

折纸分享NO.27胜田恭平的羚羊

原创 折纸的小叶 川渝折纸 2019-11-16

收录于话题

#哺乳动物 14 #折纸 39

前段时间胜田难得发出了一个新的CP,眼馋胜田作品好久了,也不知道胜田的作品集什么时候会出,只能折折仅cp解解馋了。

在对着一张暗cp艰难的终于弄清楚了这个作品,并重绘了下cp,重绘的cp可能有点小问题,主要是一些纸层的分布有着多种情况,但对于成品来说影响不大。

昨天和秋风讨论了一下关于这个羚羊的种类问题,首先由胸前长毛一般为大型羚羊,但大型一般都是长尾且尾部下垂。

羚羊

羚羊是对一类偶蹄目牛科动物的统称,广义上包括了羚羊和小羚羊一类的动物(英文中称为“antelope”和“gazelle”)。许多被称为羚羊的动物与人们印象中的相去甚远,有专家指出,羚羊类的动物总共有86种,分属于11个族、32个属。对于分类学,羚羊并没有特定的专指哪个科或属。羚羊的特征是长有空心而结实的角,有区别于牛、羊这一类的反刍动物。人们把羚羊作为一个类群已达到共识,比如物种存活委员会建立的“羚羊专家组”,即是把这一类动物作为一个动物学研究和保护的单元。

界： 动物界 Animalia

门： 脊索动物门 Chordata

纲： 哺乳纲 Mammalia

目： 偶蹄目 Artiodactyla

科： 牛科 Bovidae



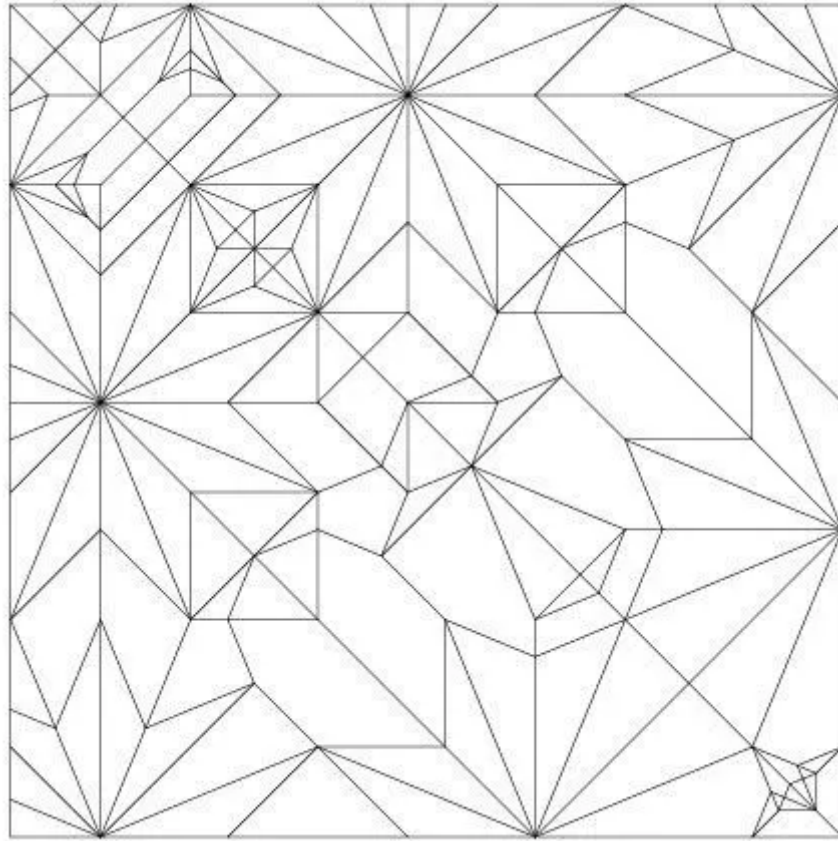
原作：



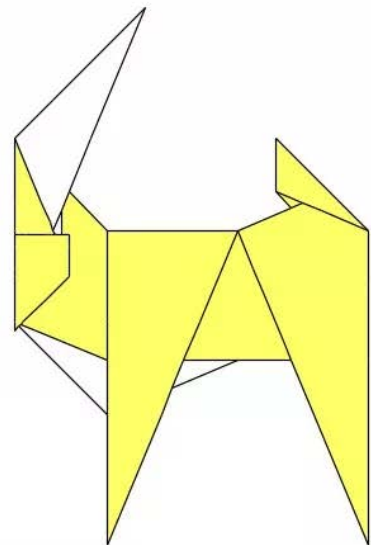
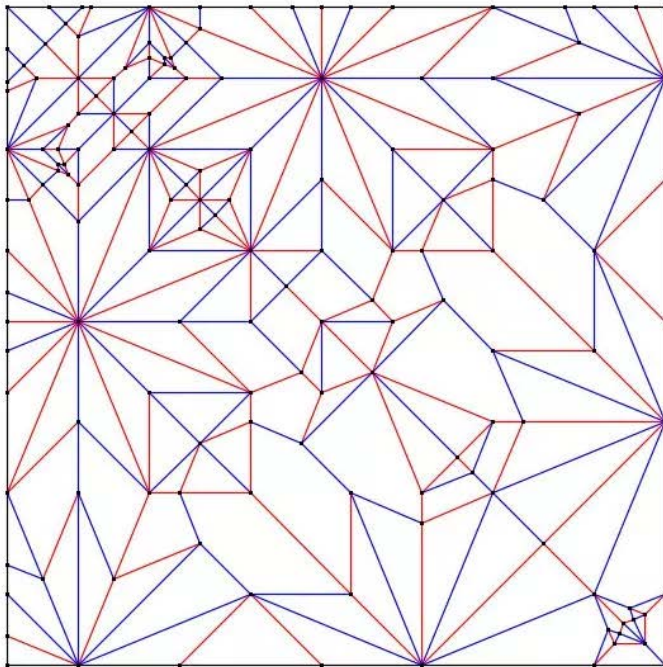




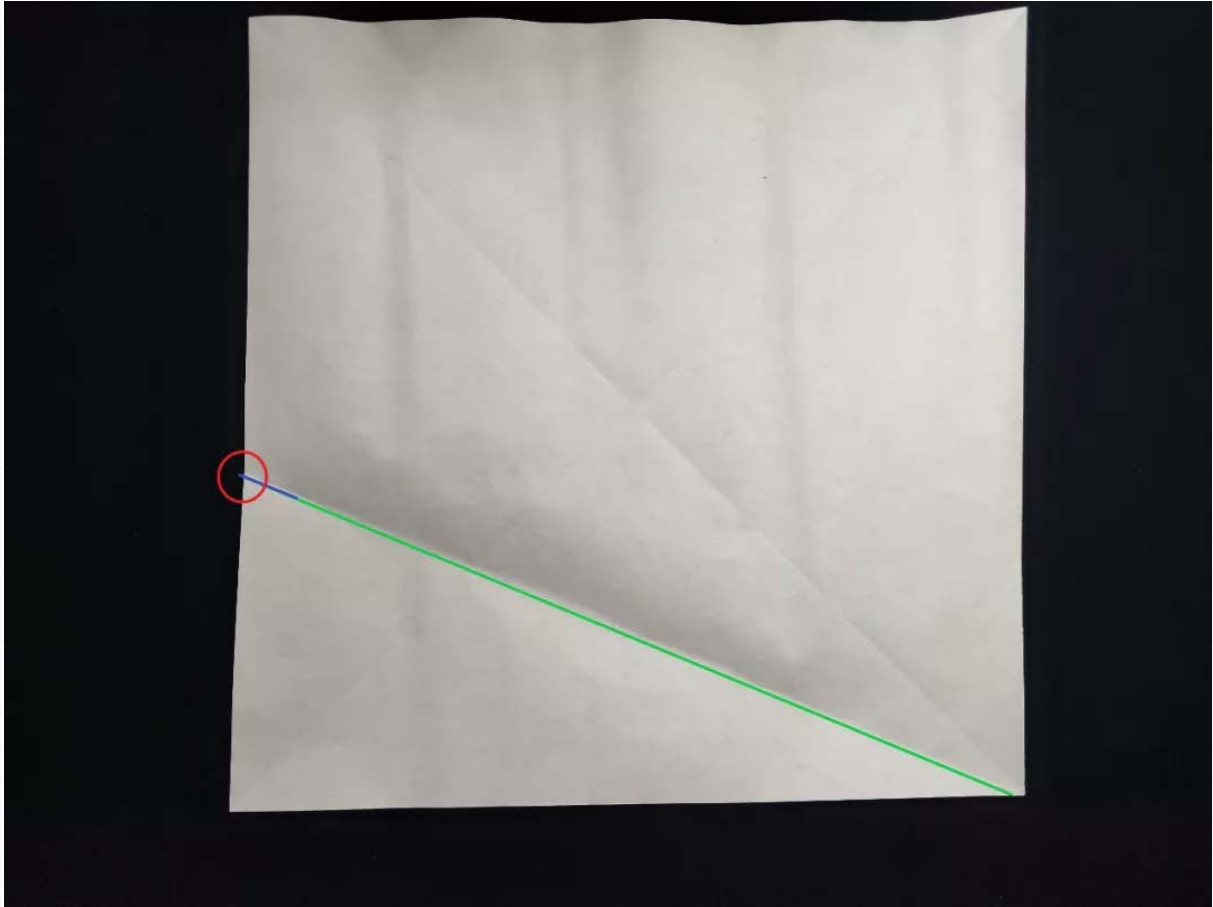
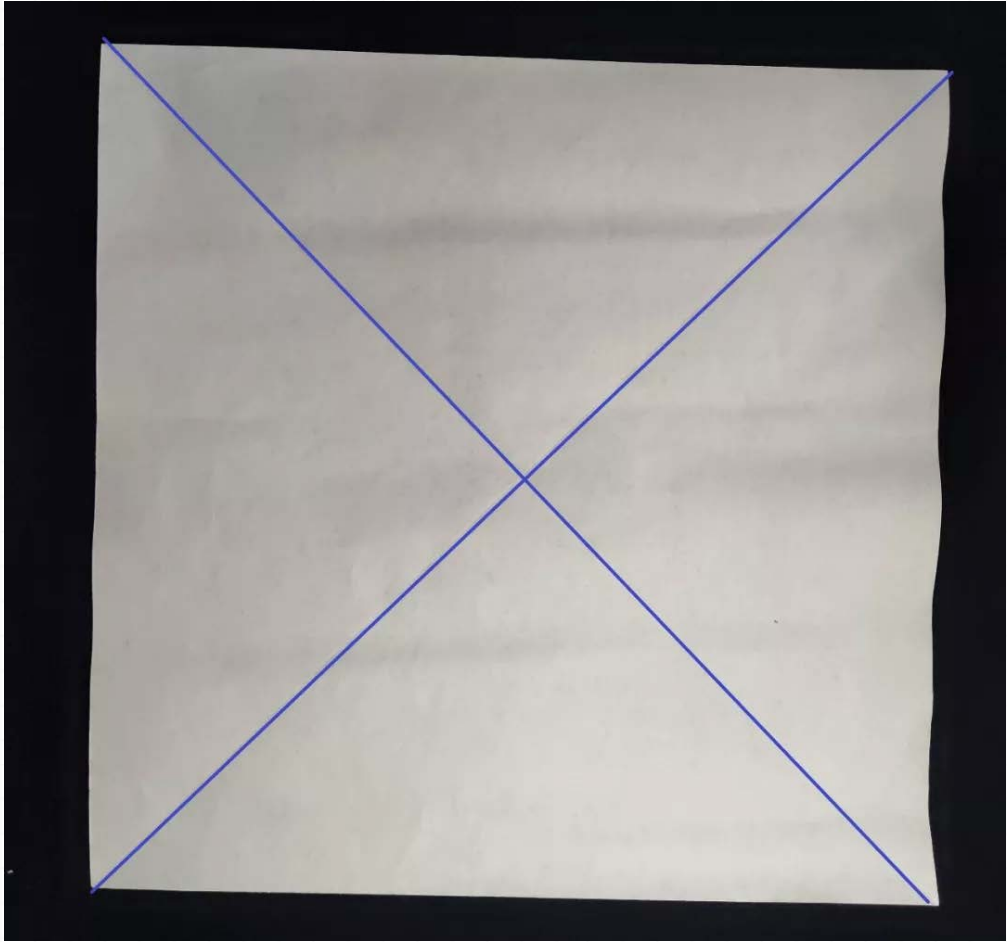
CP:

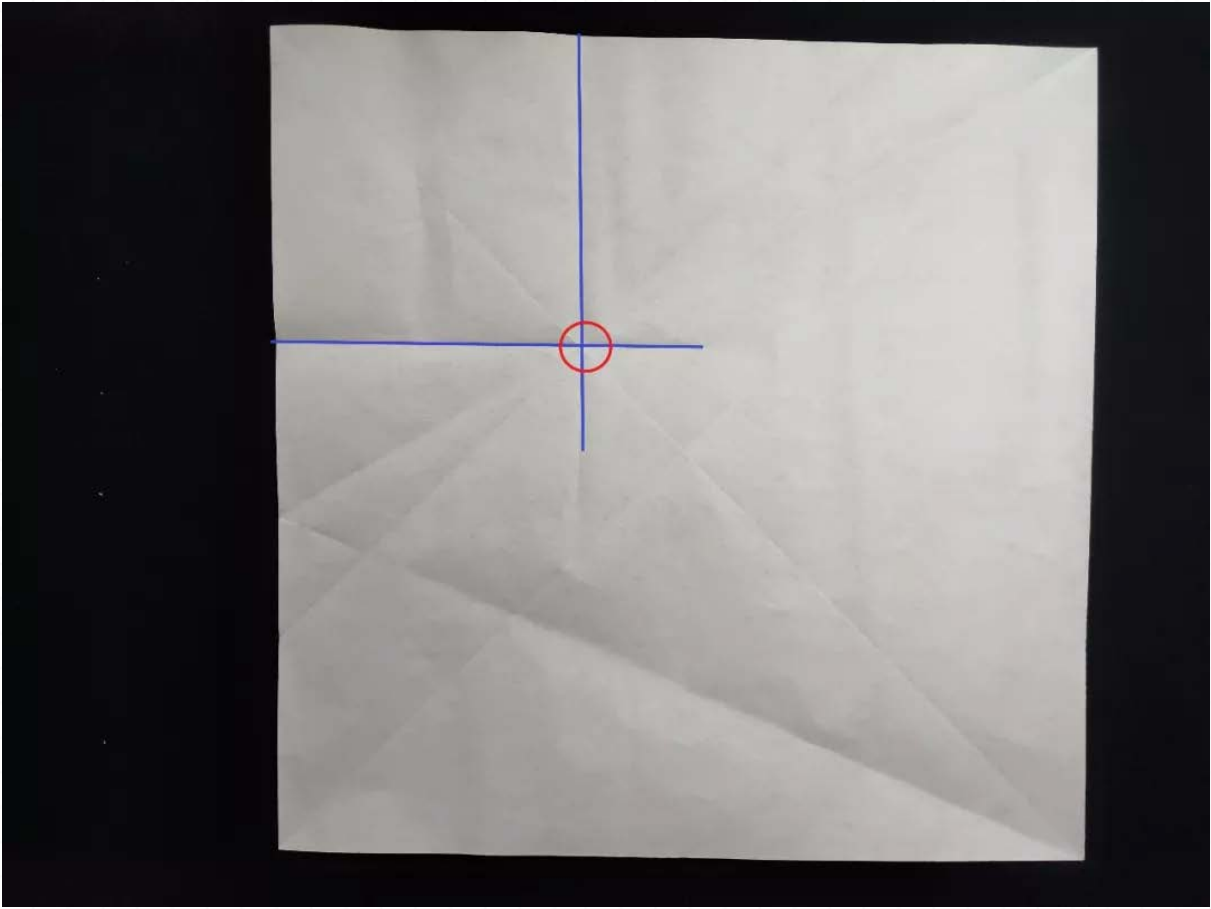
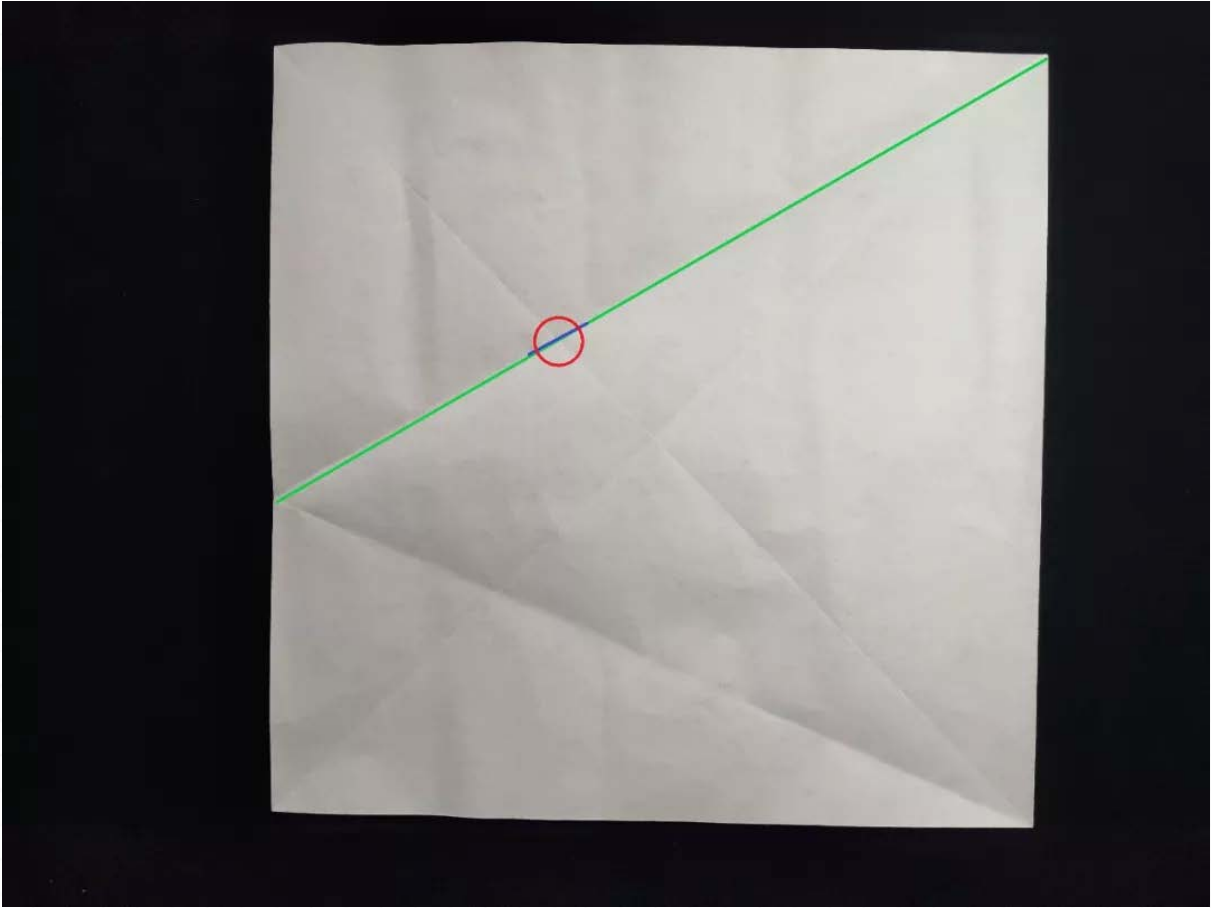


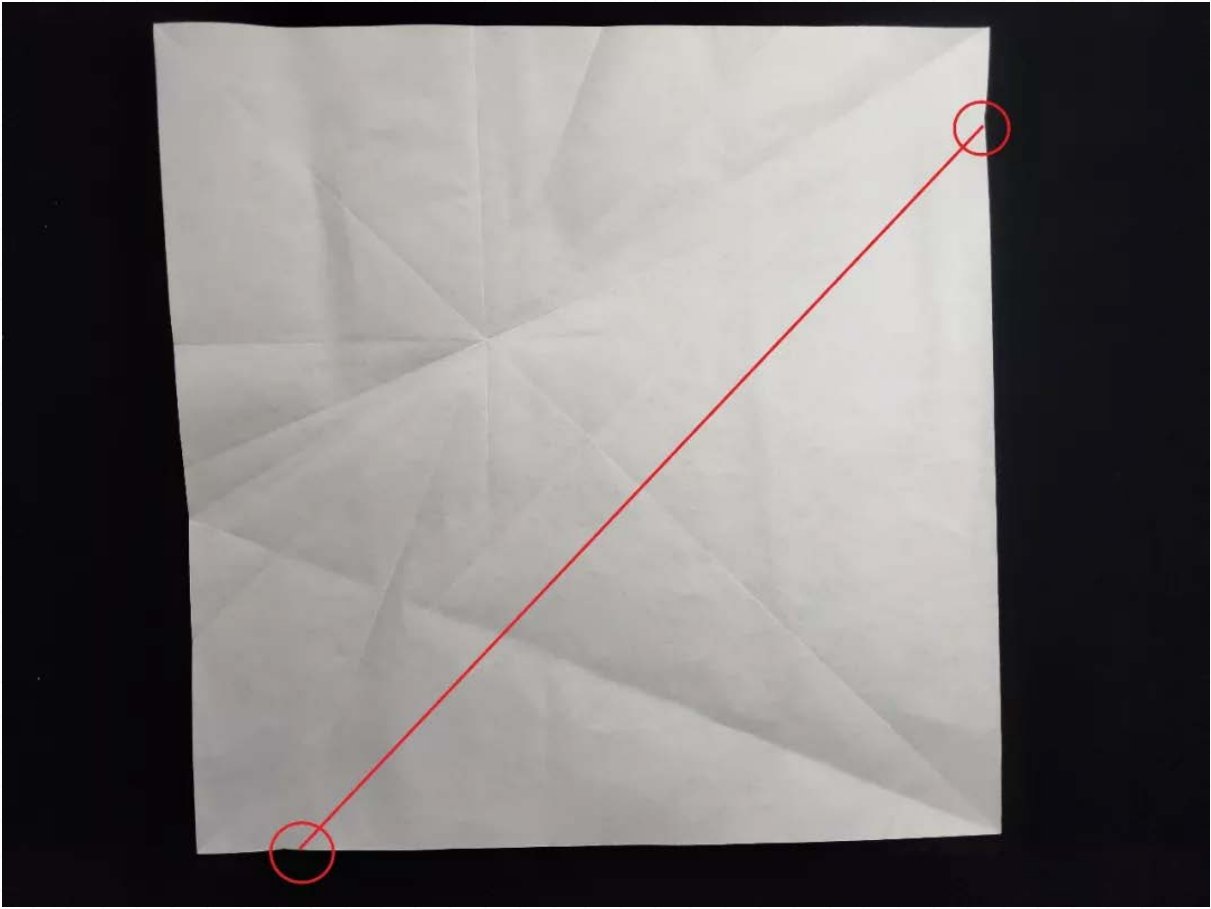
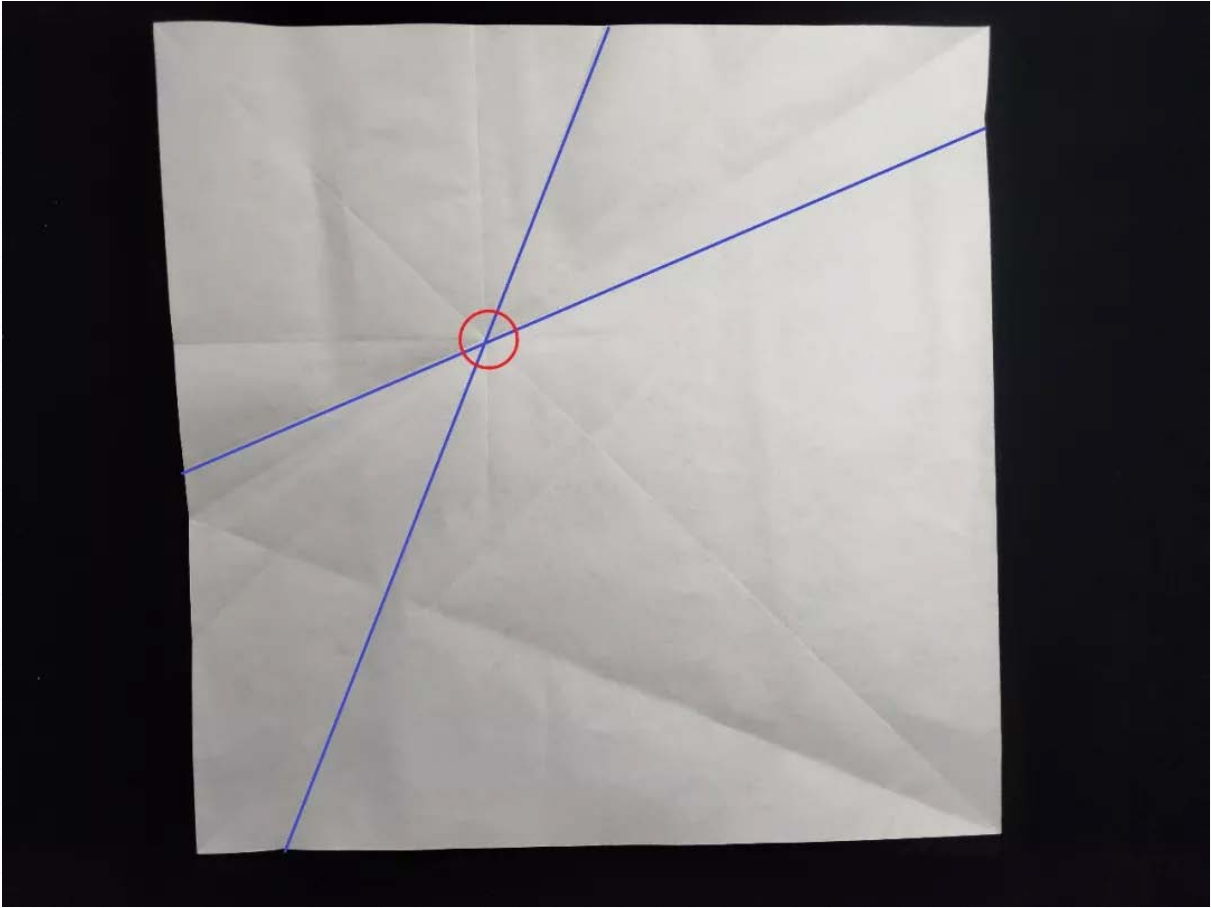
重绘的cp:
添加的两个小方块为压平用

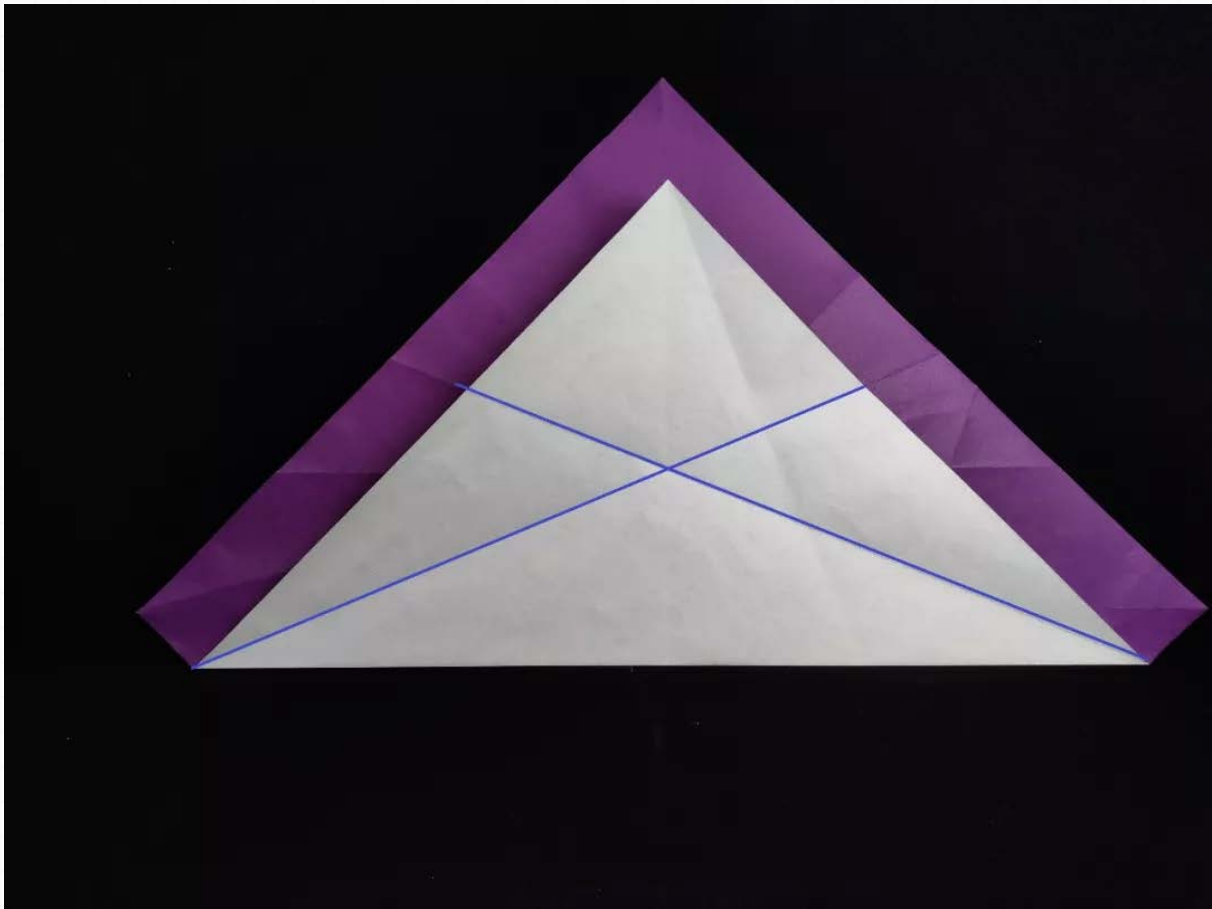
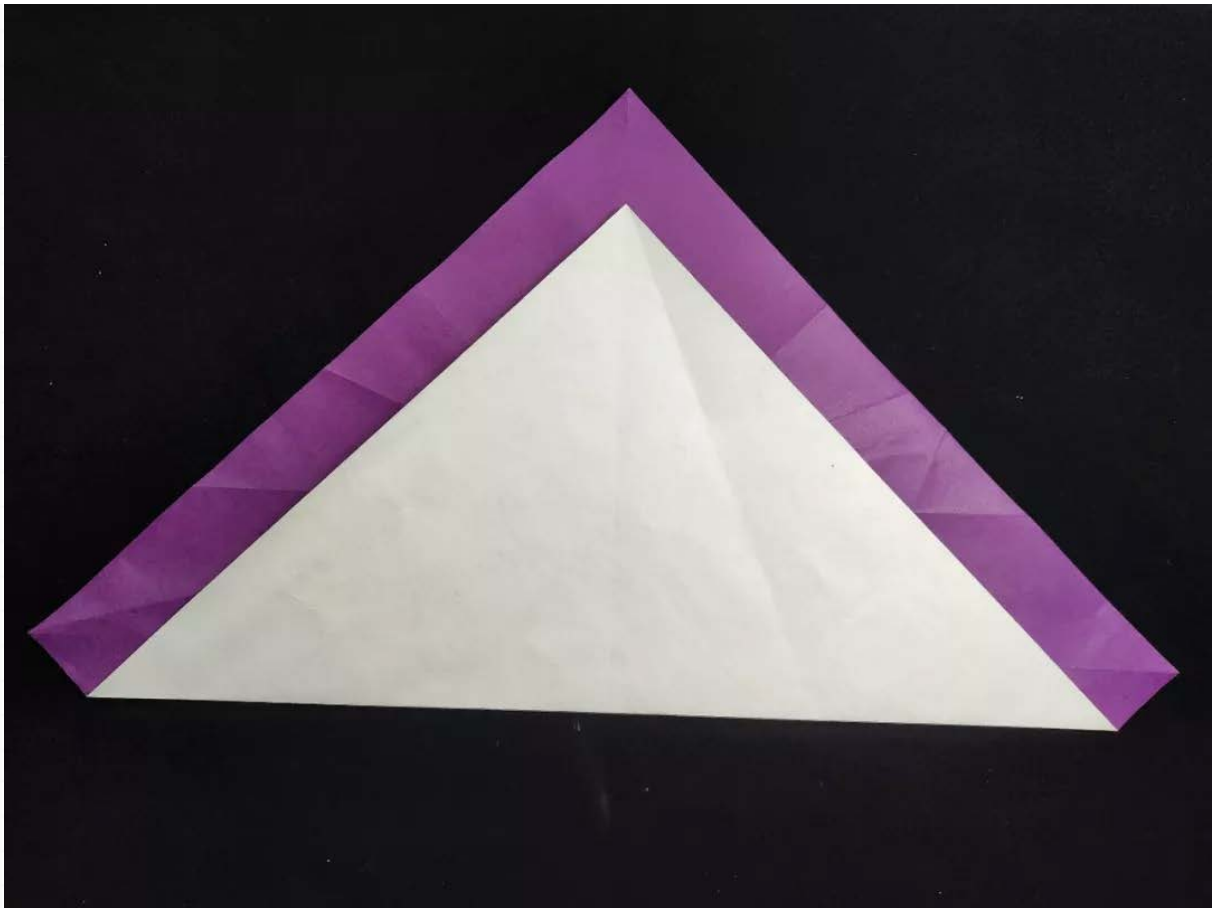


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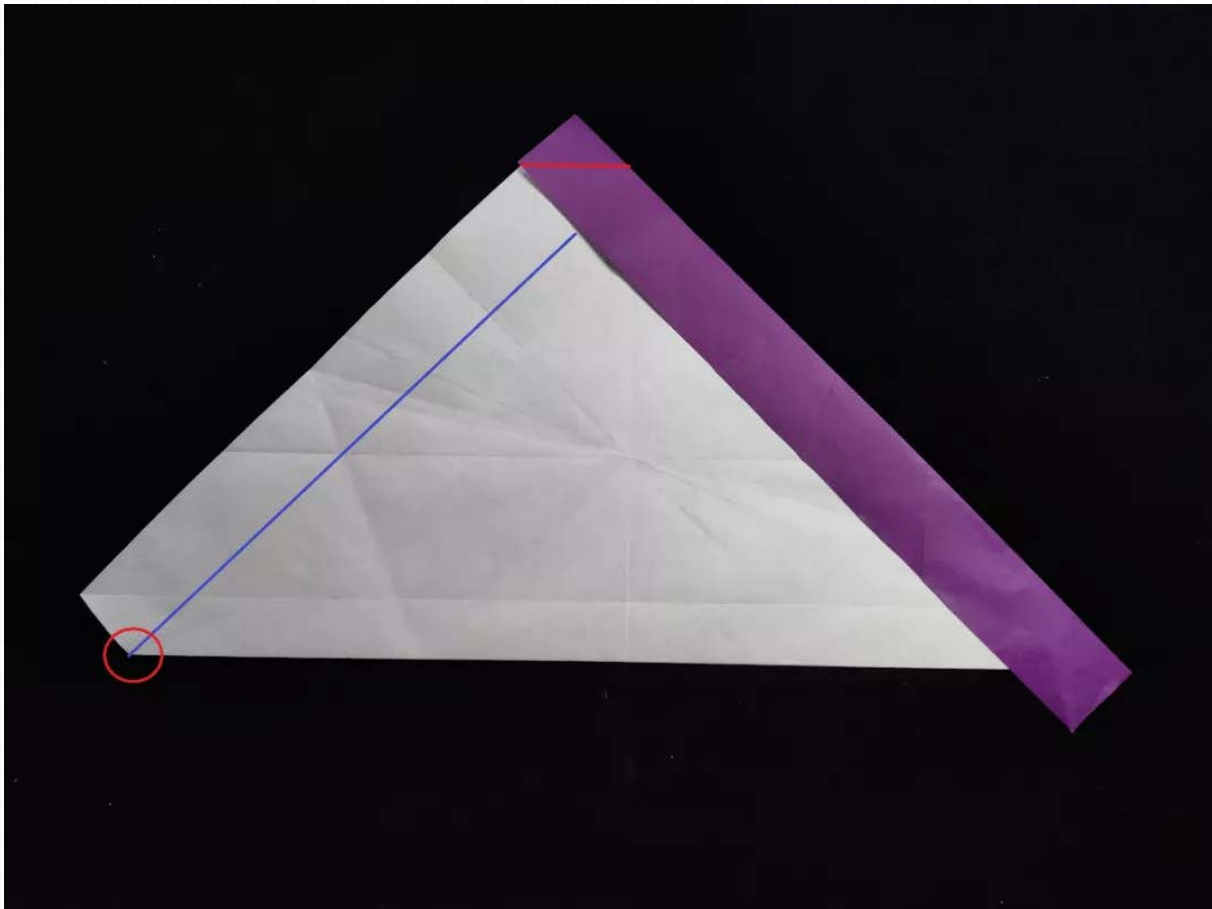
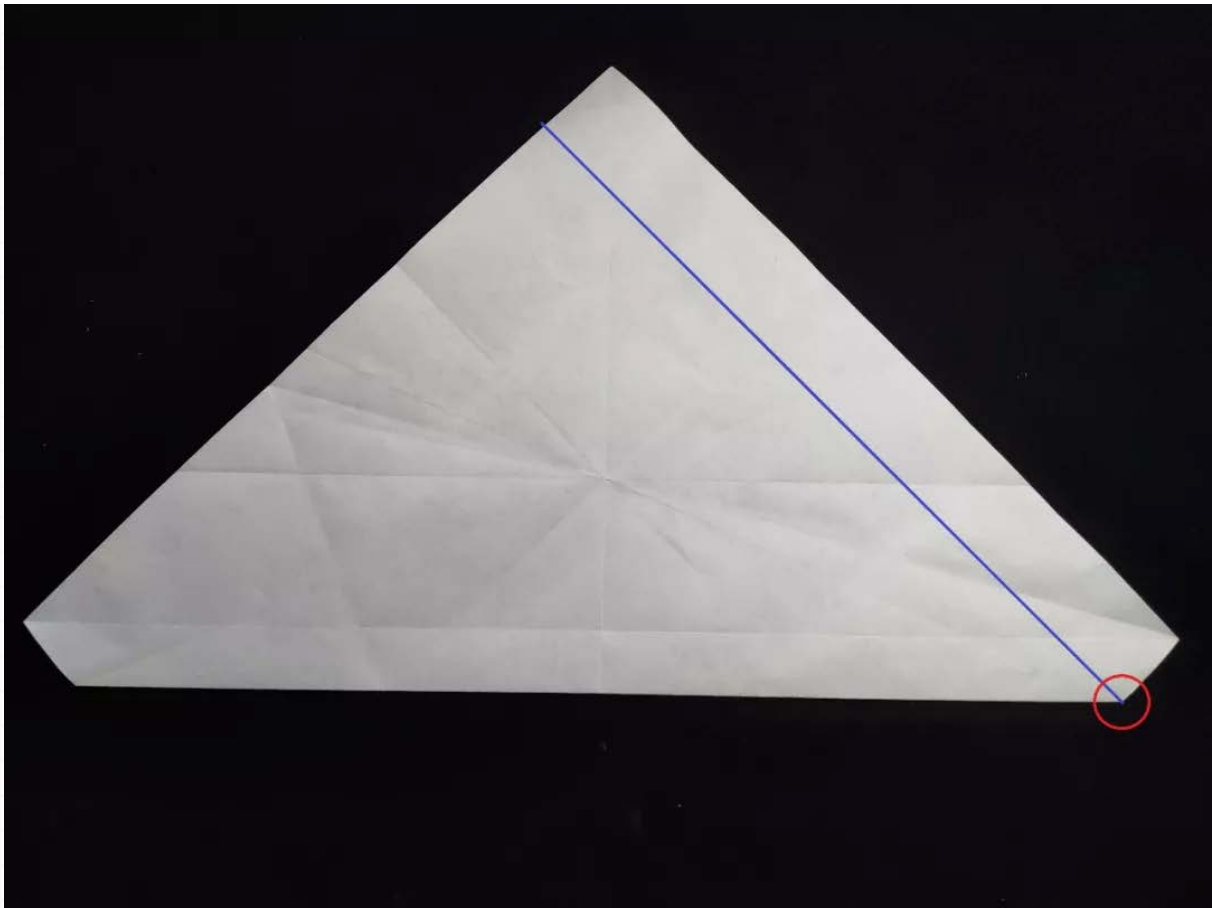


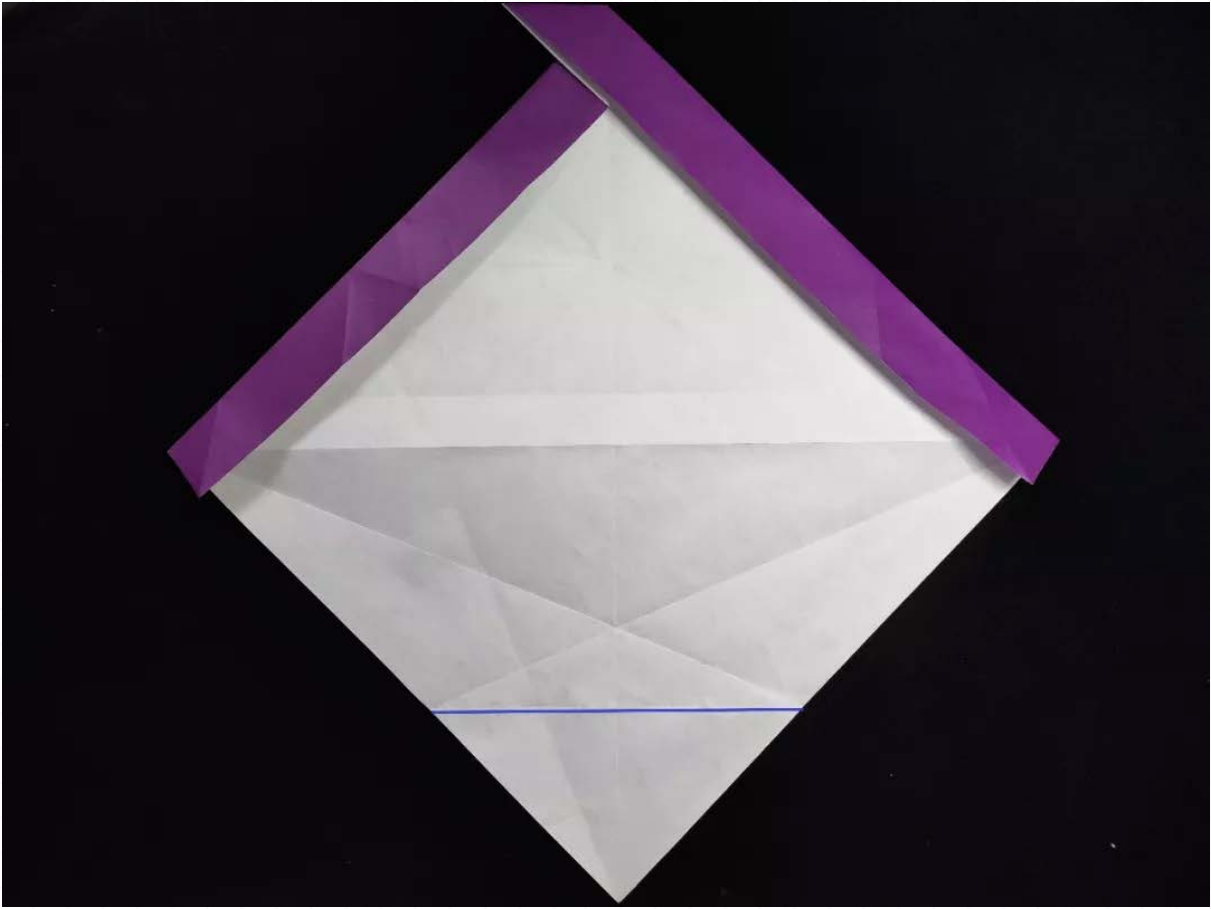
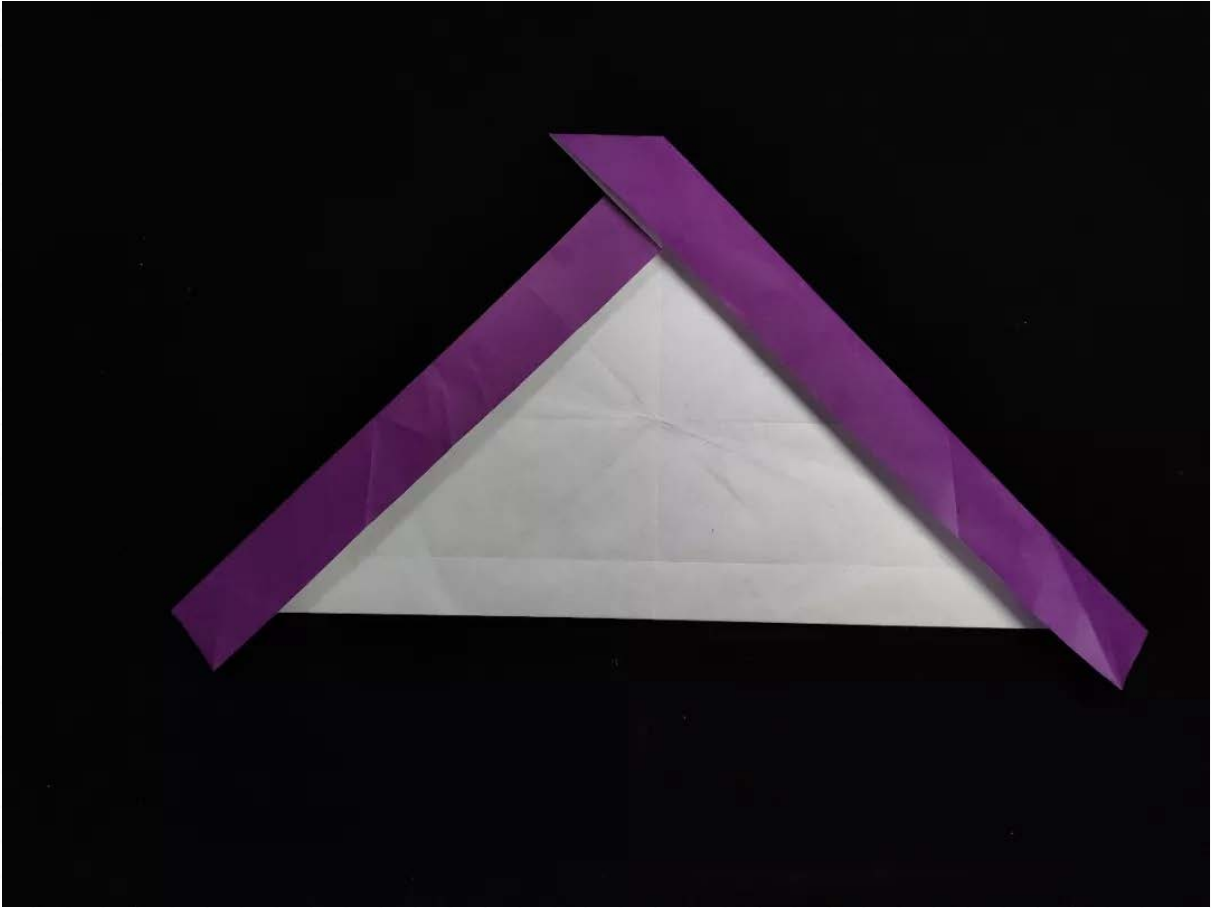




