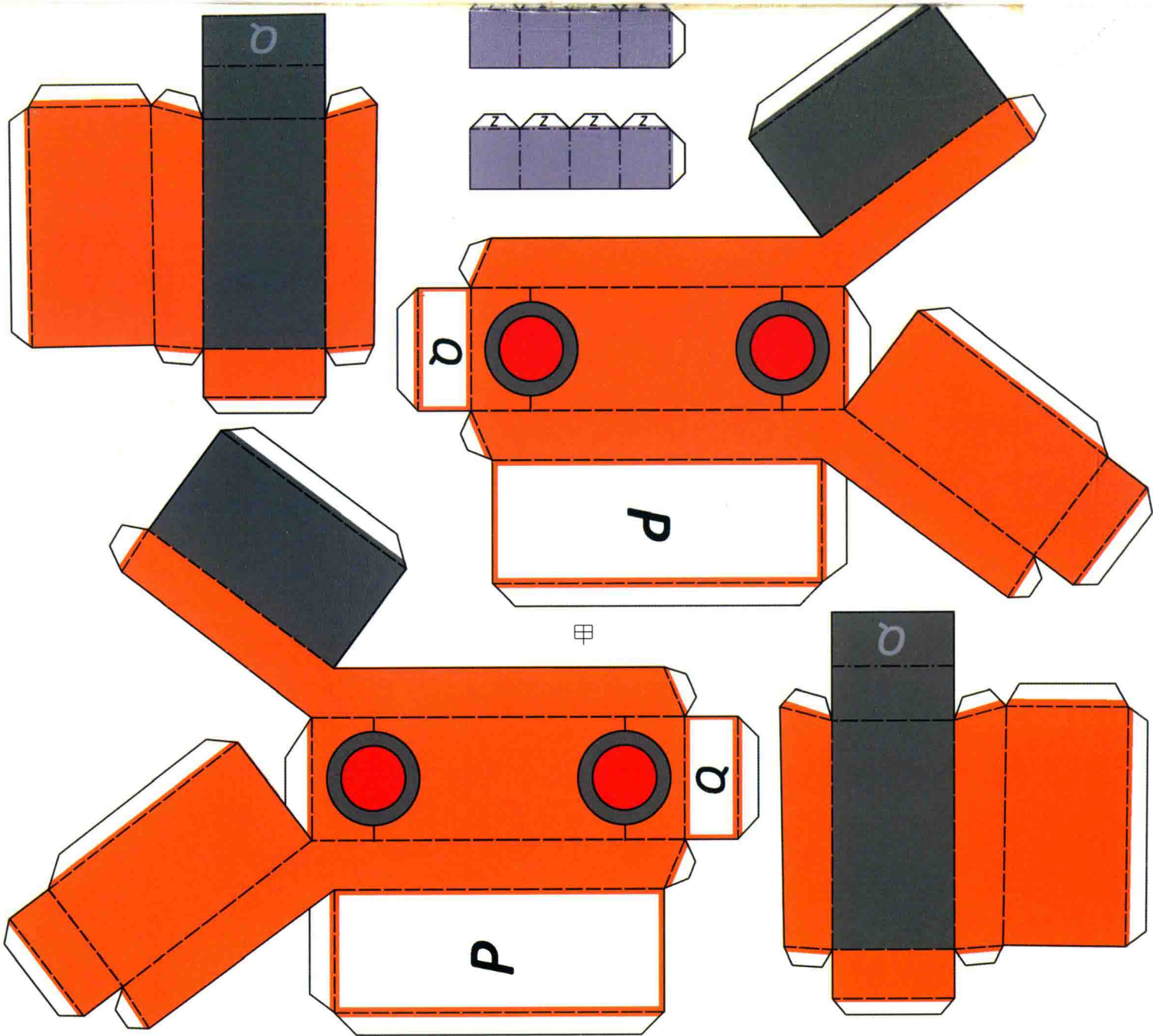
2. 翻开剩下 3 个盔甲形成手臂（一共 4 只手），将后肢 180 度翻开变成脚部。