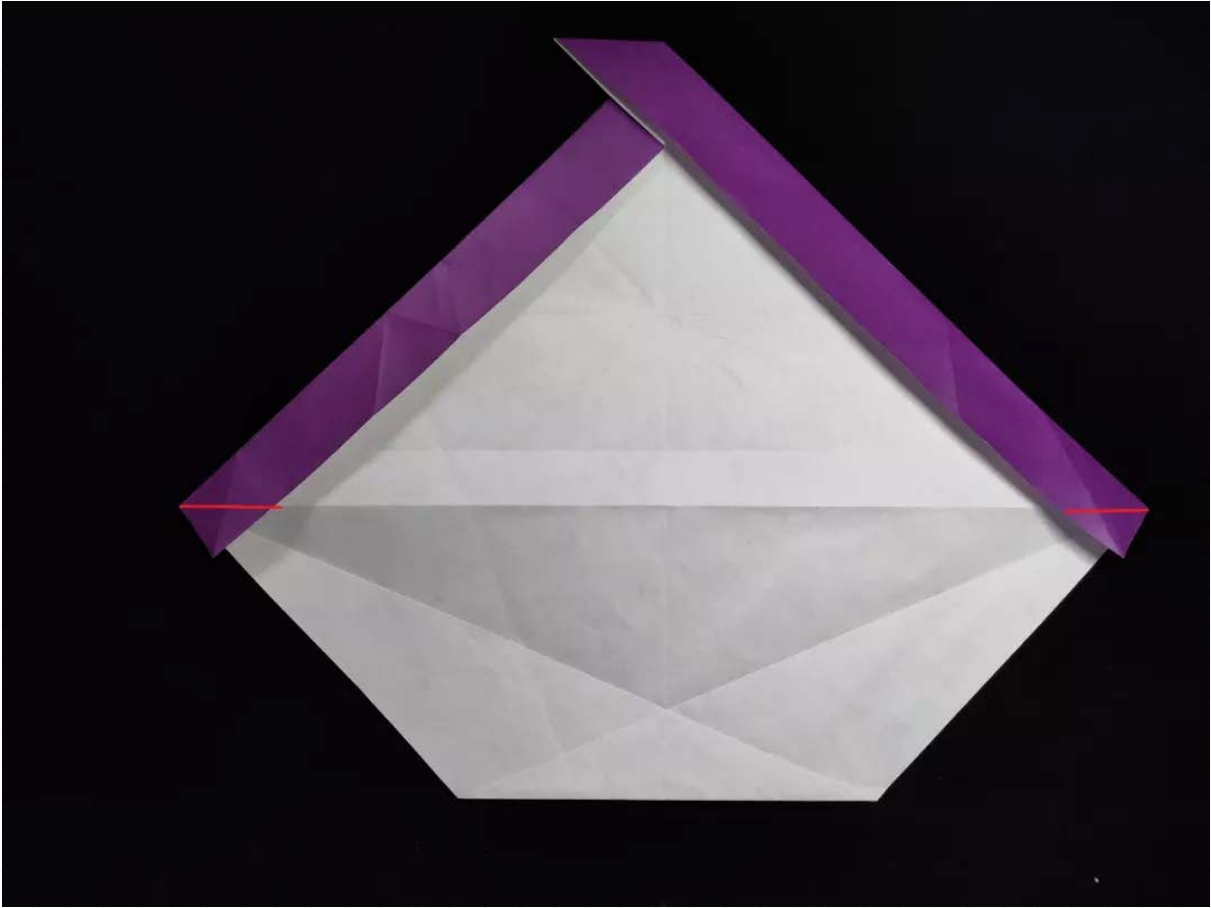


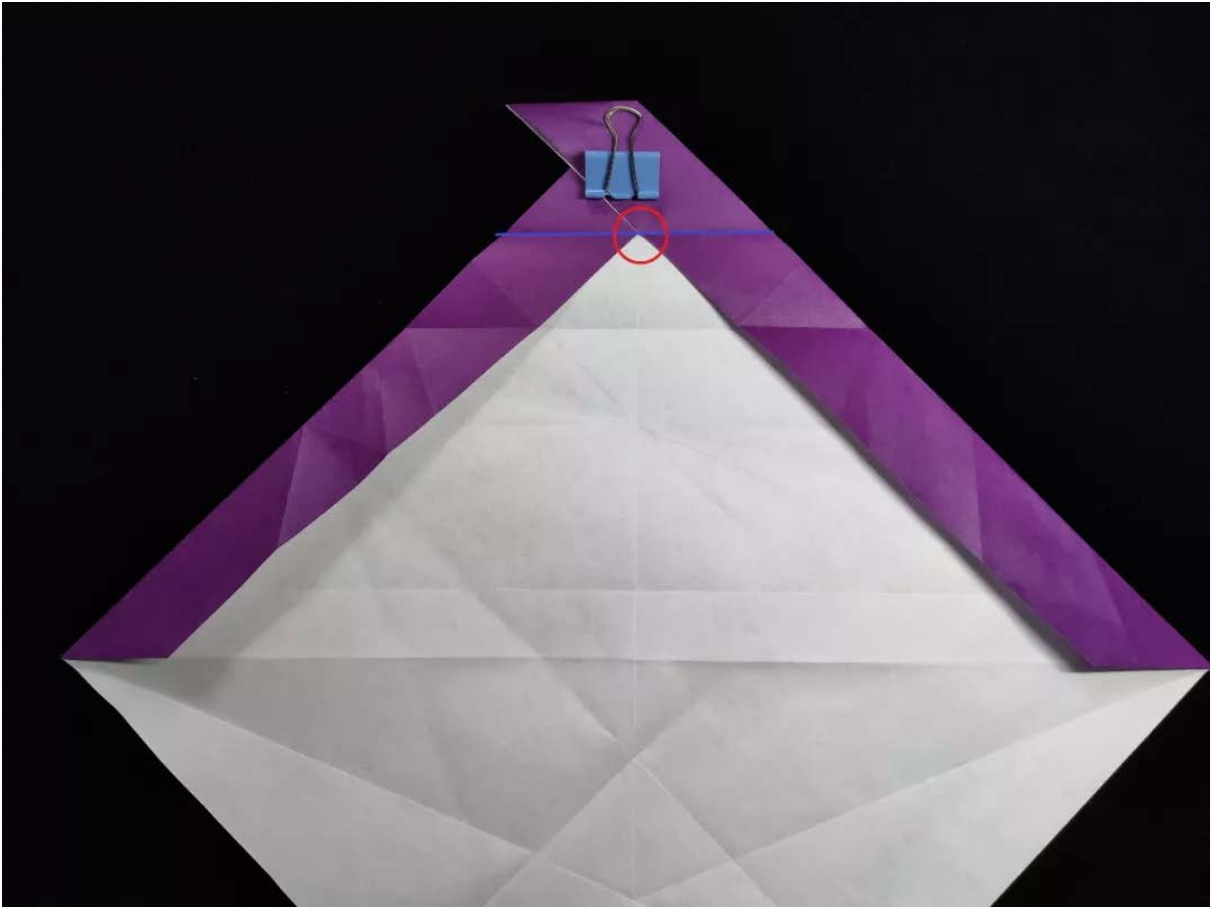
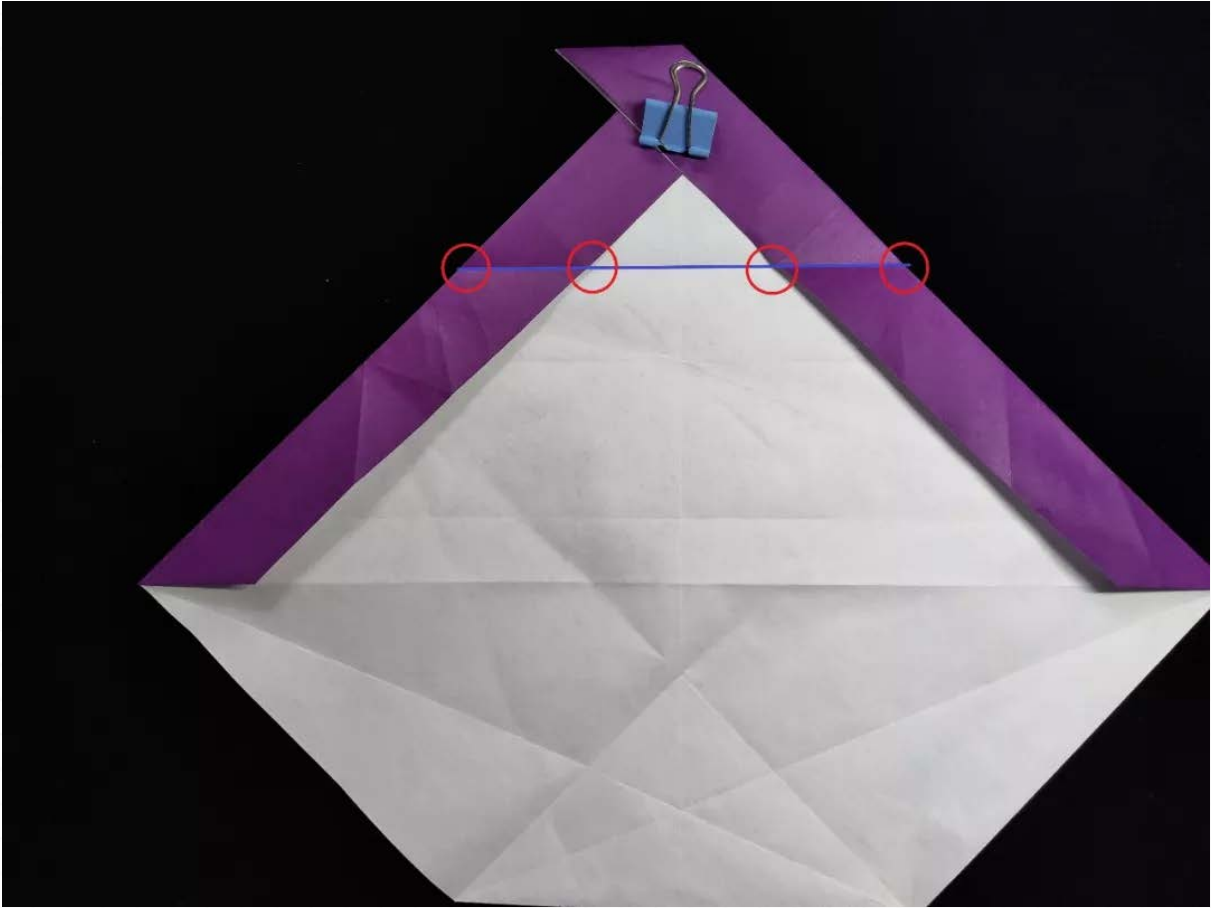
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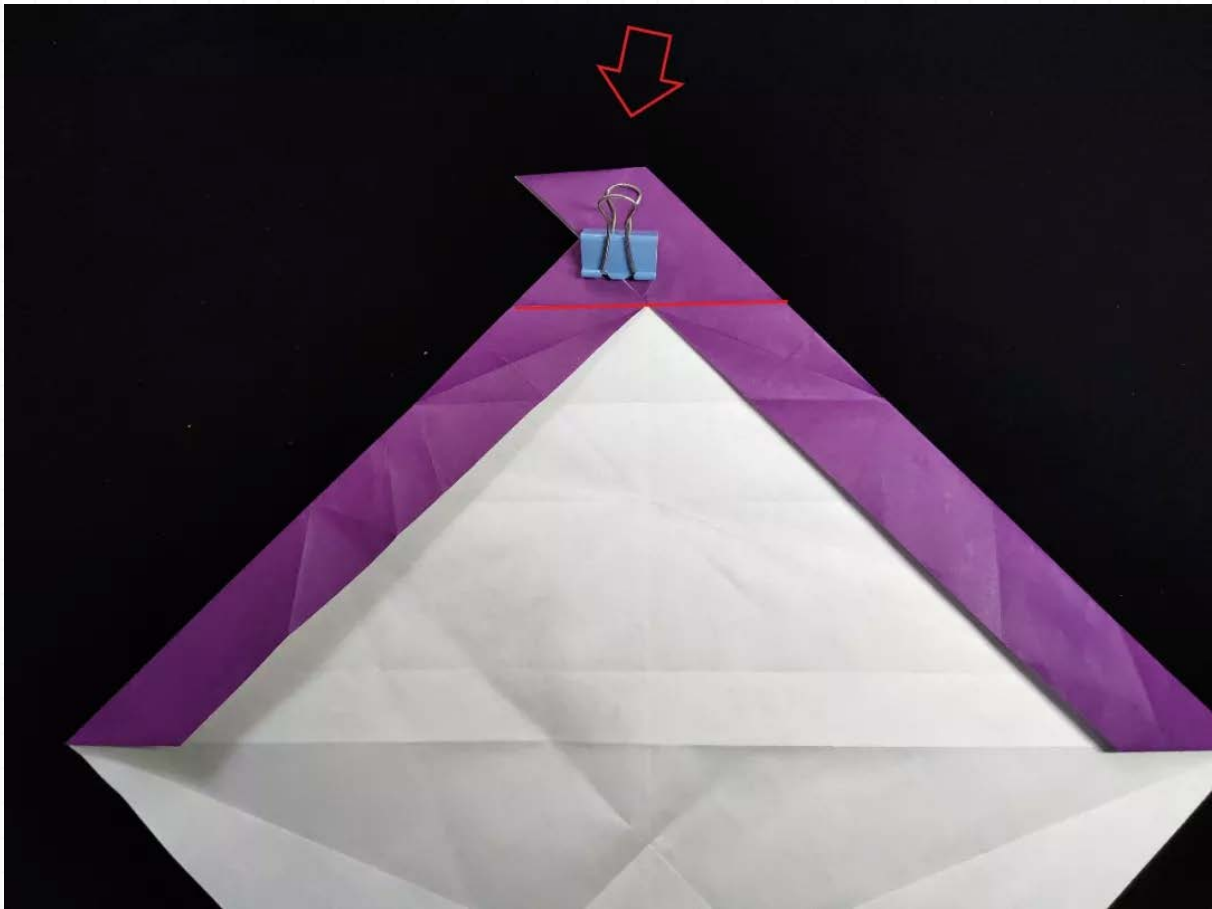
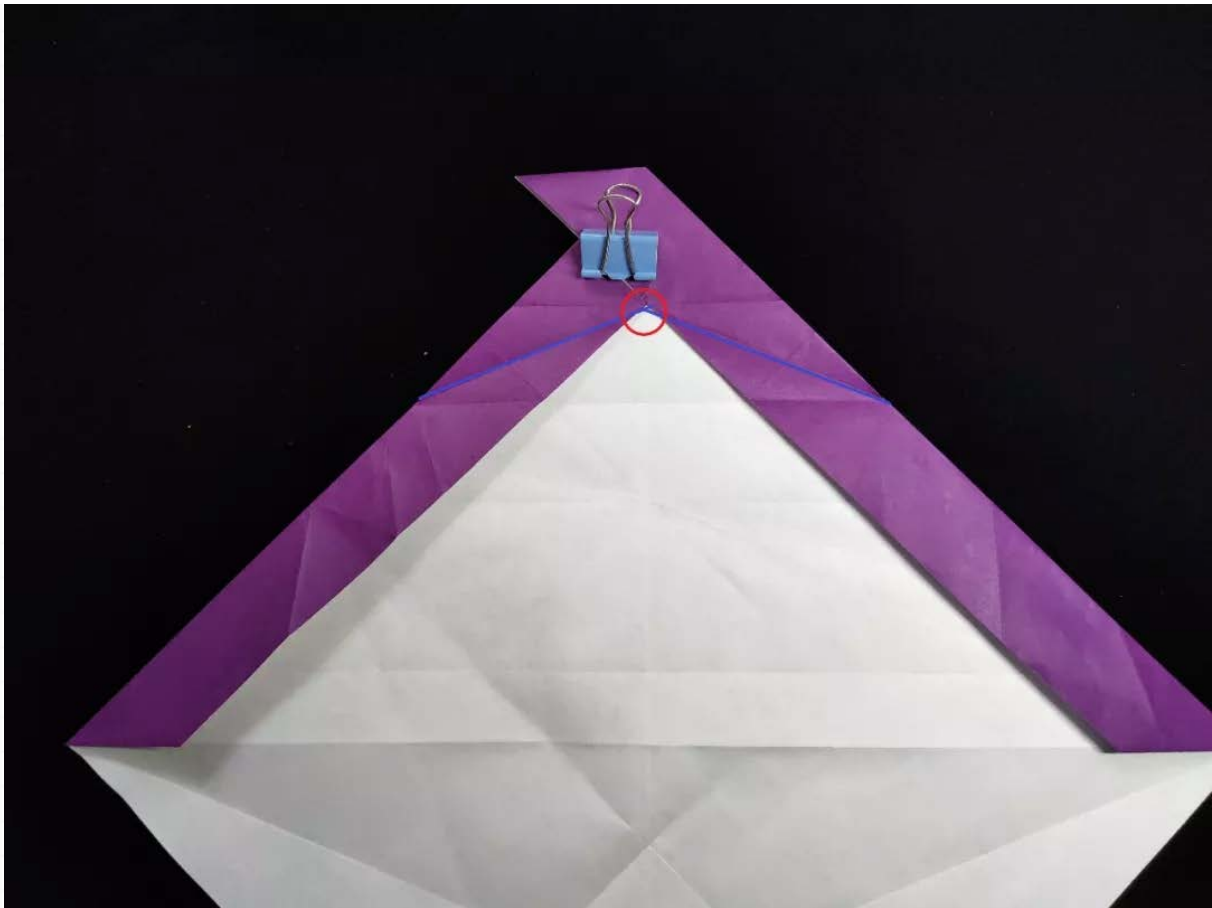






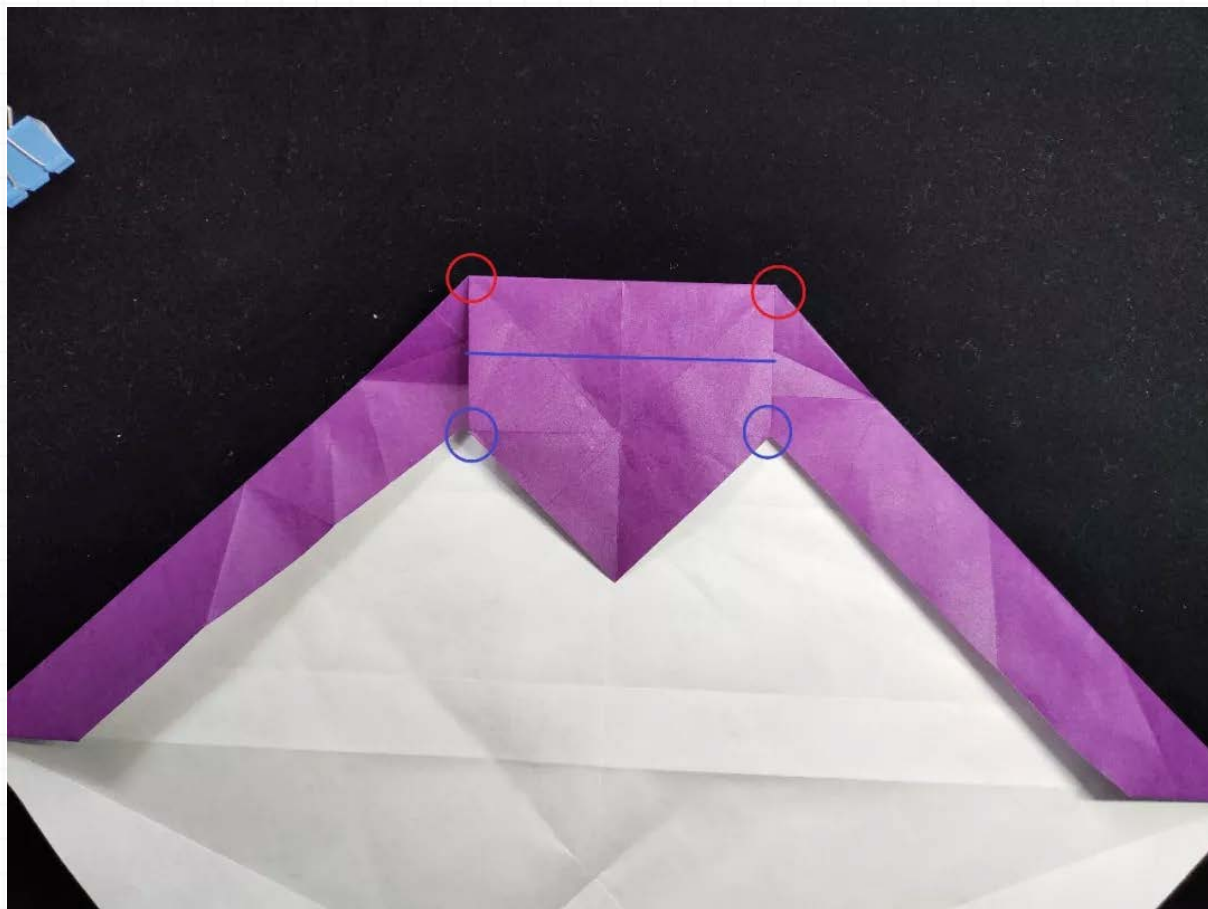








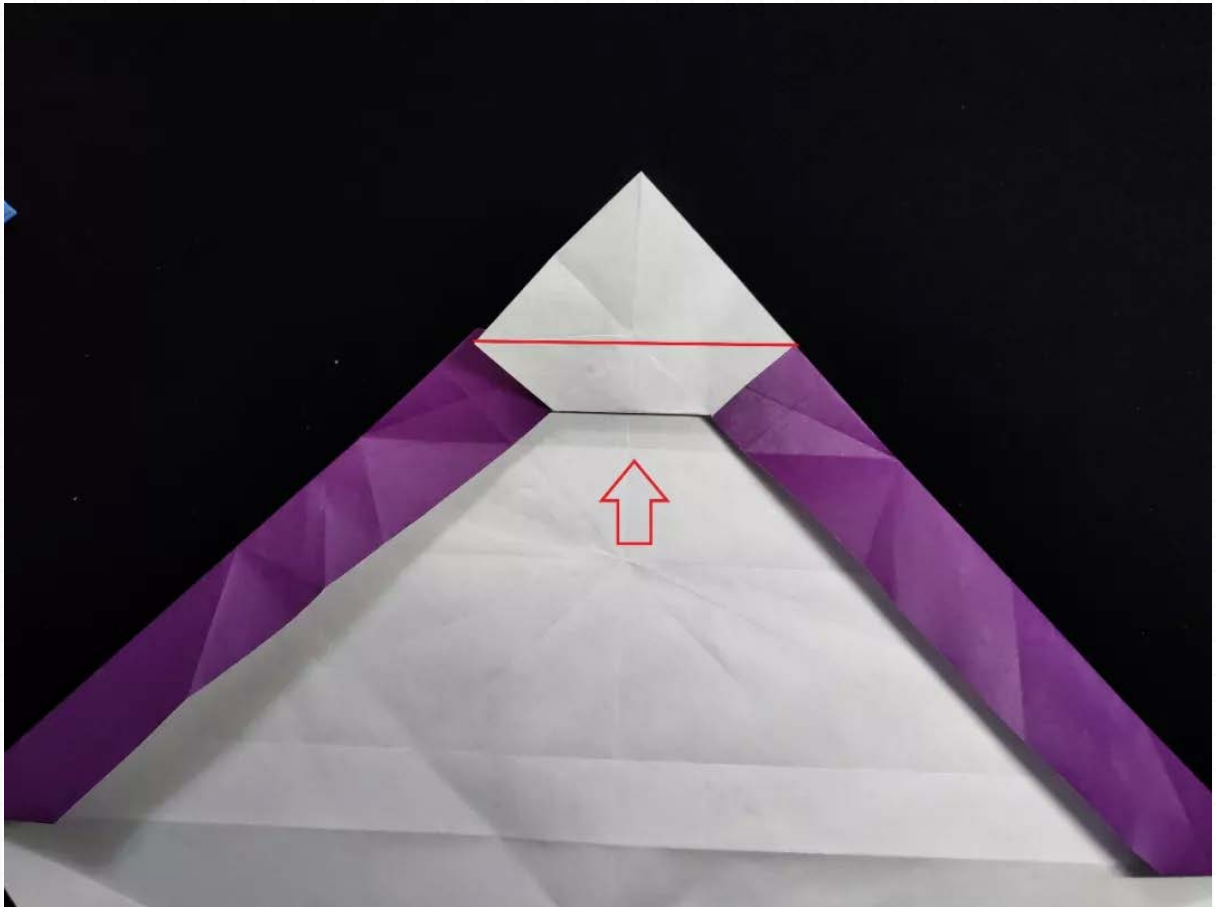
红点与蓝点对齐折出蓝线



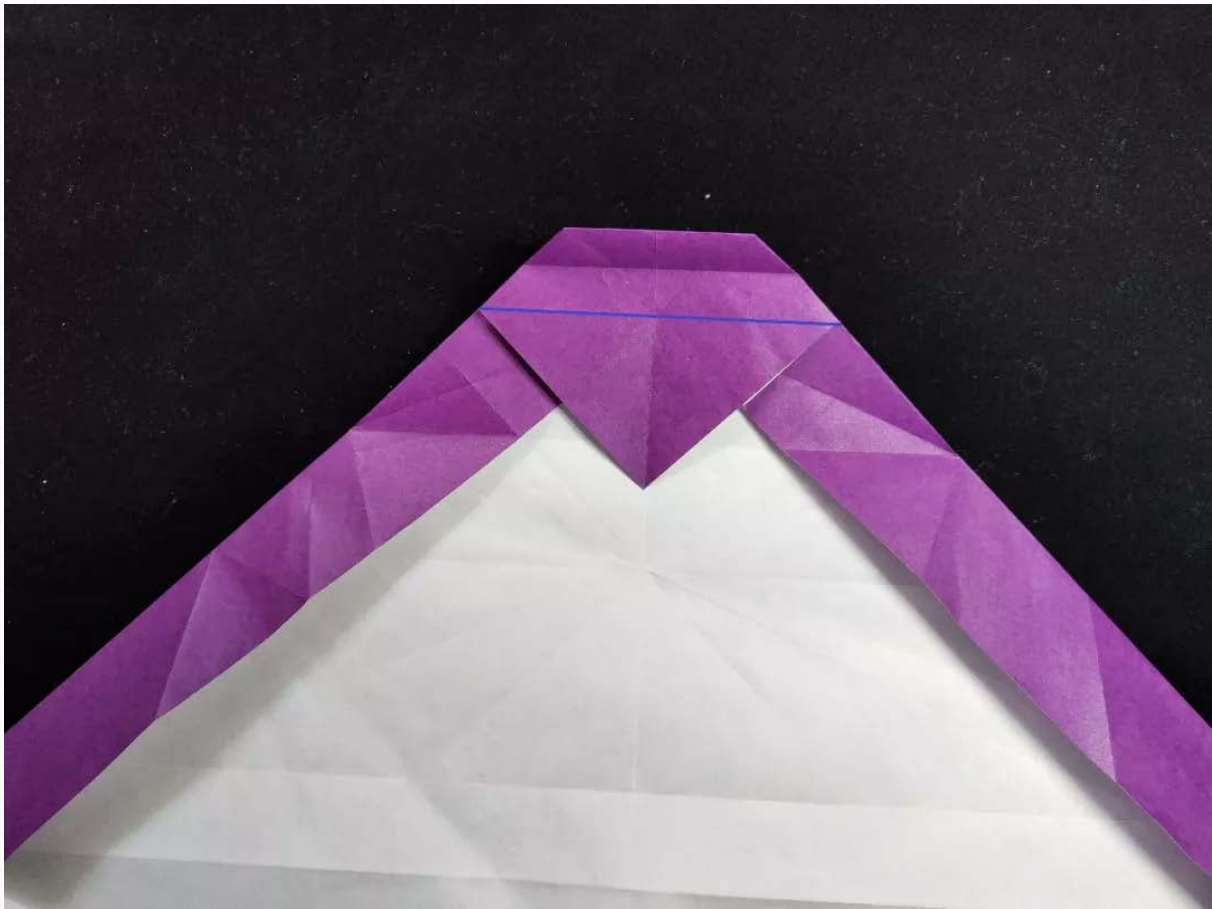
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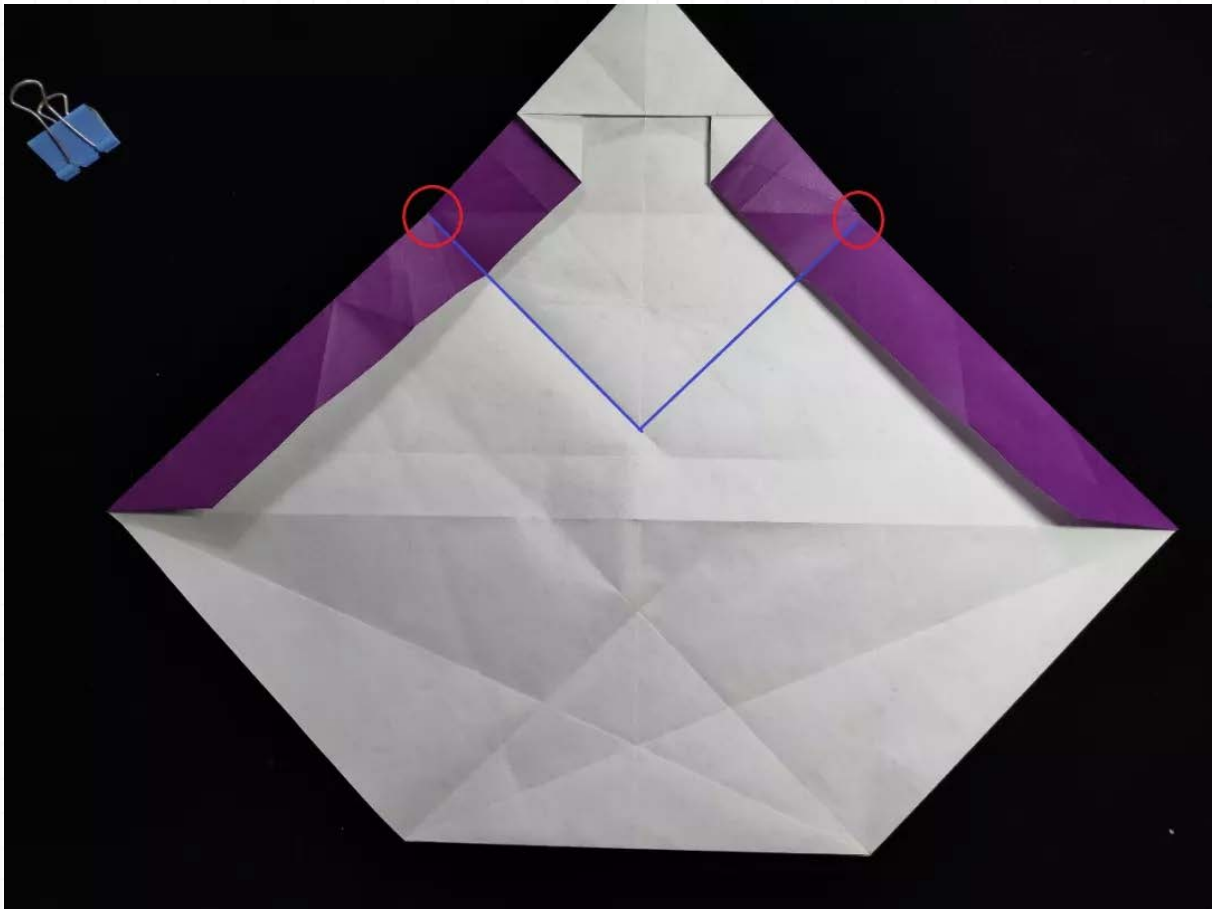


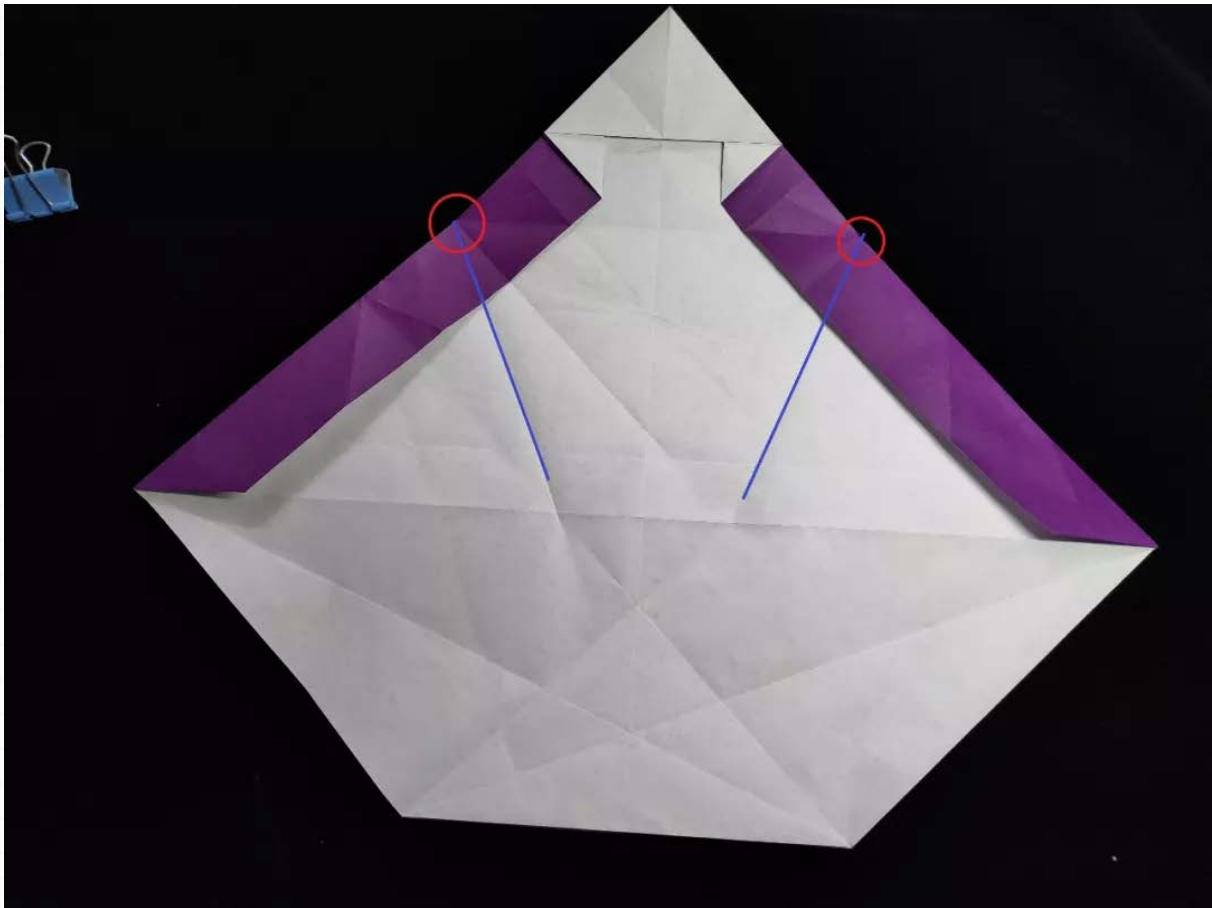
沉折



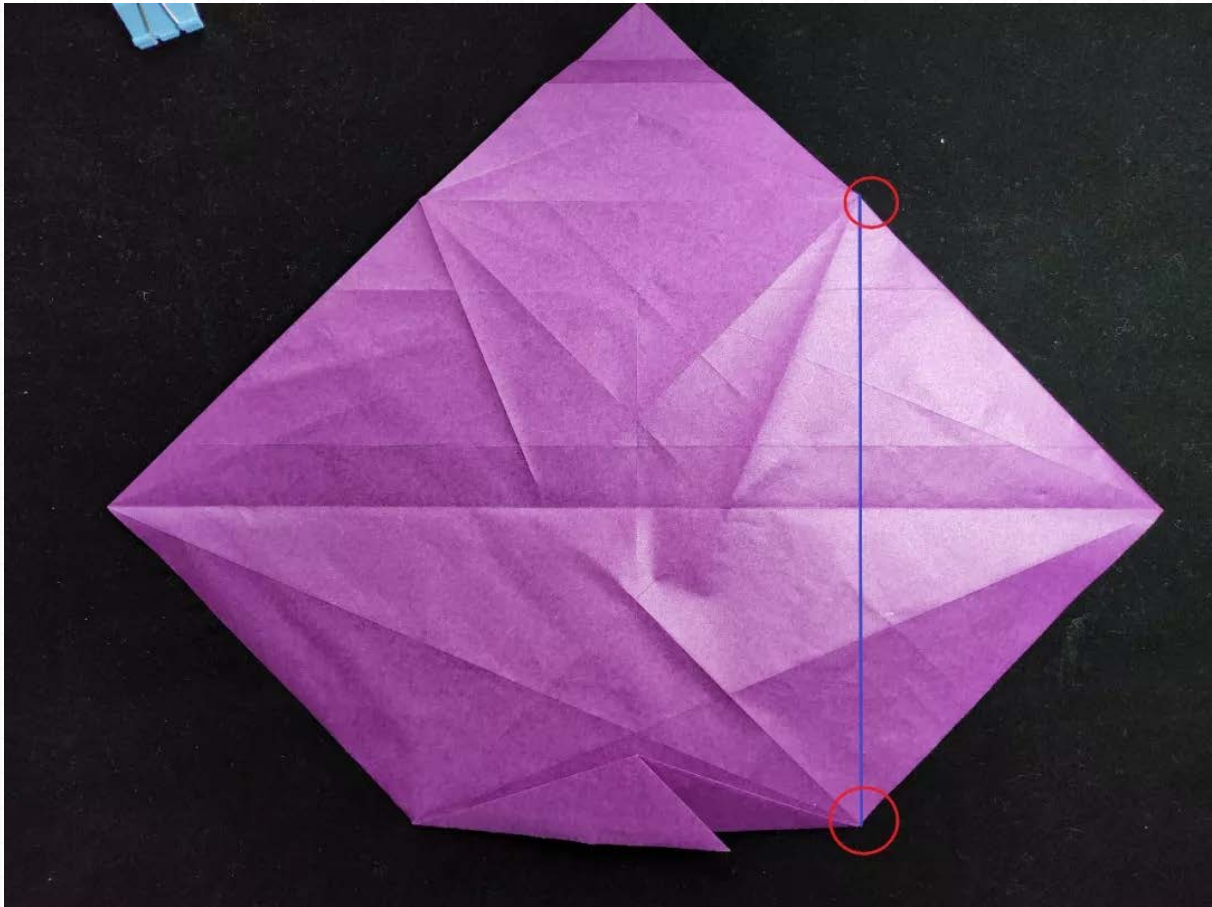
等分

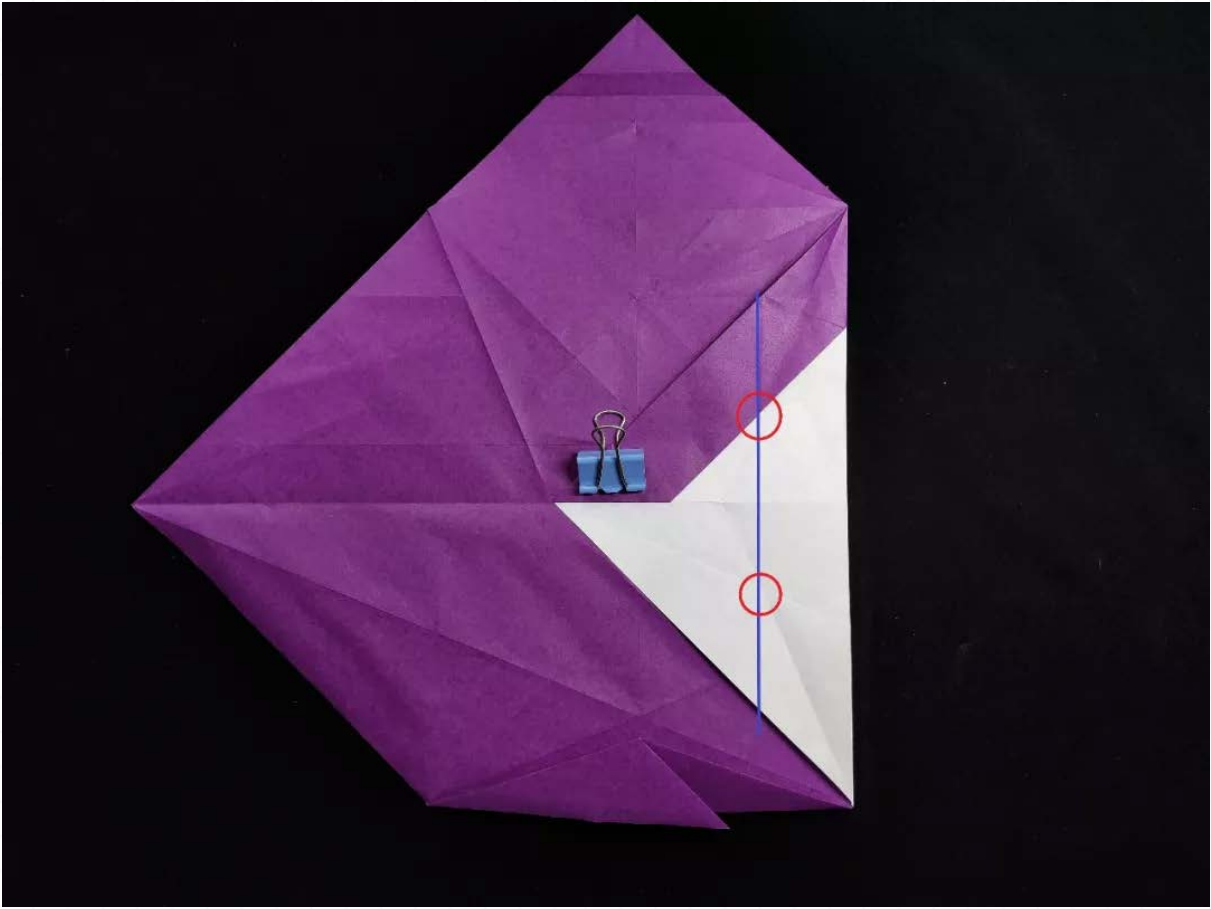
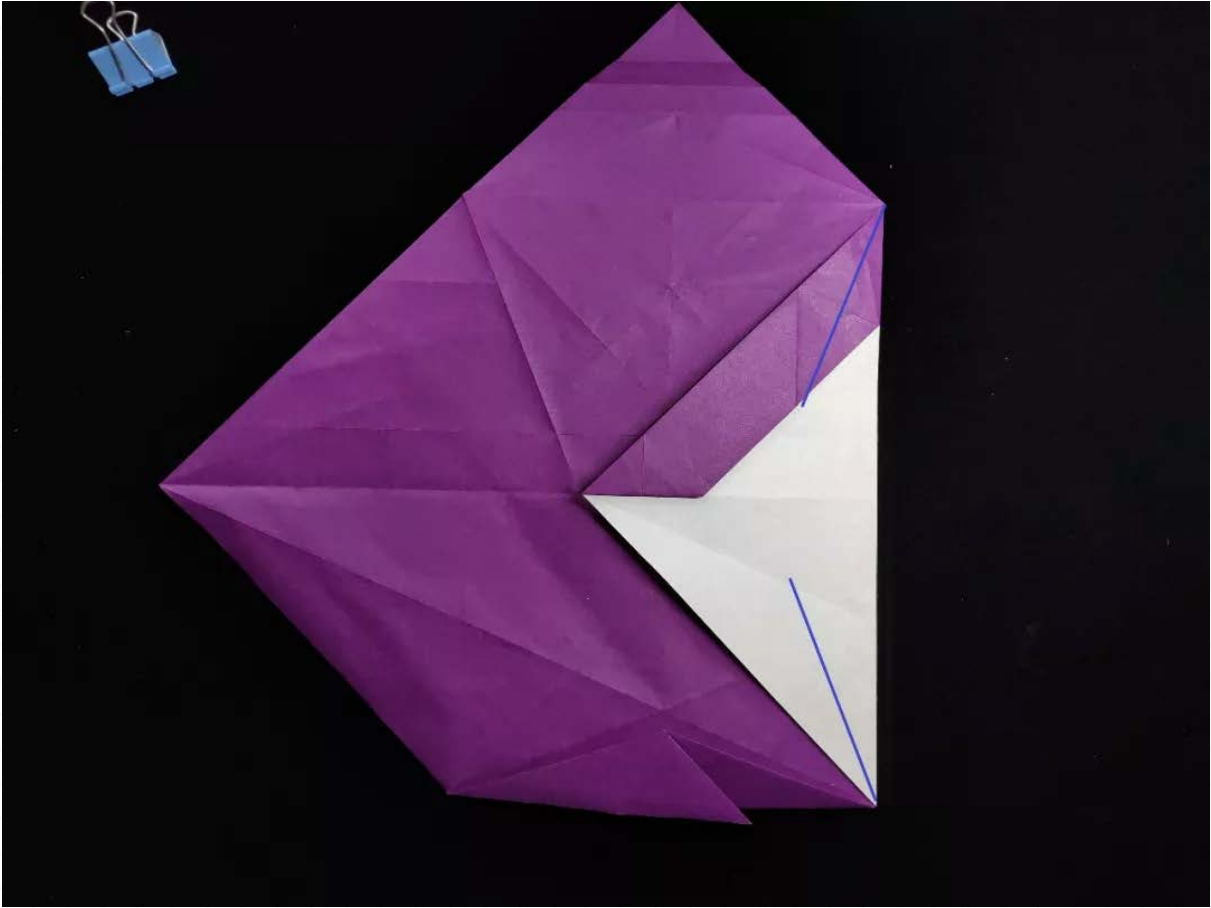


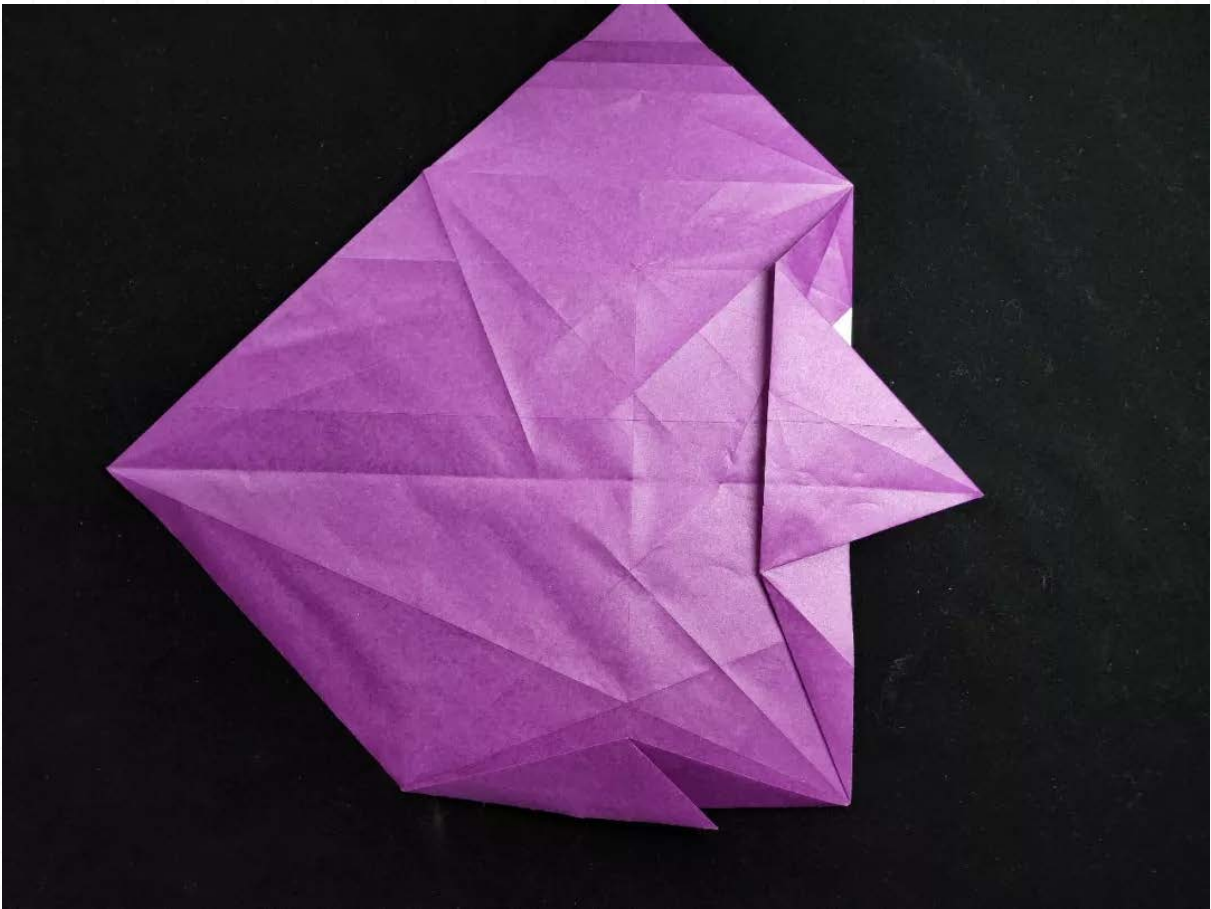
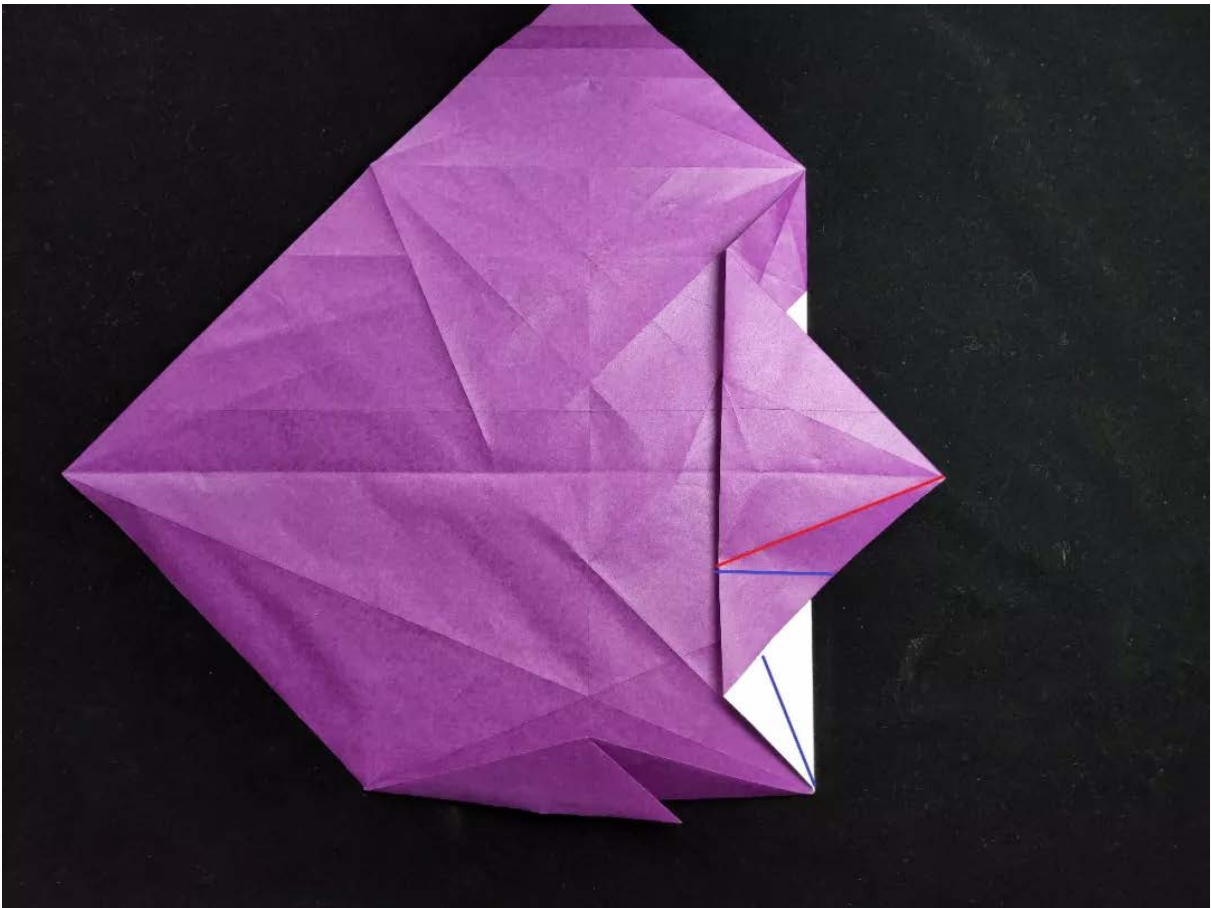


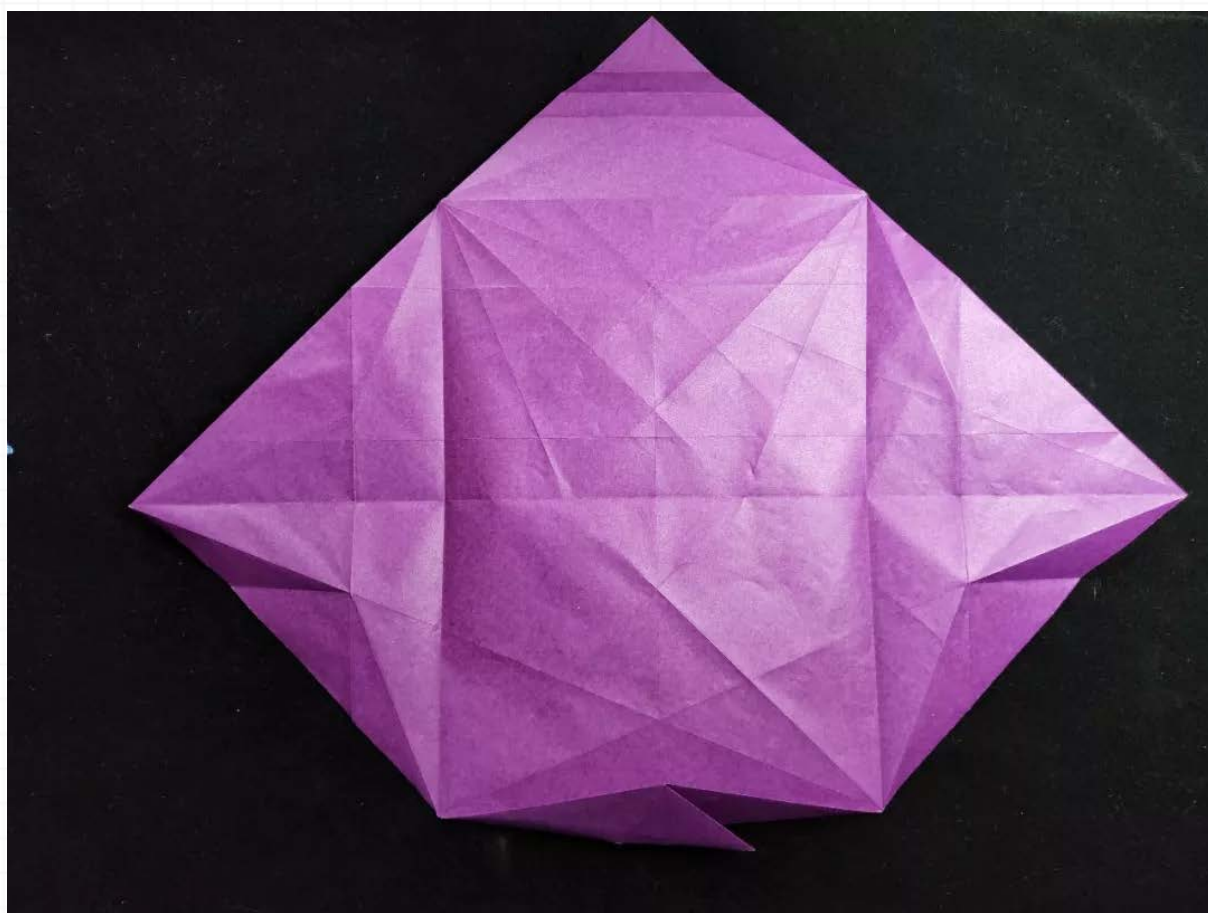
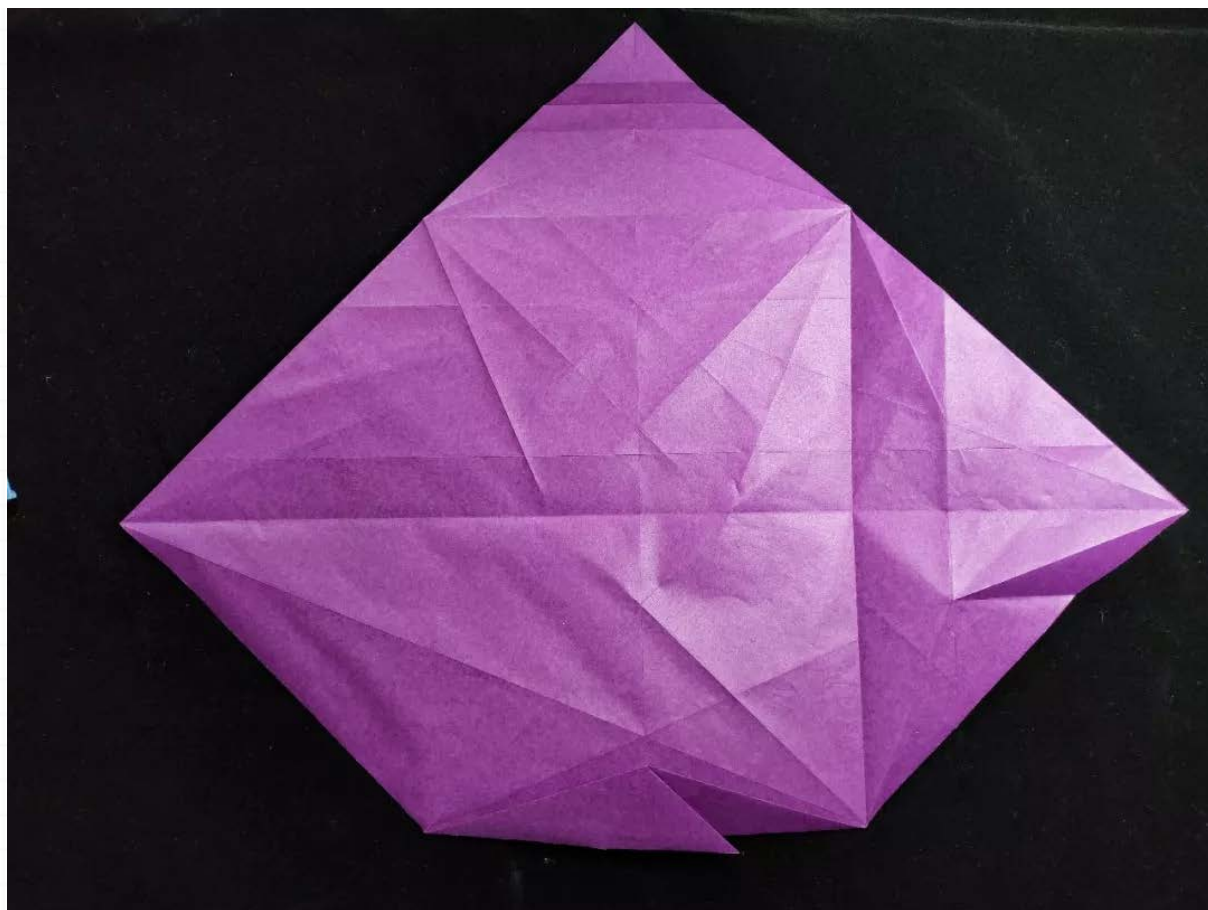


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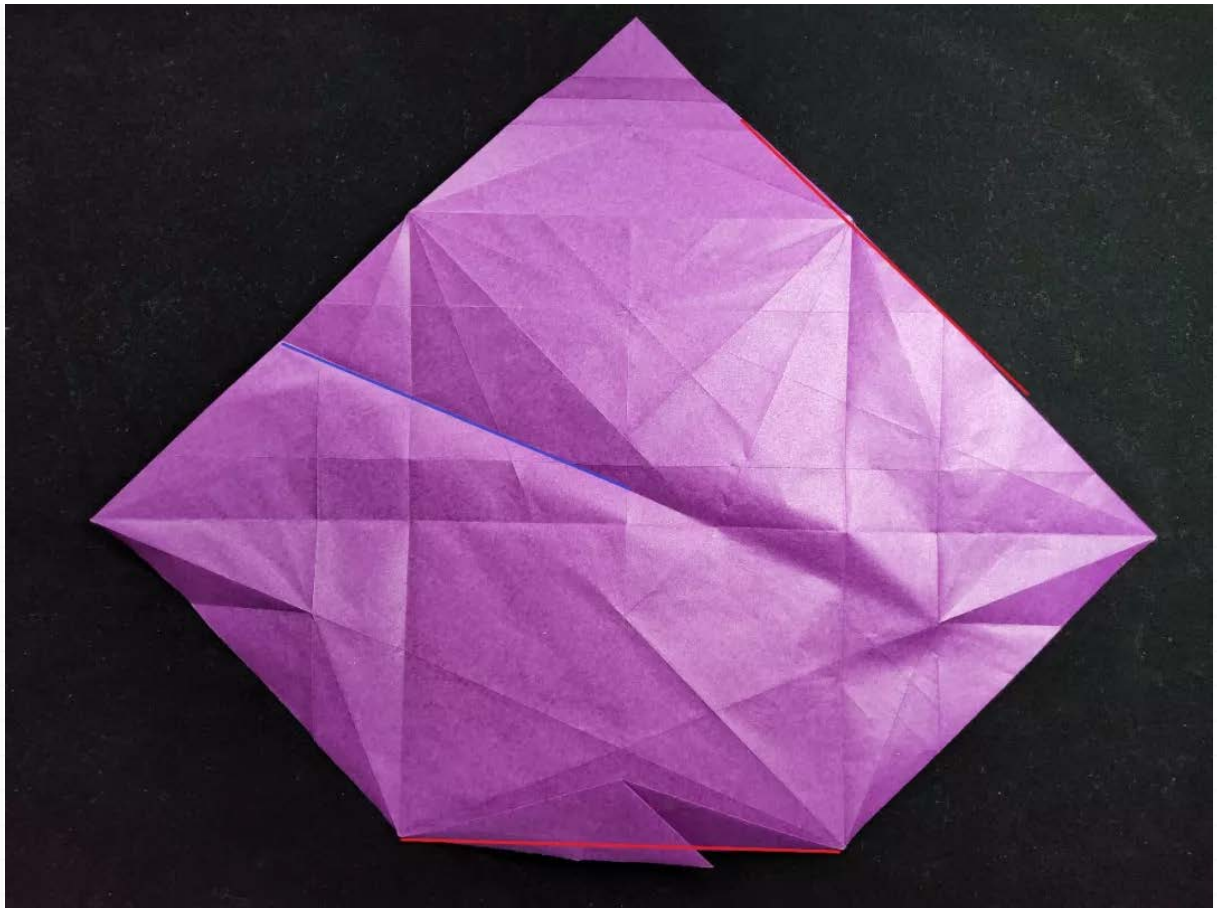


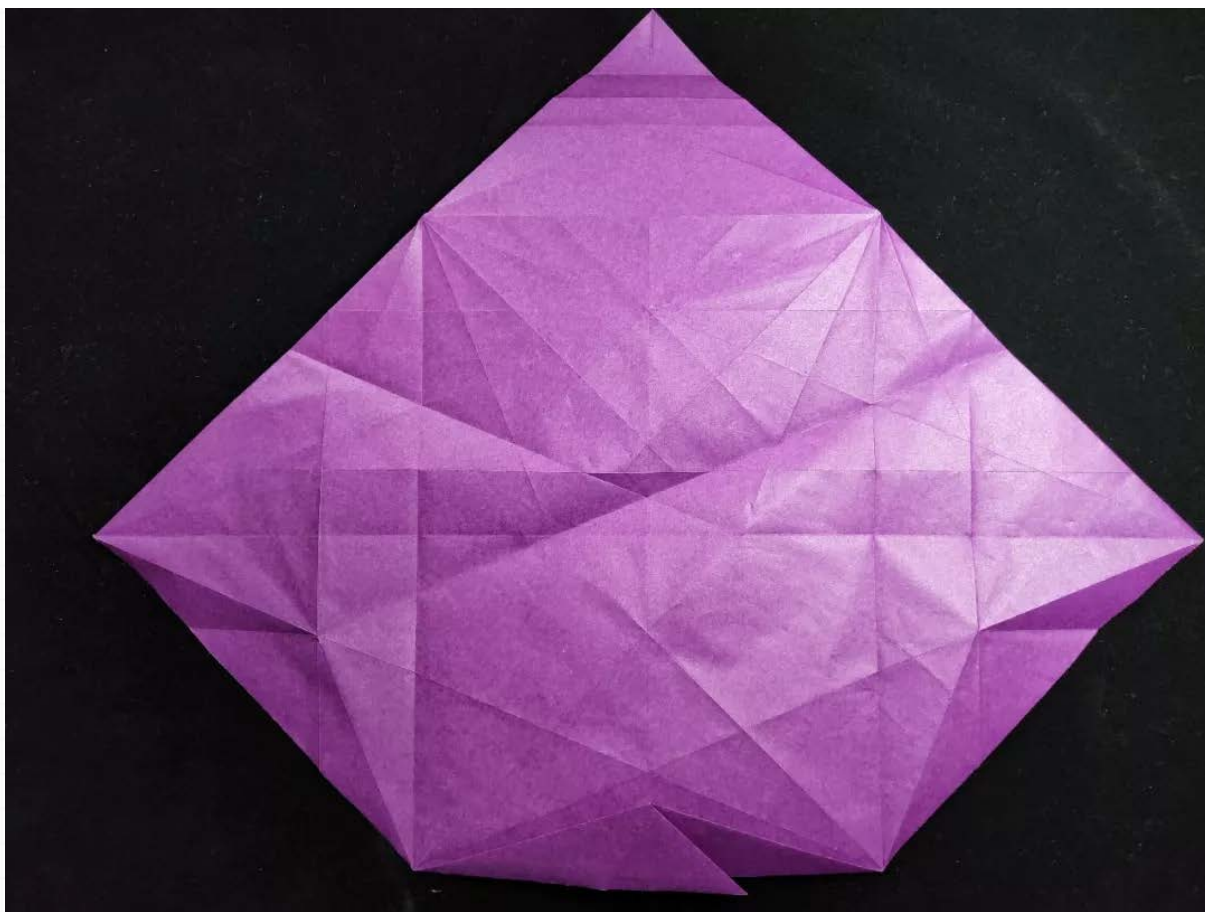




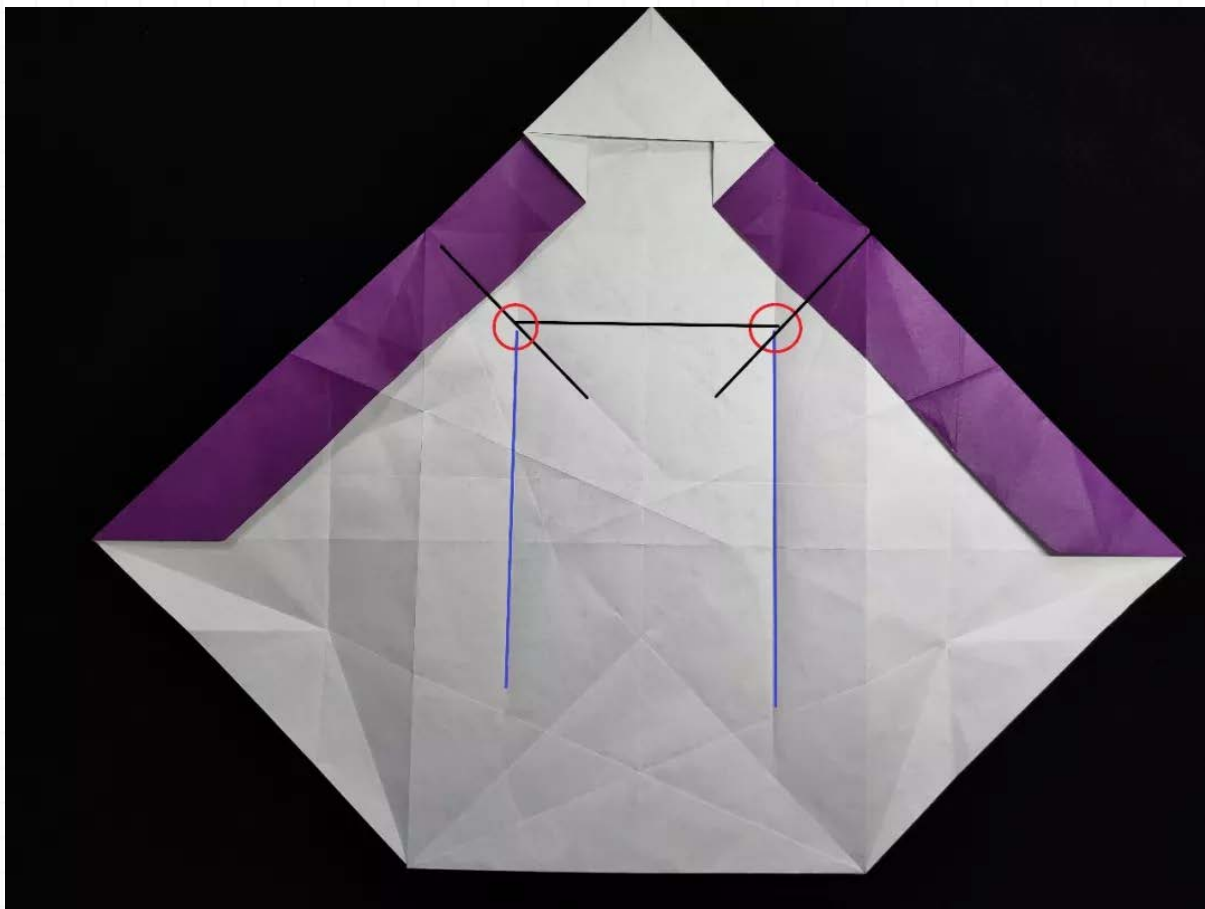


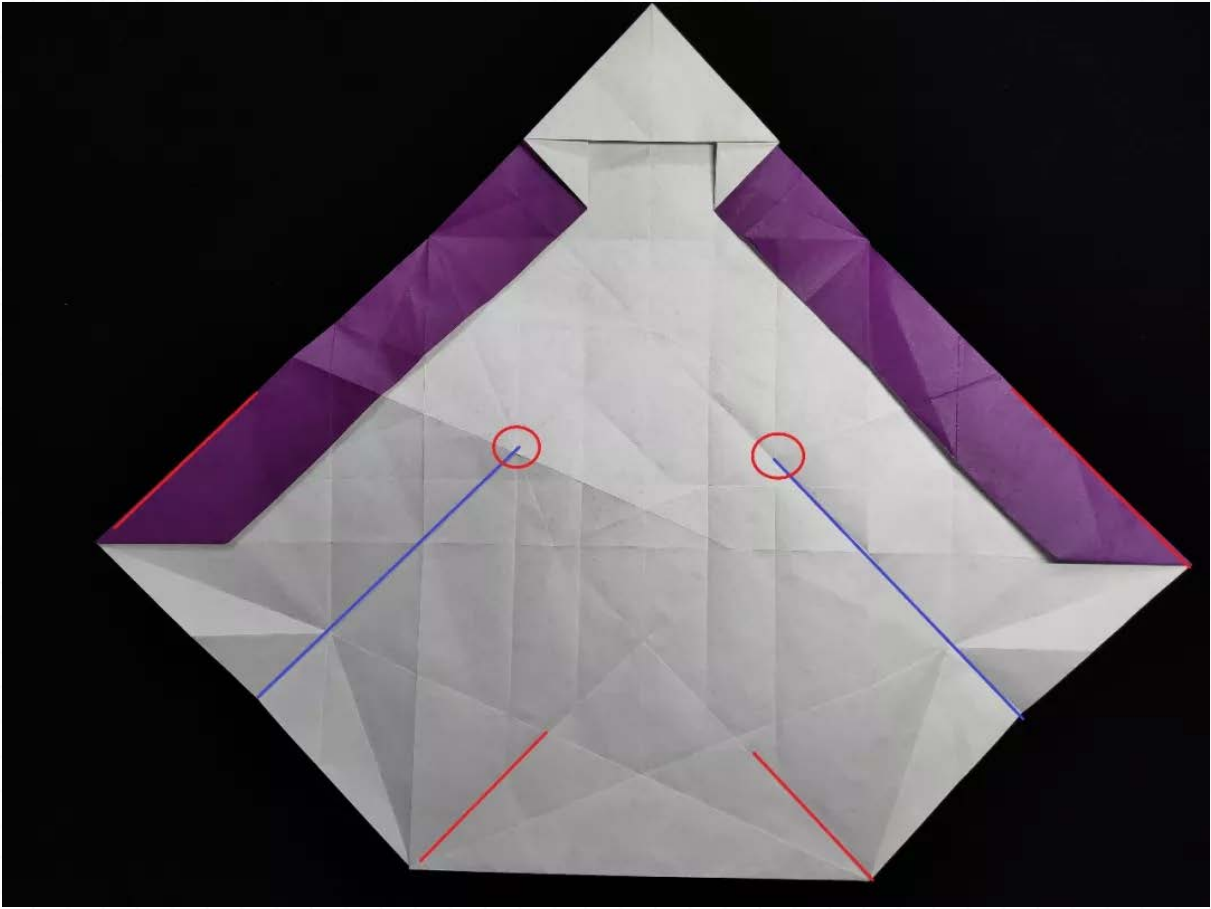
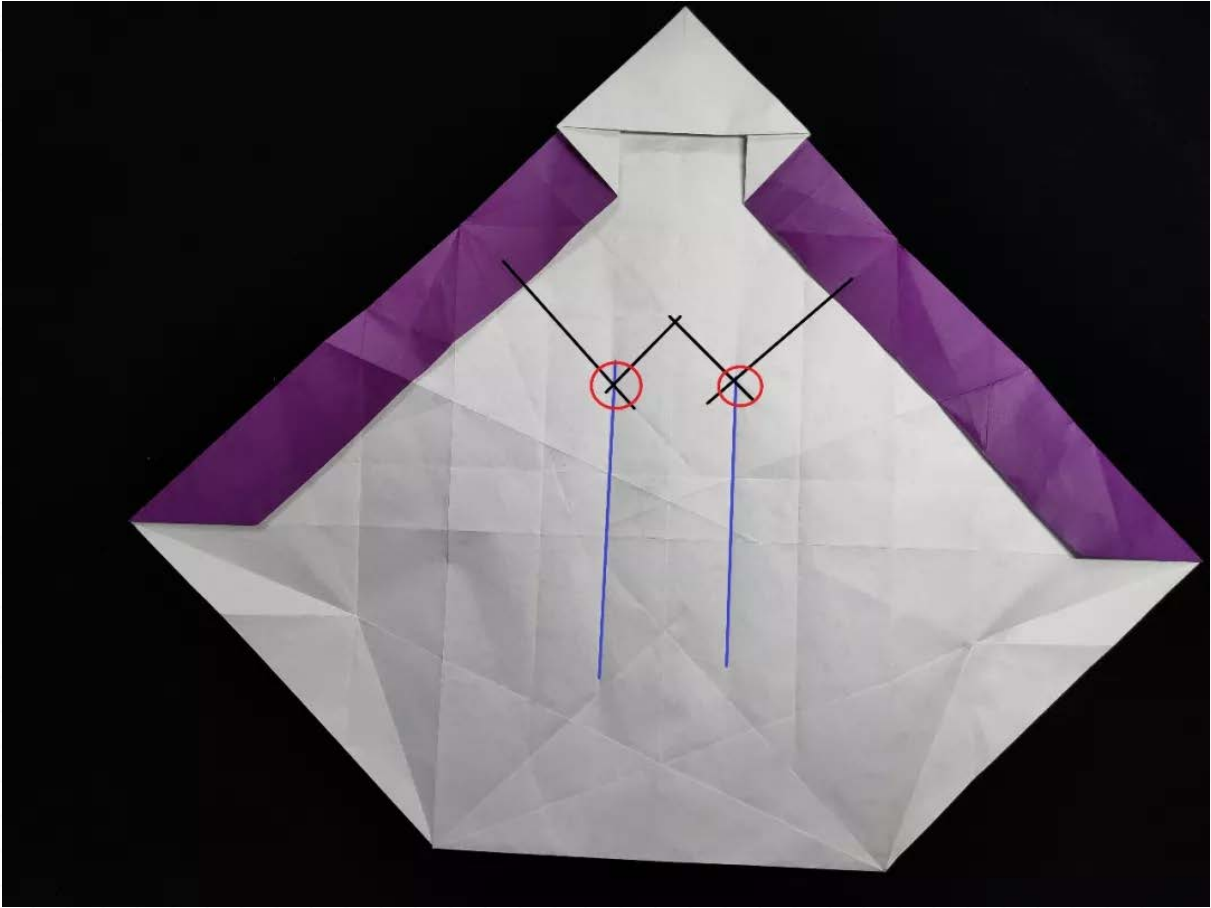
红线重合折出蓝线

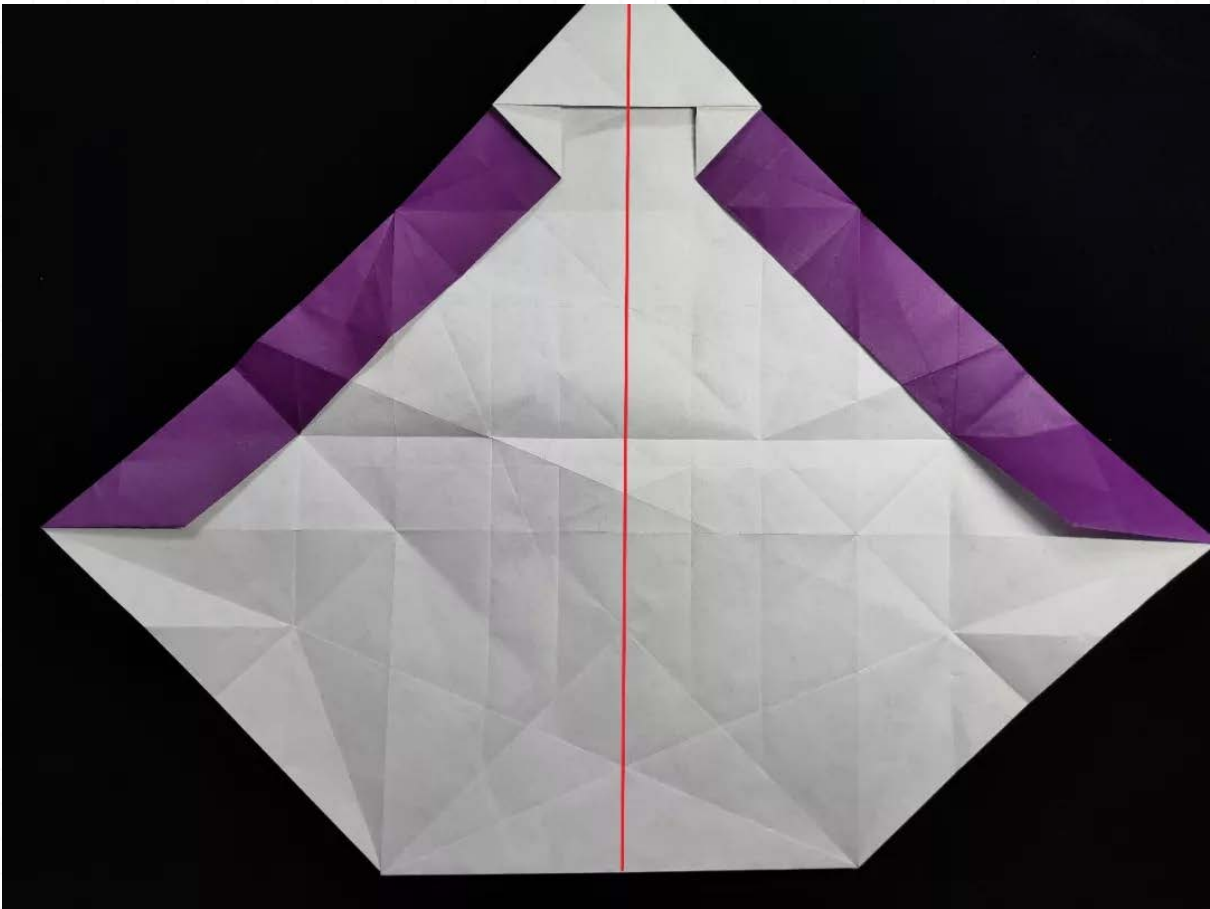
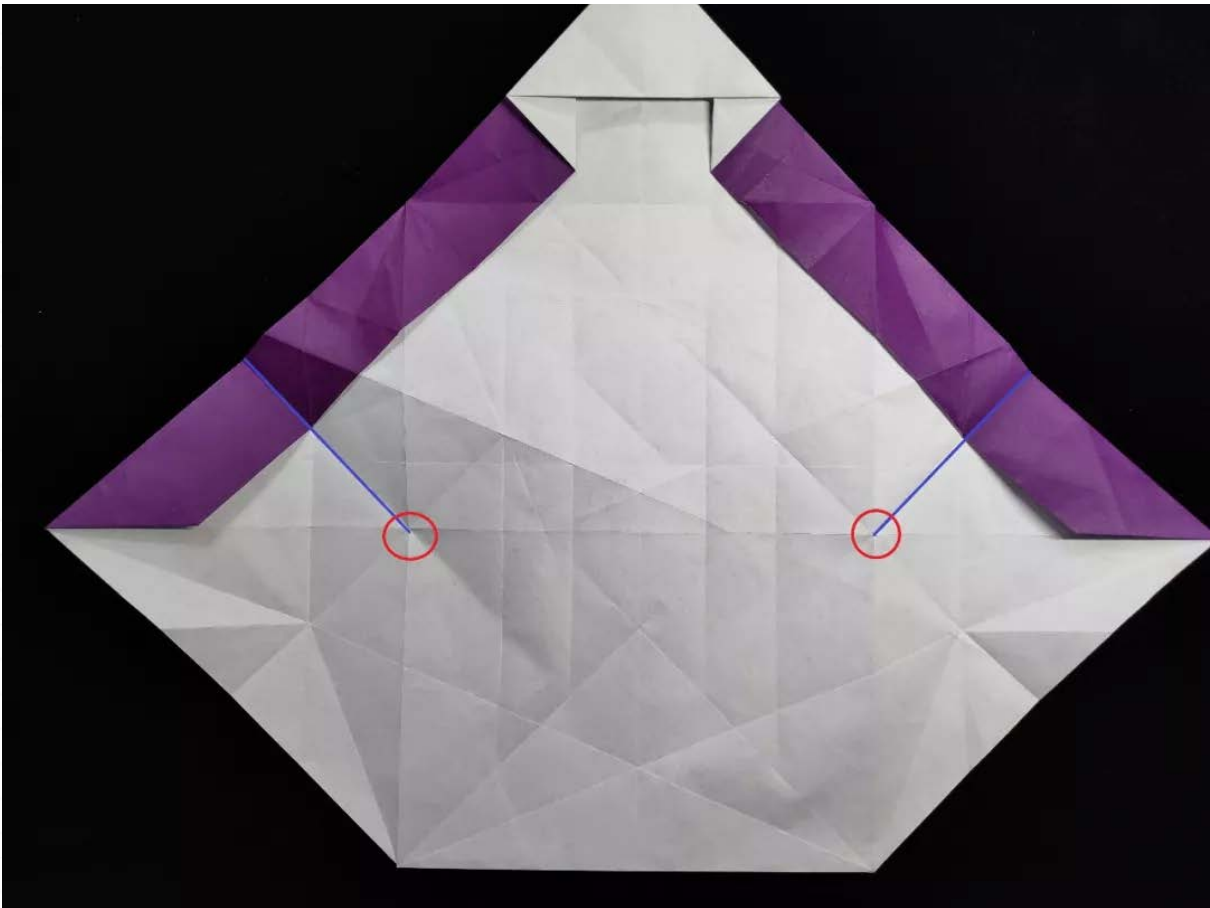


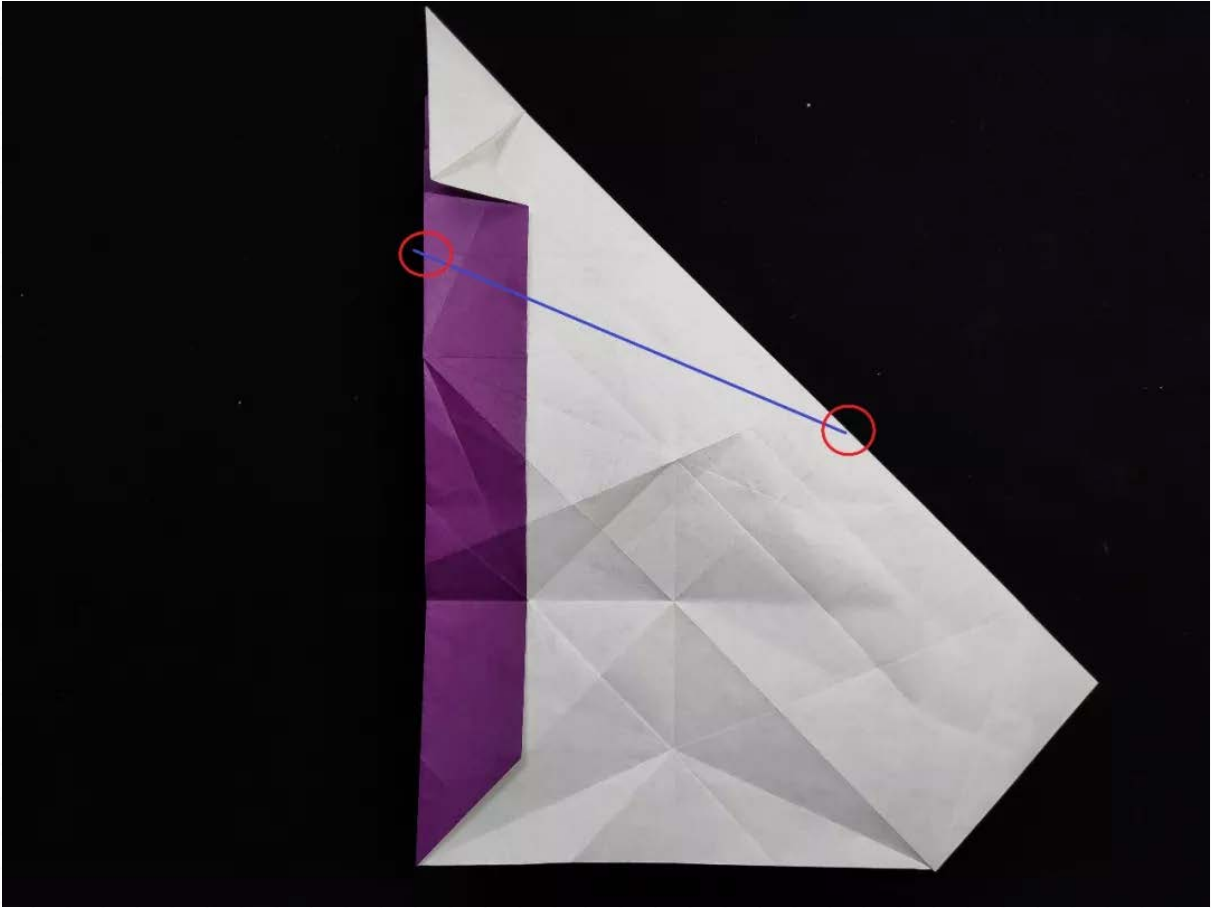


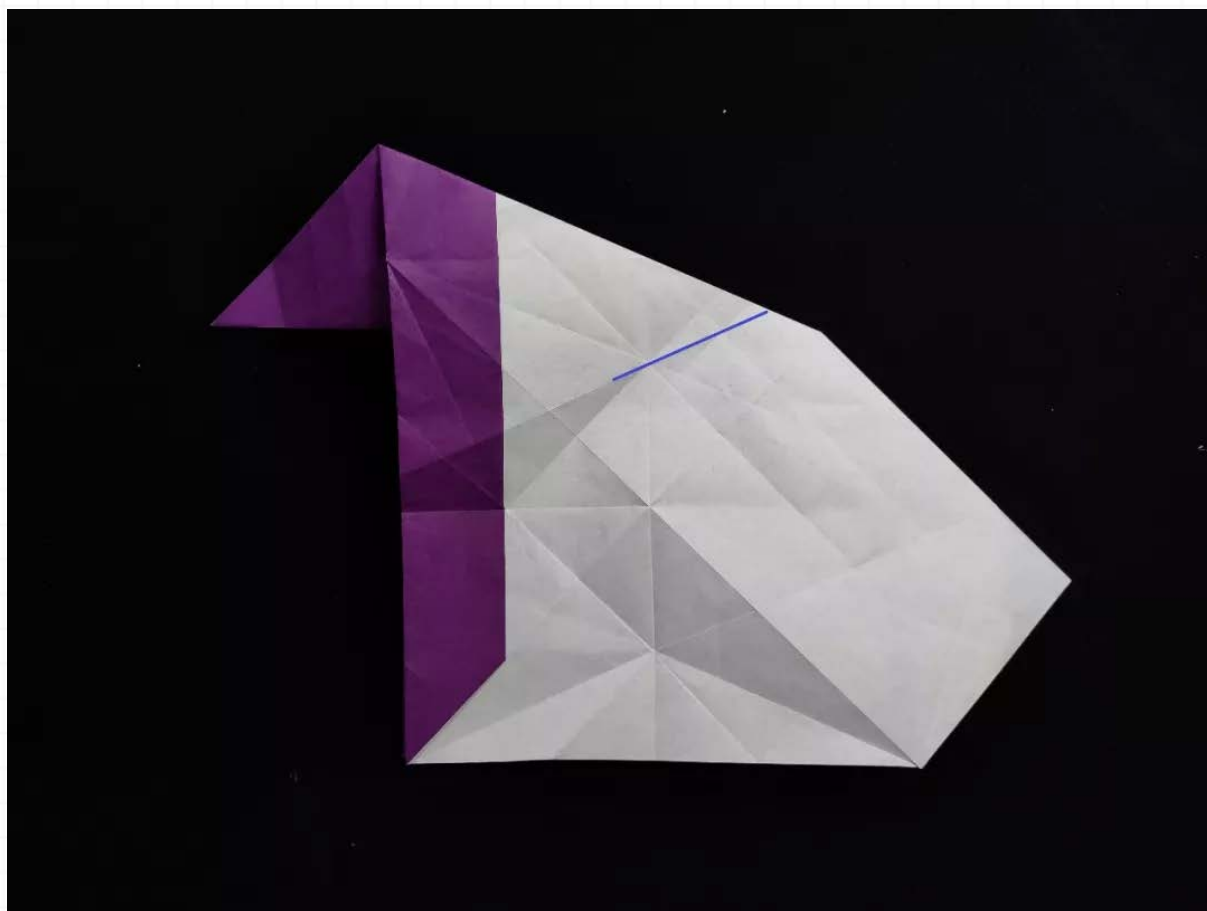
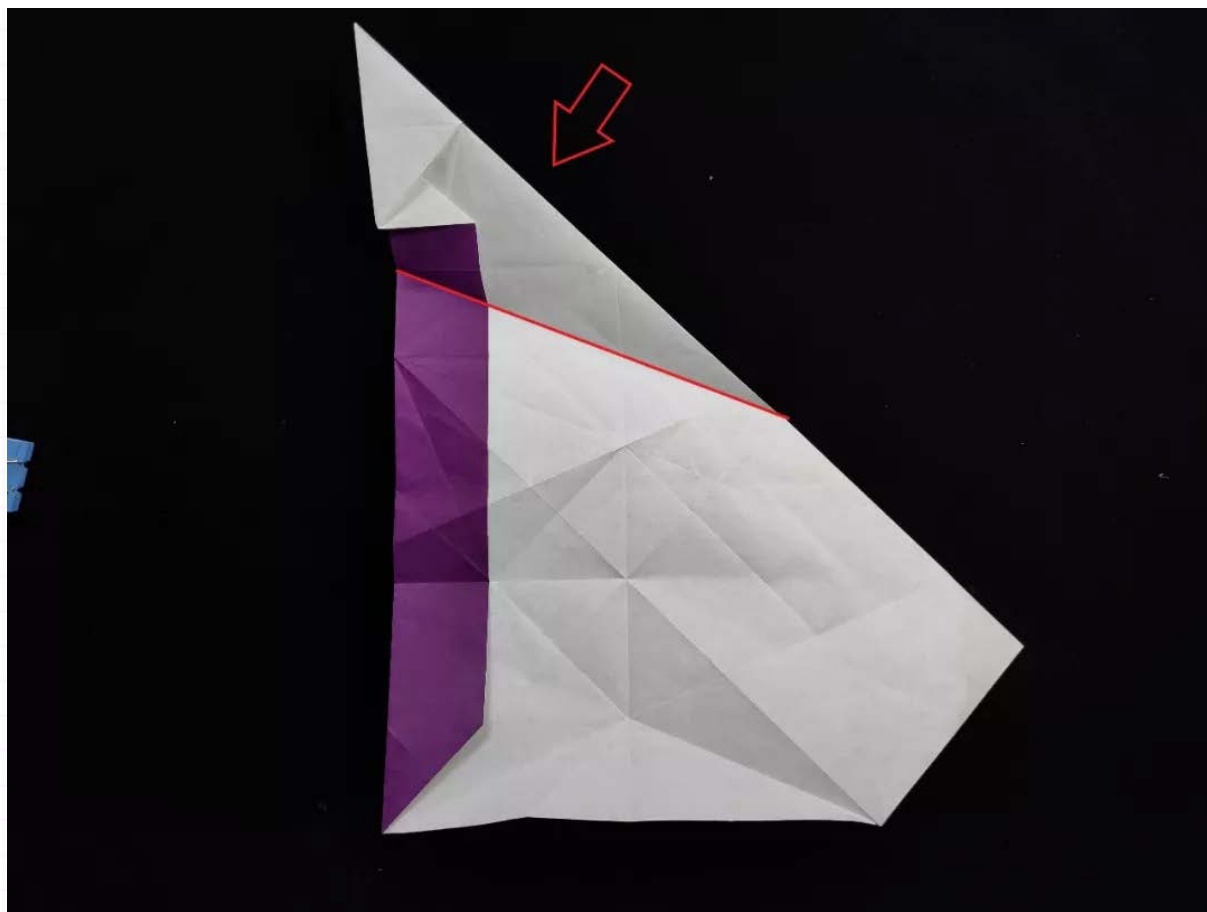
折出蓝线，黑线做参考