3. 尾巴向后折叠，通过固定处卡入背部固定洞固定尾巴。

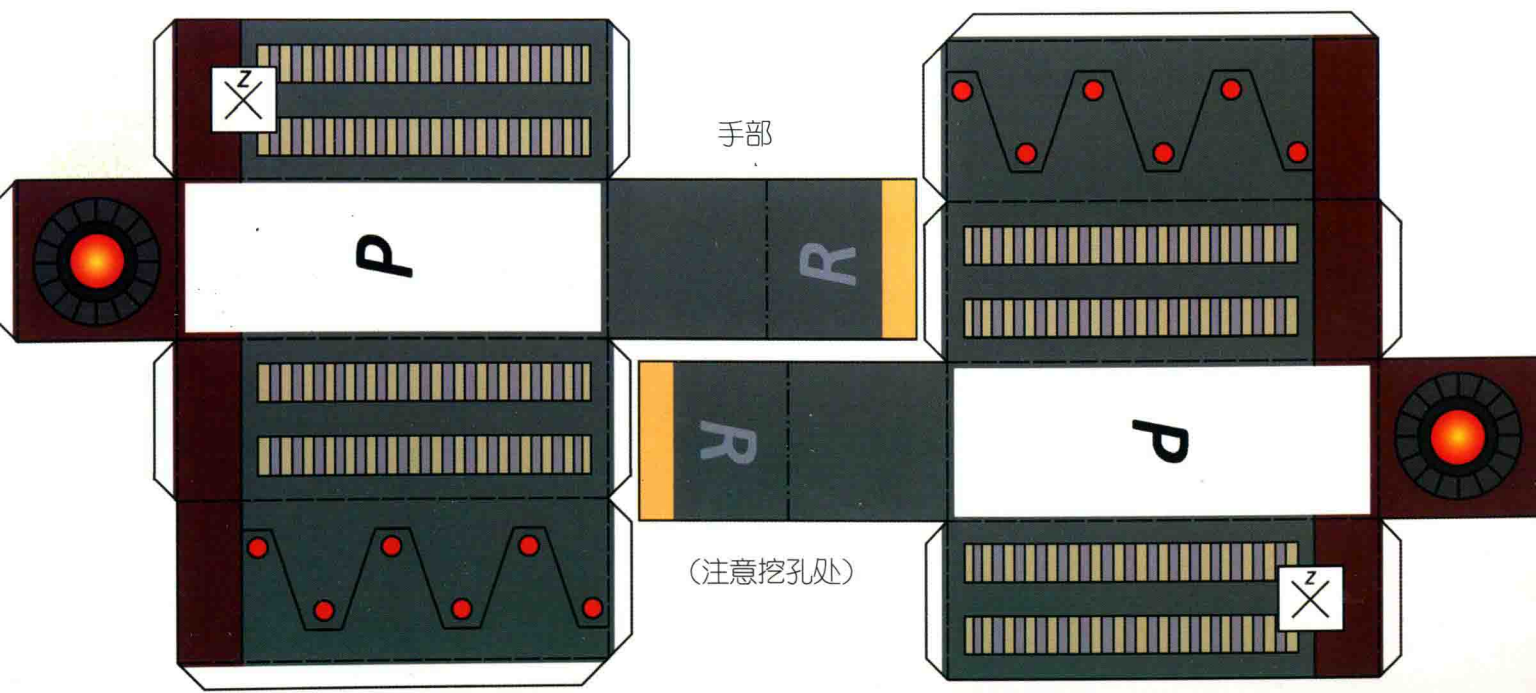






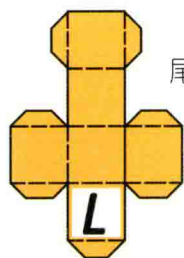