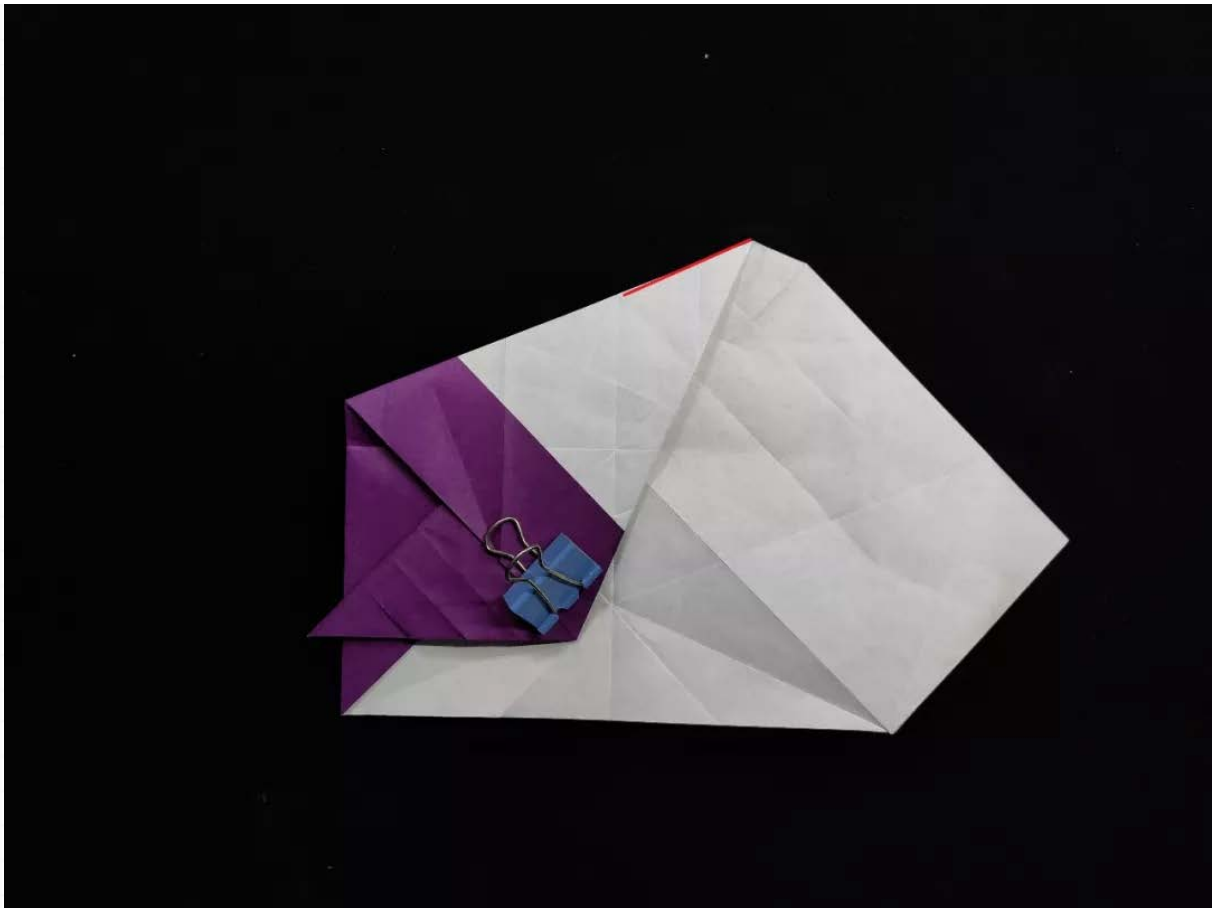




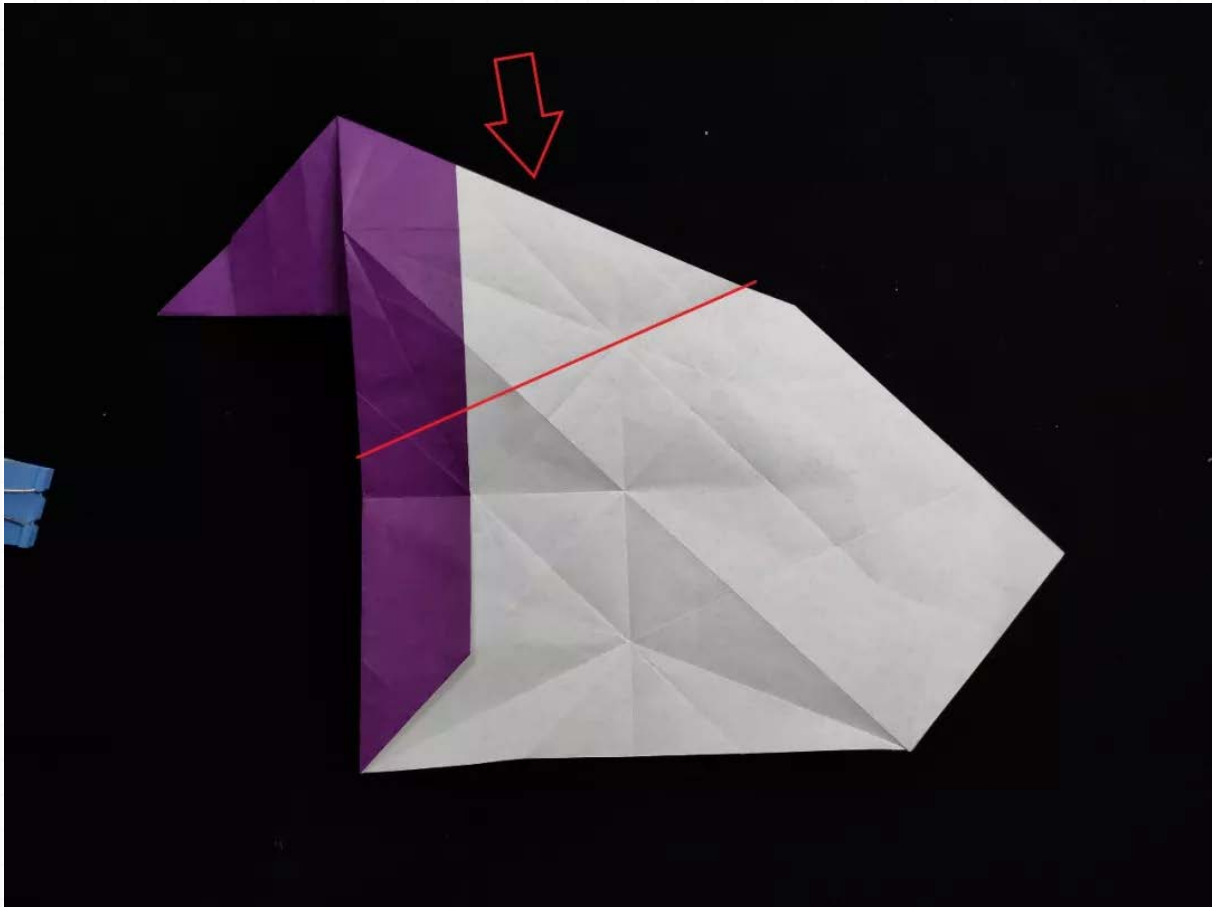




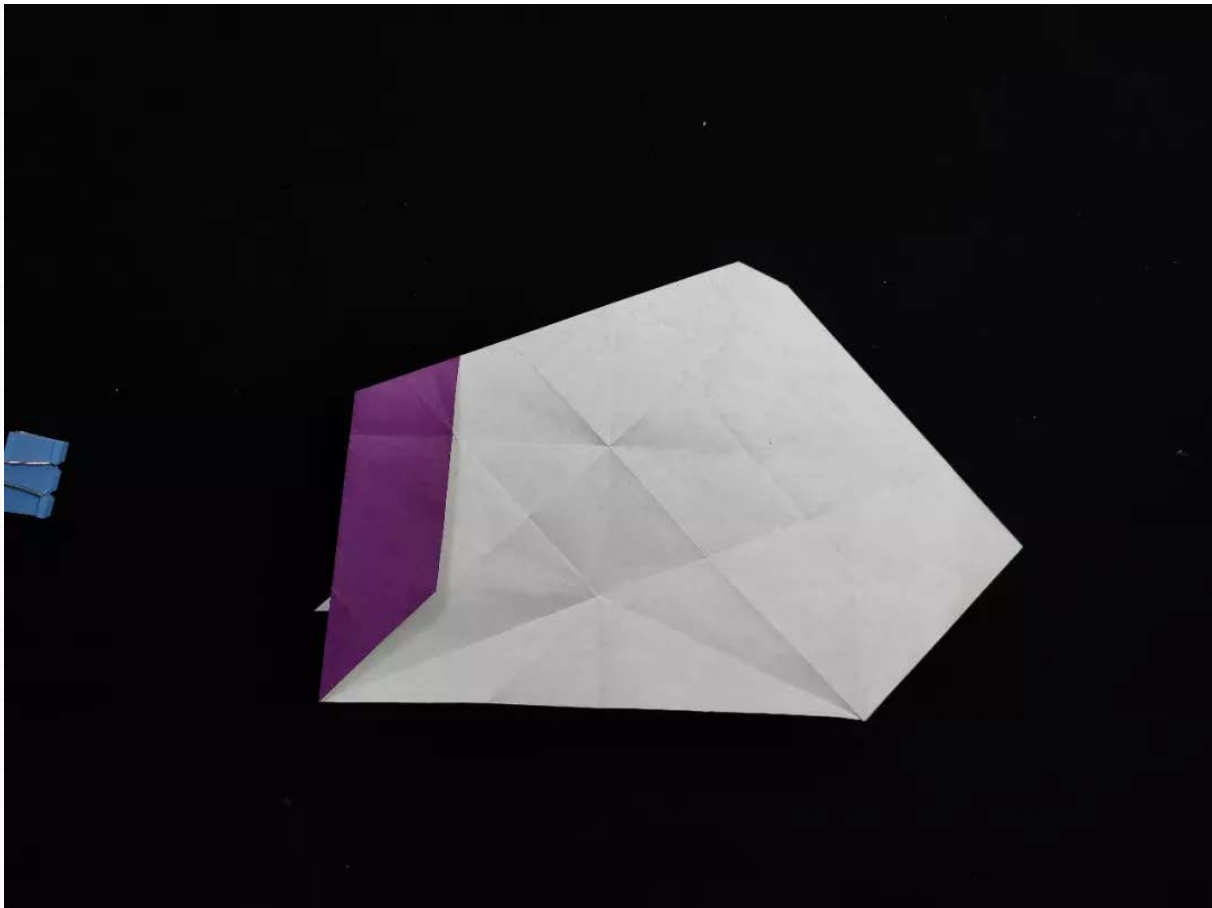
红线处压出折痕



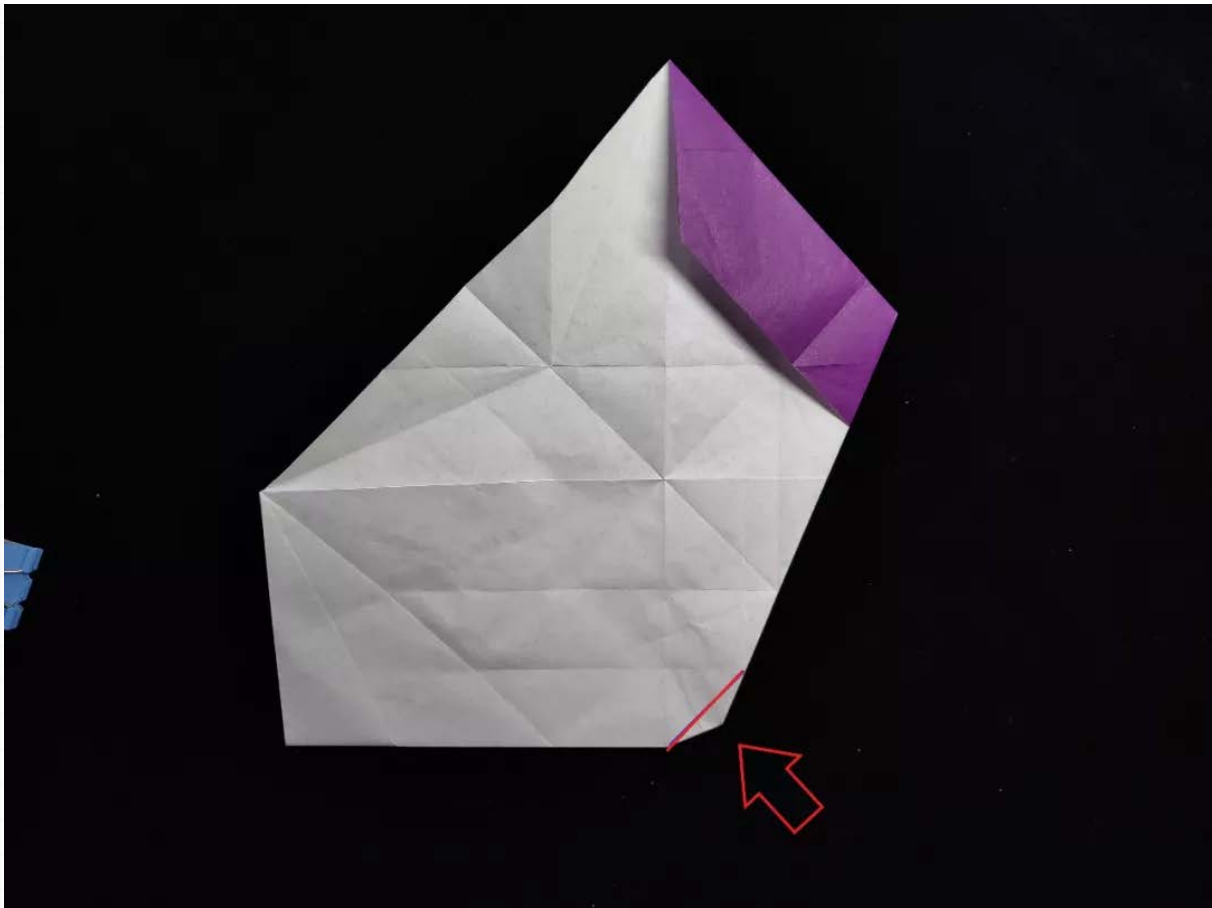
沉折



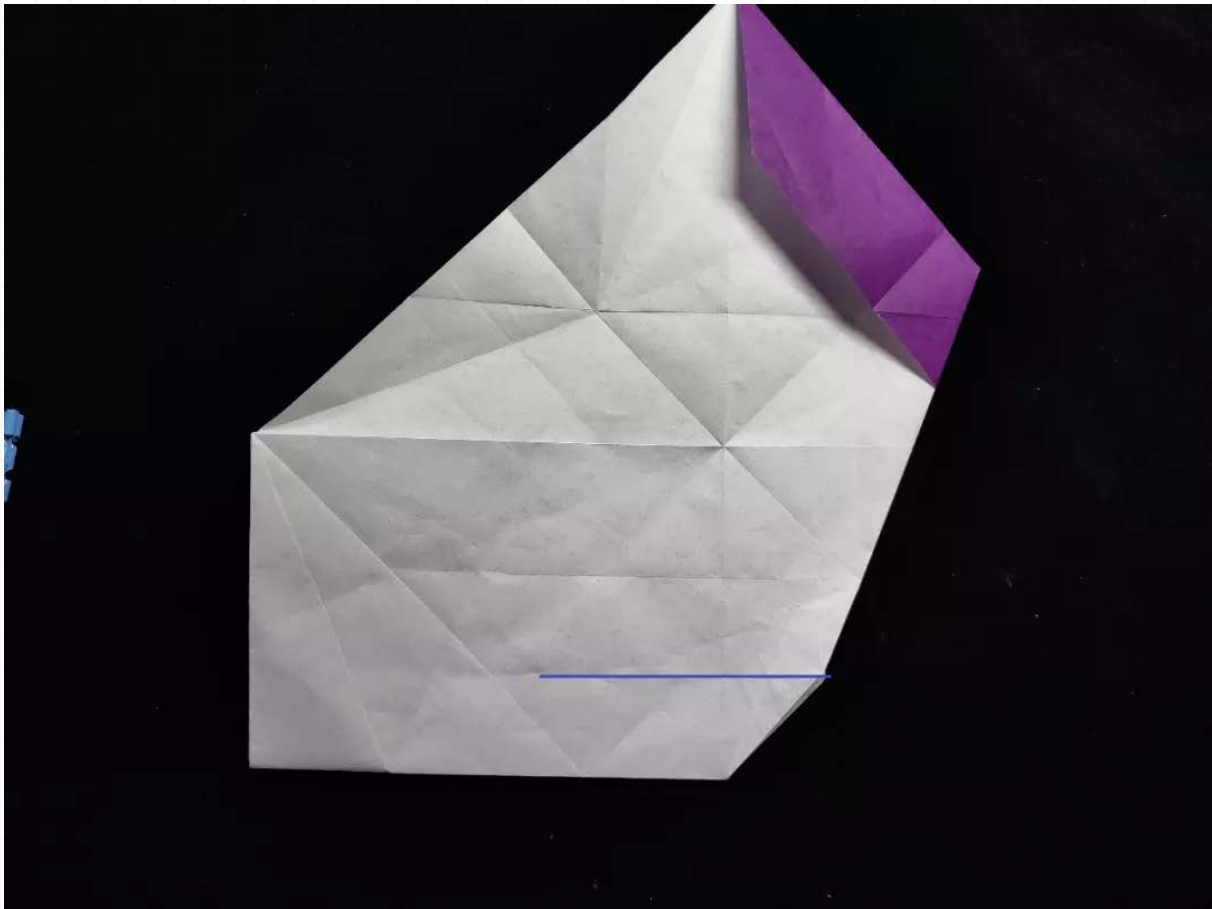
调整视角



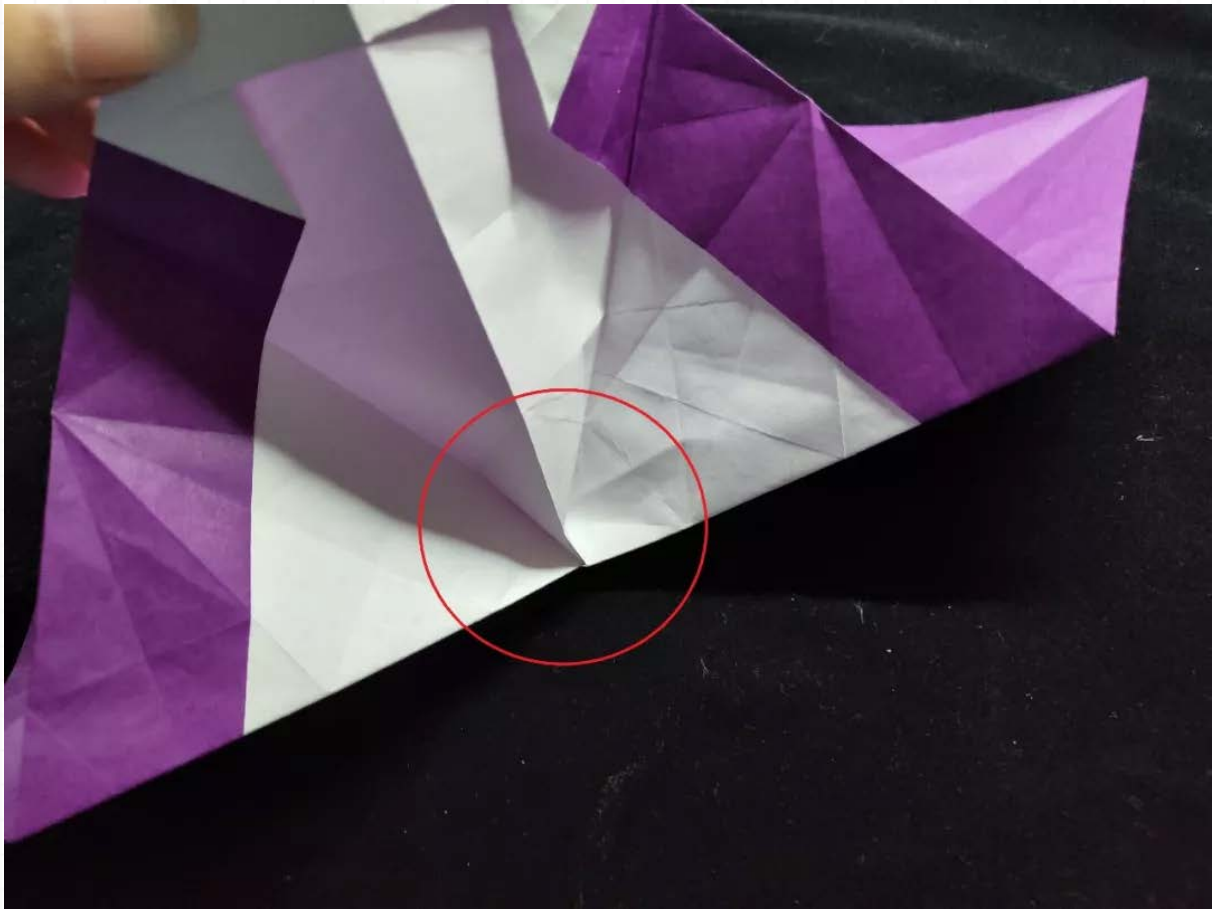
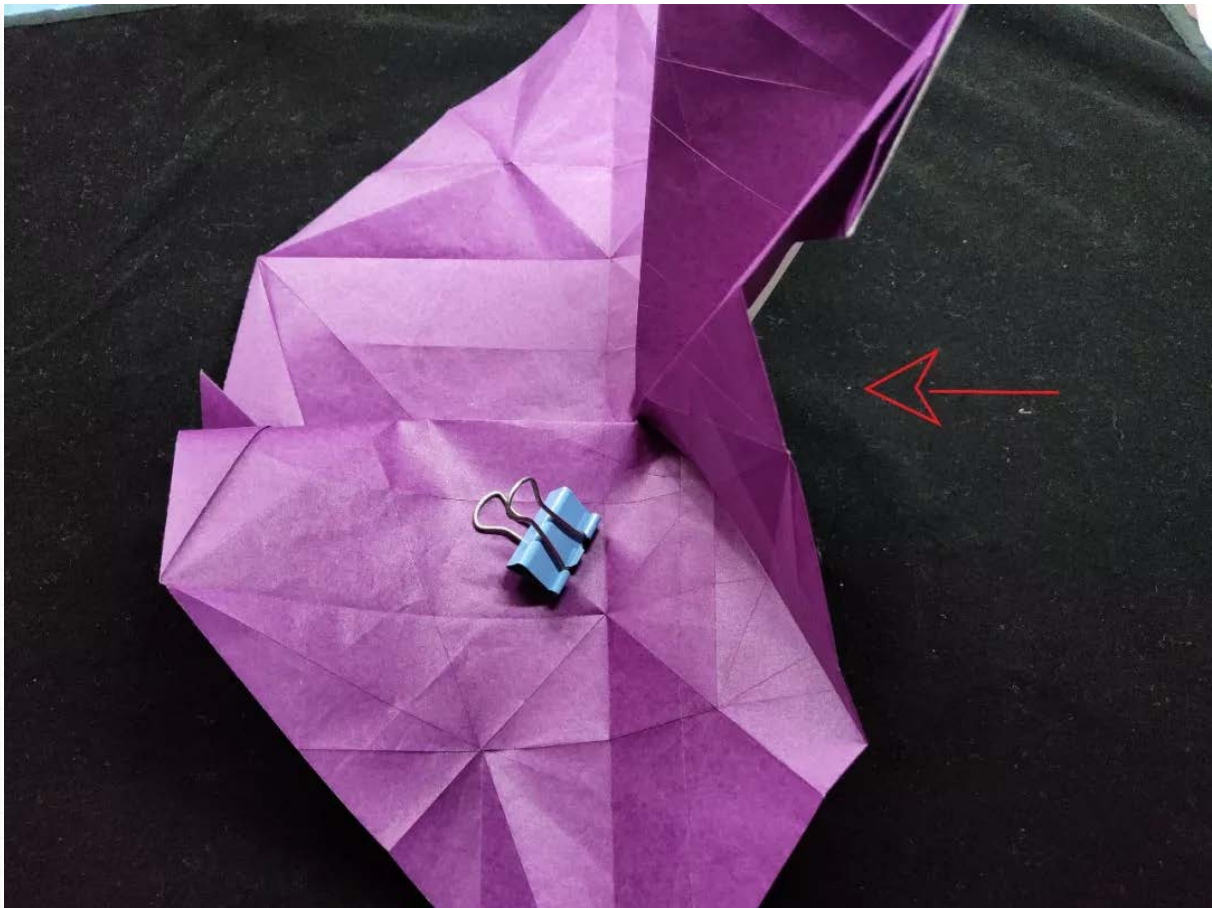
延展沉折

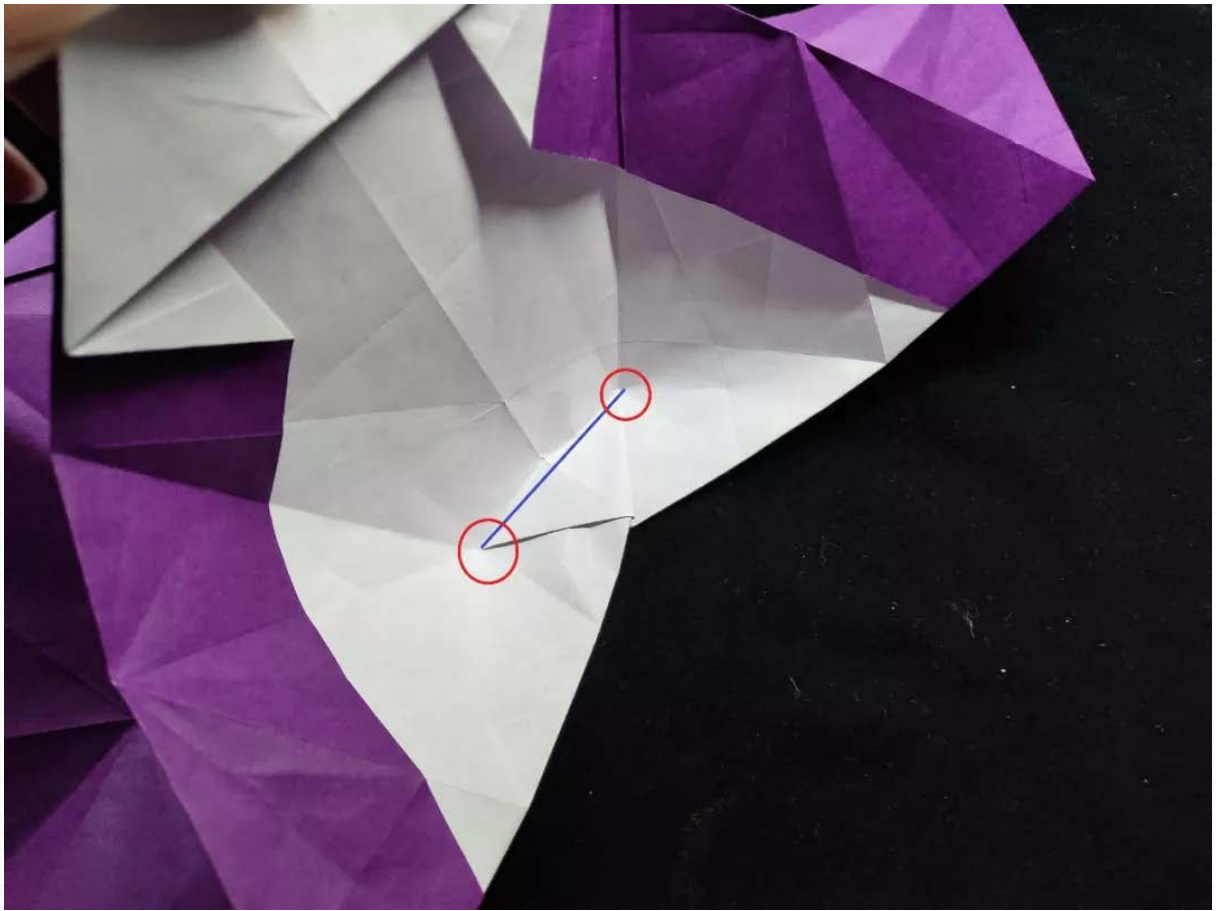


两侧相同

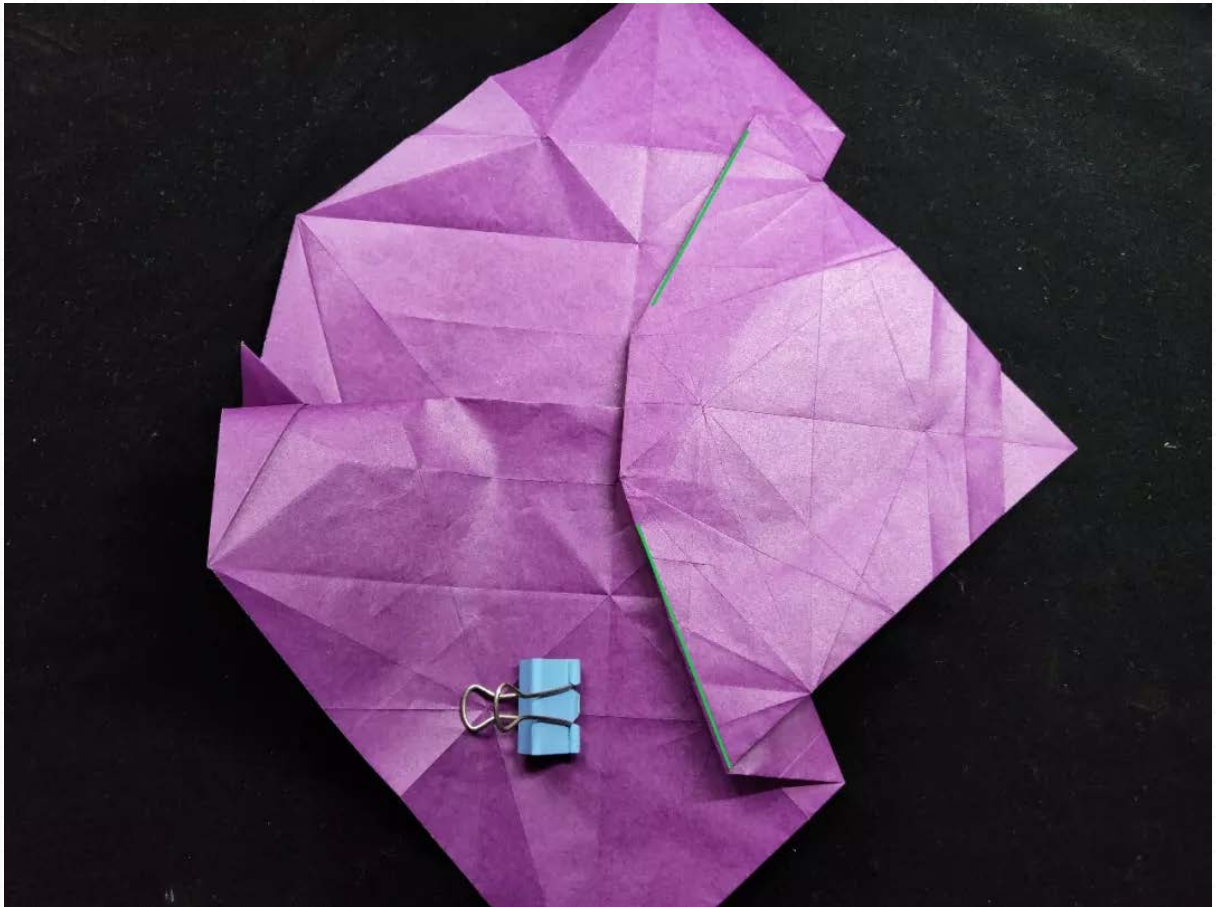


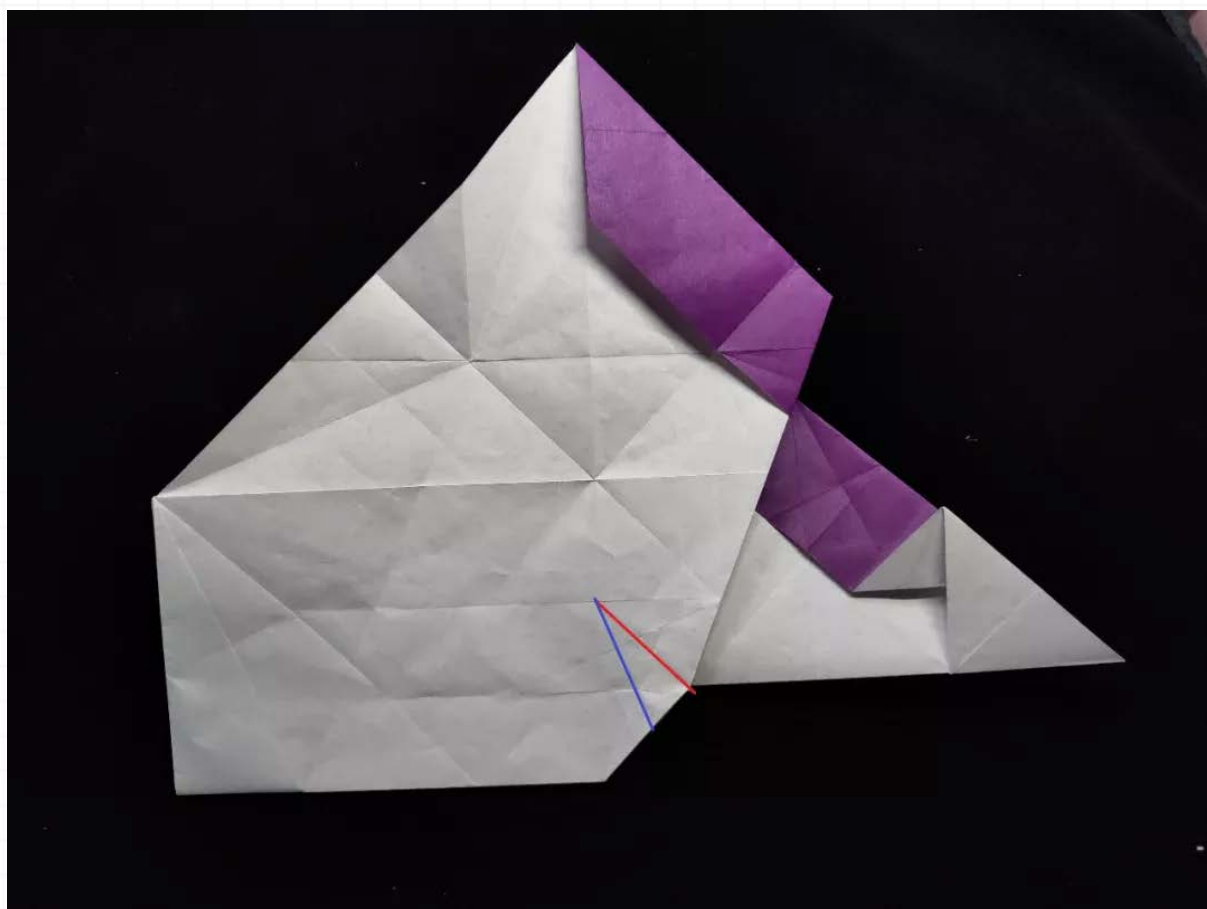
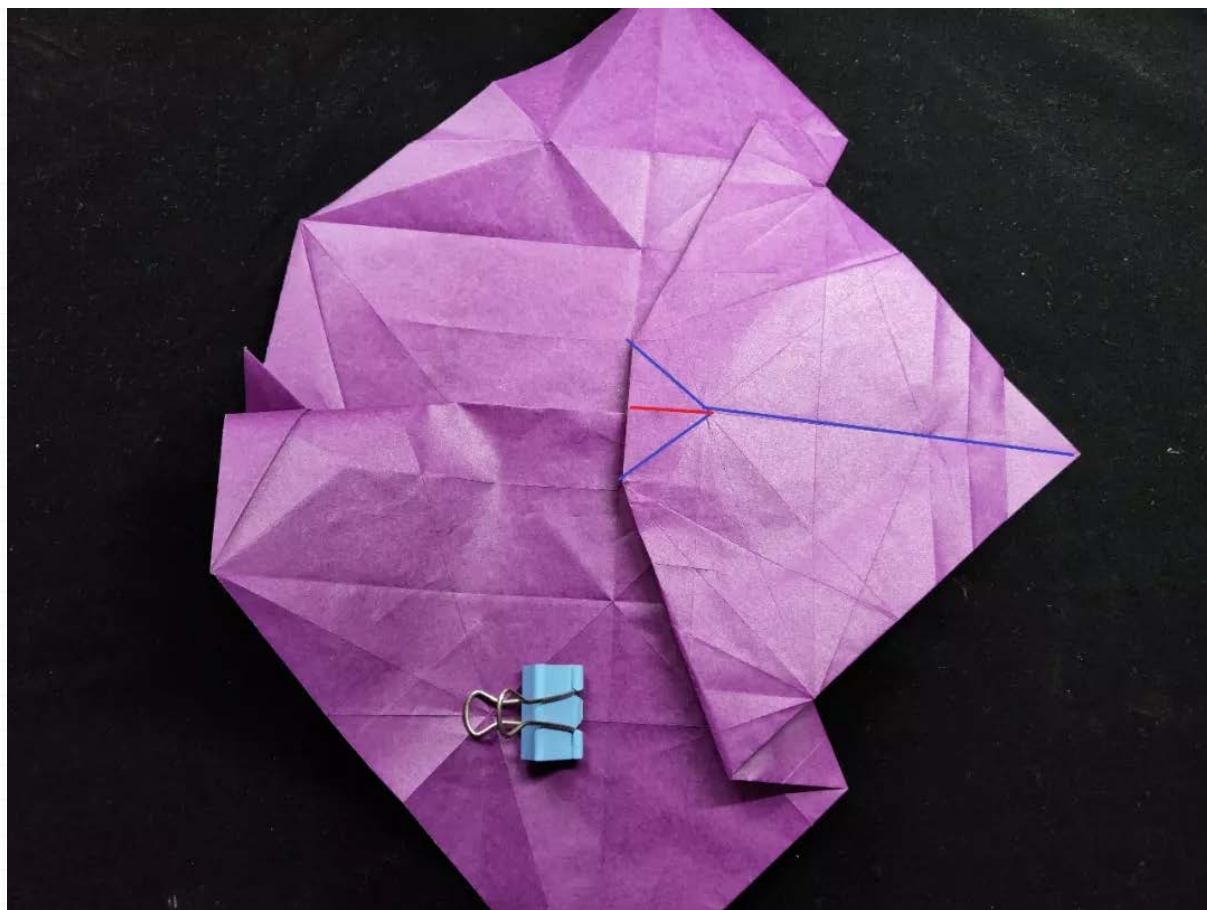
箭头方向视角



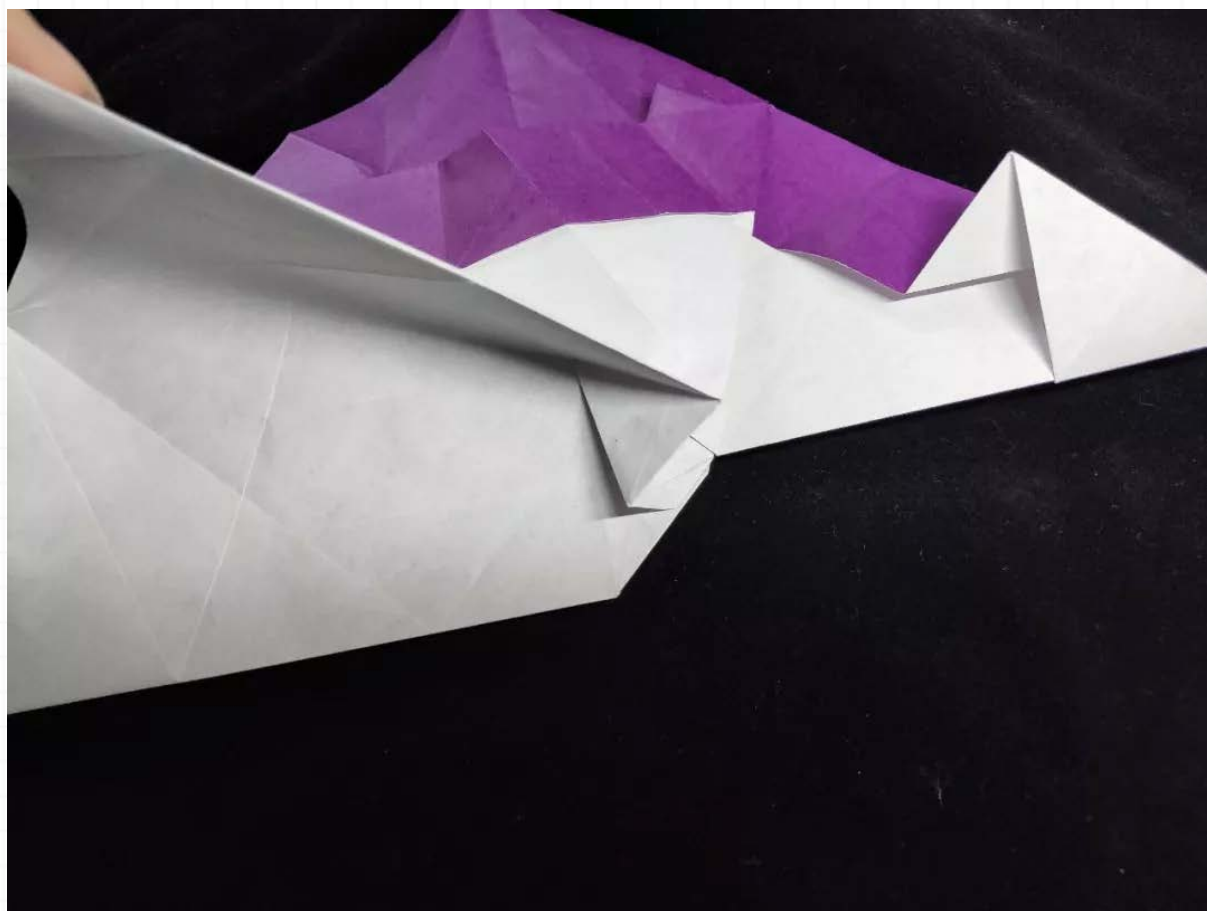
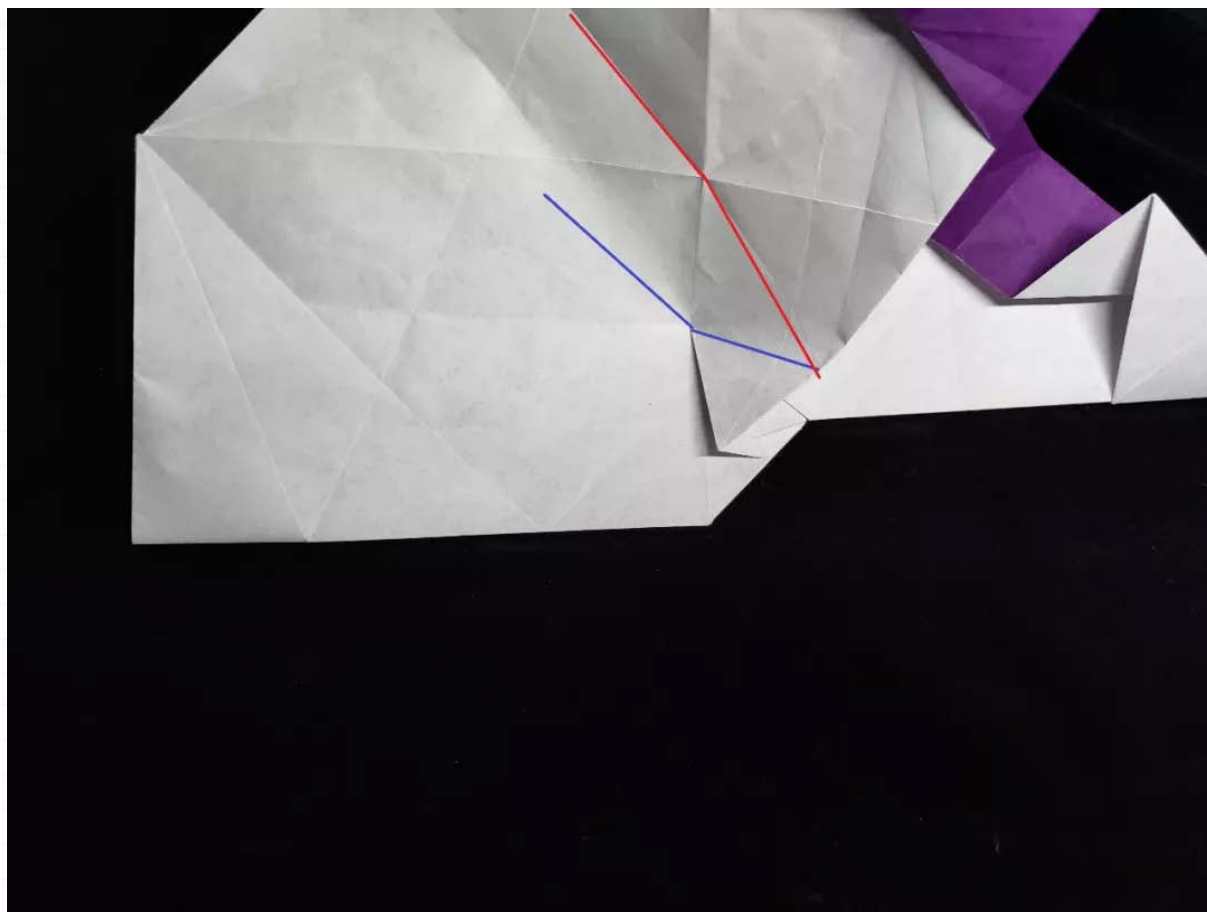


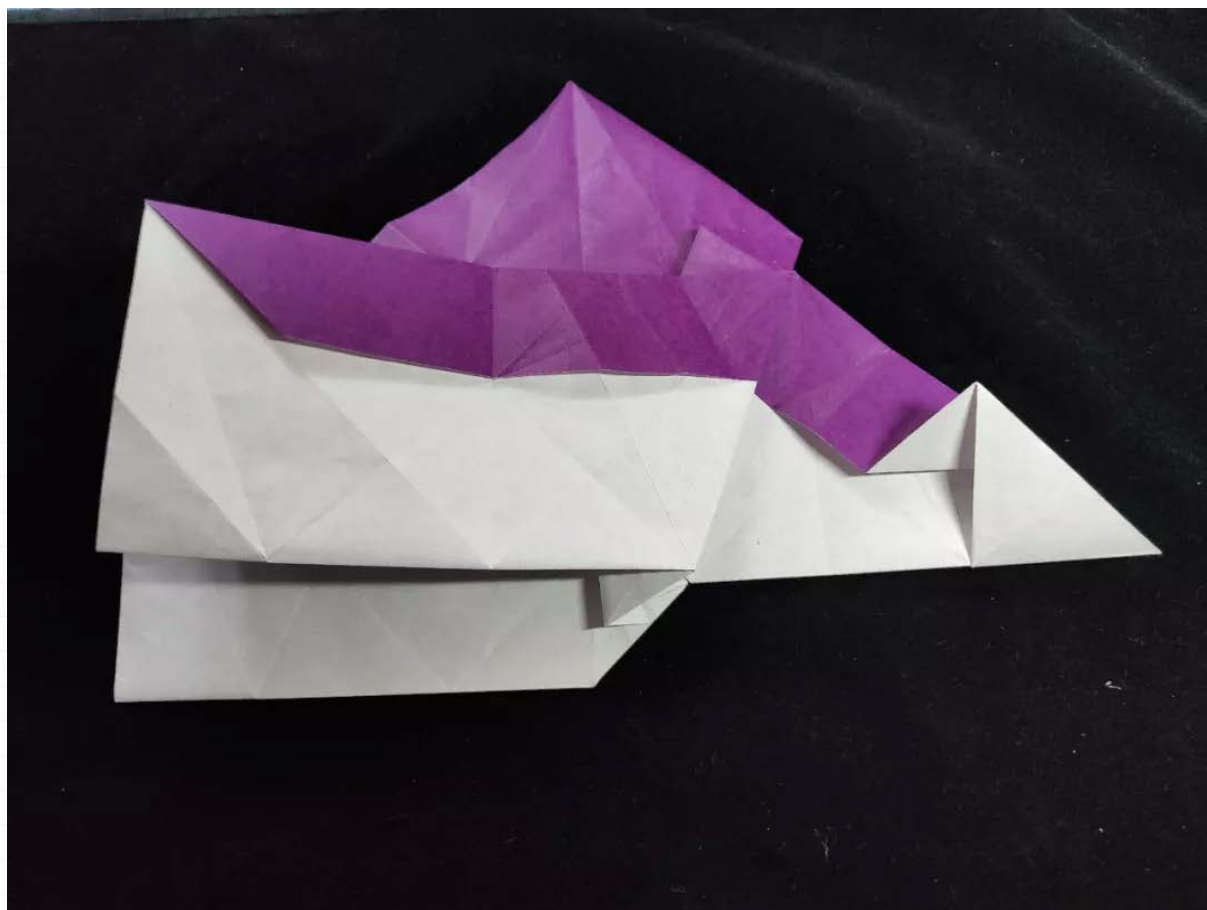
绿线处可不用压实



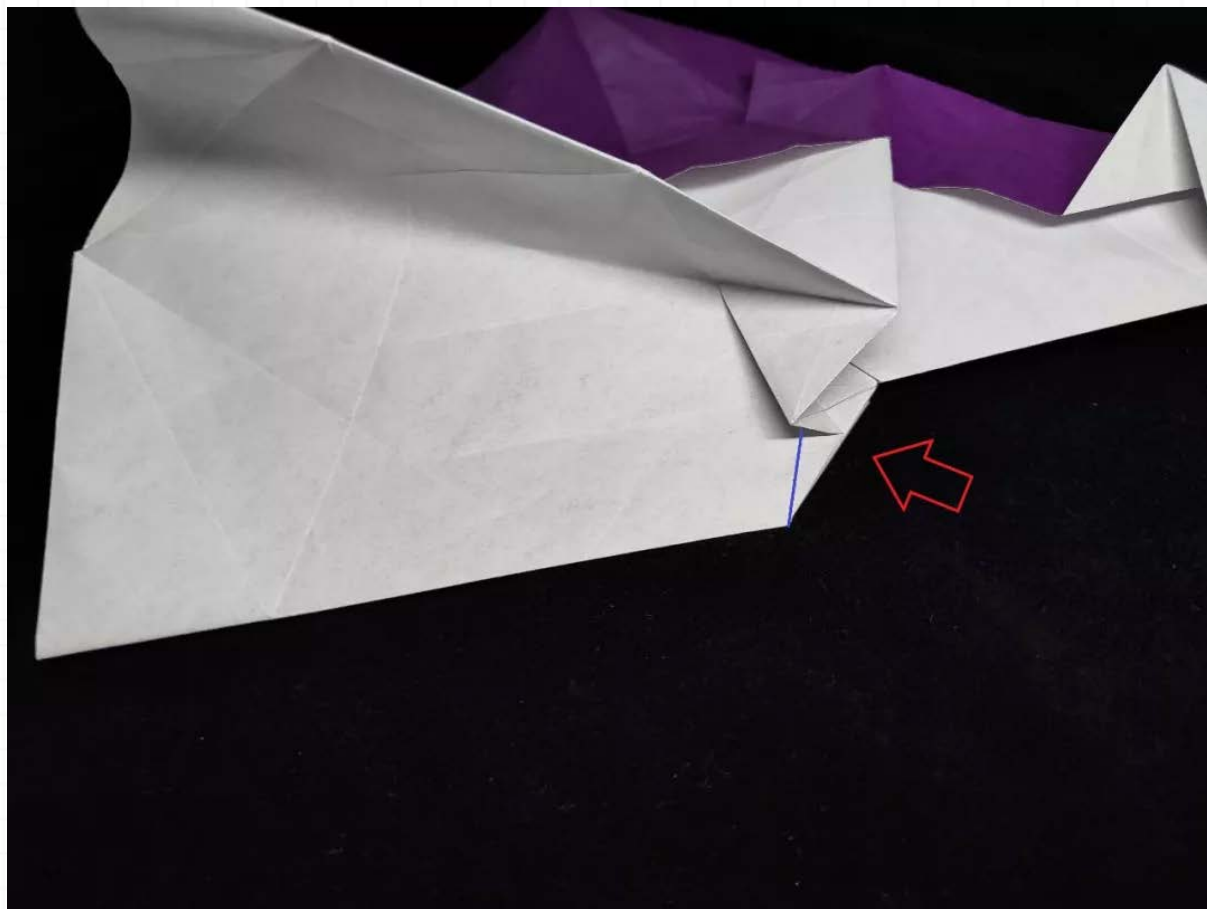


蓝线左侧延伸可不压实





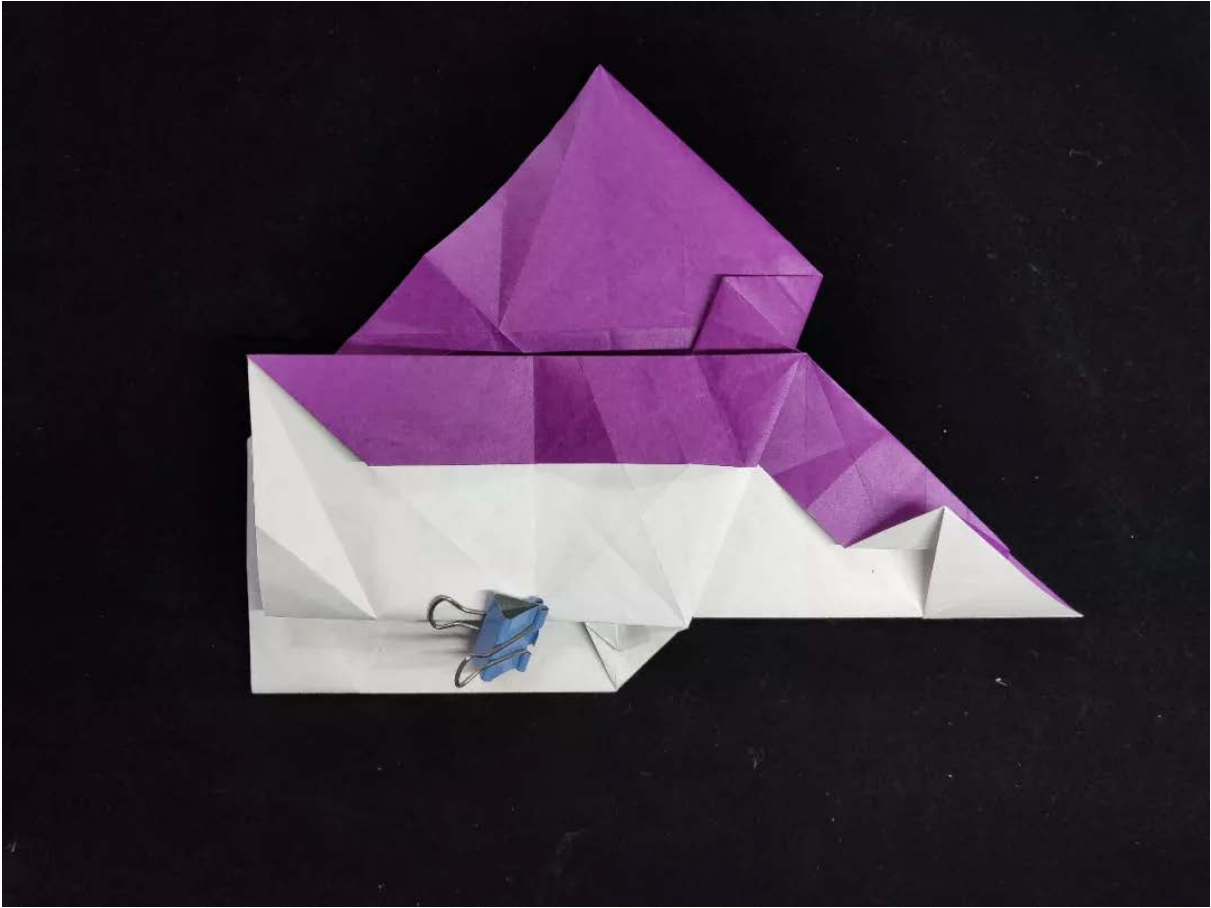
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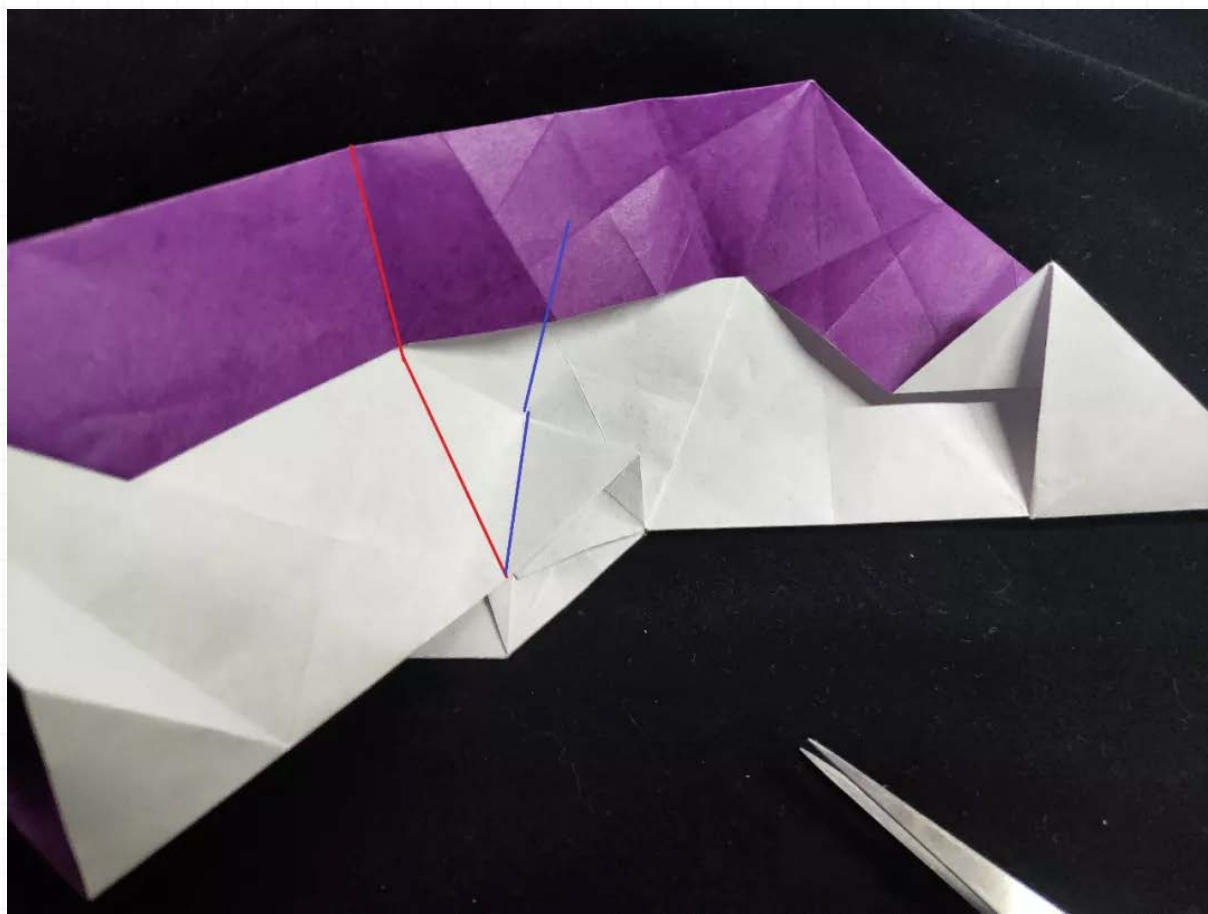


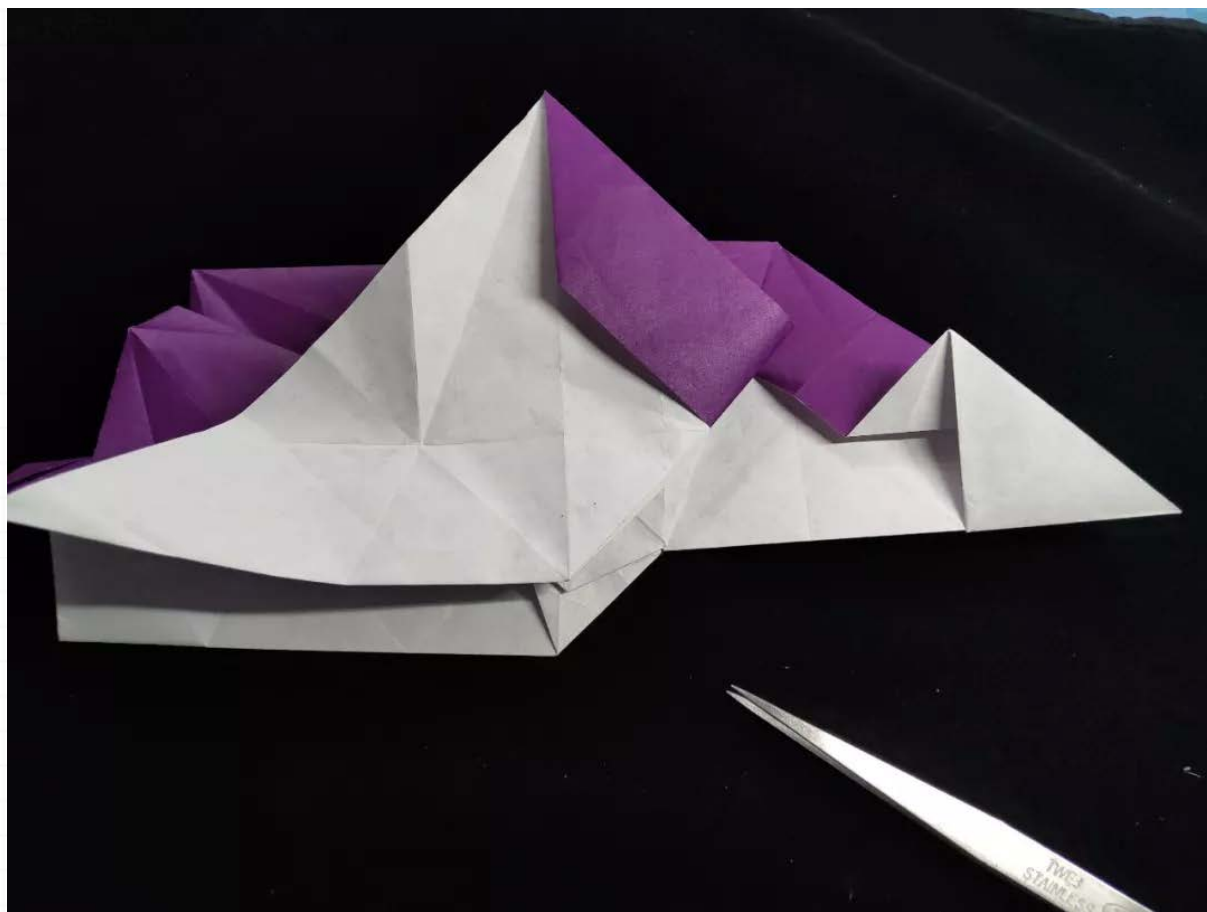
拉出



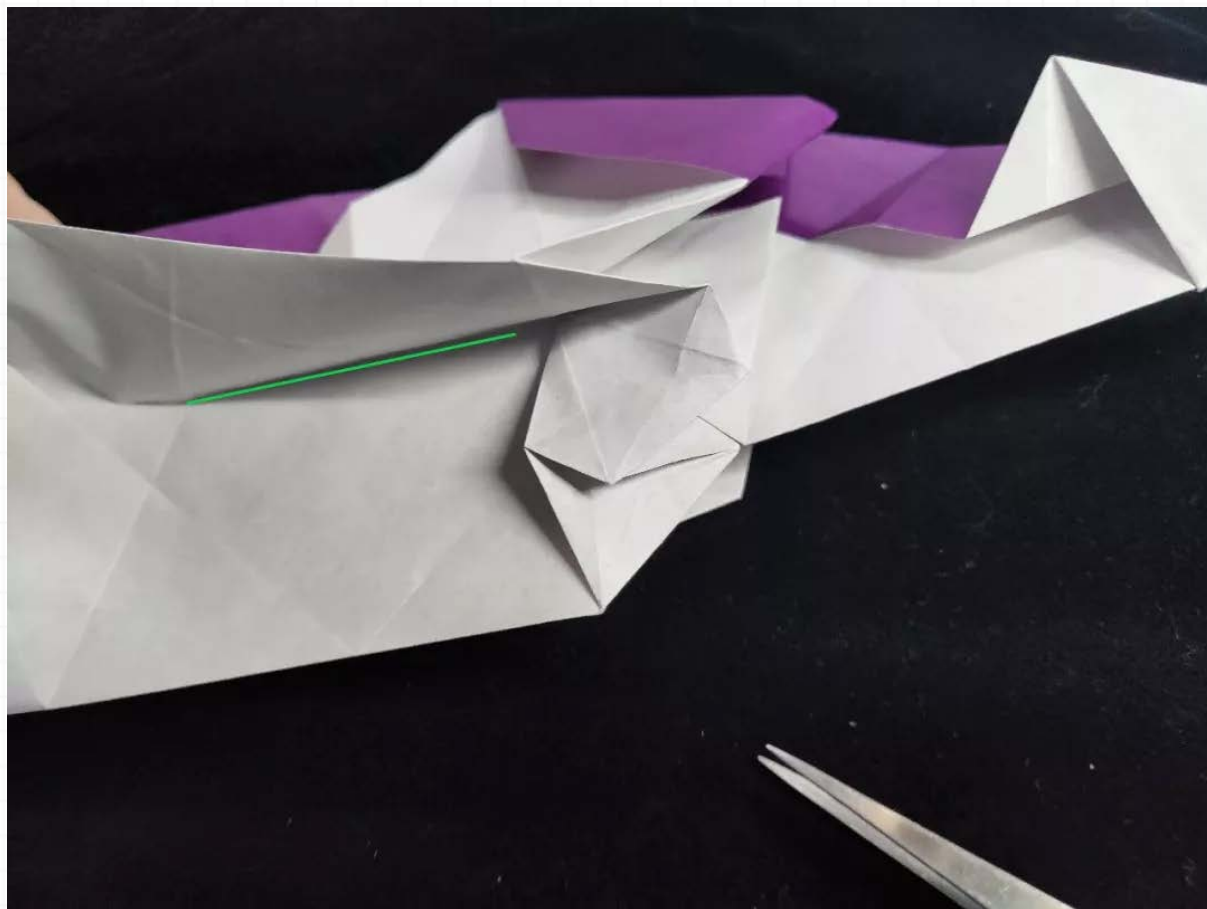
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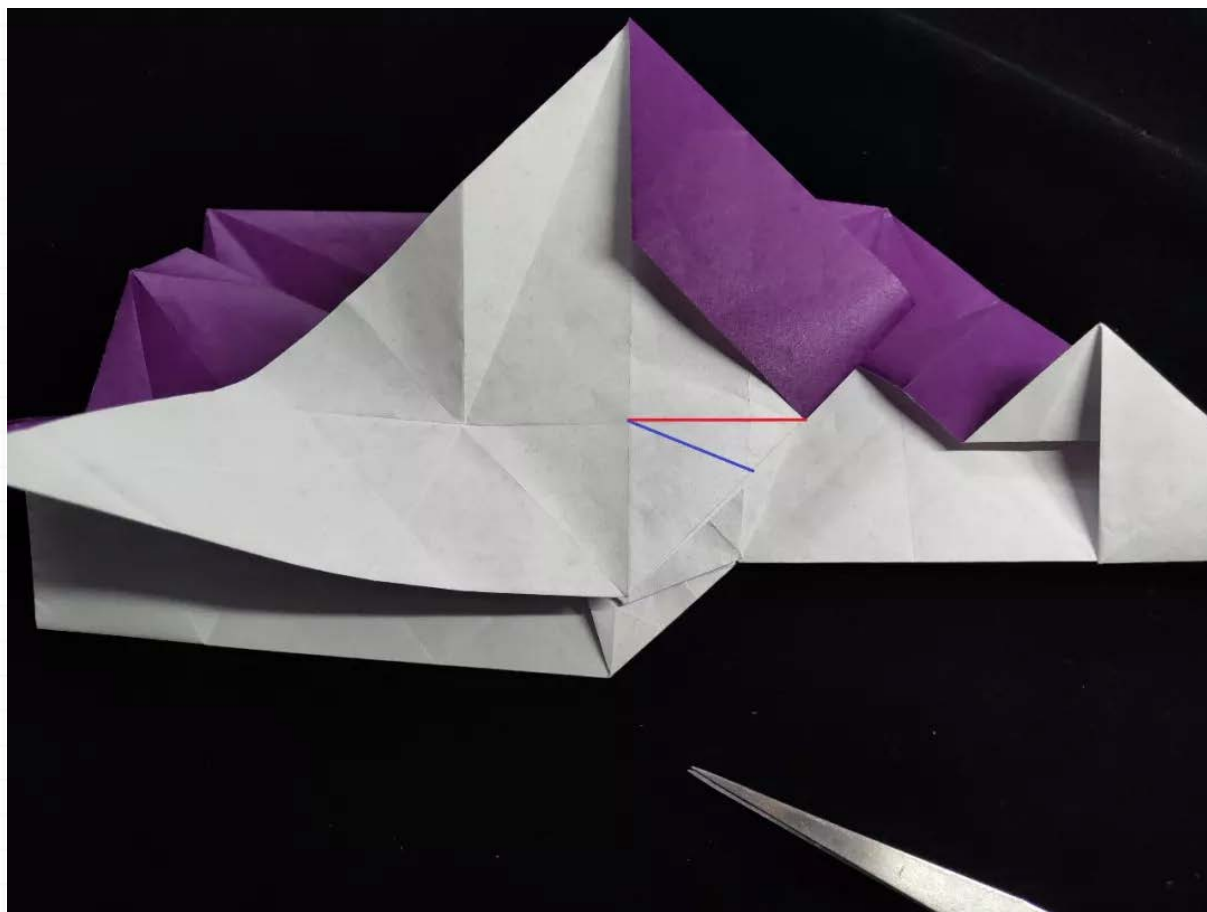




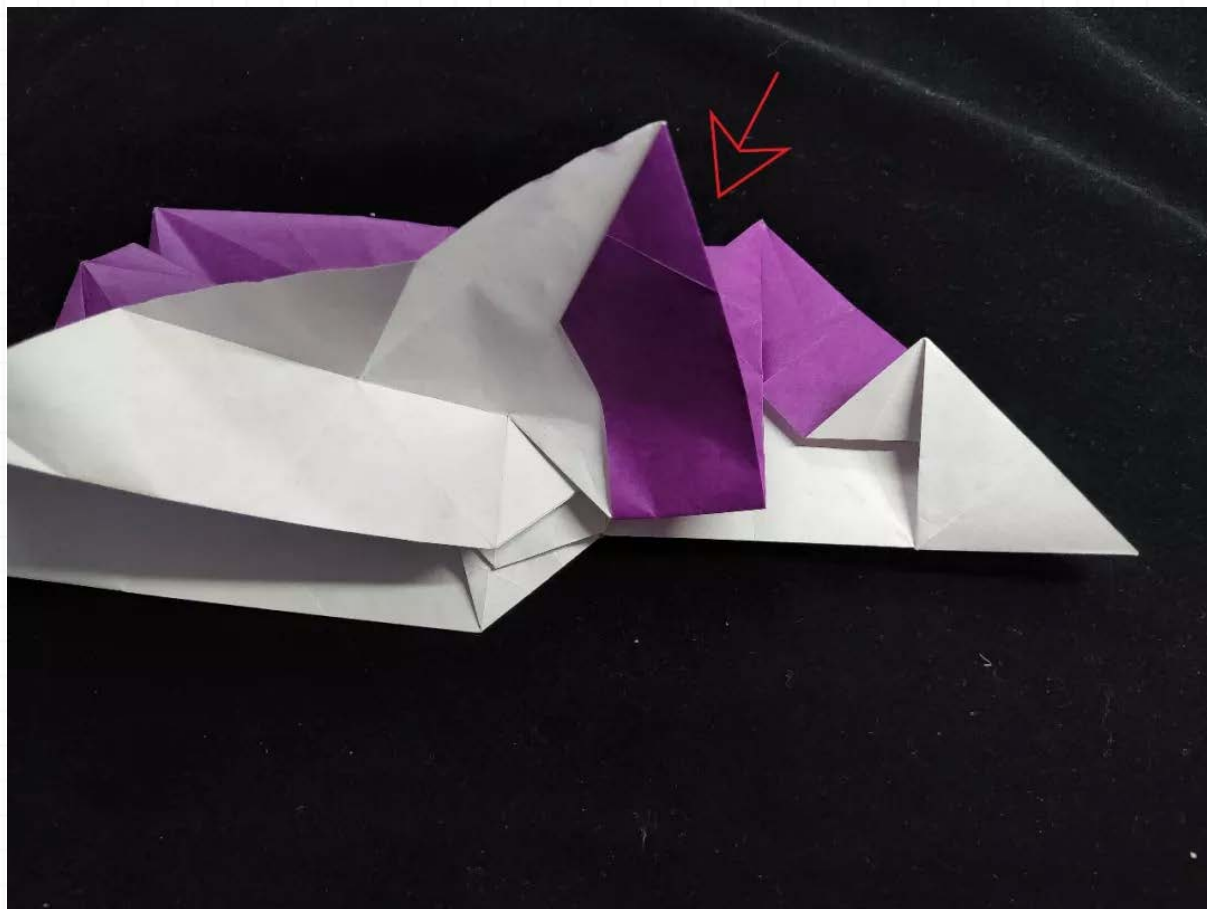


注意绿线处左侧不要压实，会影响成品腿部折痕

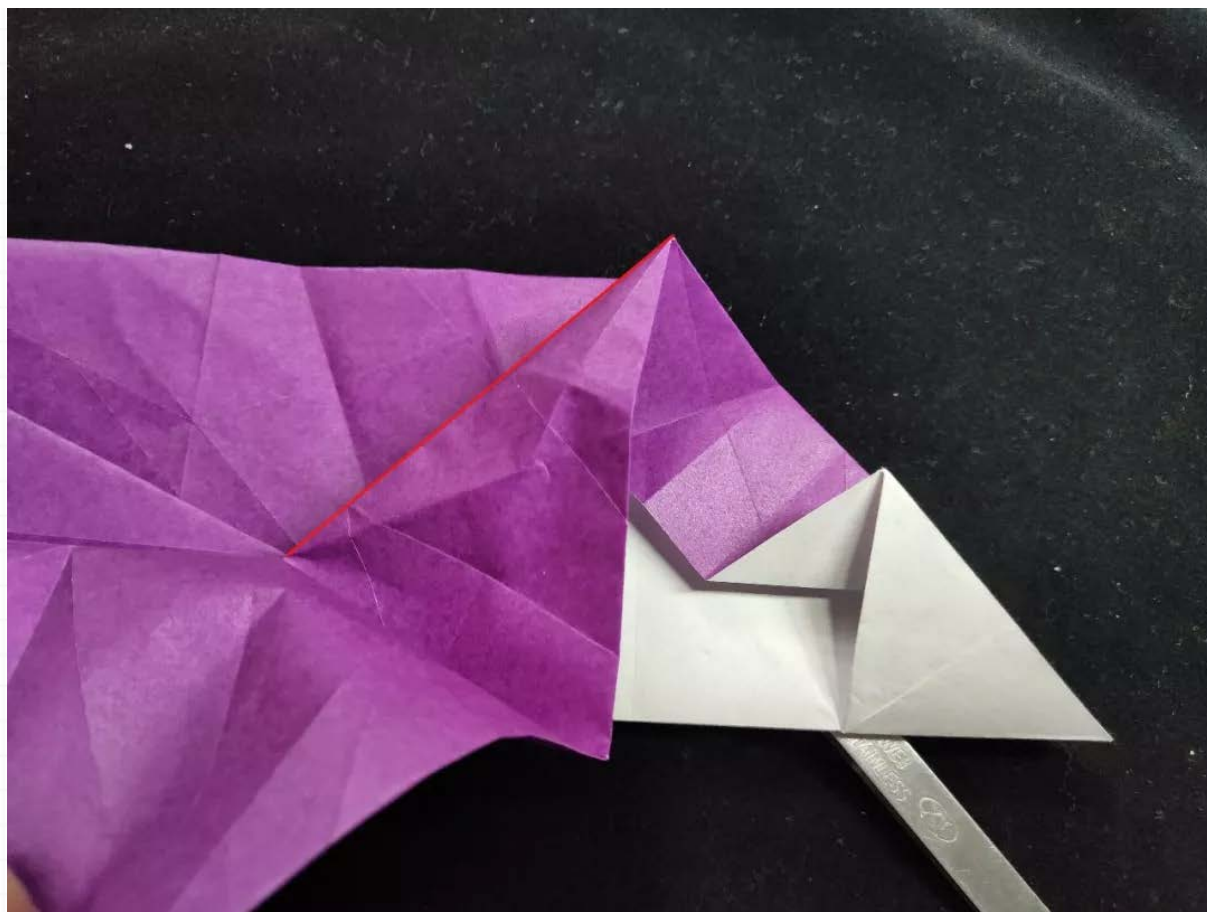




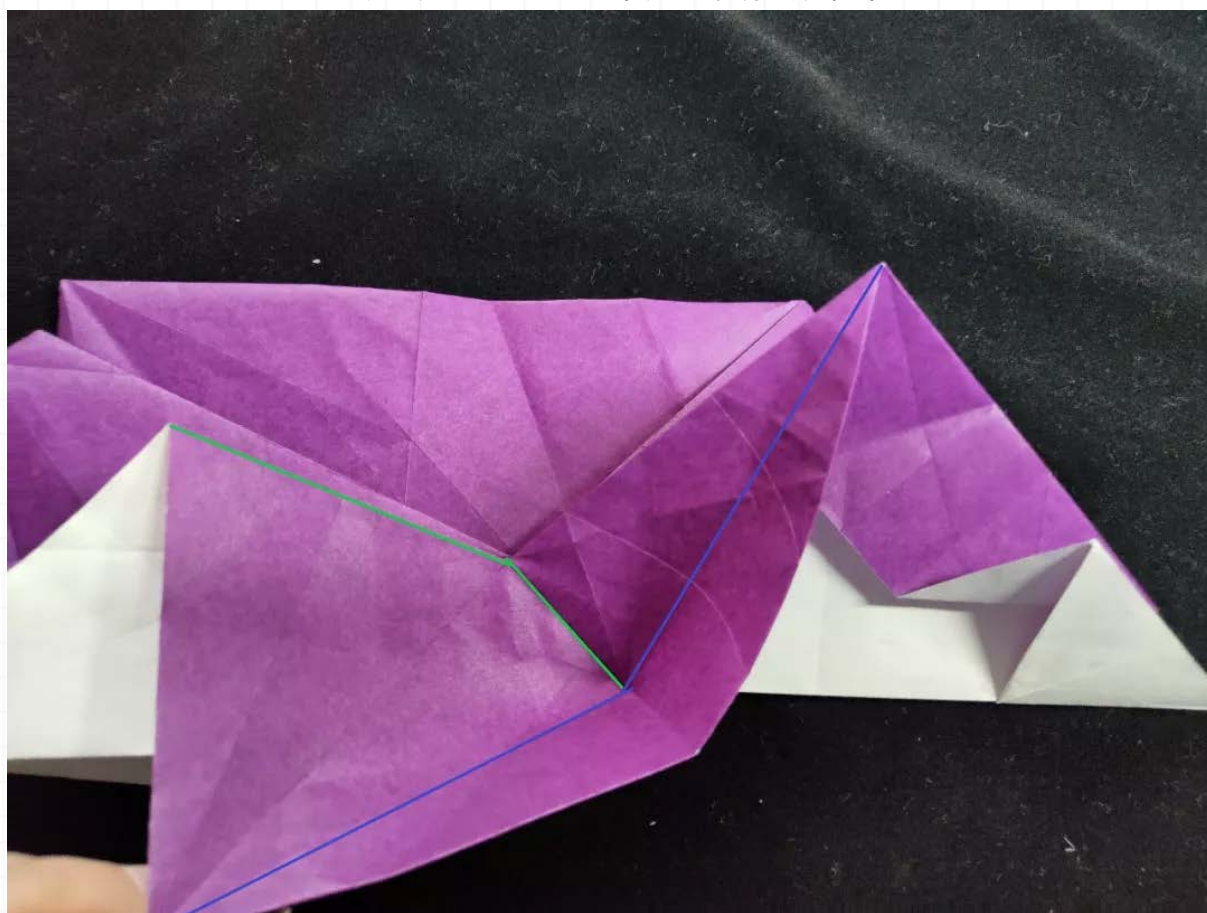
箭头方向视角

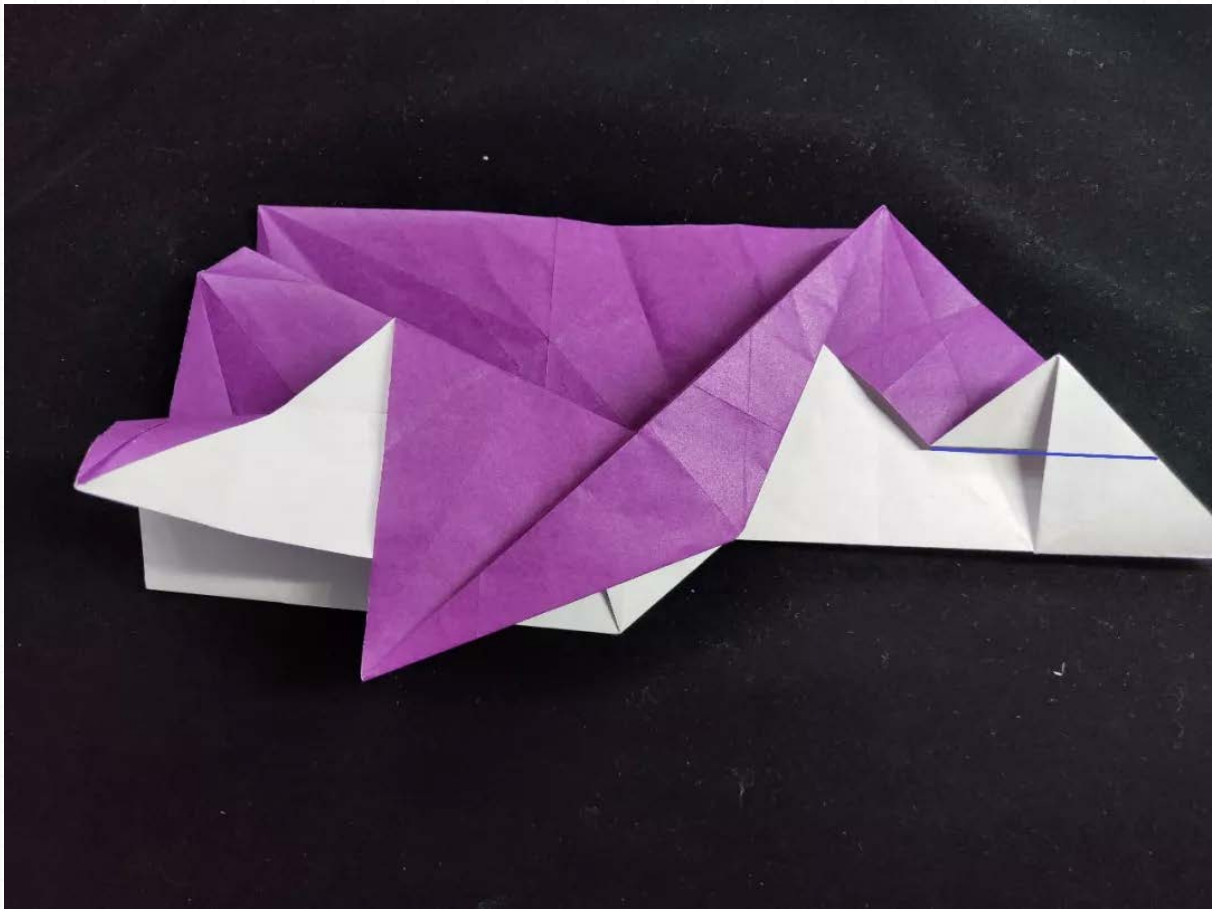
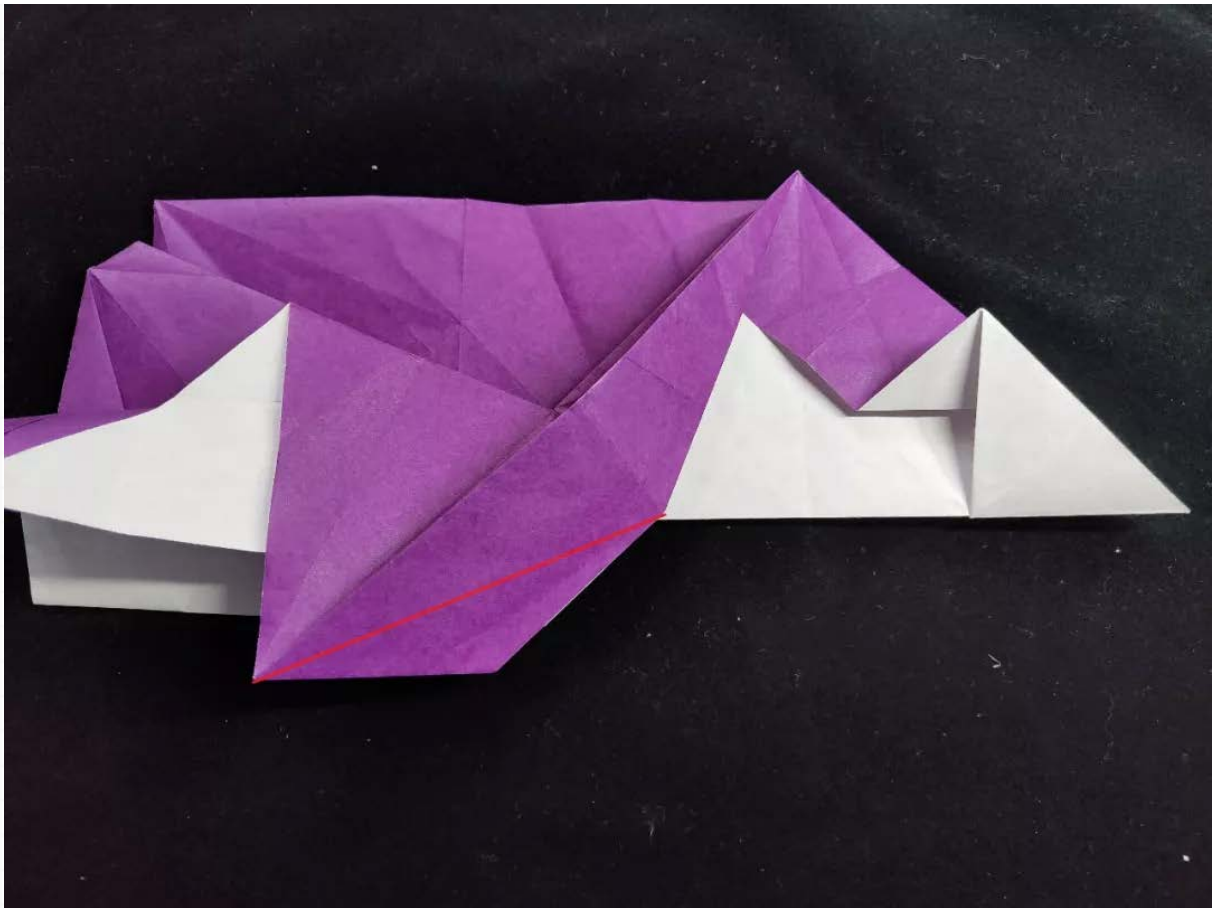


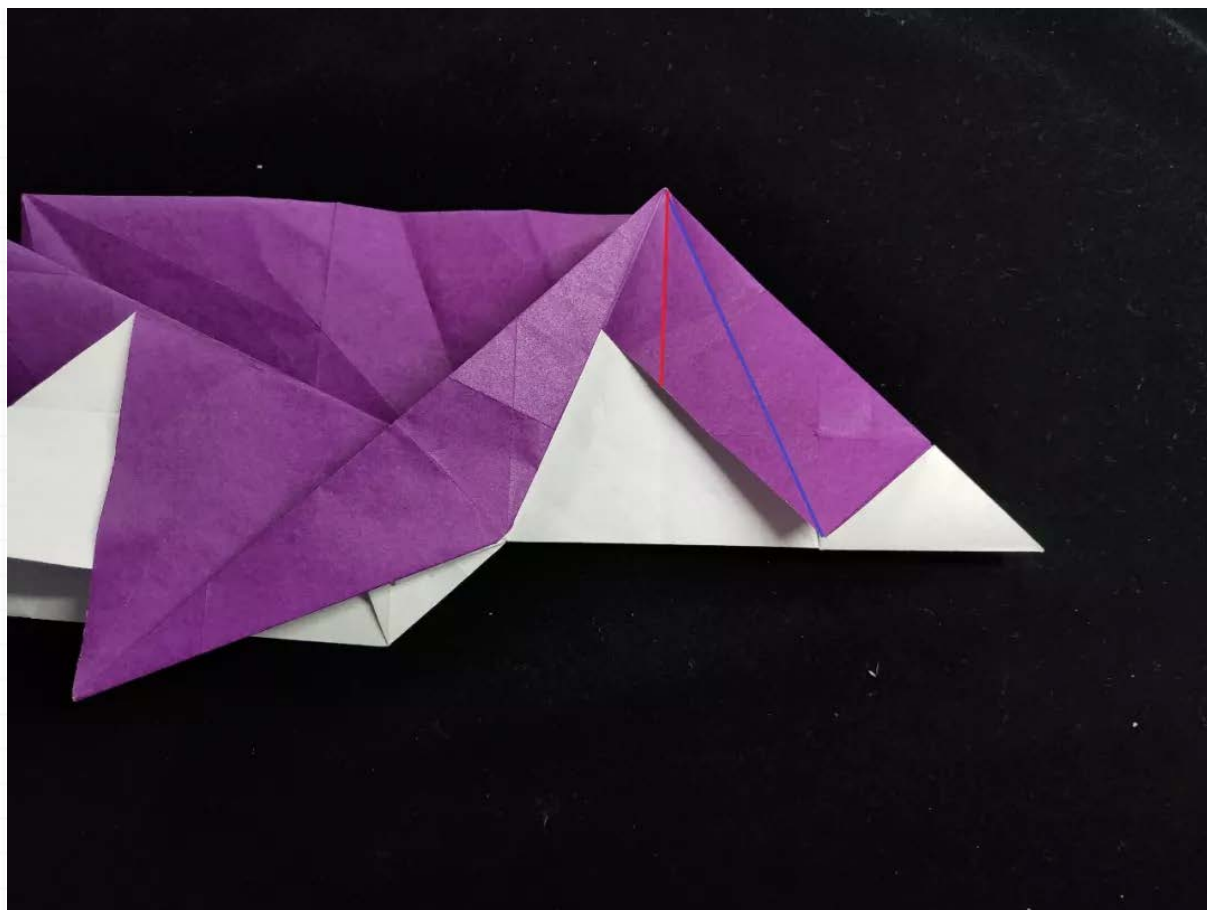
红线处压实



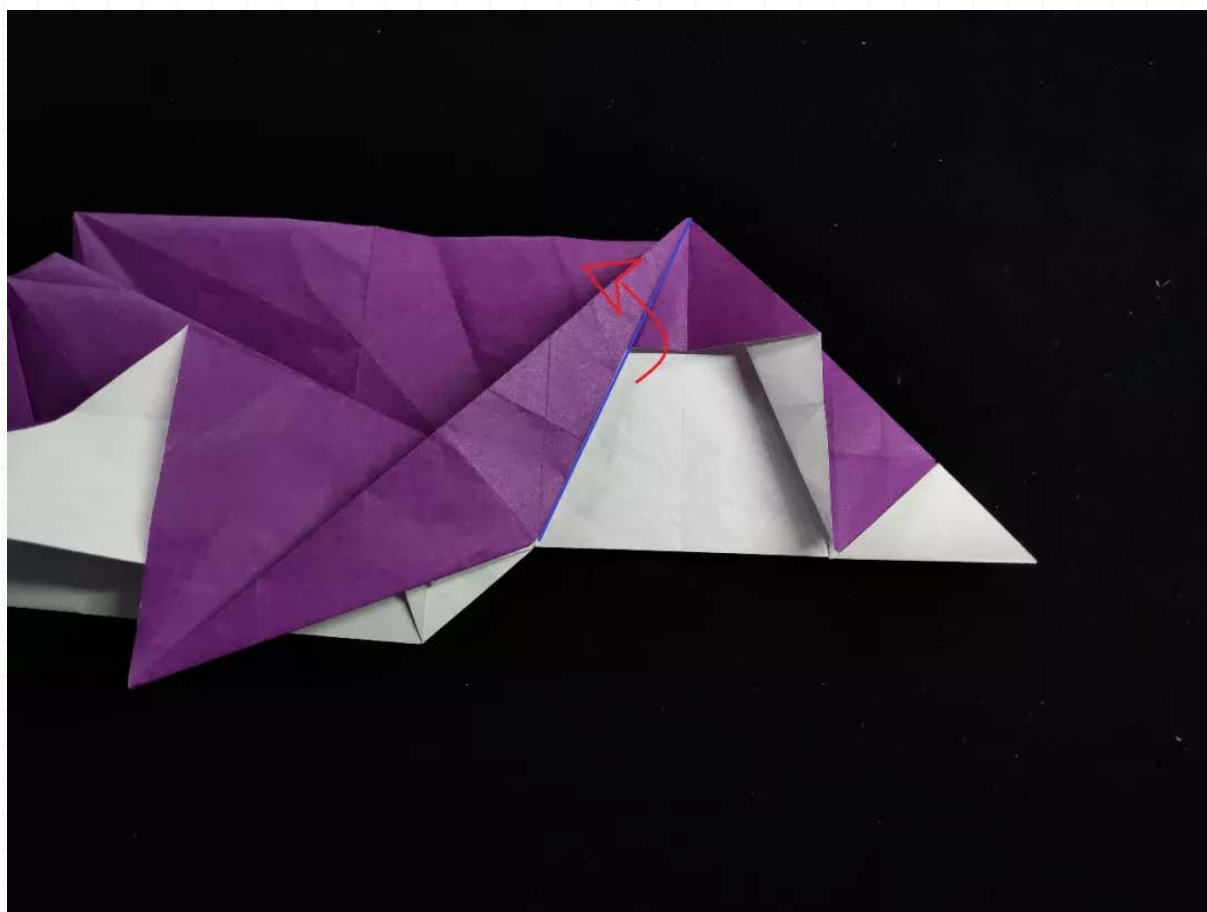
按蓝线谷折
绿线处做段绿线也可不用压实，影响不大



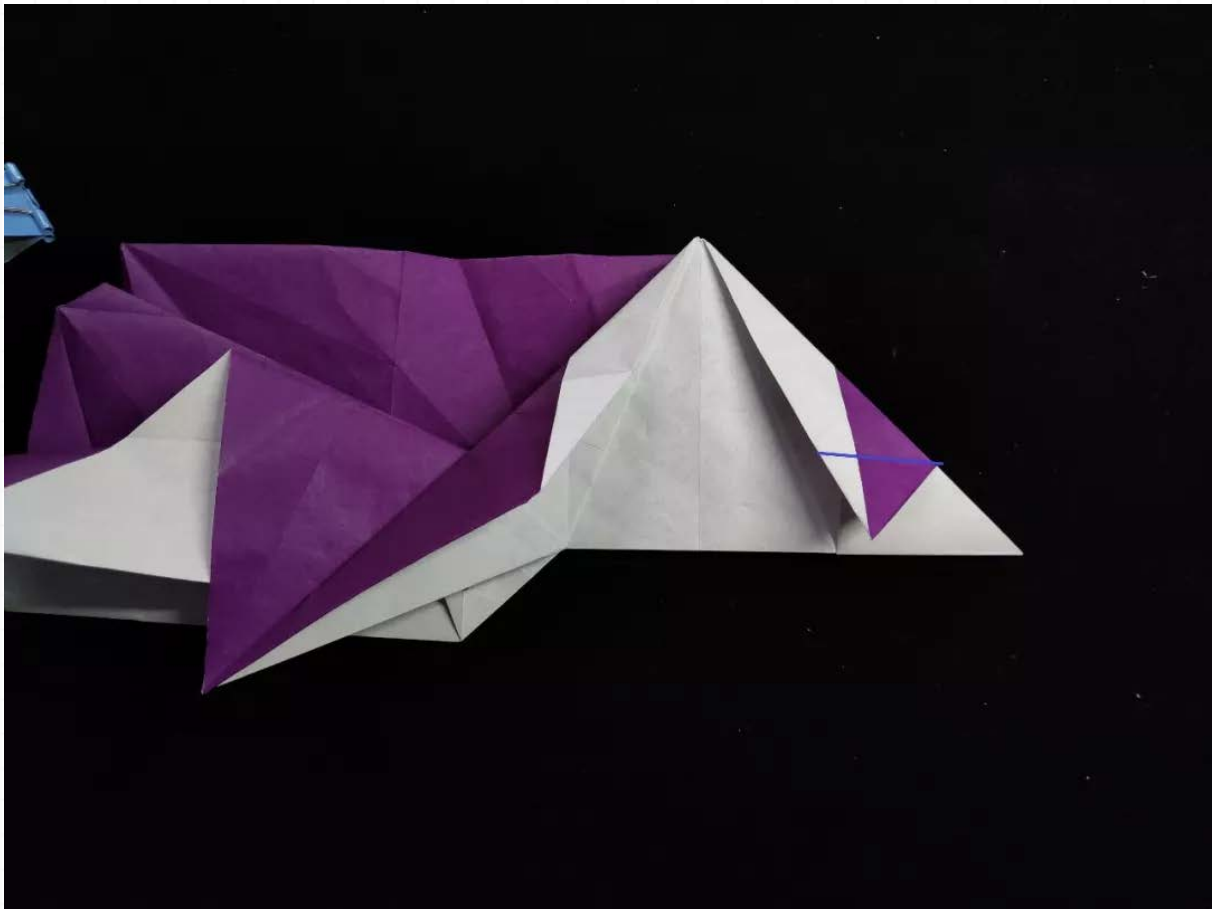
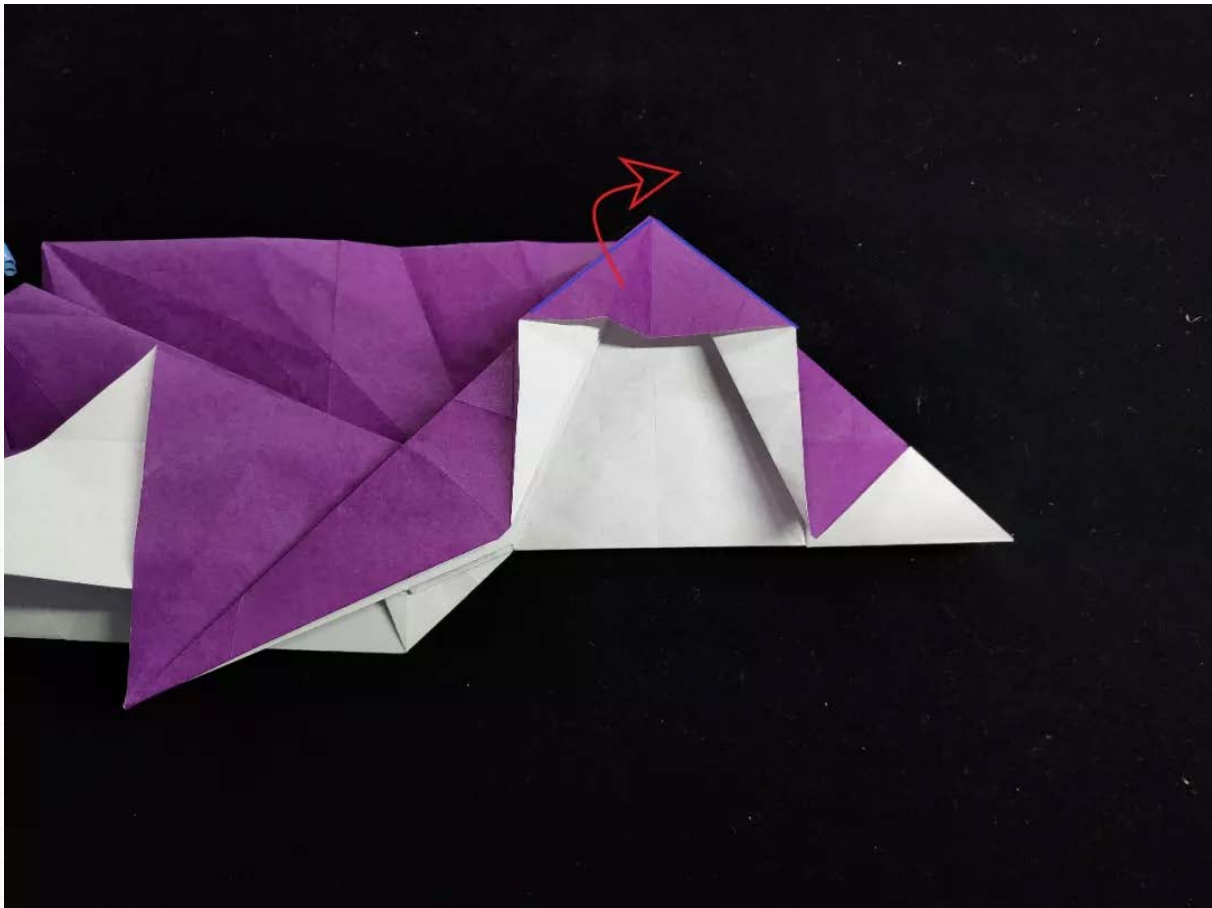


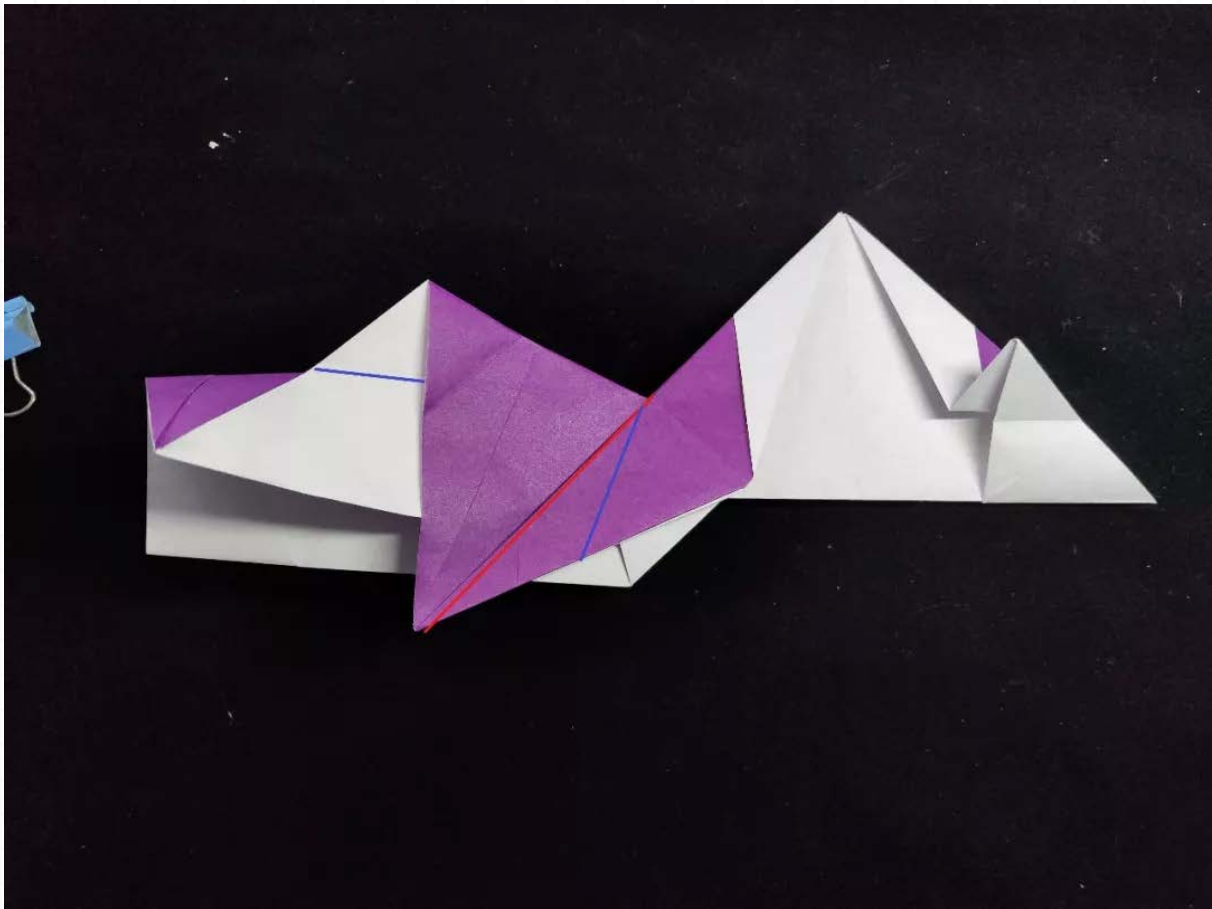
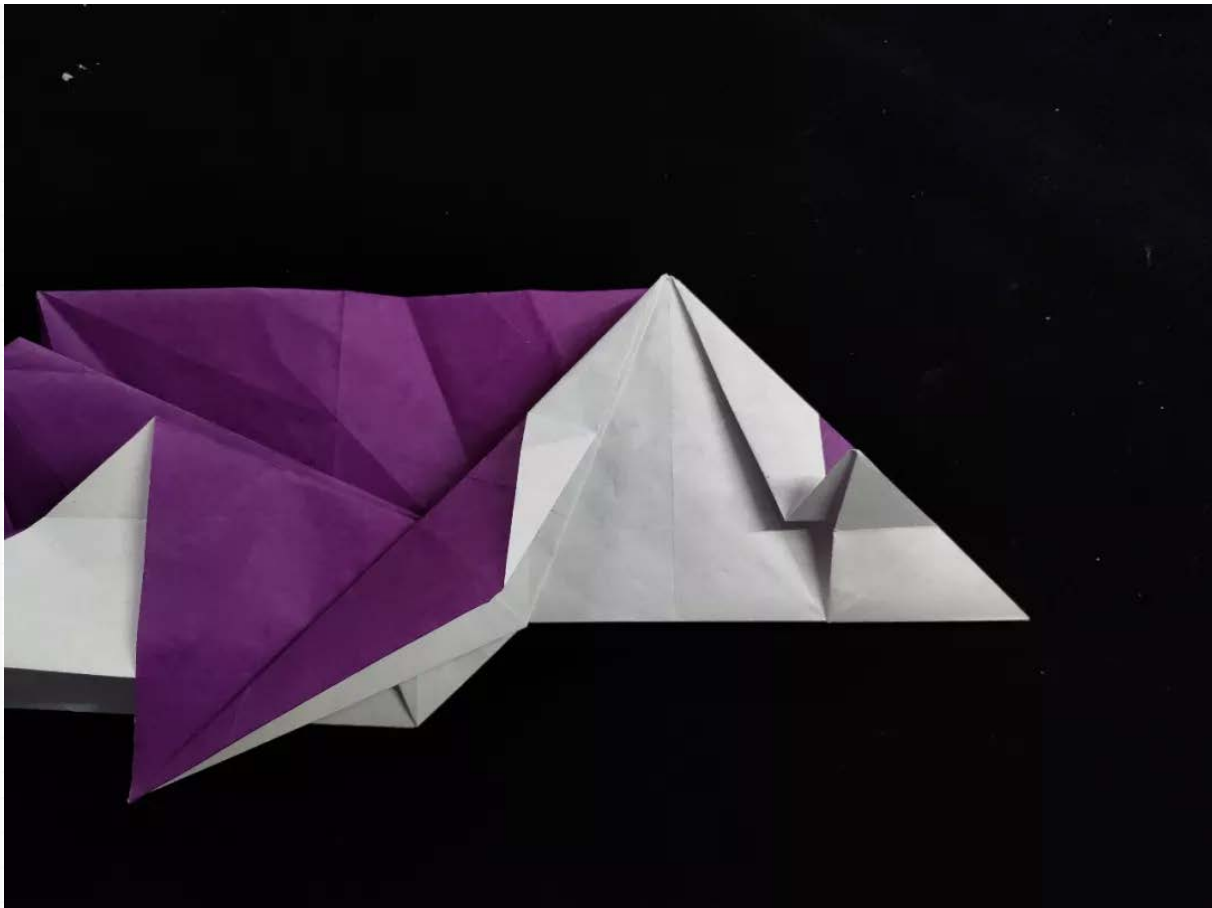