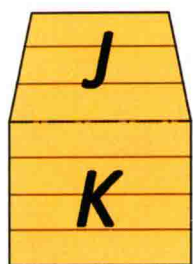
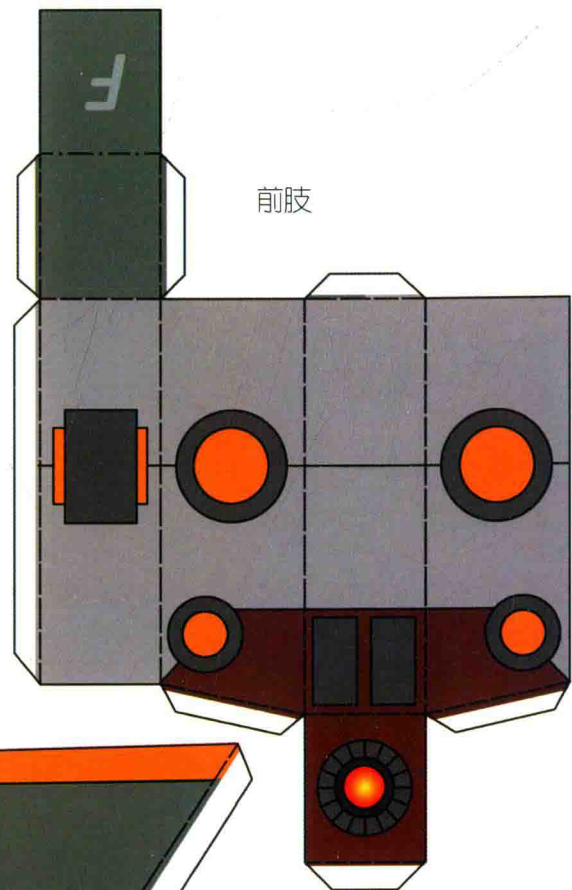
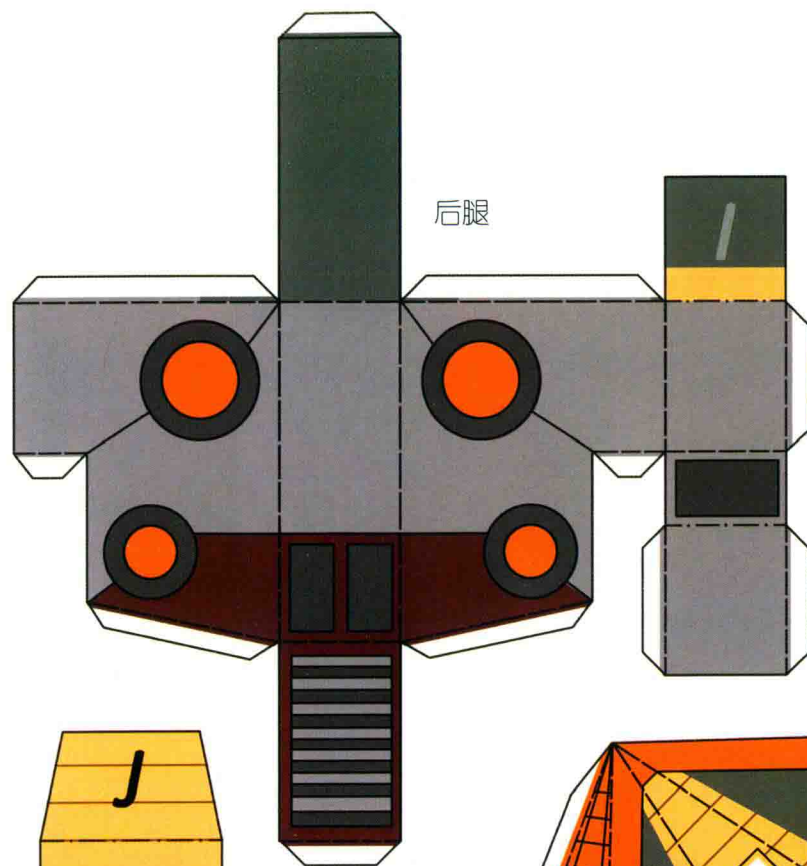


甲

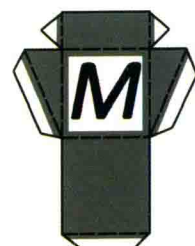
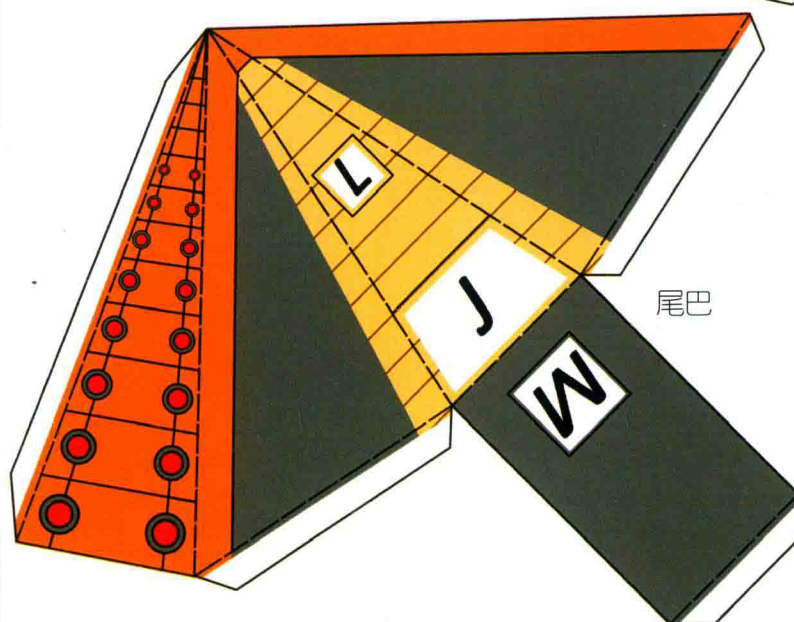