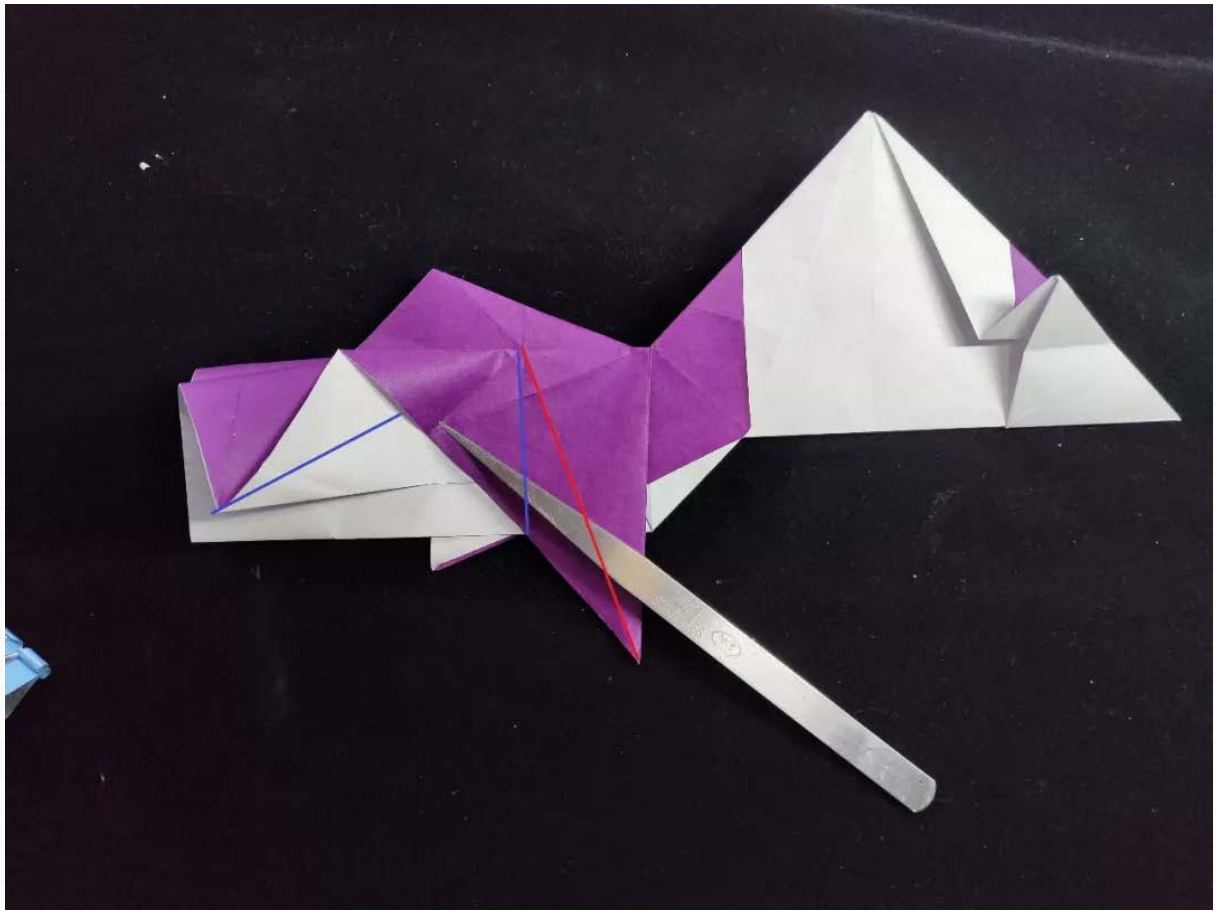
翻出纸层



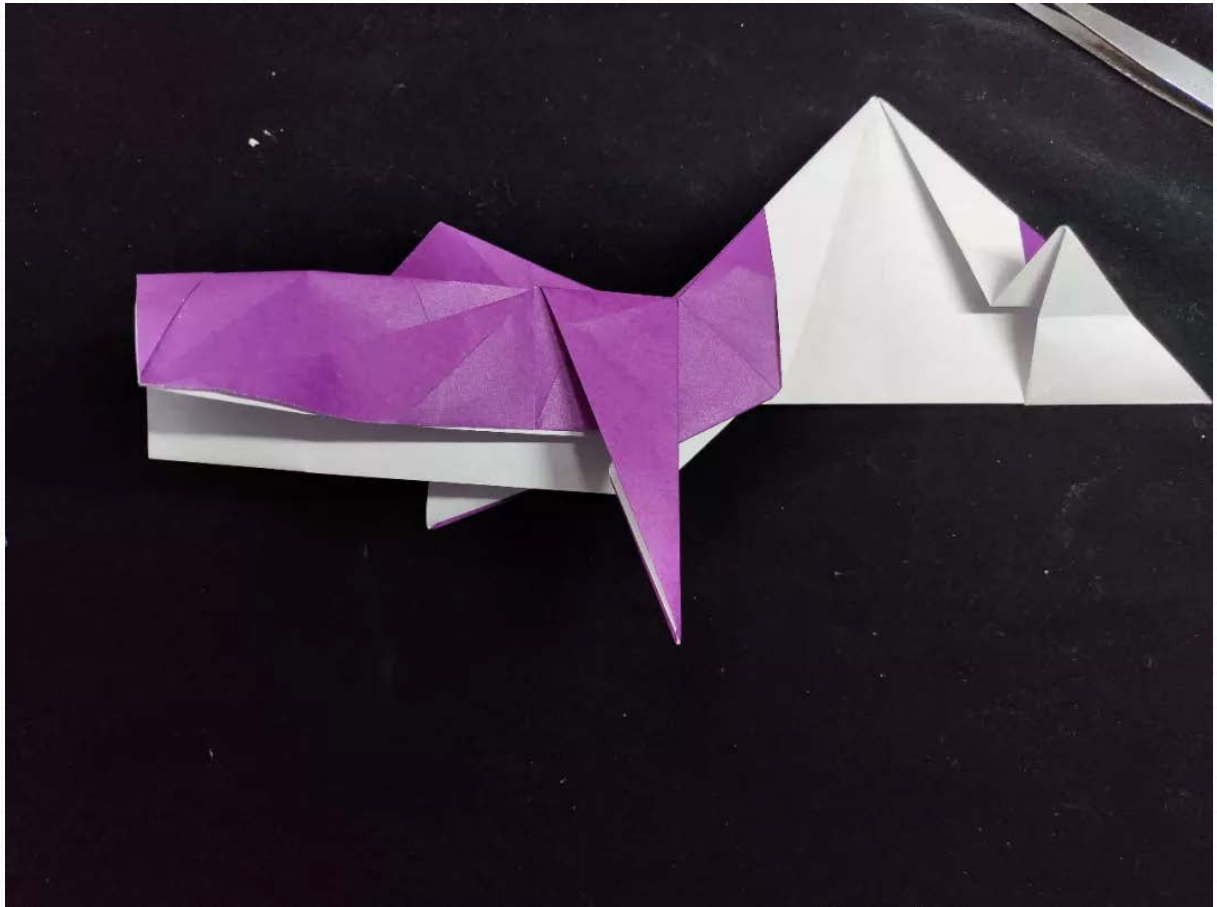
将纸层翻到后面

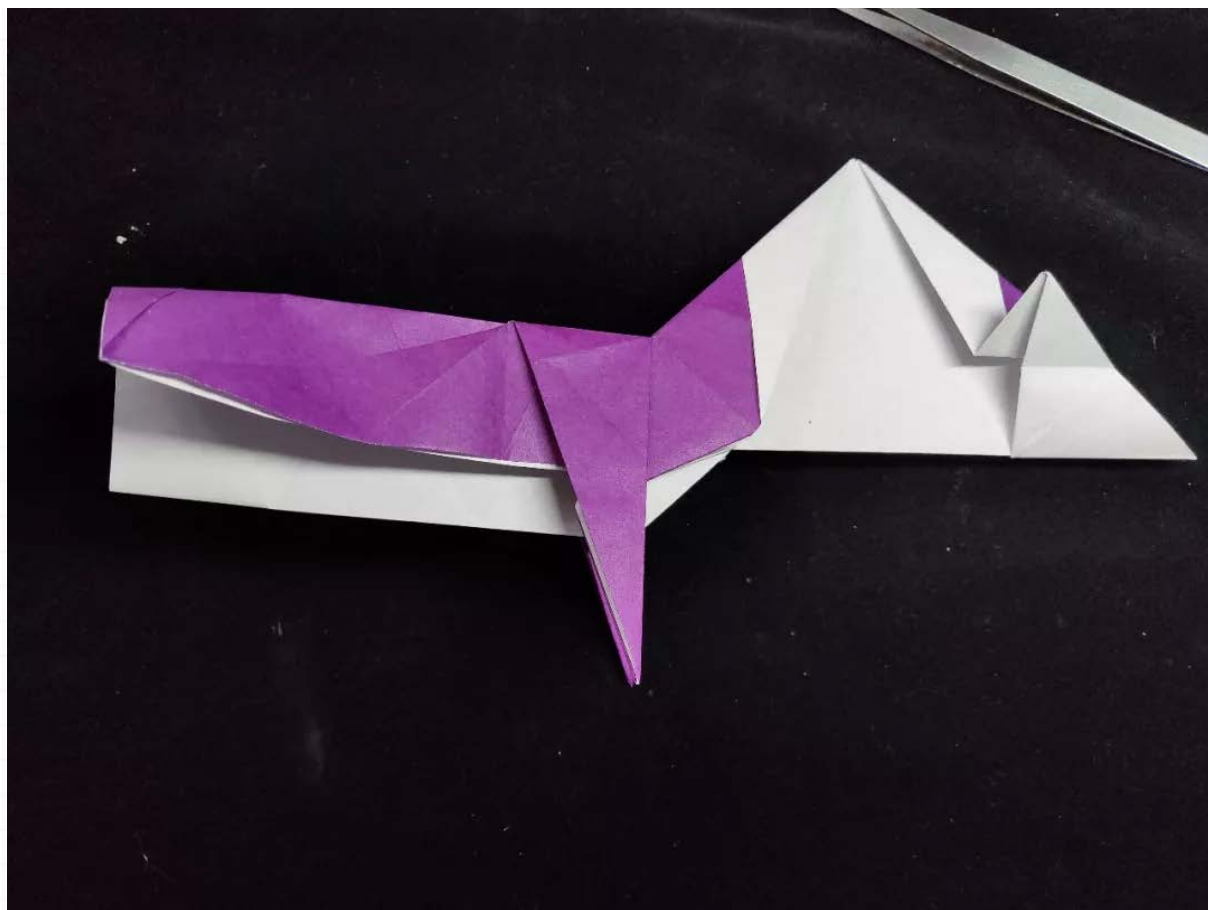




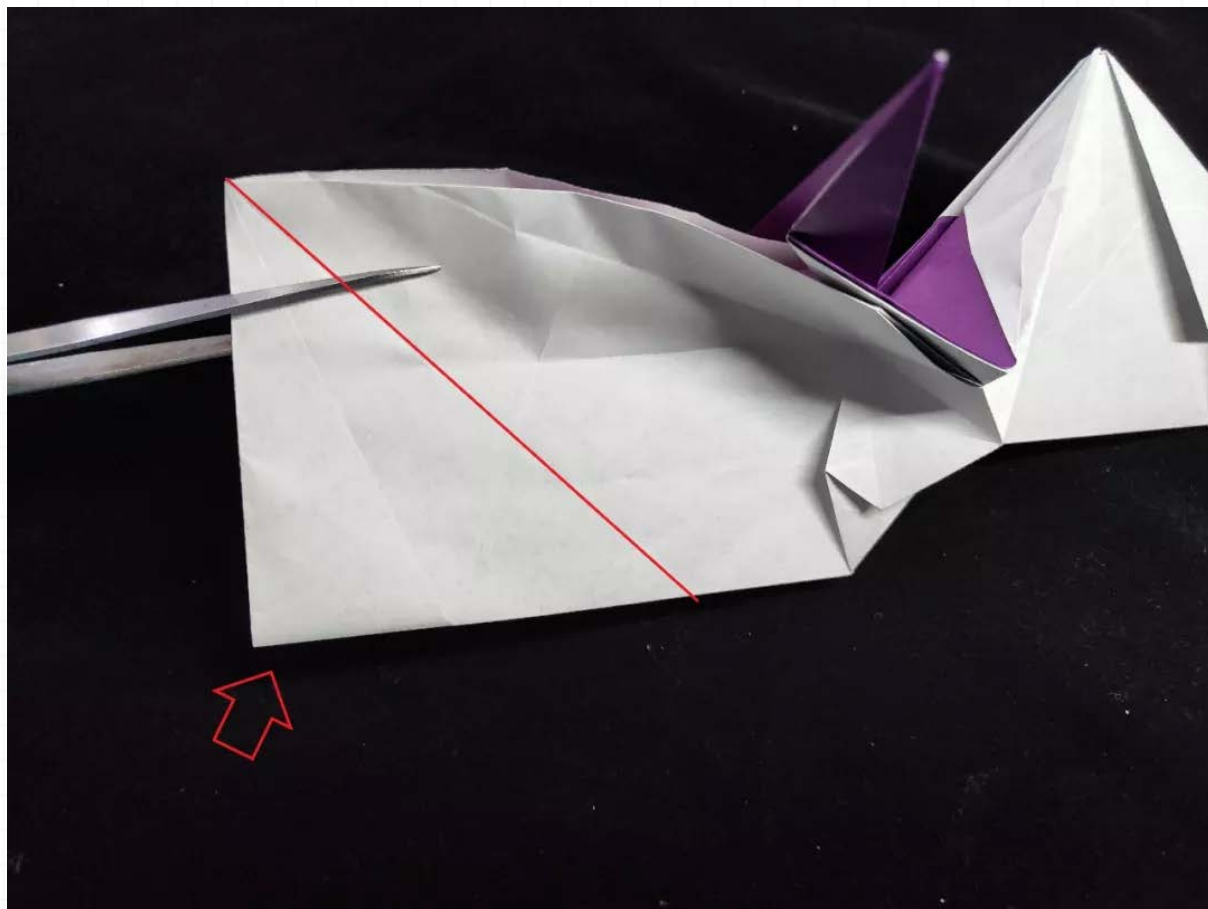


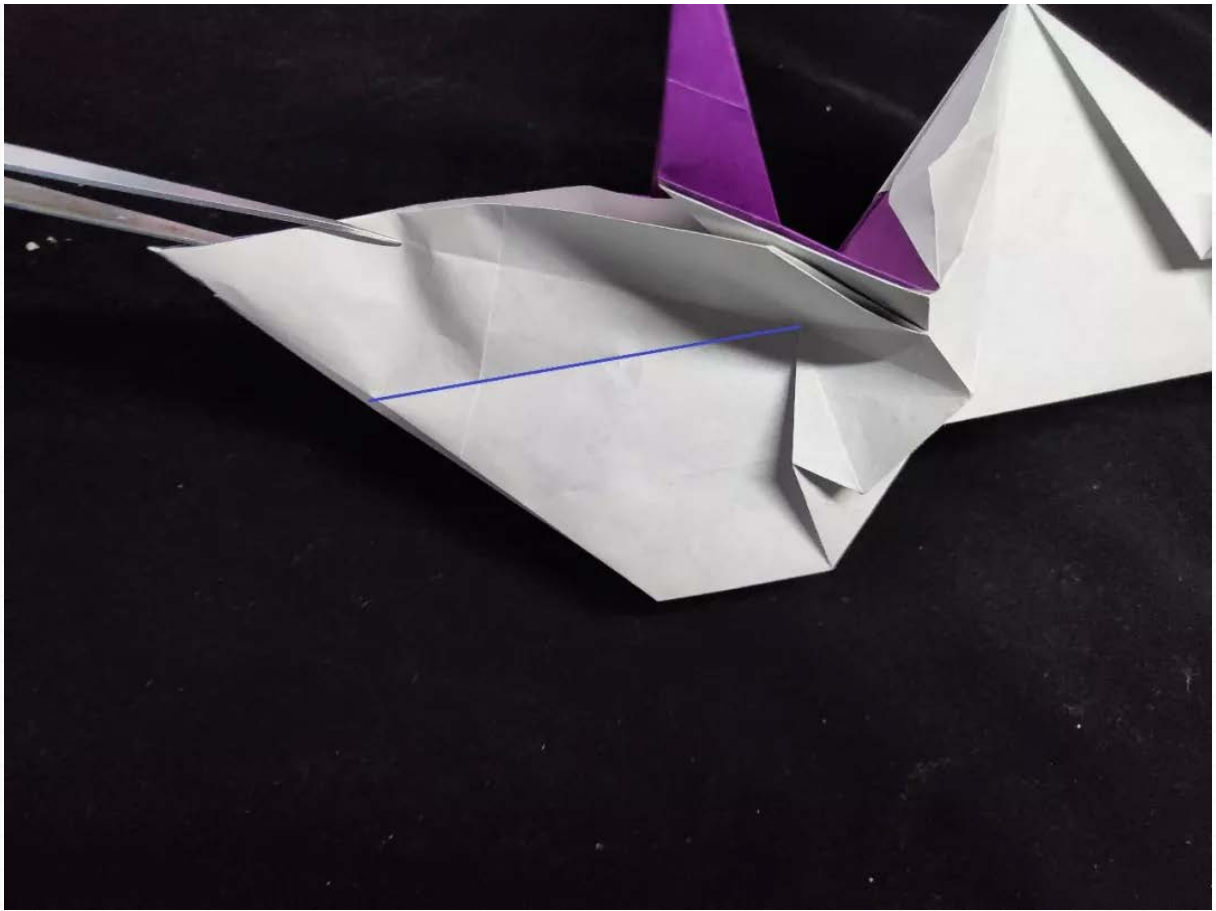
另一侧相同

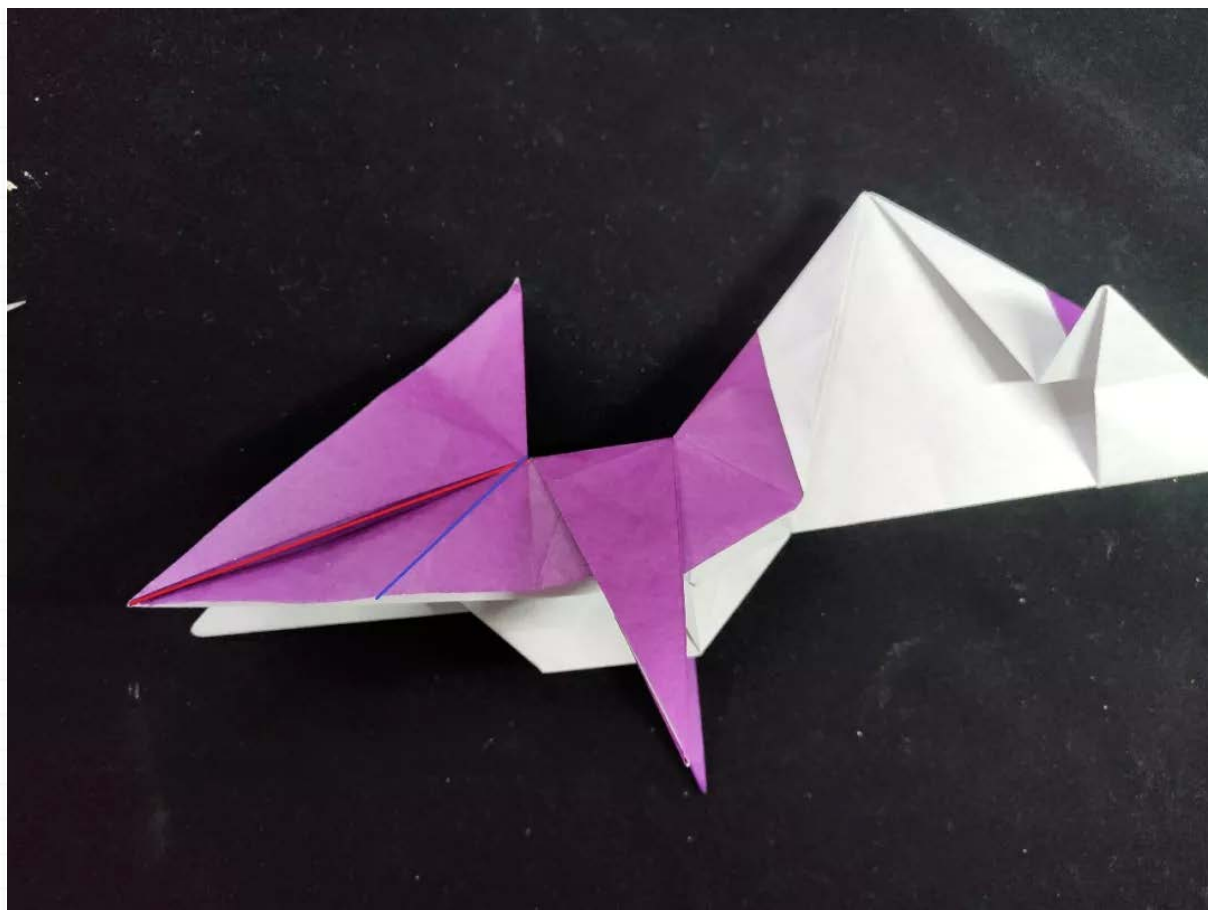




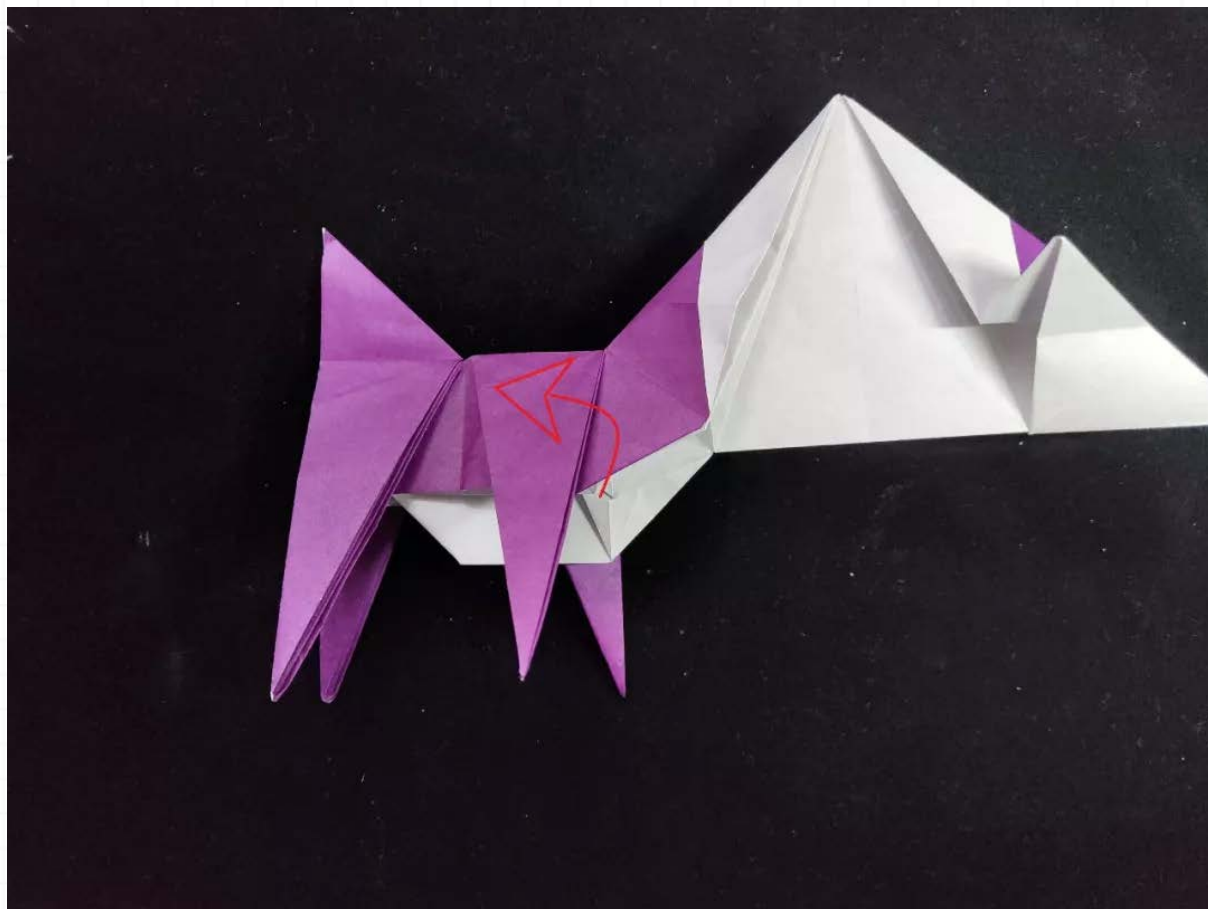
翻折

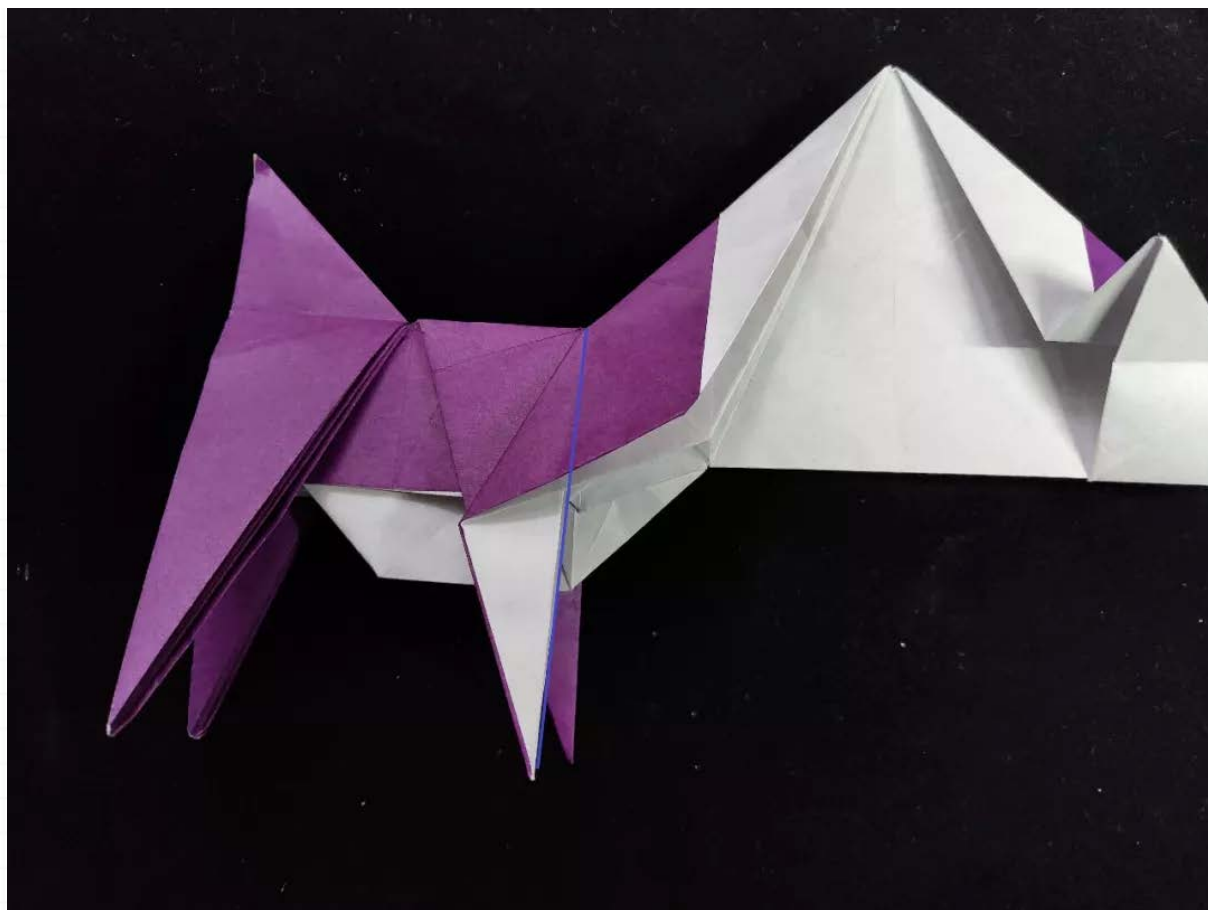




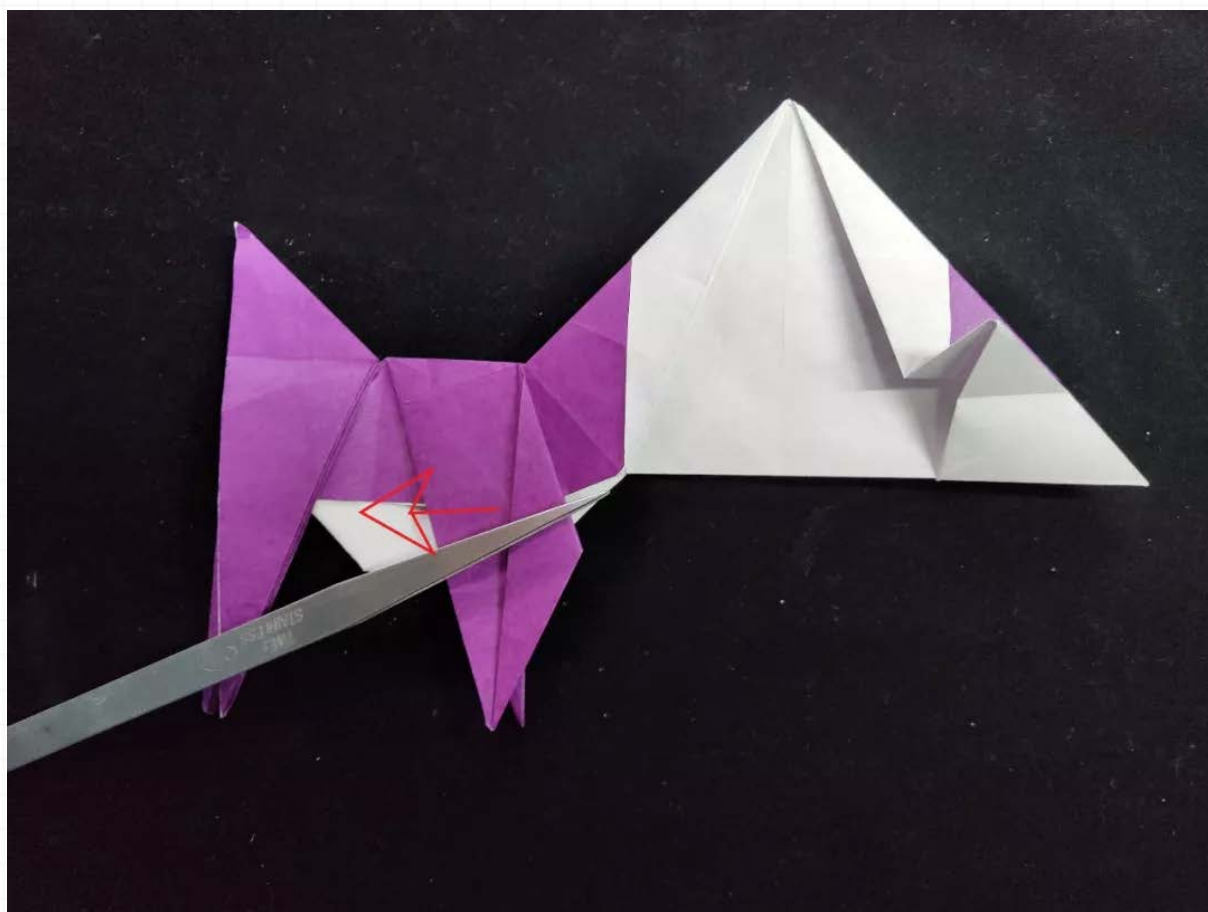


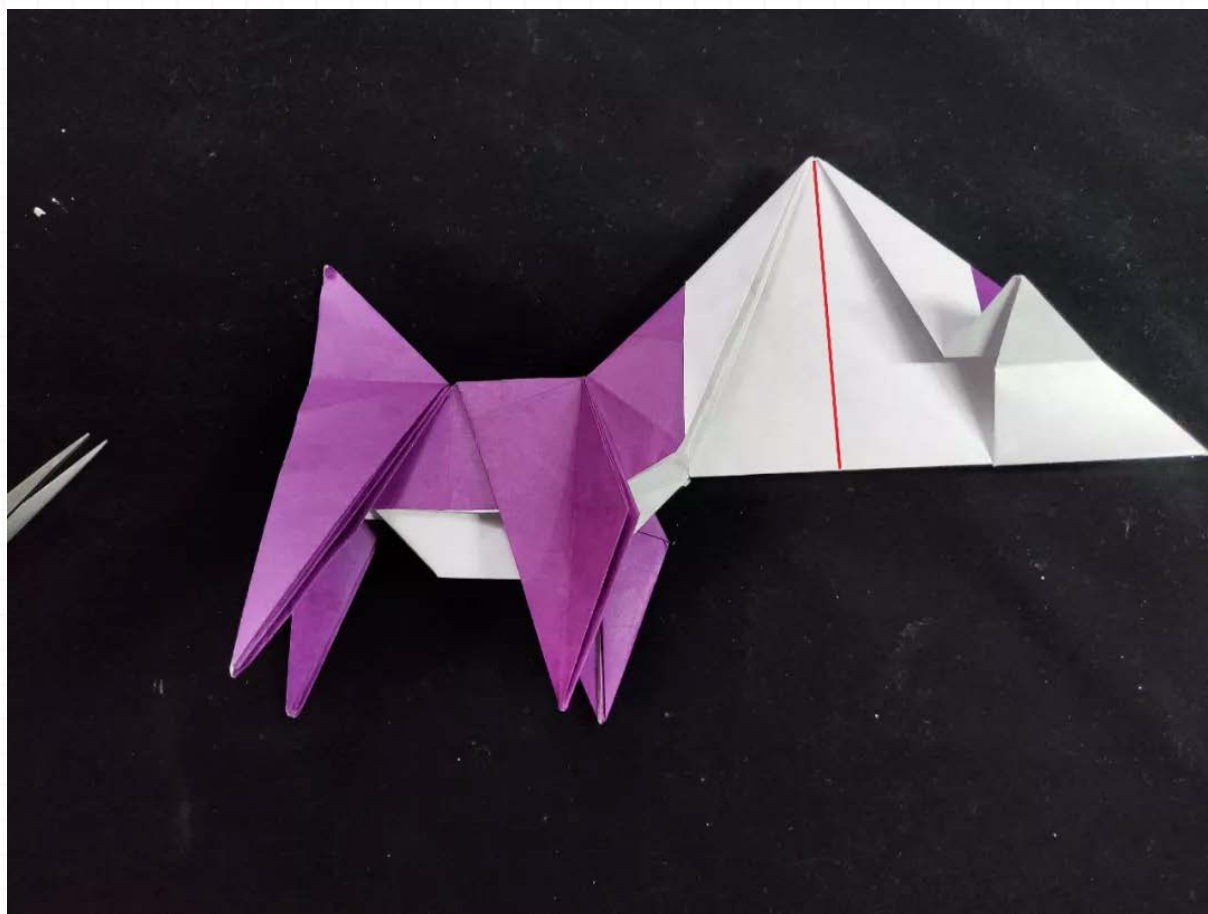
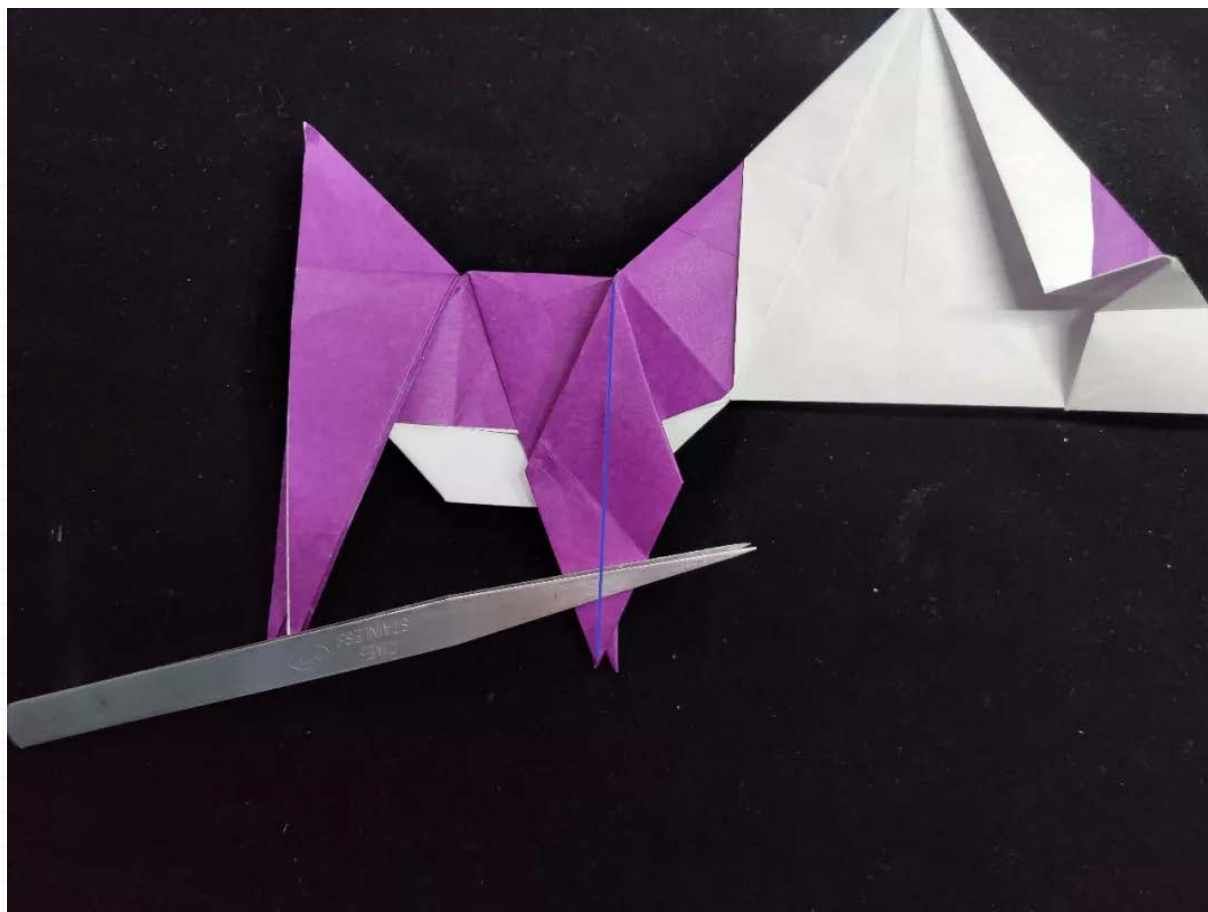
翻出纸层

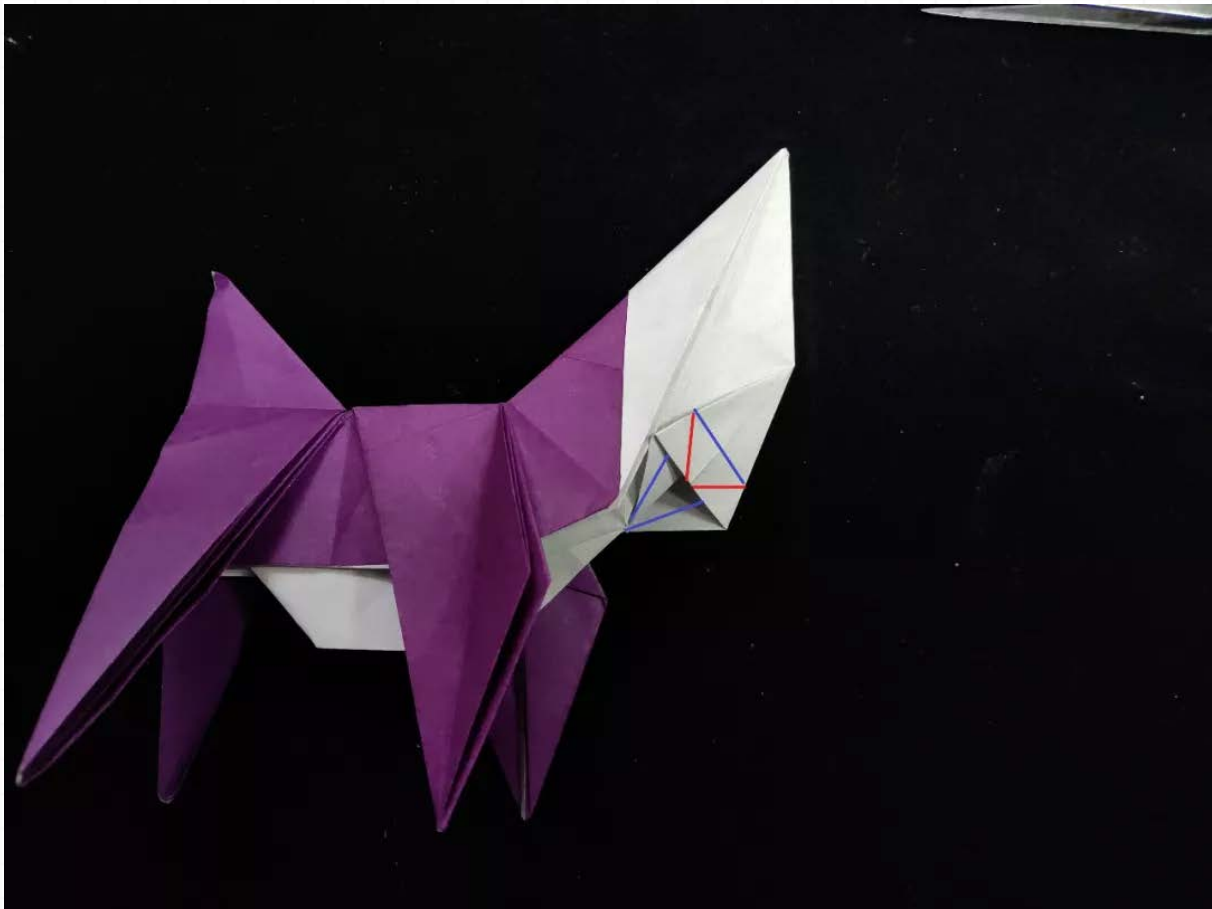
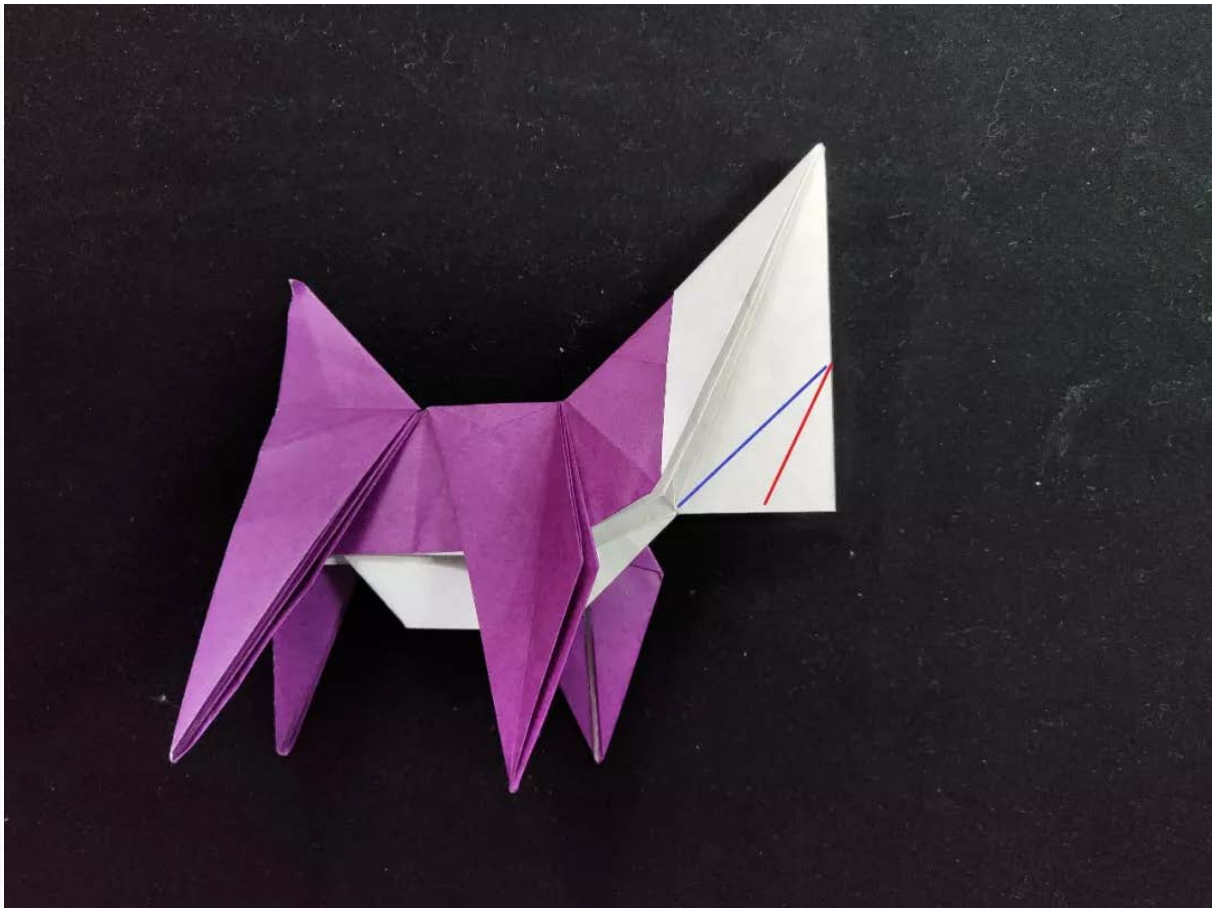


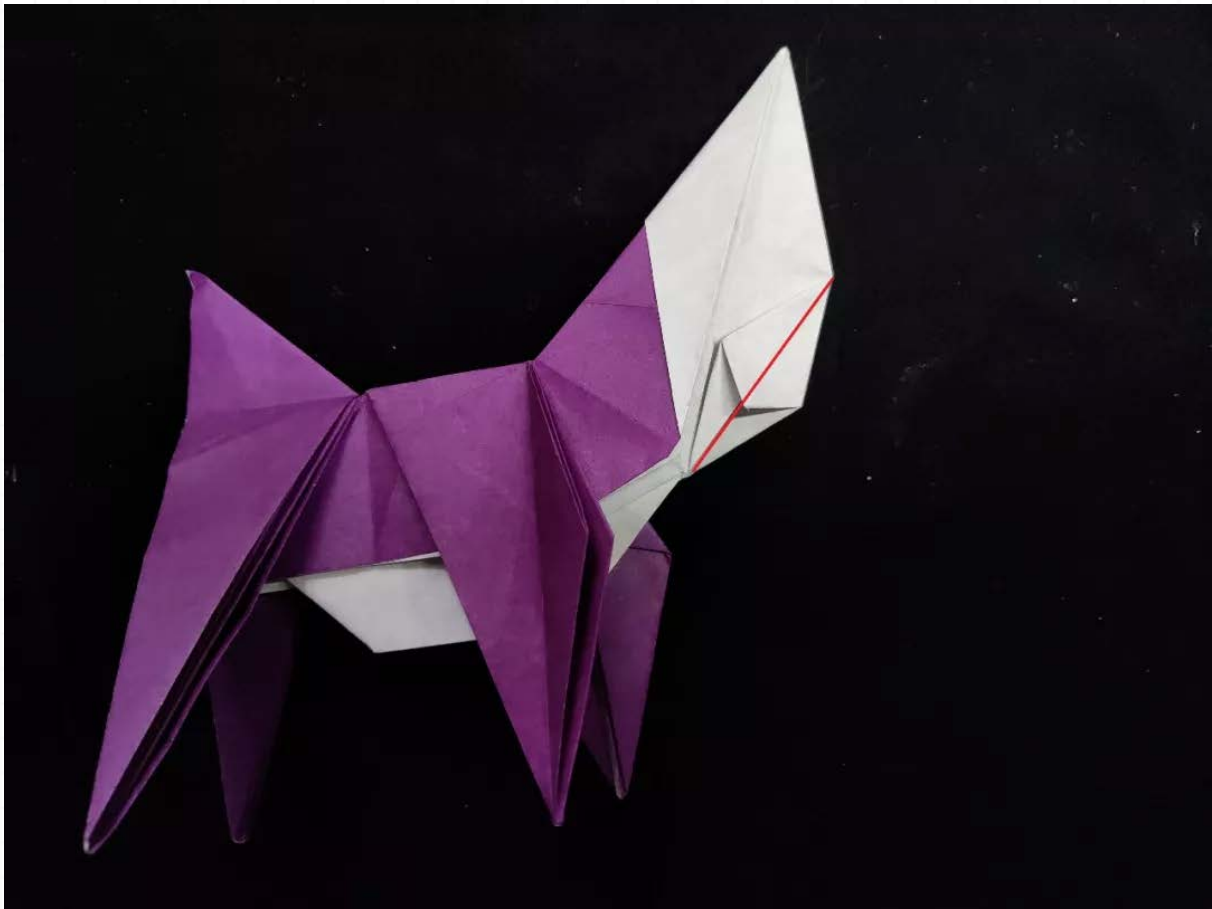
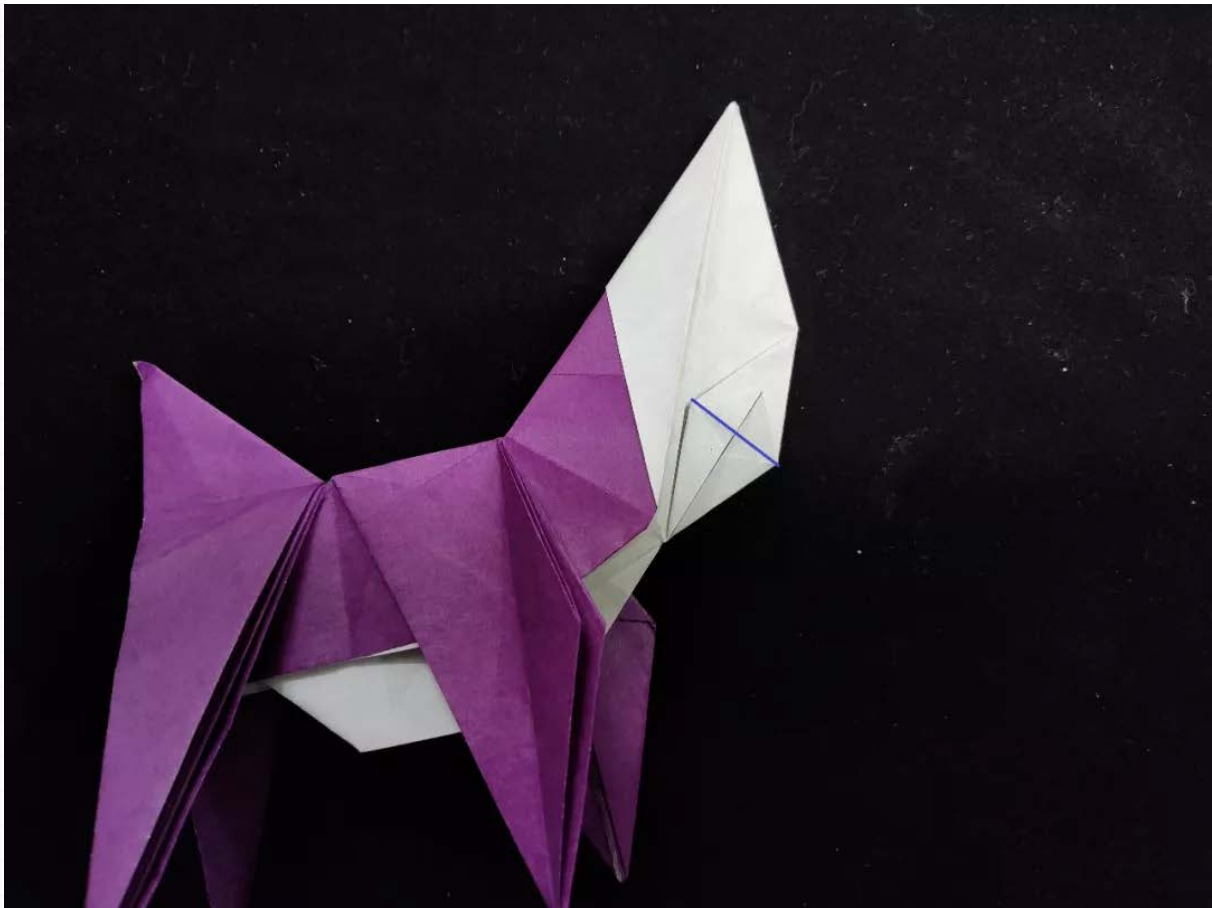