手部

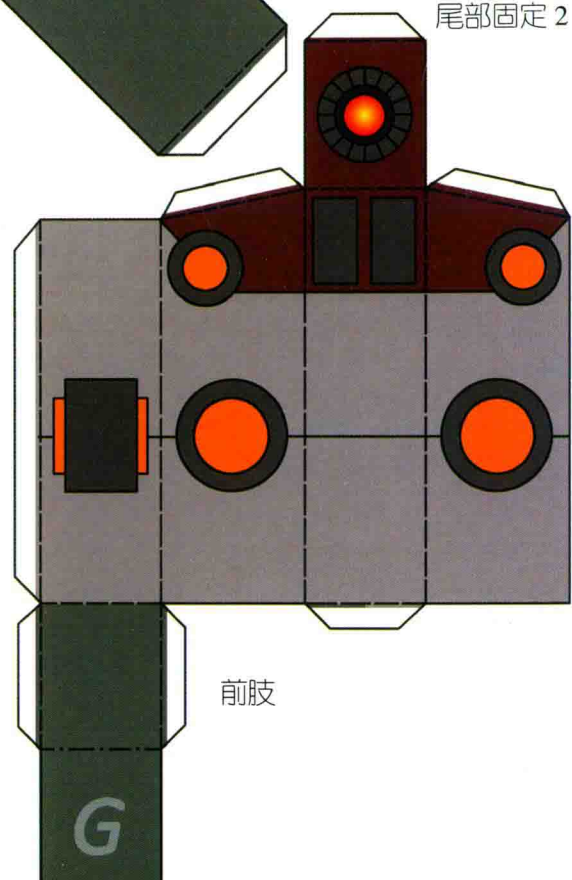
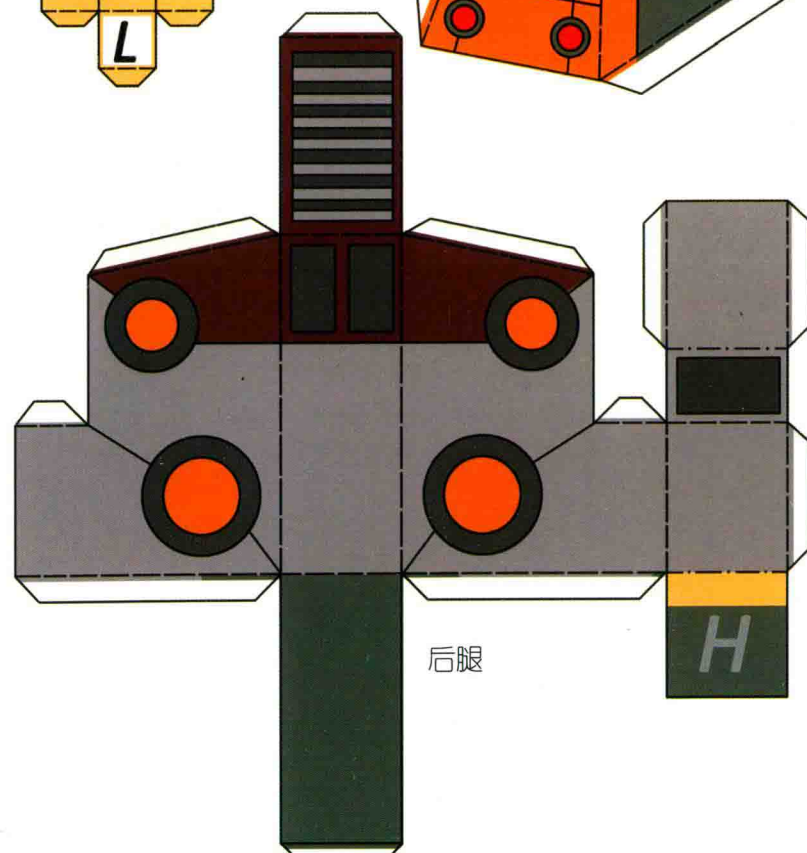
(注意挖孔处)



尾部固定 1



尾部固定 2

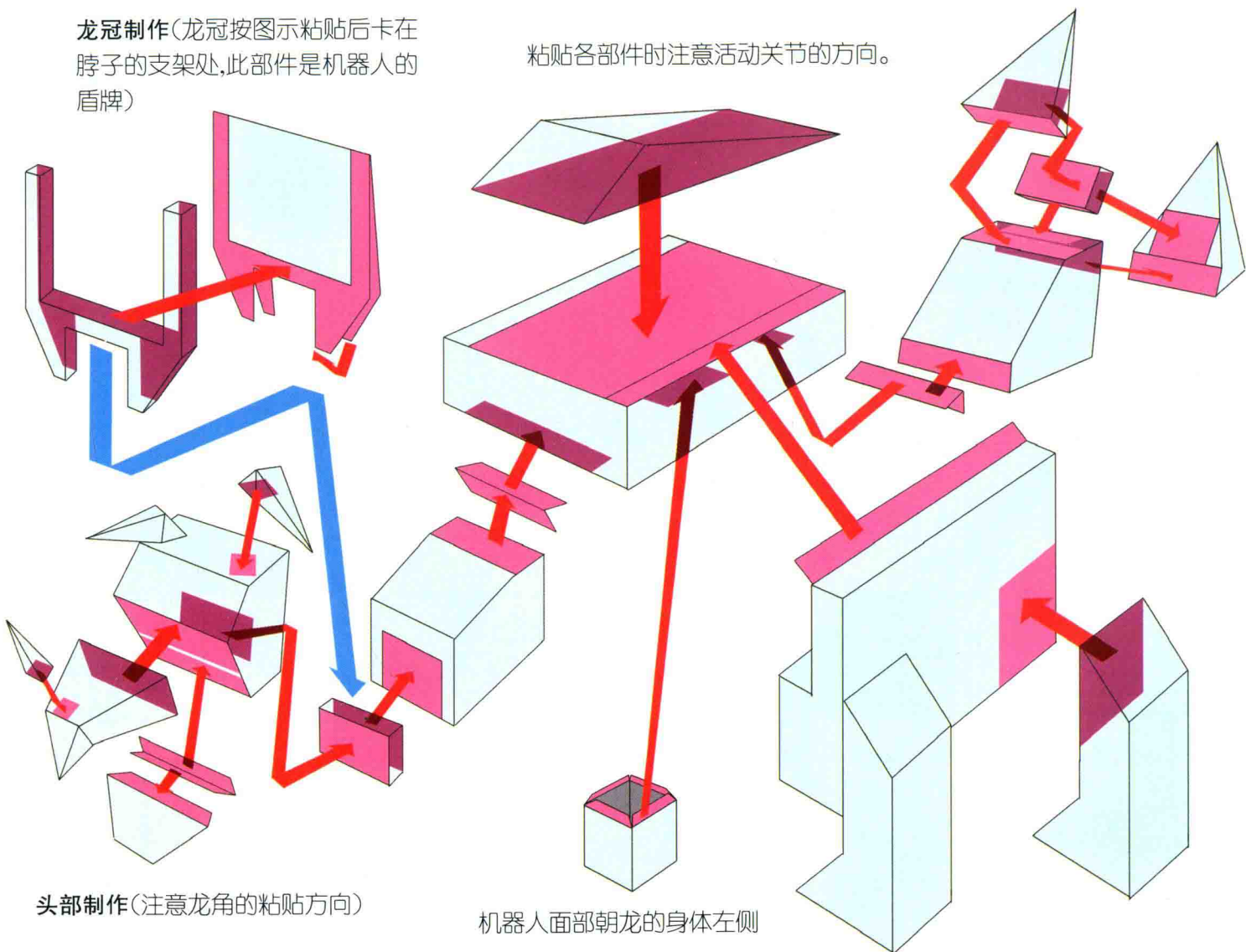


三角龙

制作难度：★★★★★

龙冠制作(龙冠按图示粘贴后卡在
脖子的支架处,此部件是机器人的
盾牌)

粘贴各部件时注意活动关节的方向。

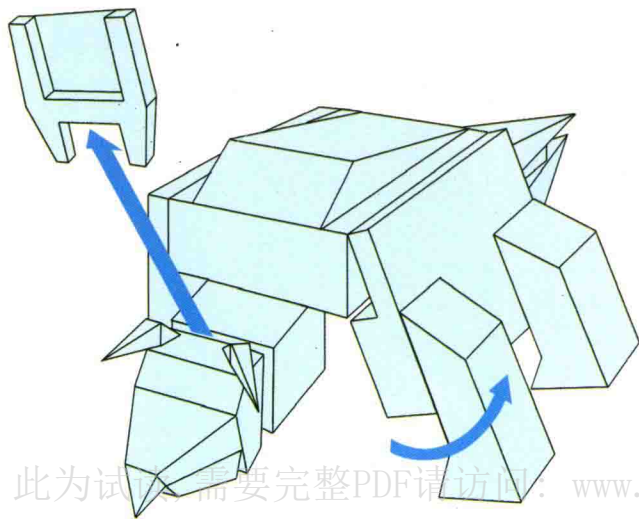


头部制作(注意龙角的粘贴方向)

机器人面部朝龙的身体左侧

变形&组合方法

1. 拔出龙冠,将龙的身体 180 度向上两侧翻开。



2. 竖起机器人,将脖子和尾巴
放下变成手部,龙冠作为盾牌
插入尾部支架。