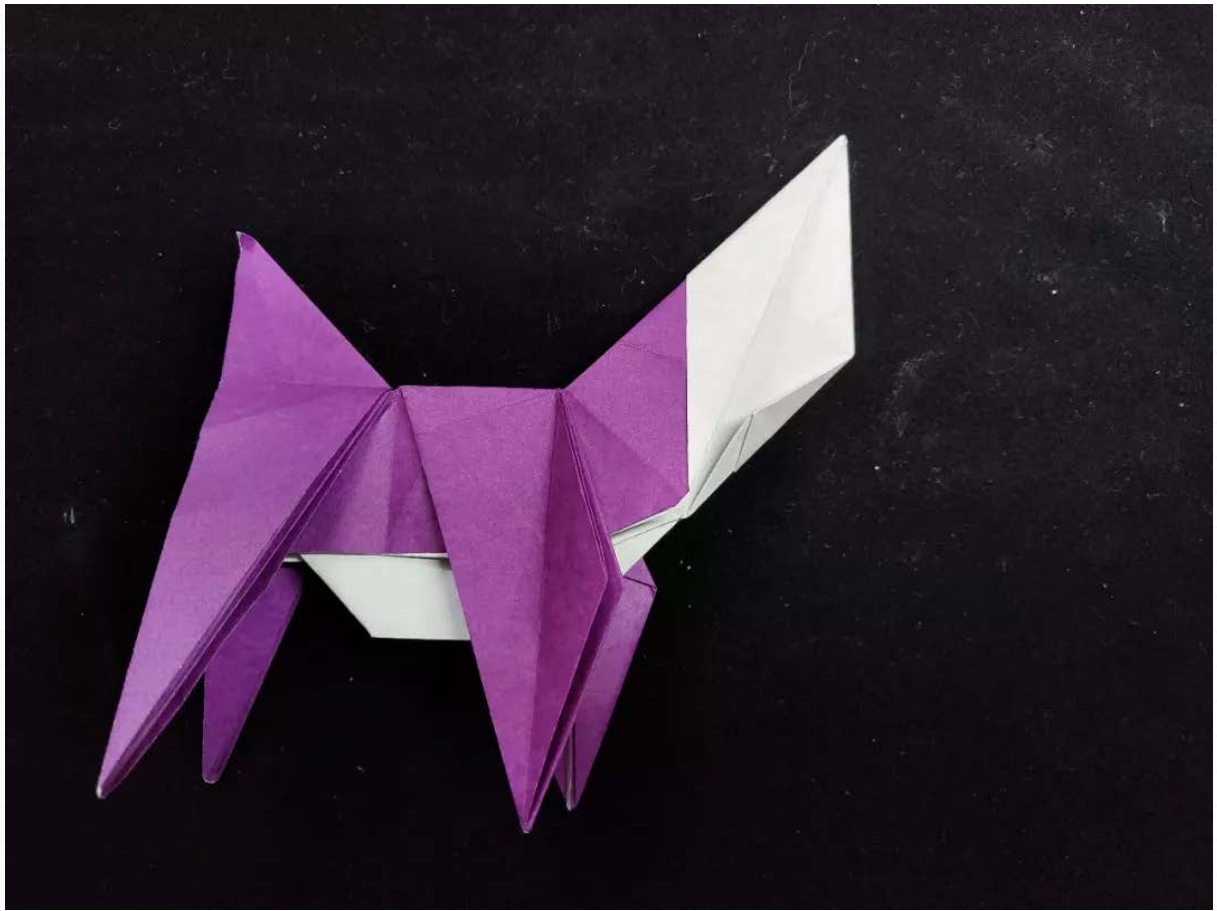
拉出



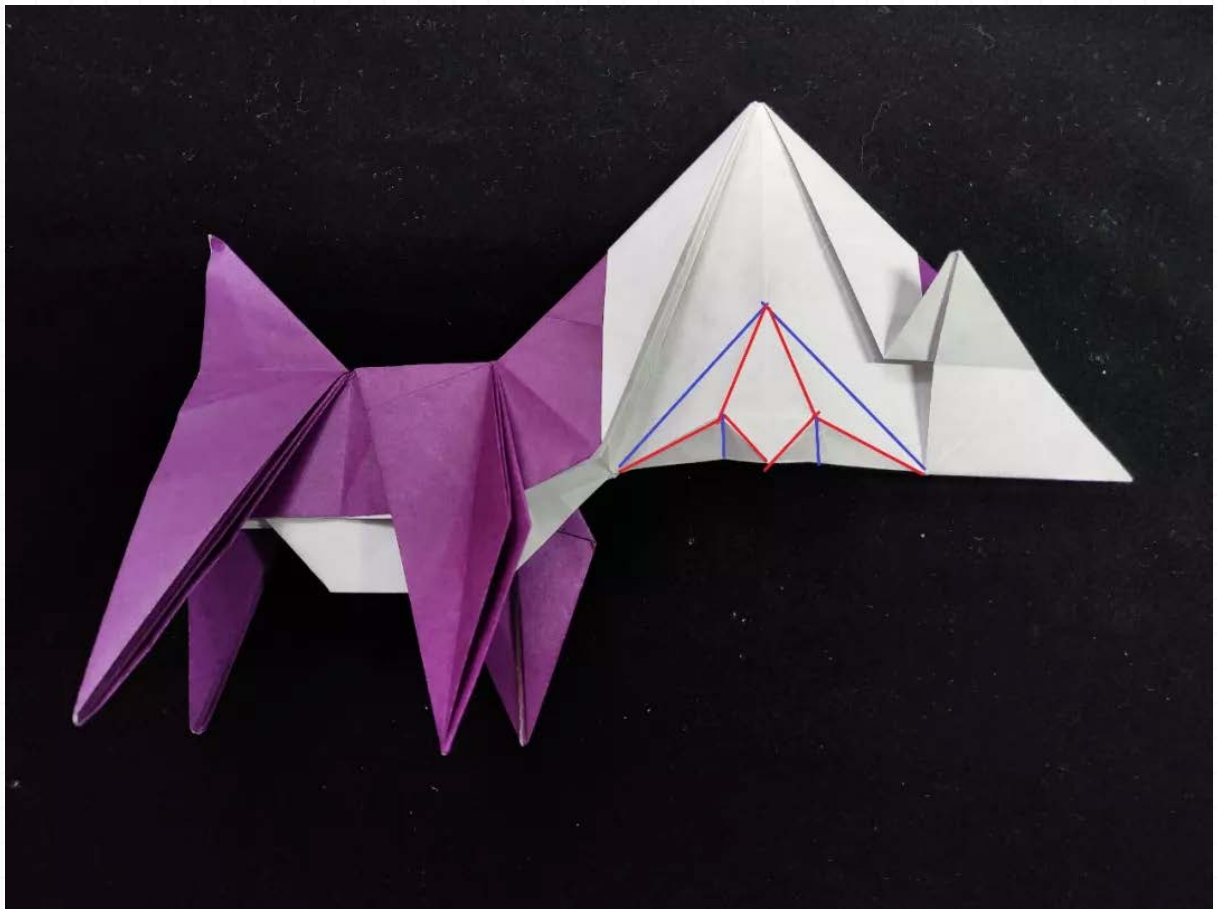


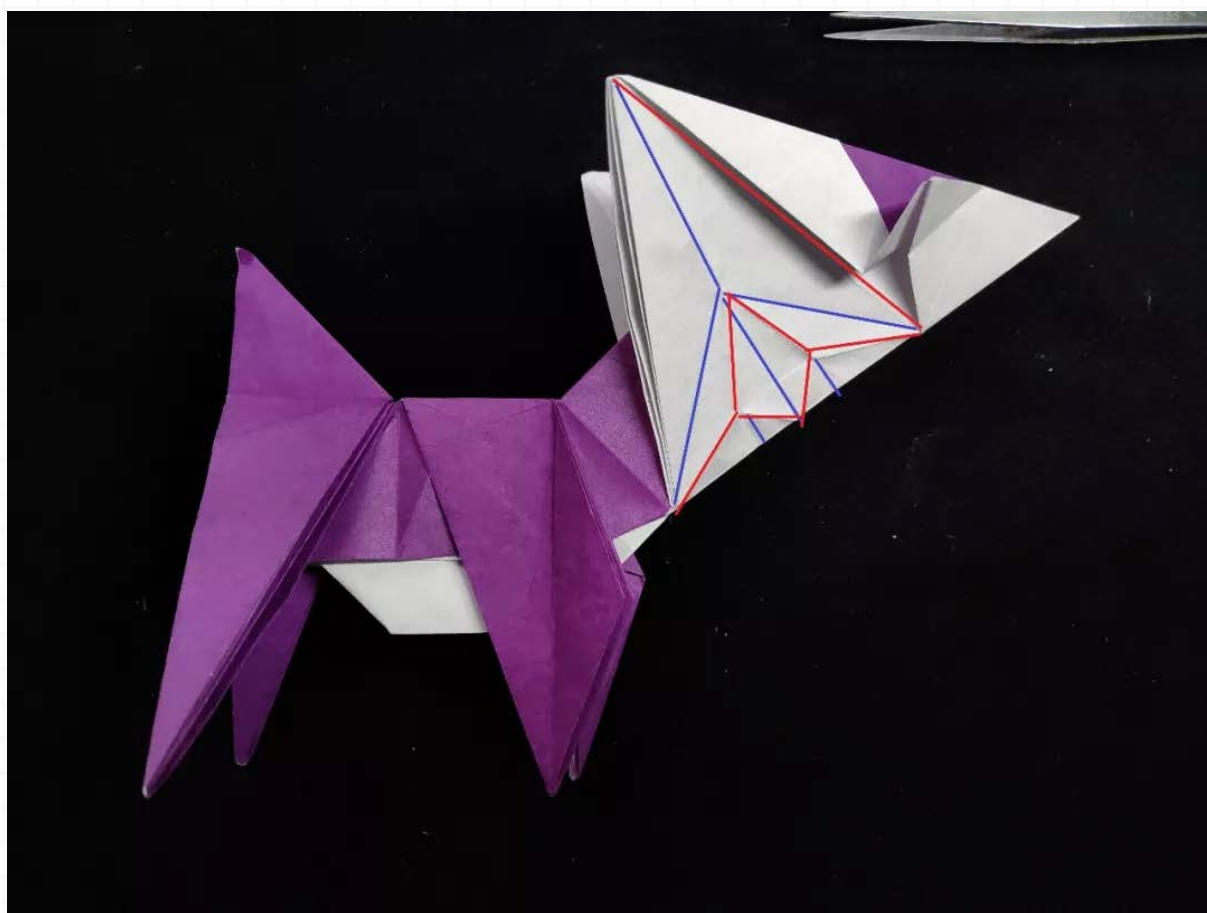
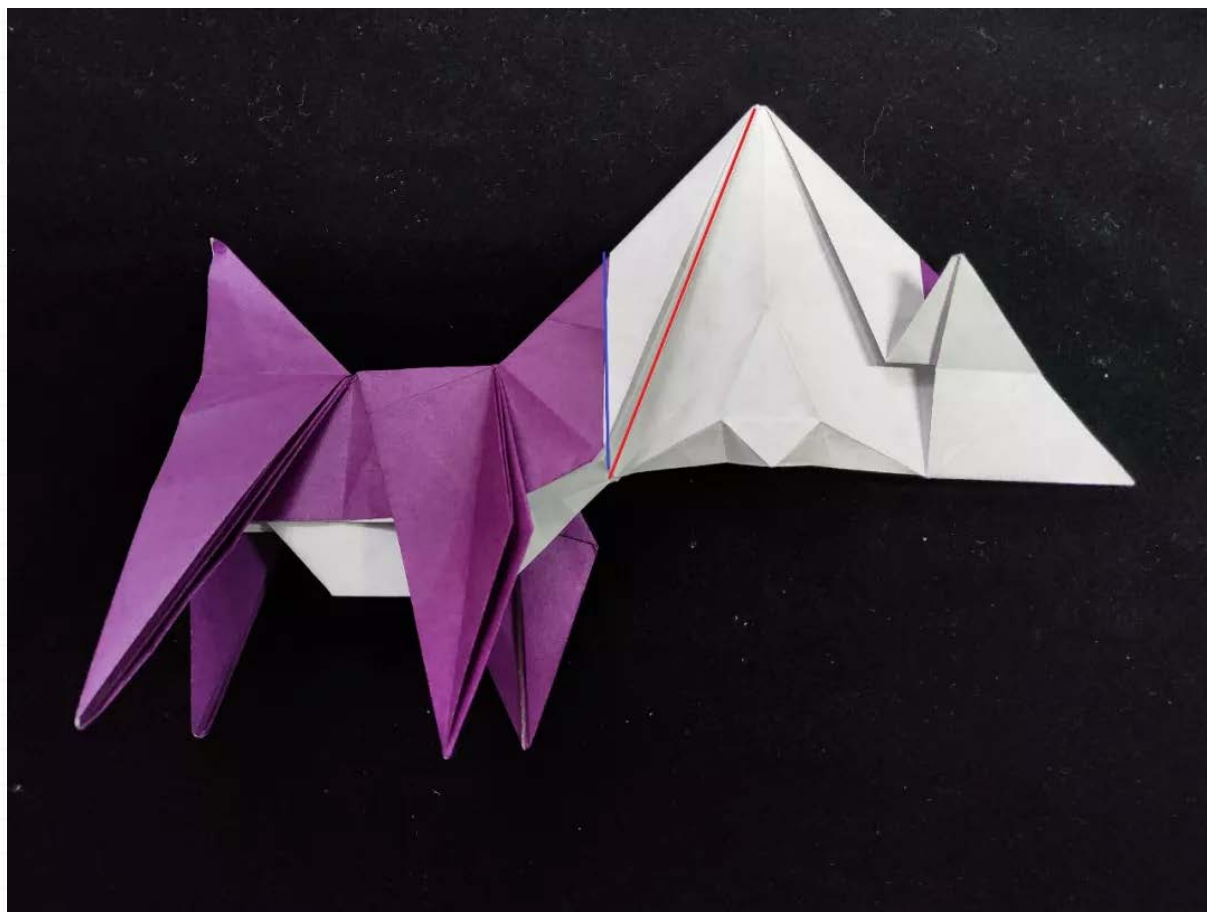






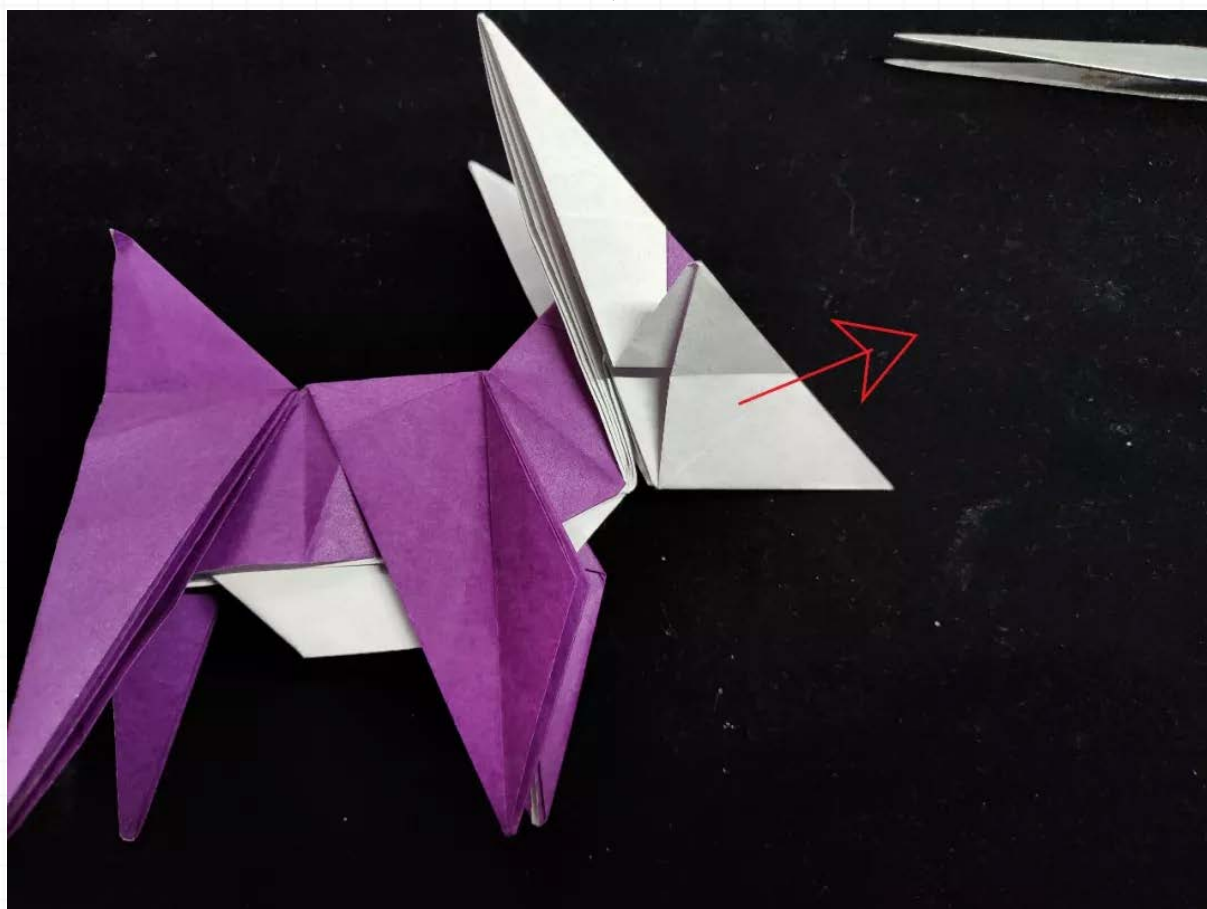
得到如下折痕

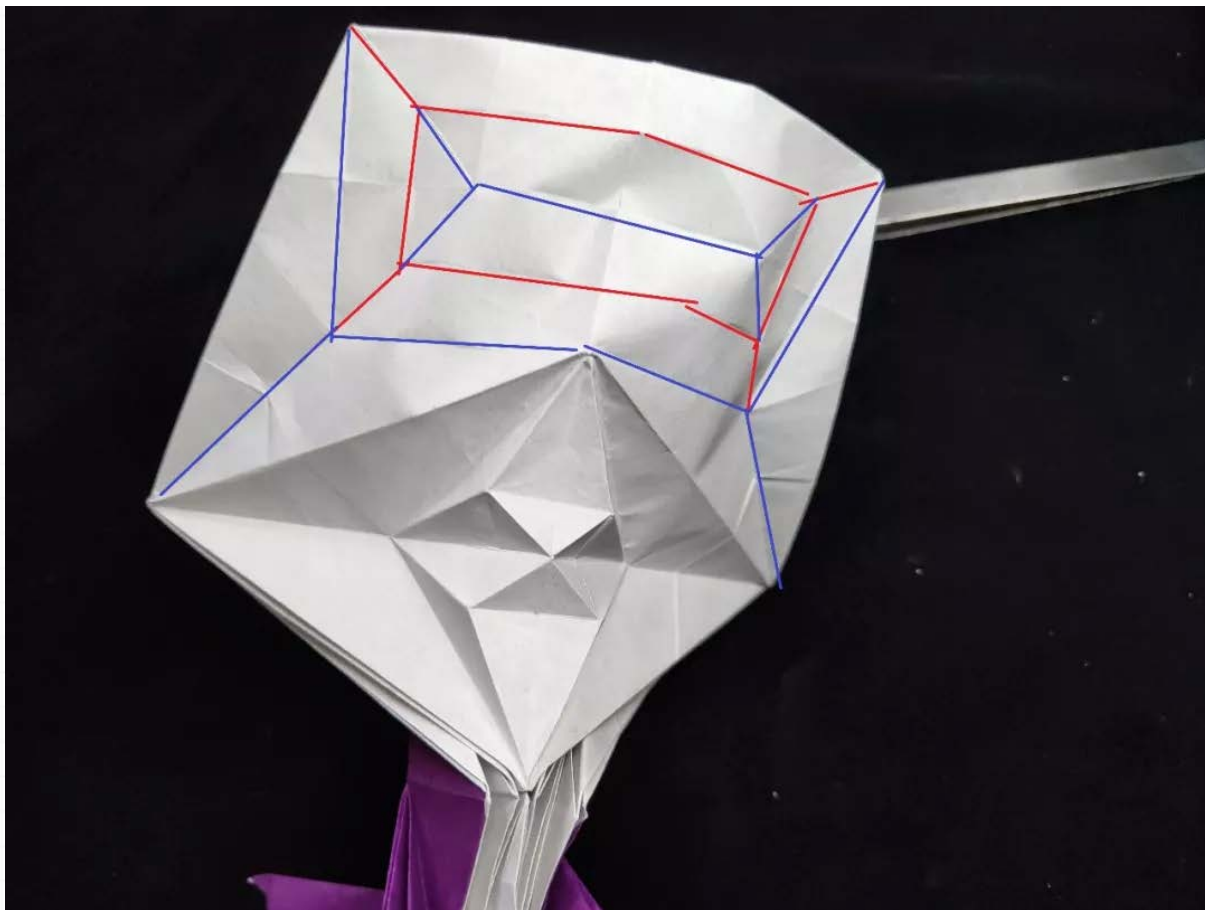




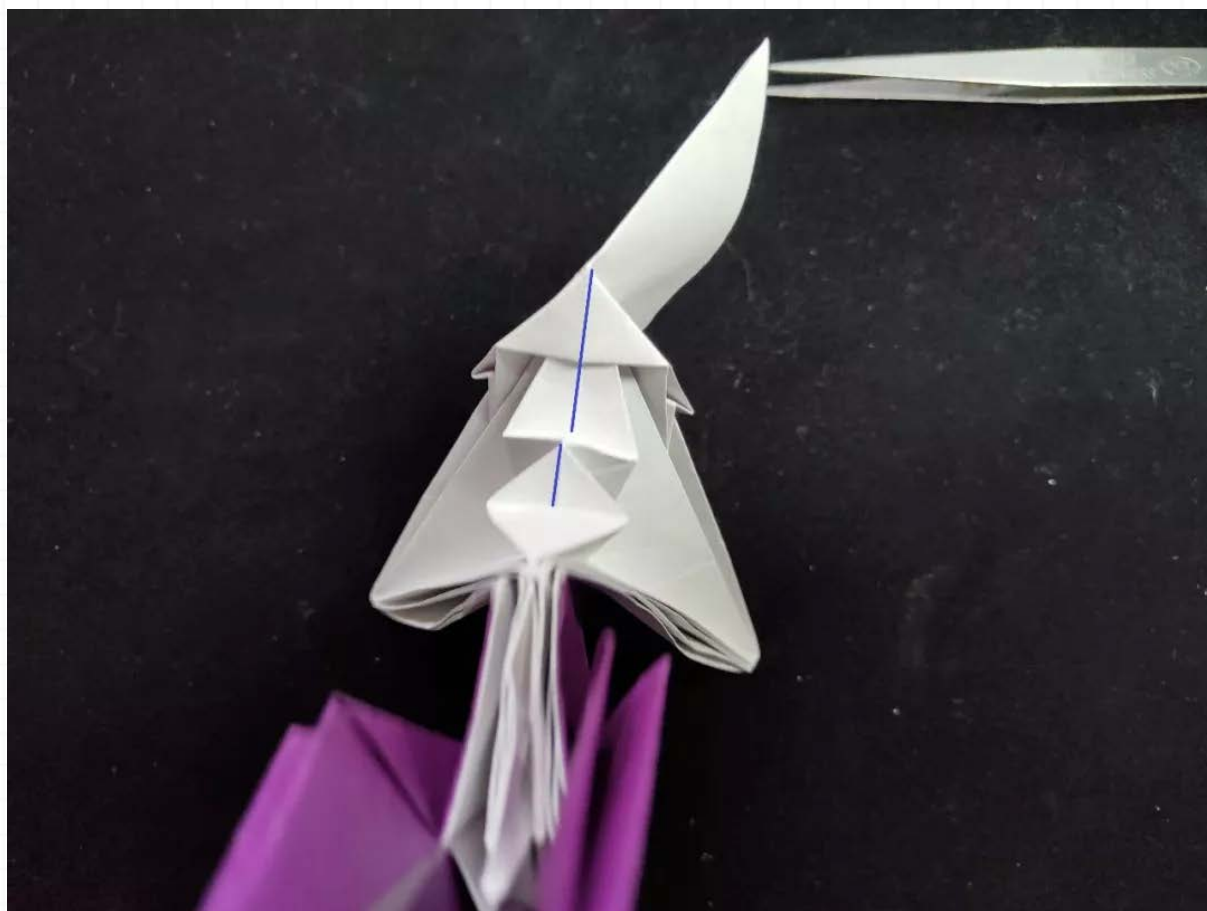
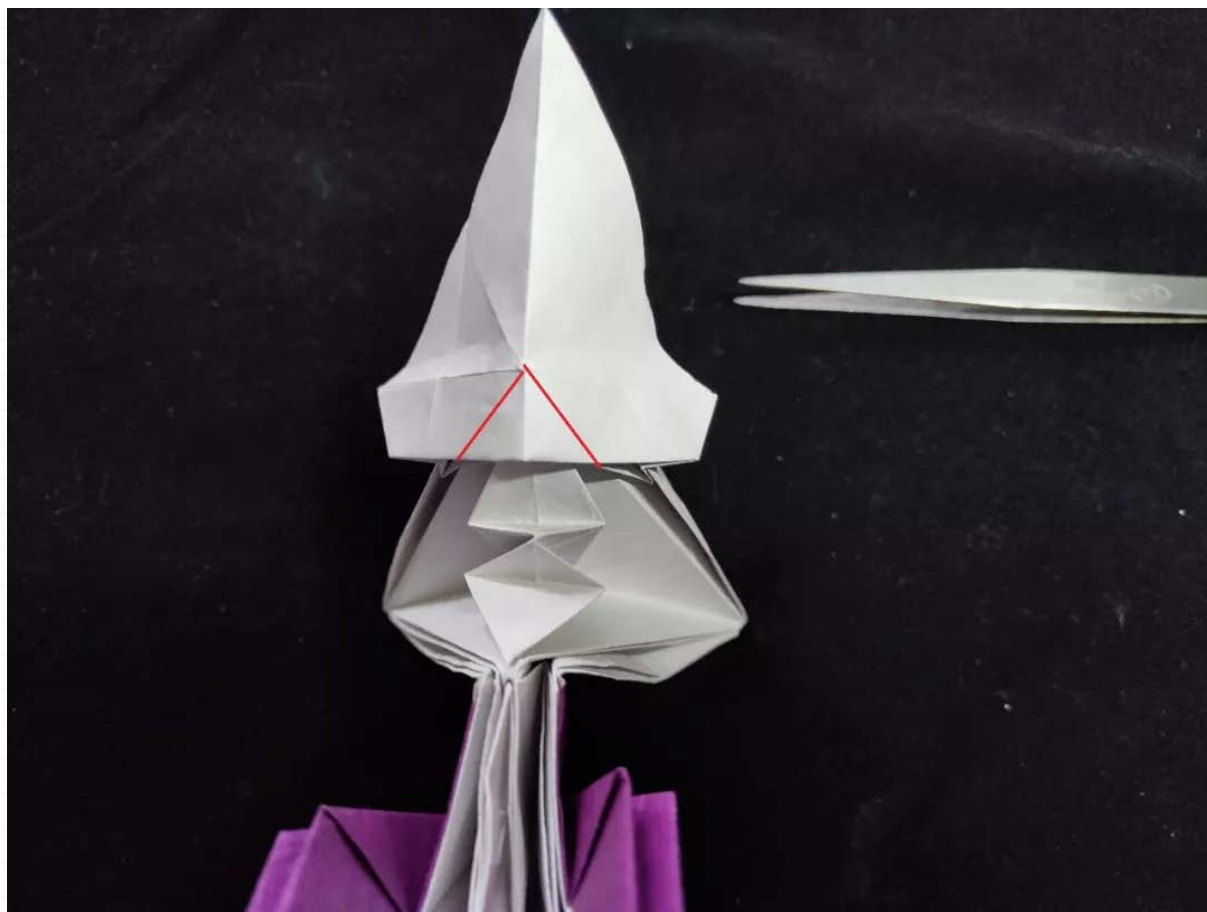


拉开

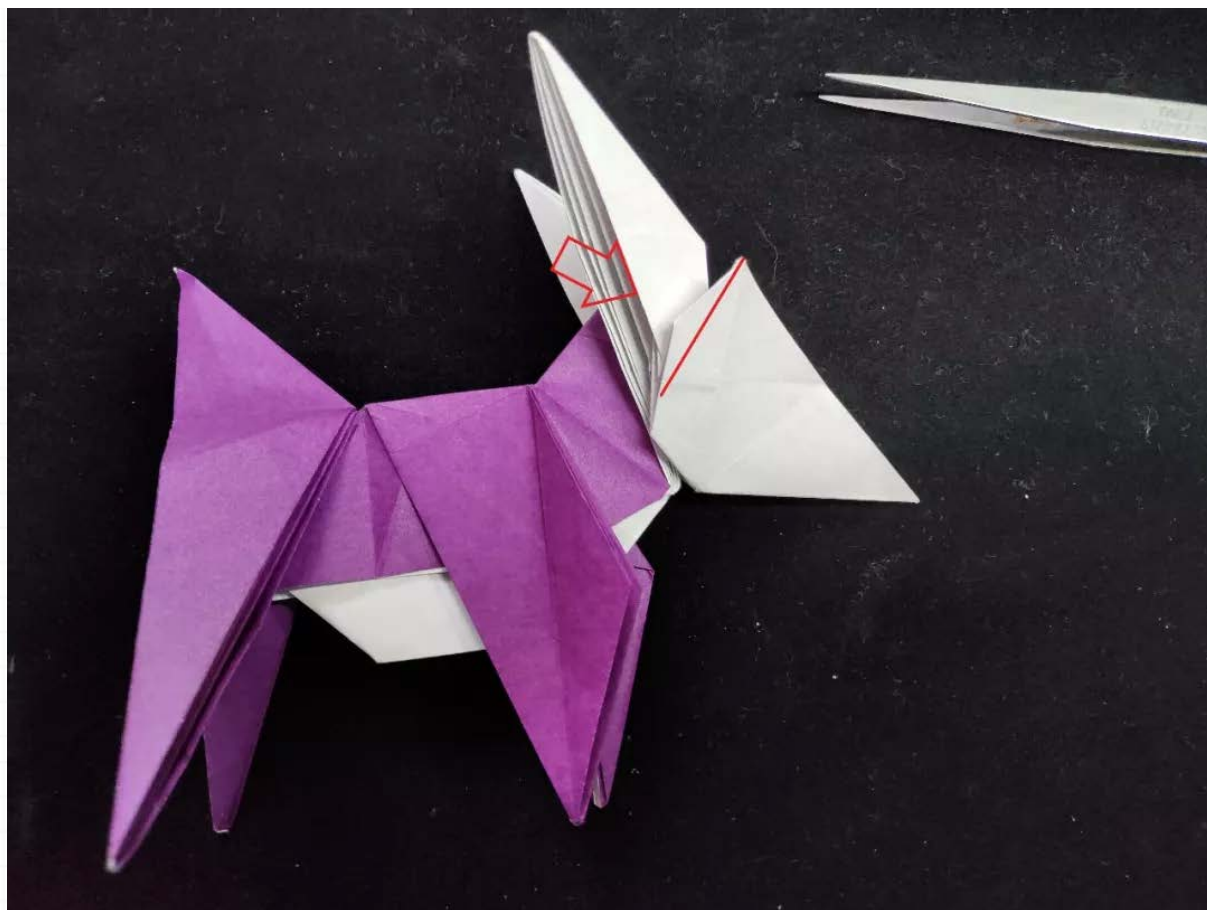


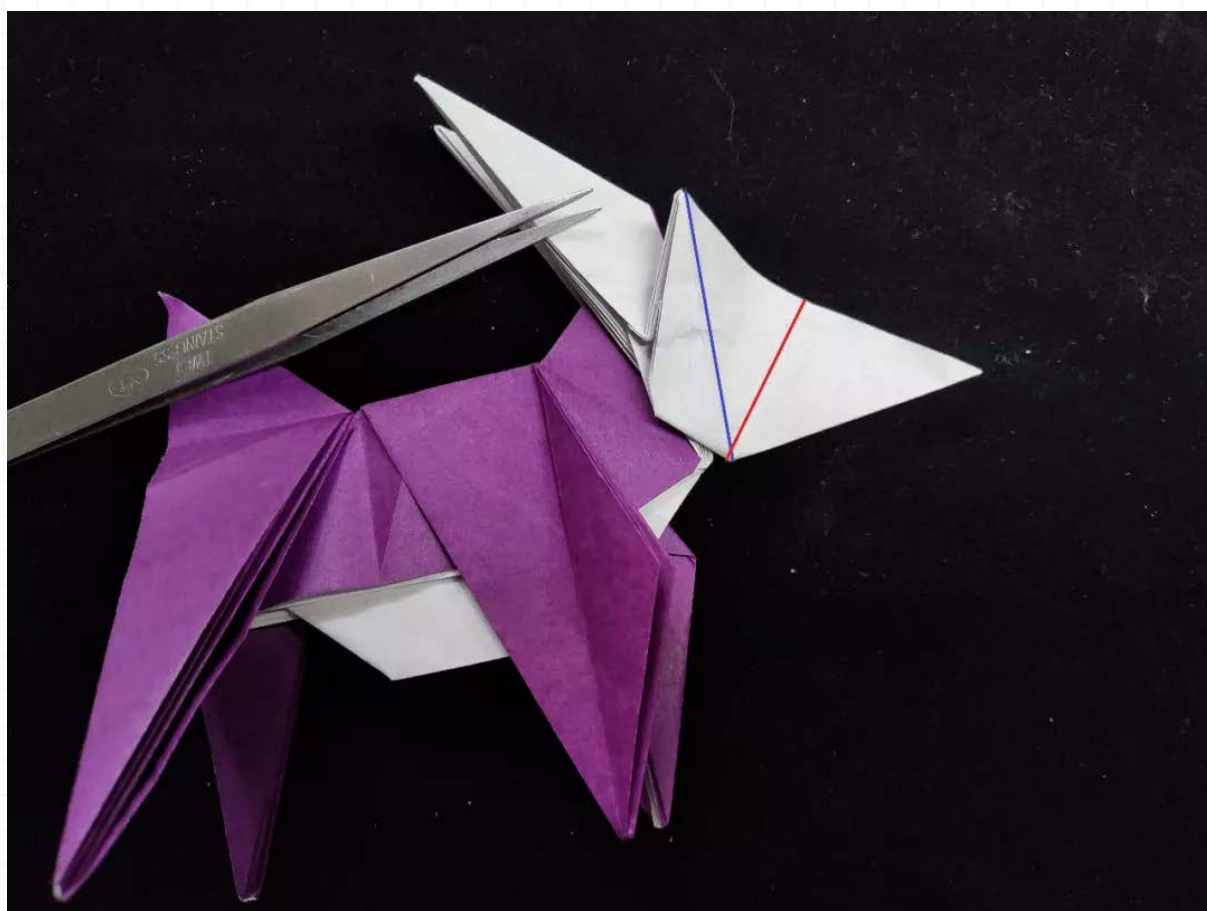
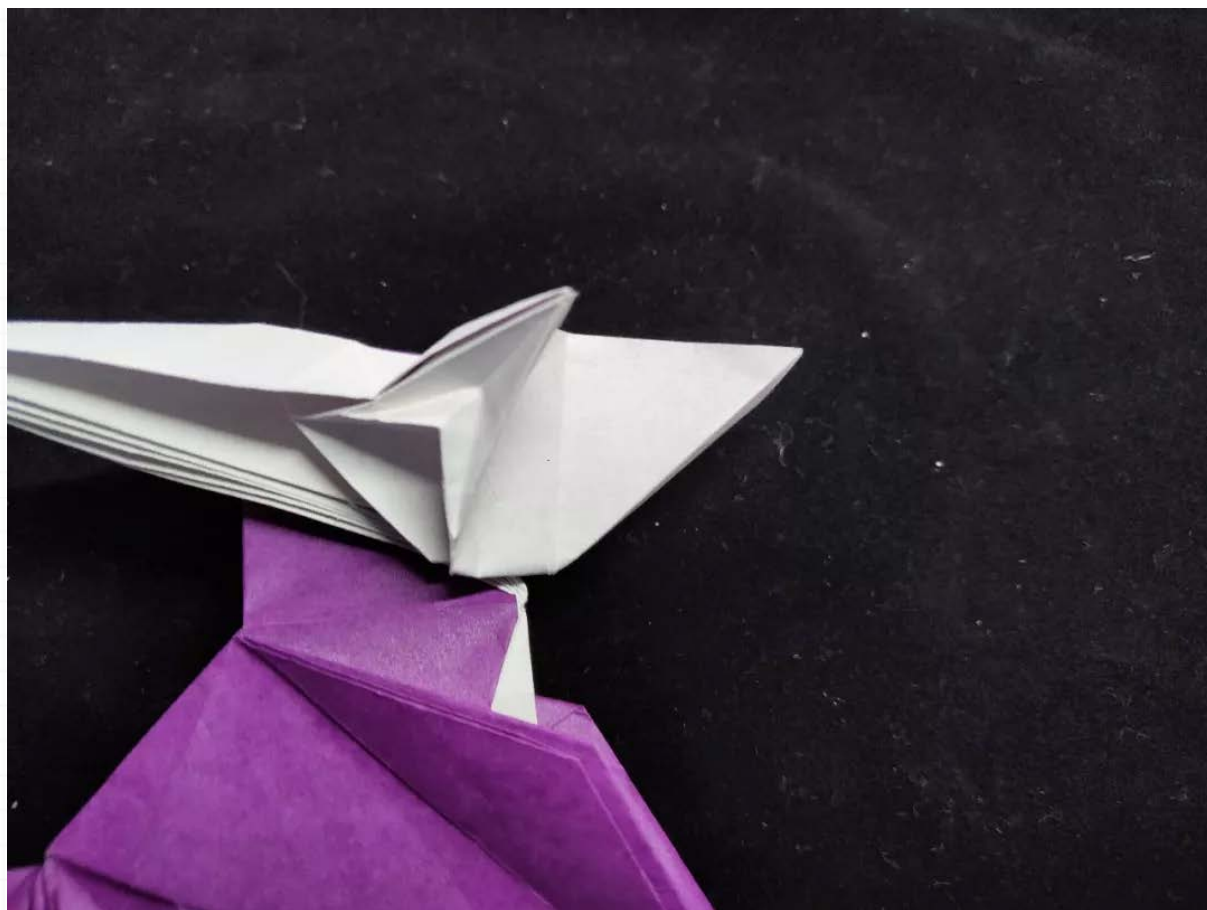


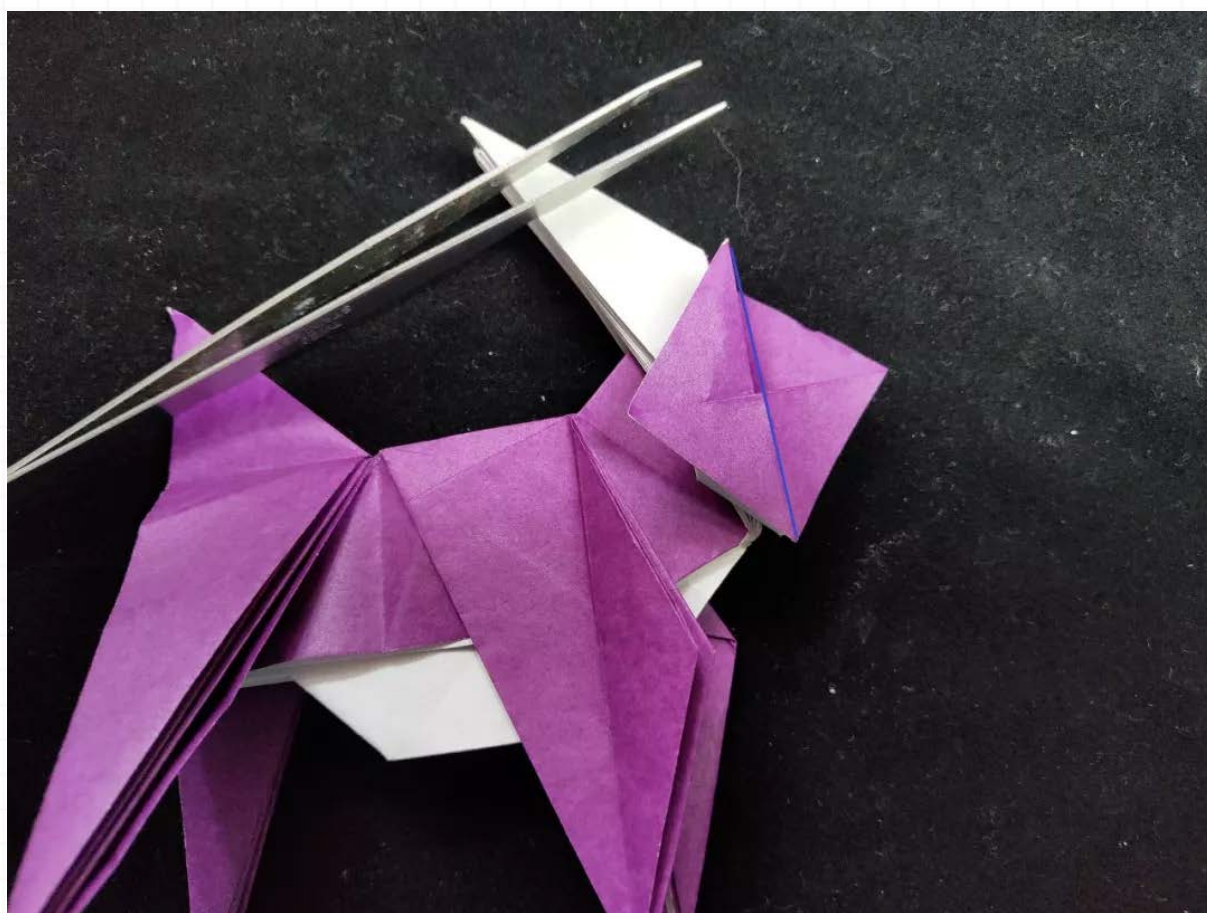
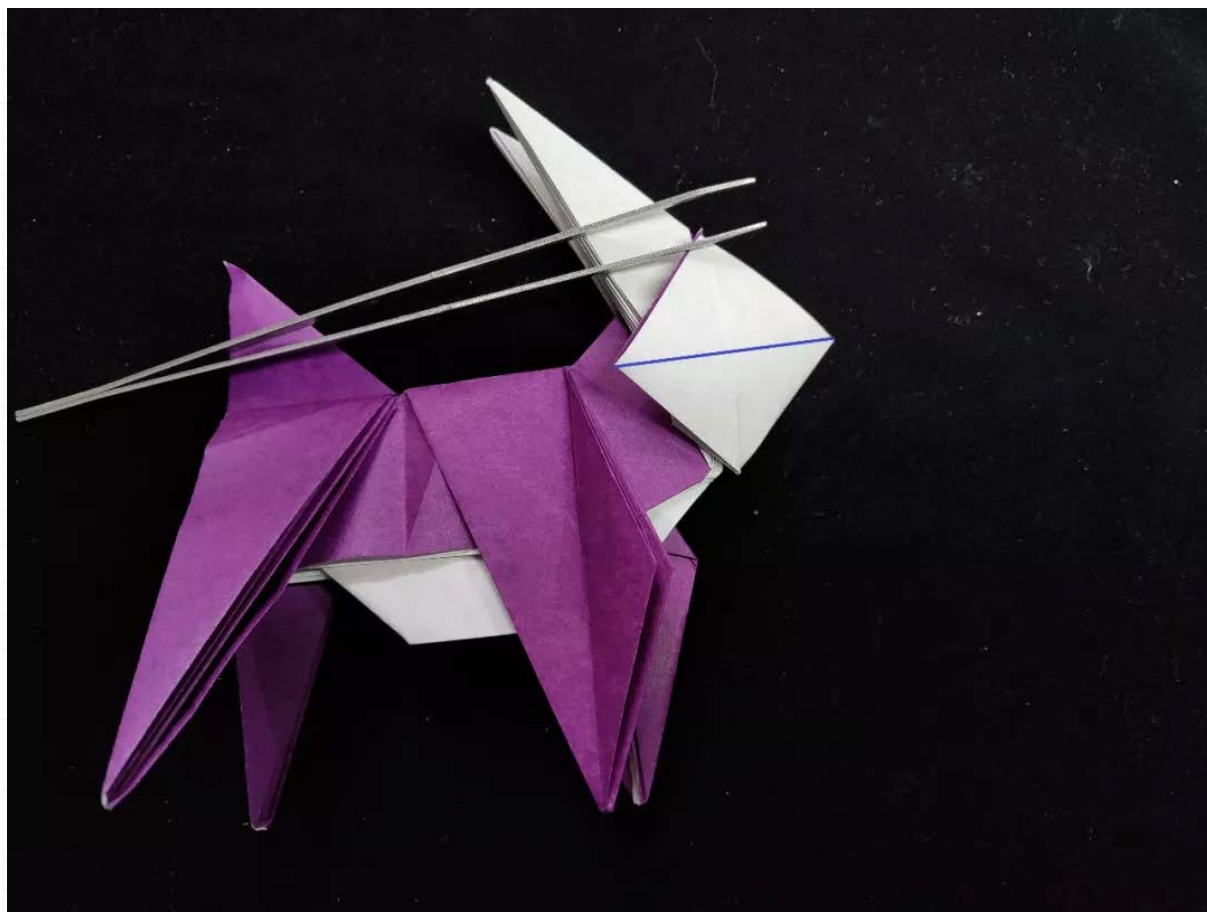
做出三角形
只是为了将基本型压平，整形时还需将其还原

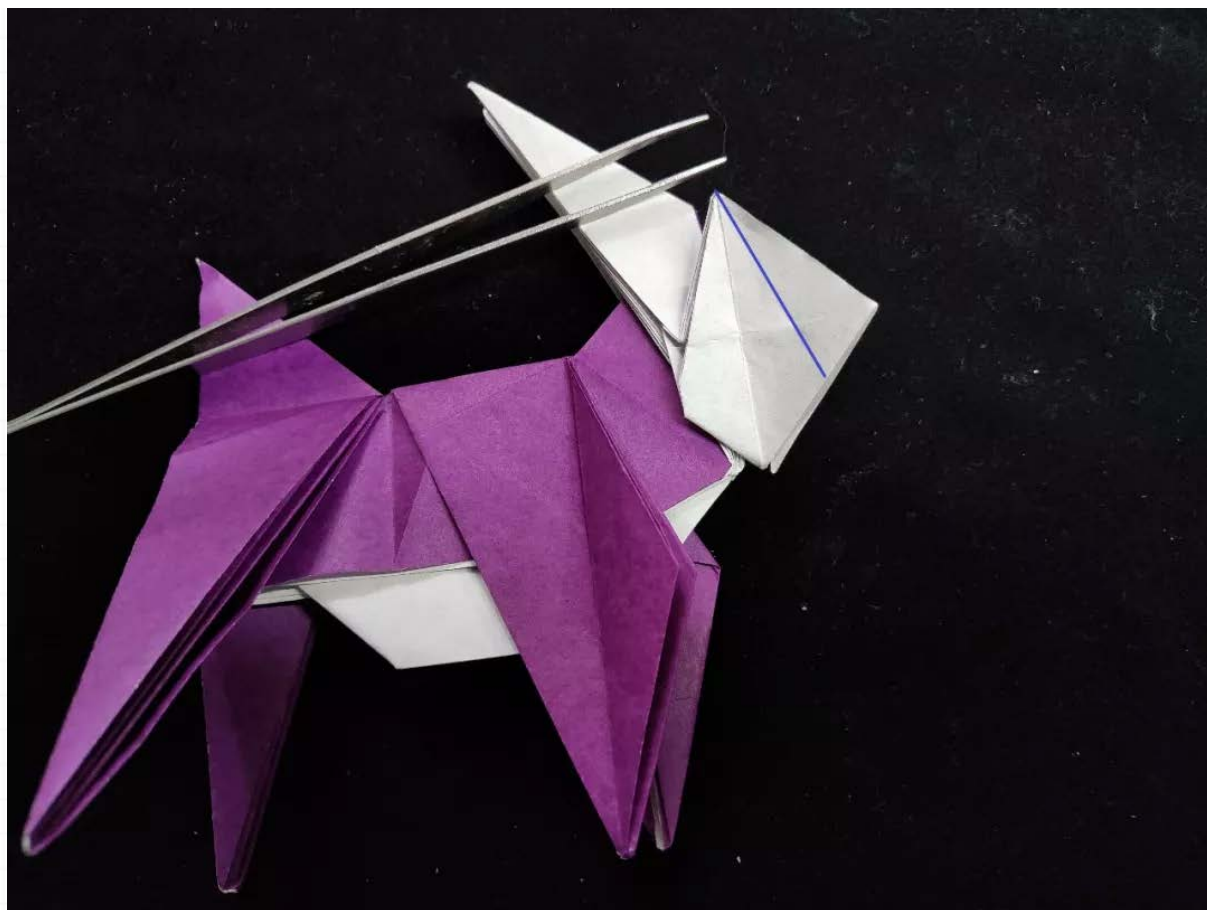


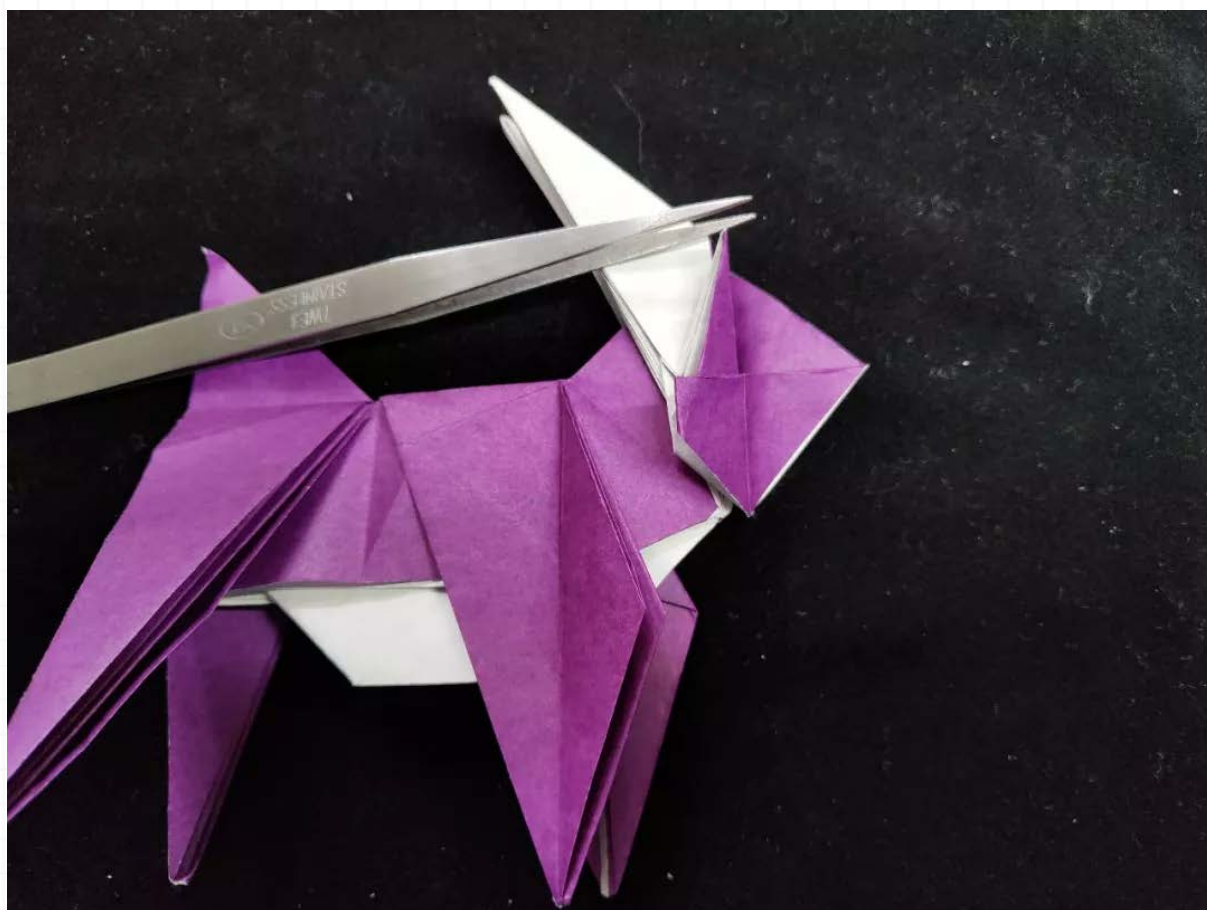
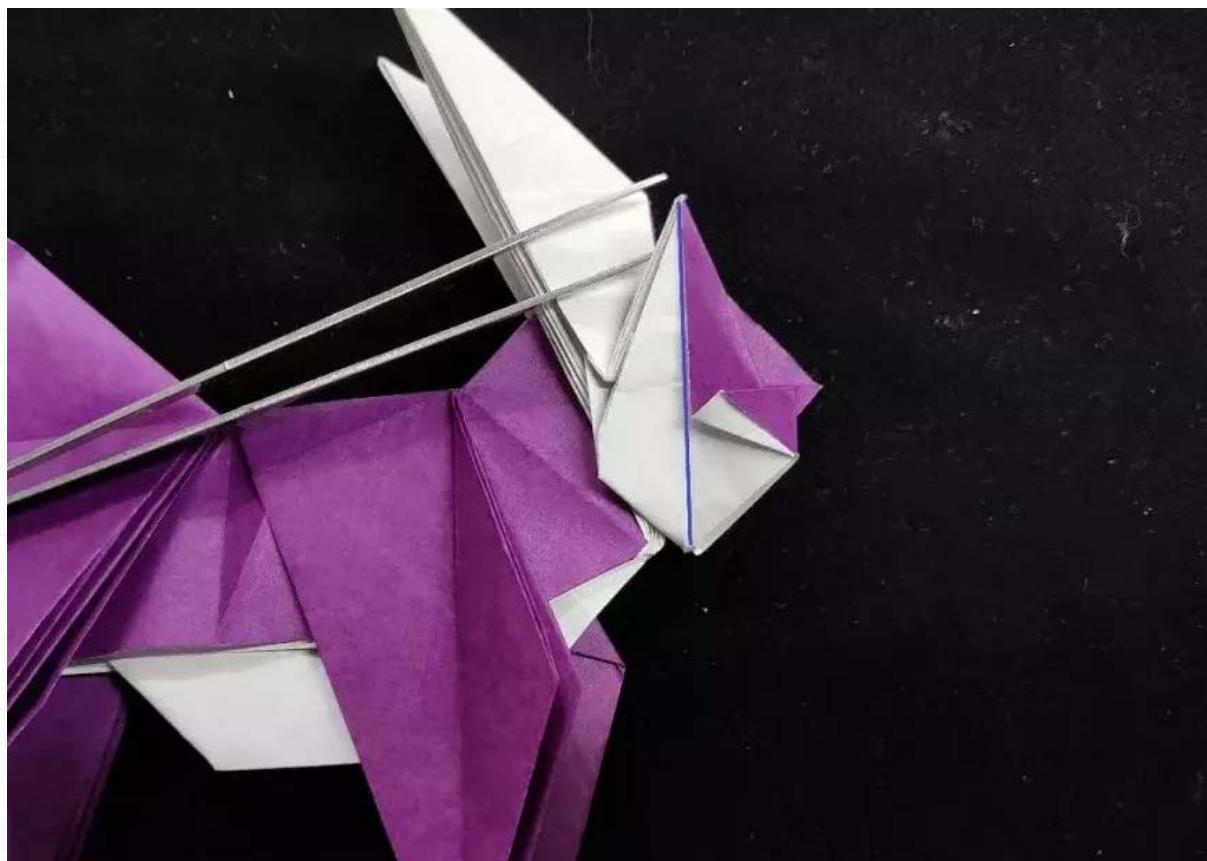
沉折

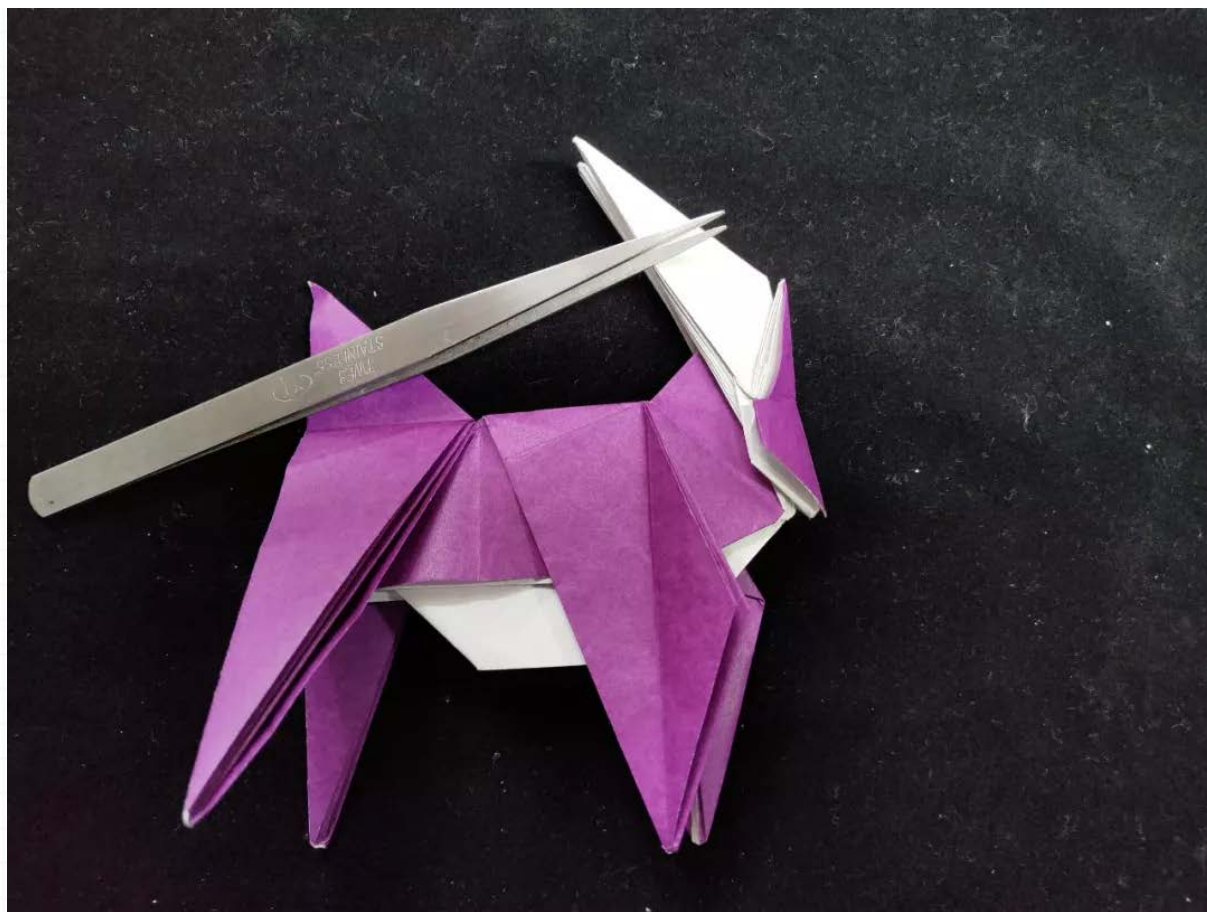


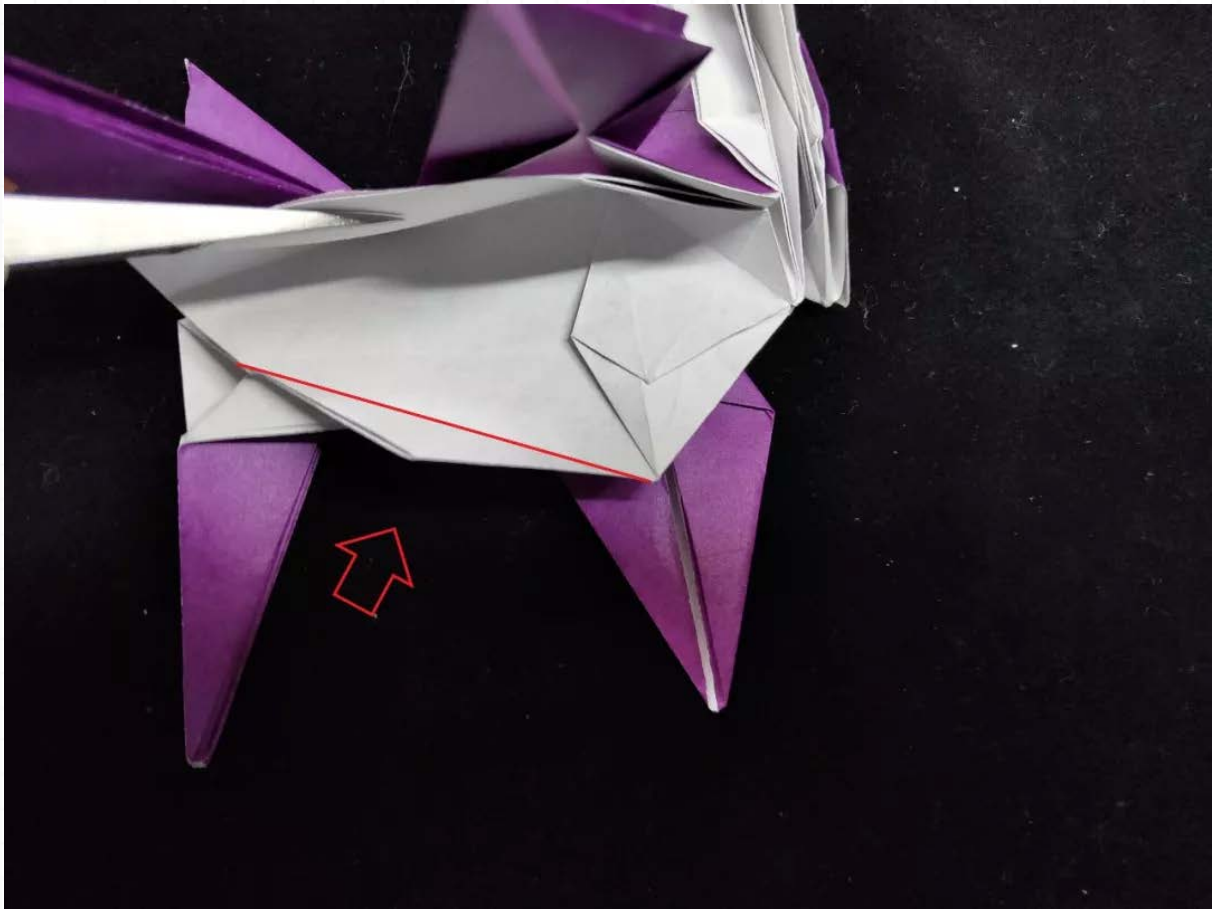




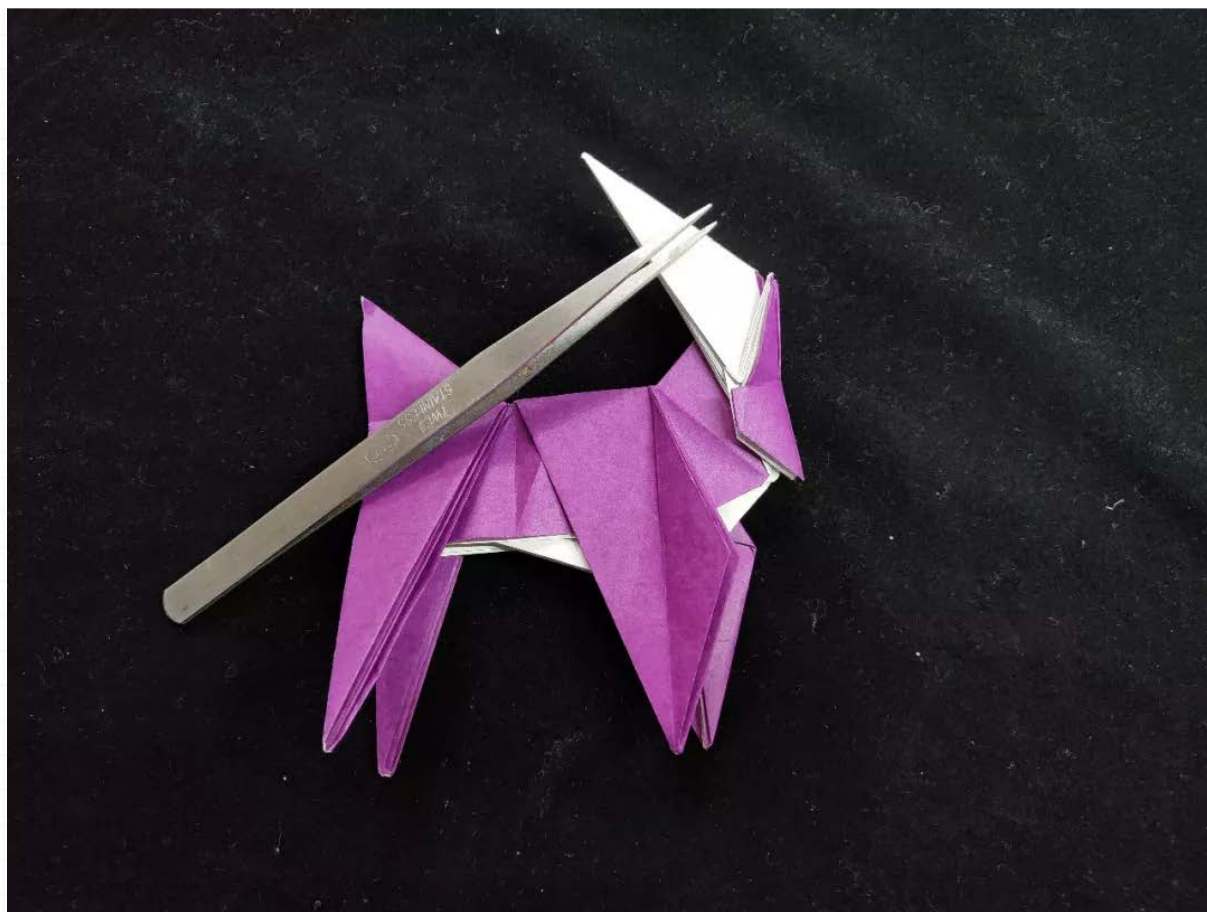






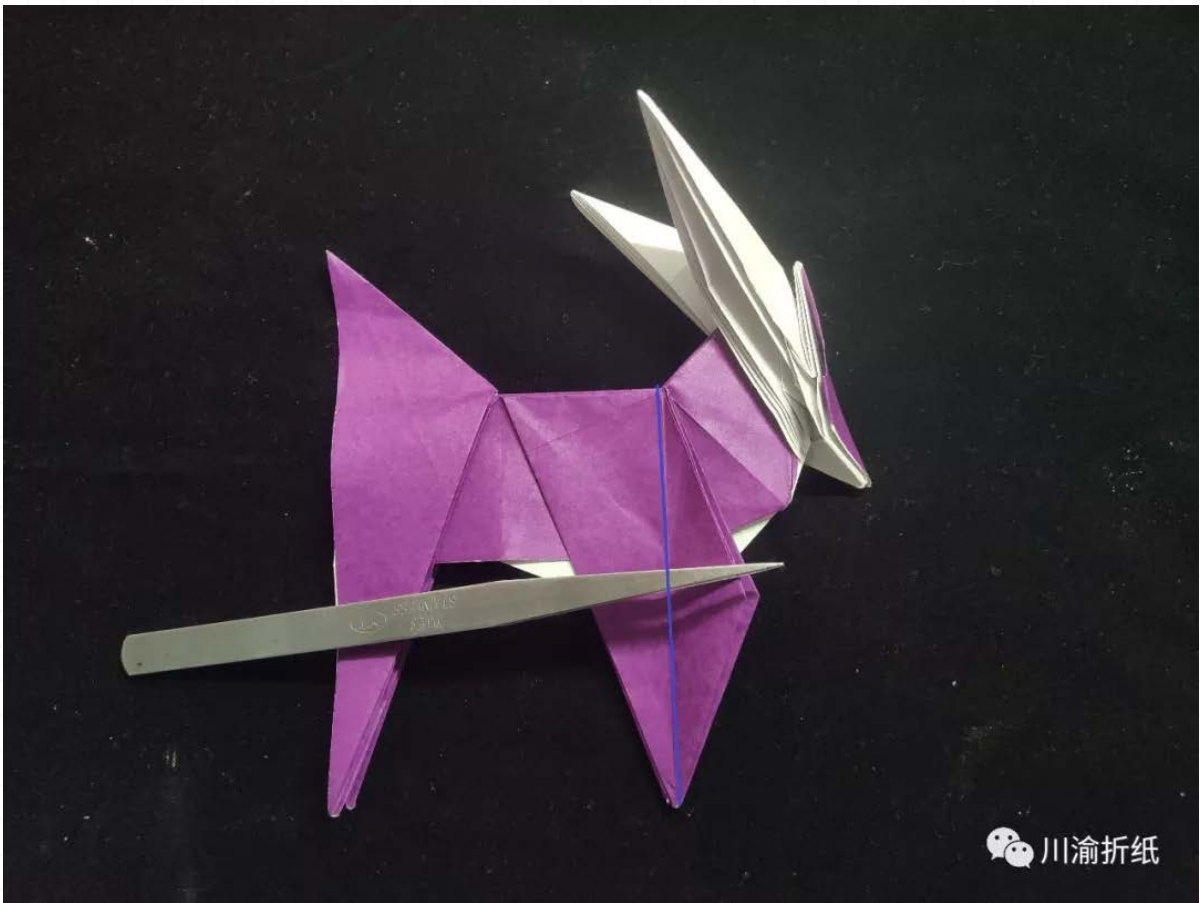
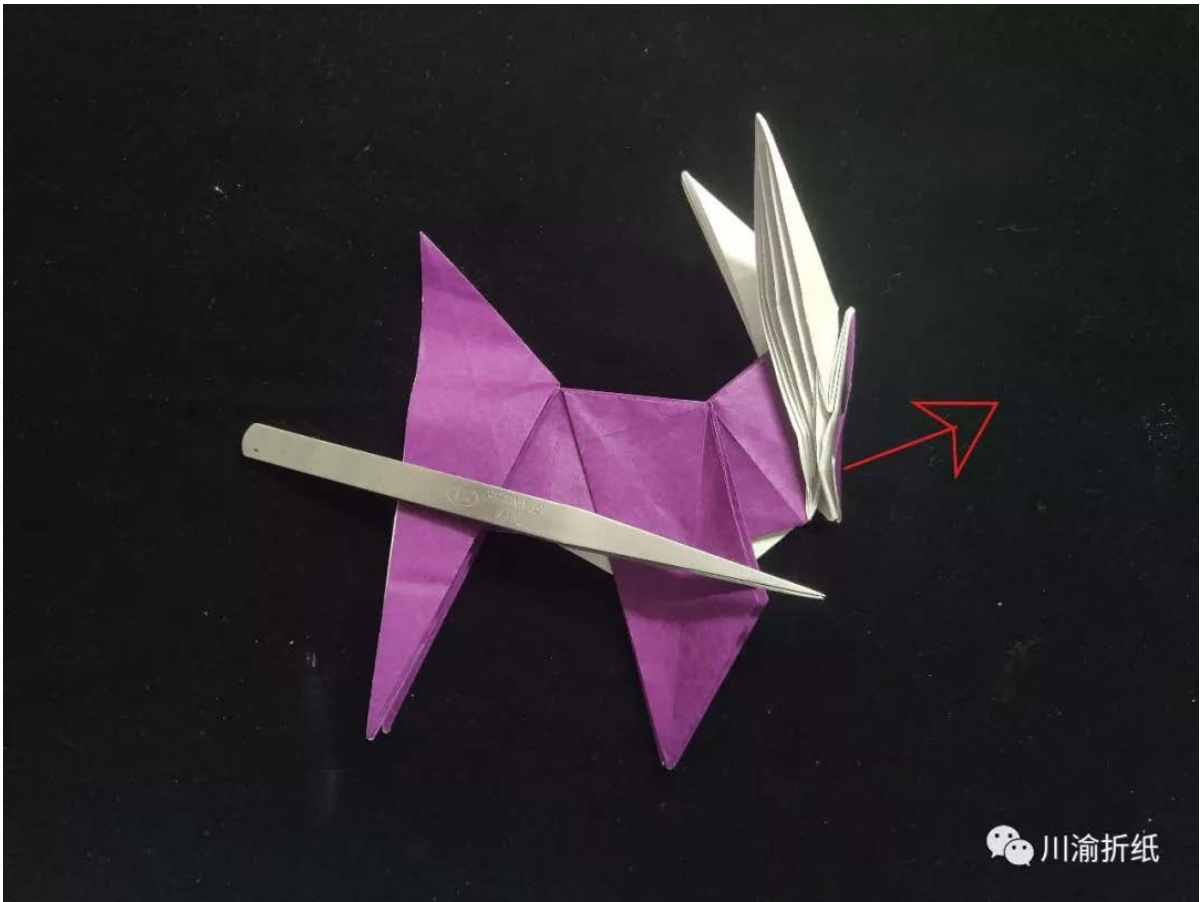


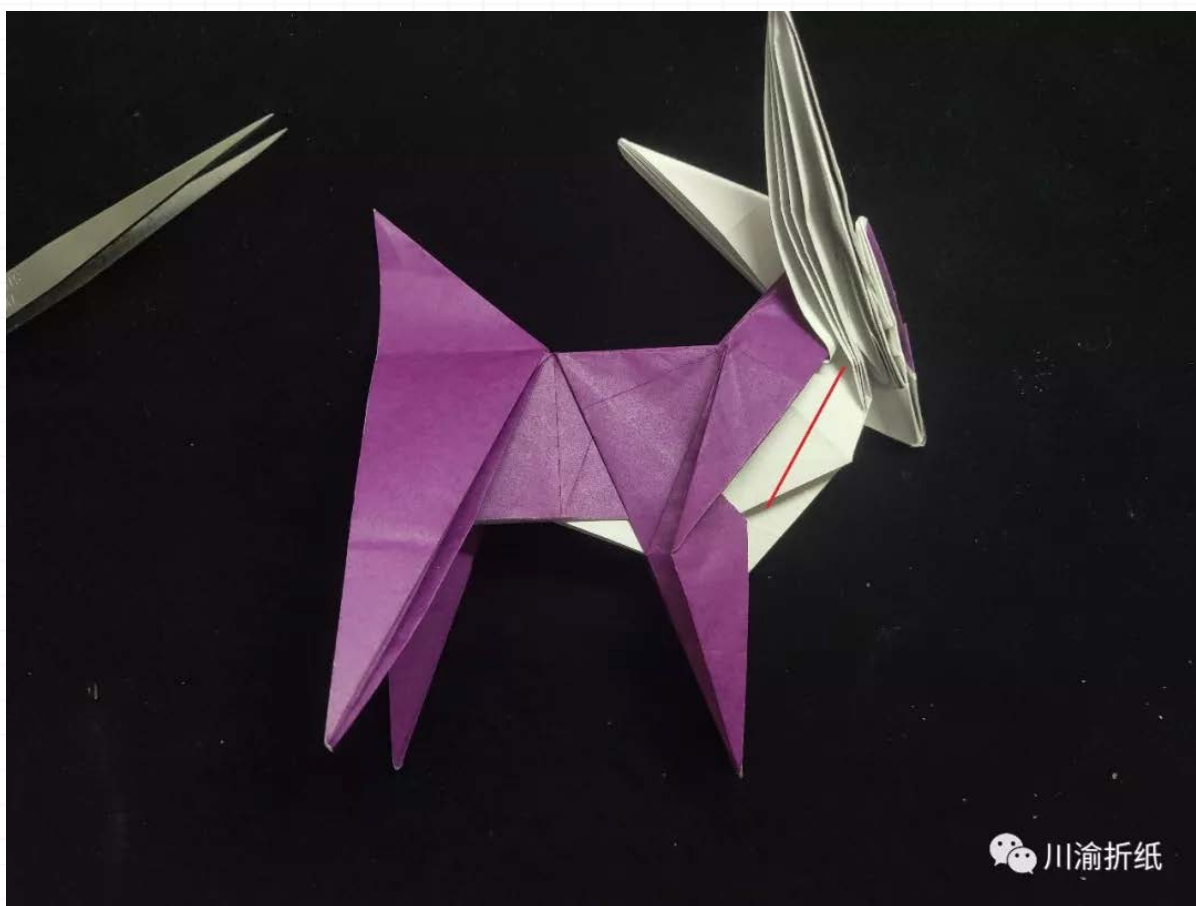
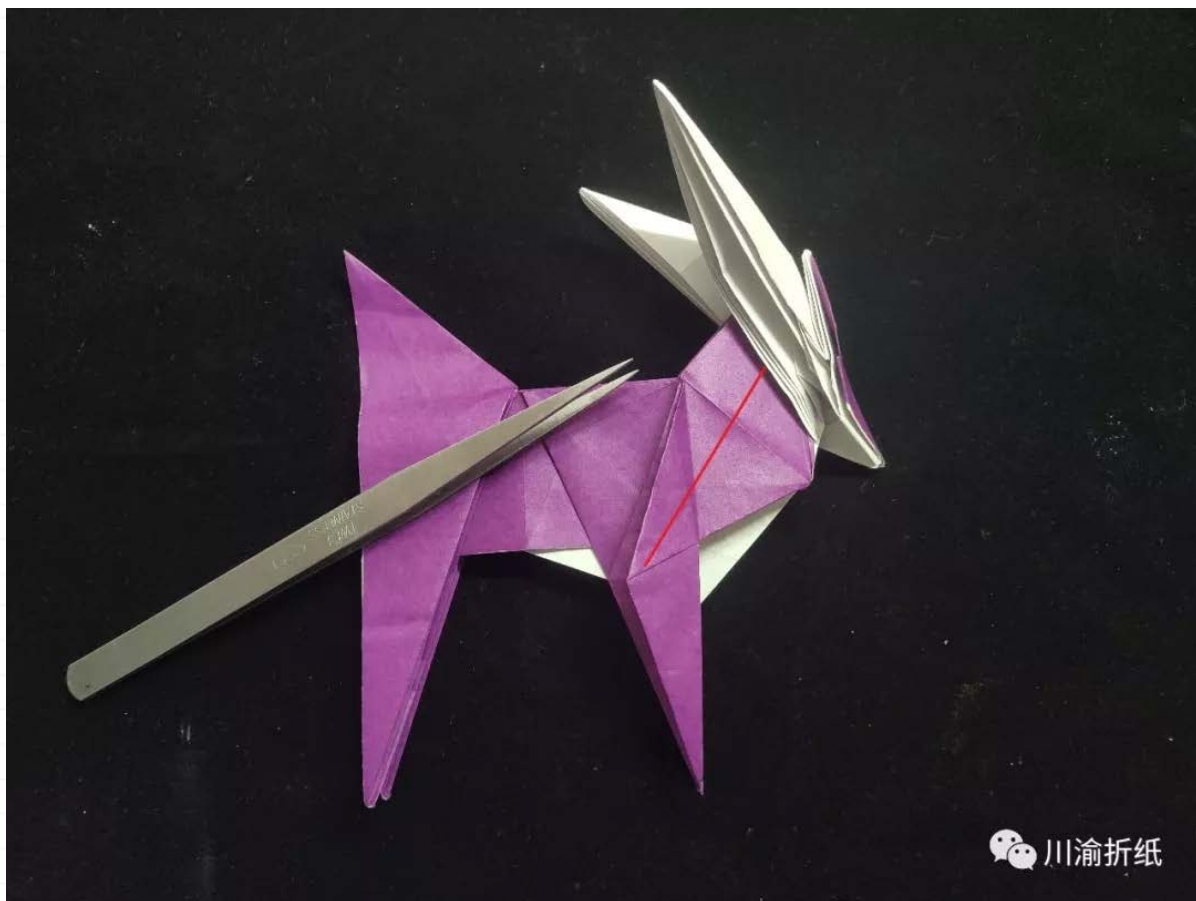


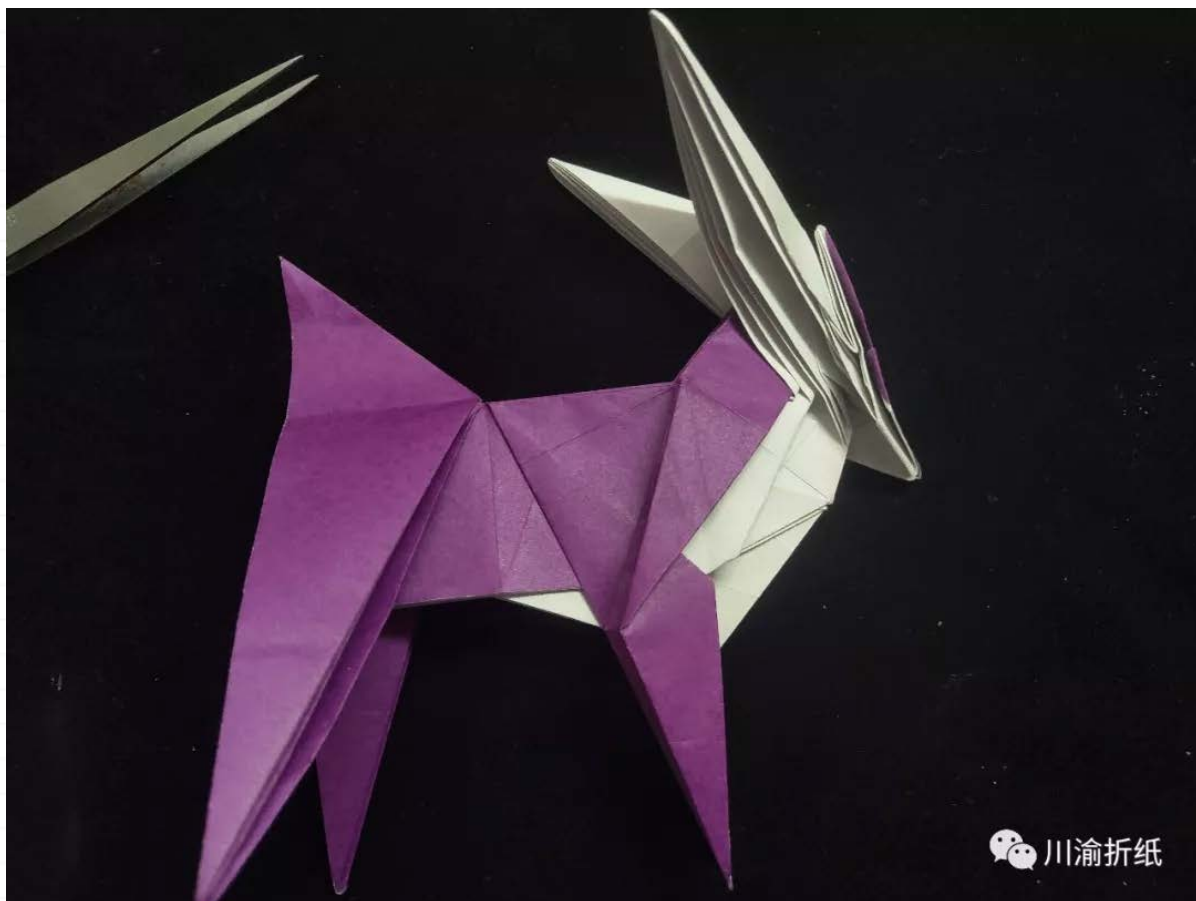


整形思路参考：

头部向上提一点



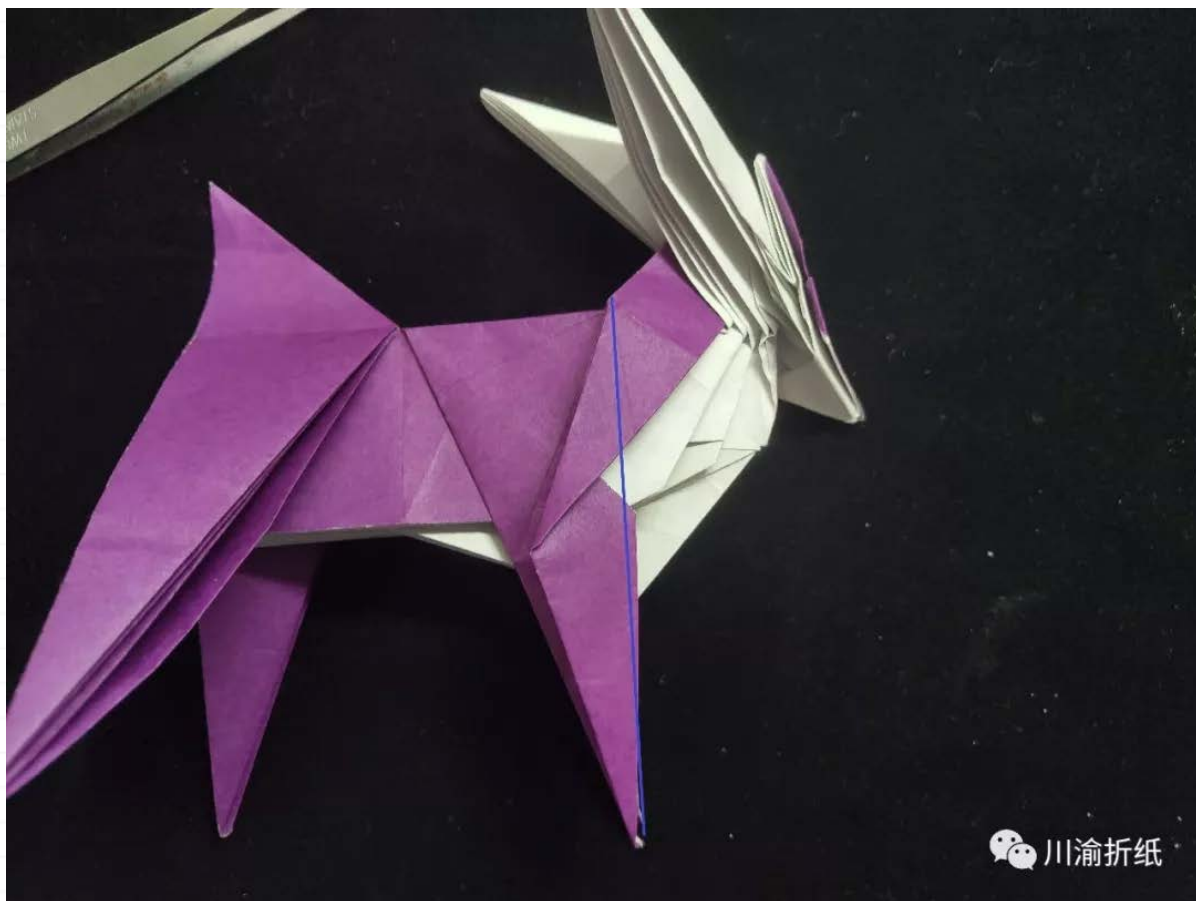




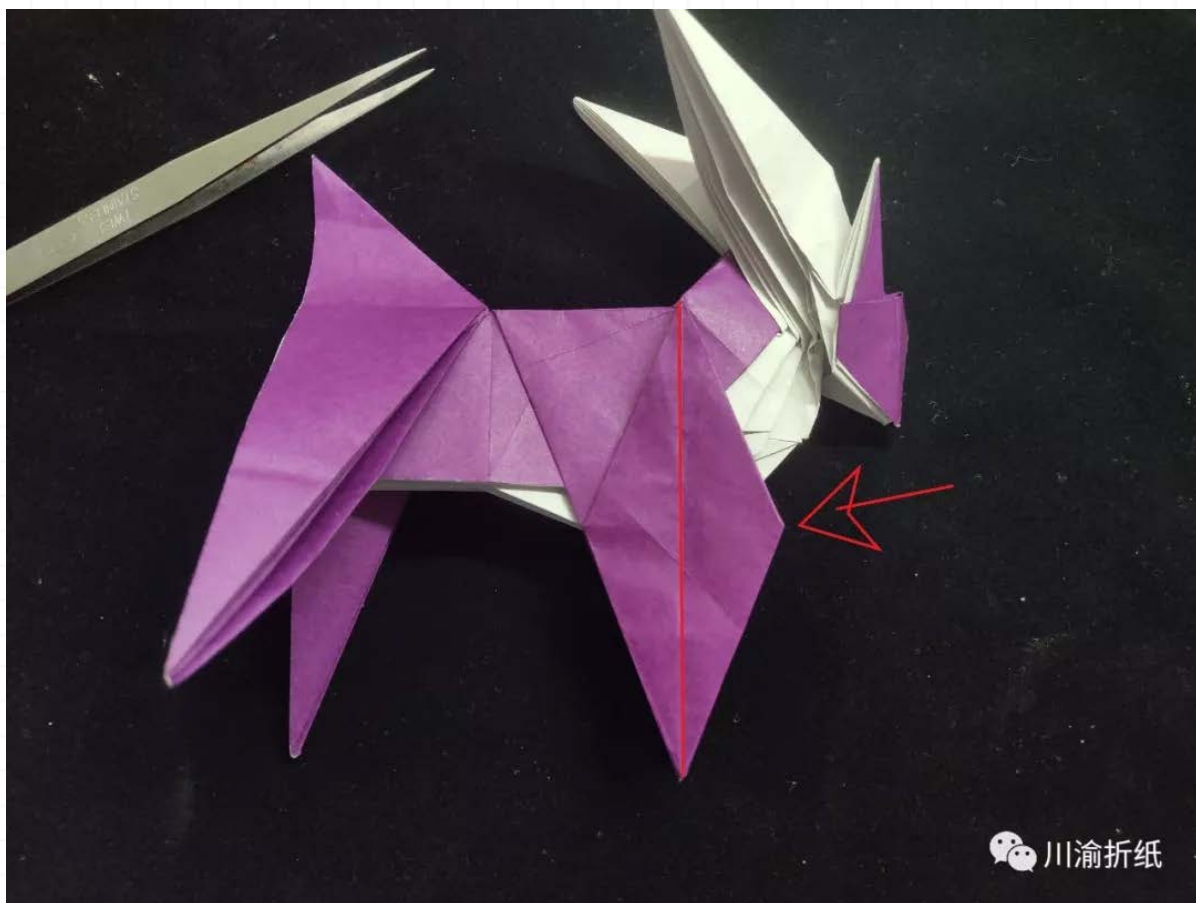
调整一下纸层，虽然不弄也一样

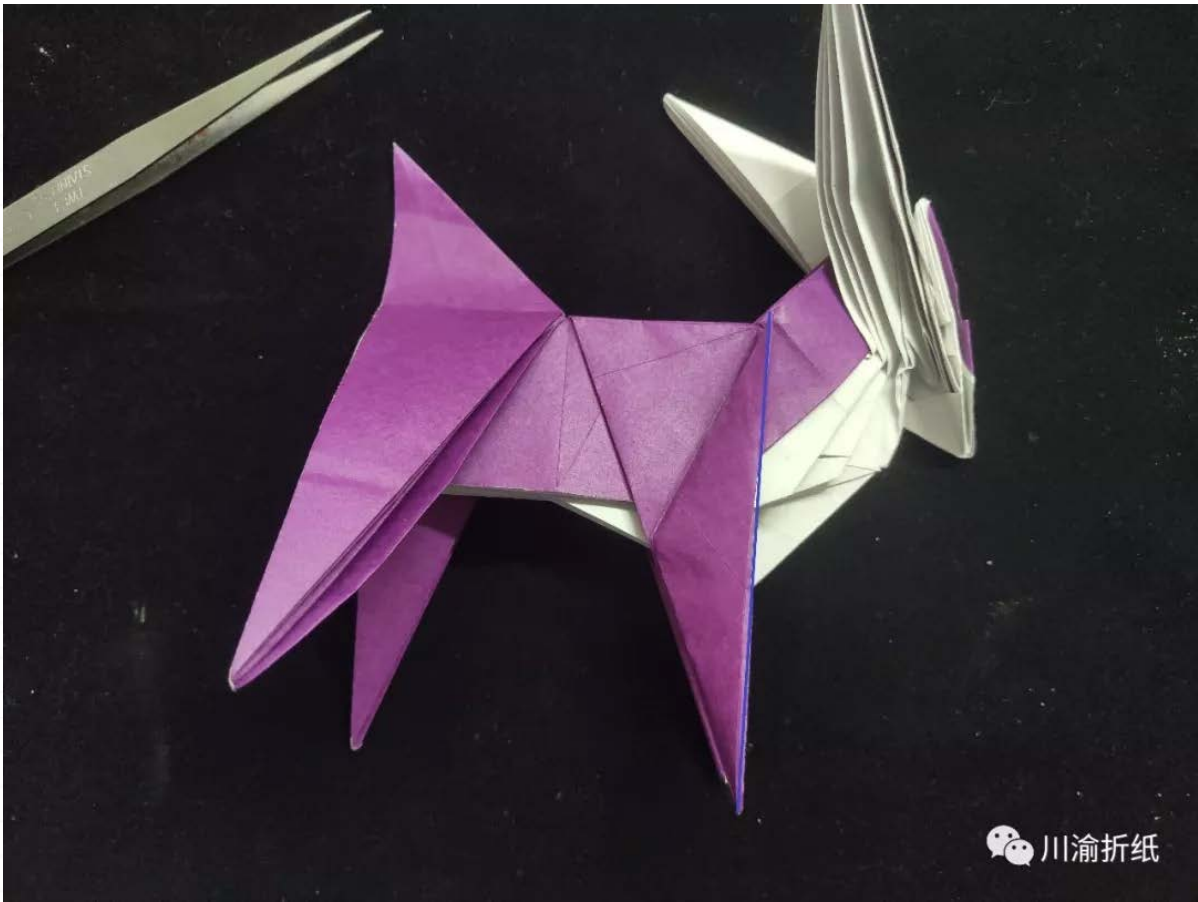




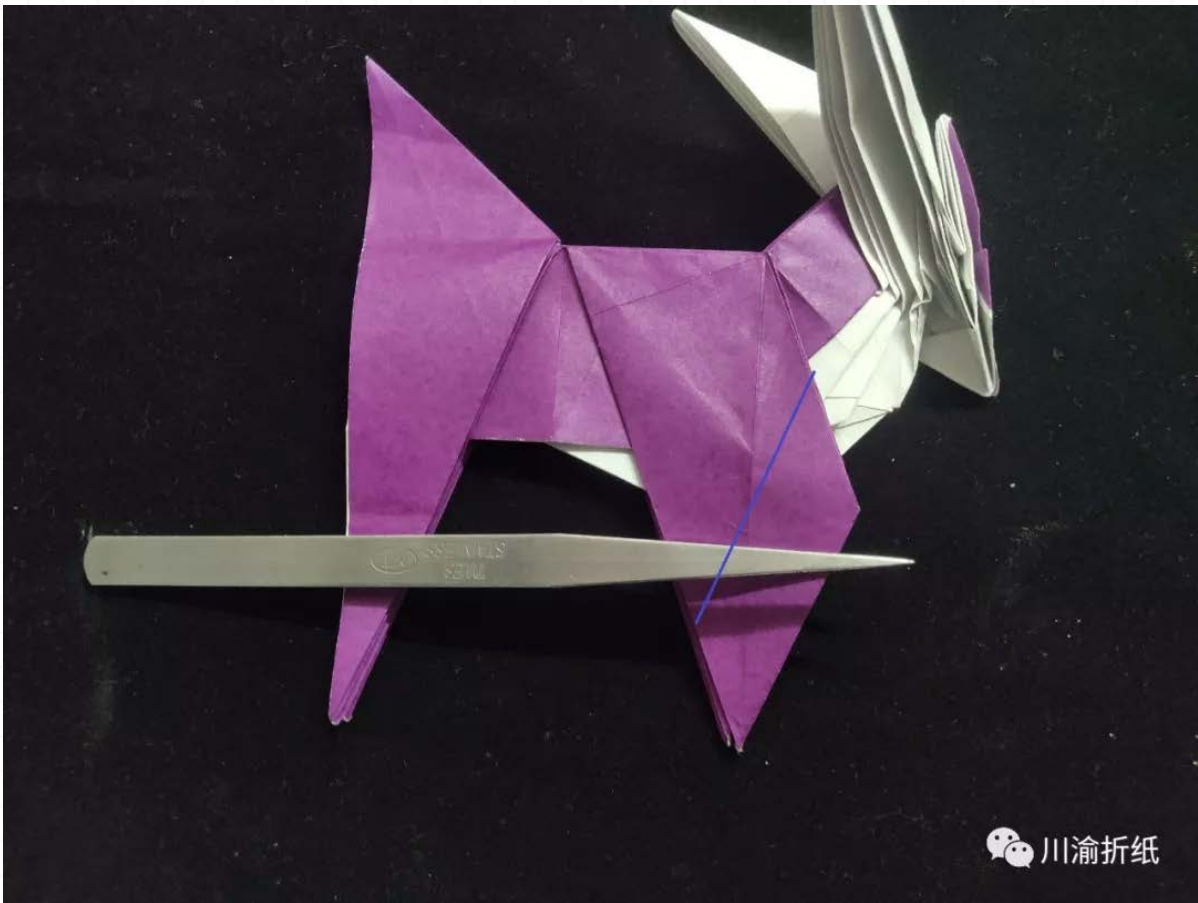


沉折进去

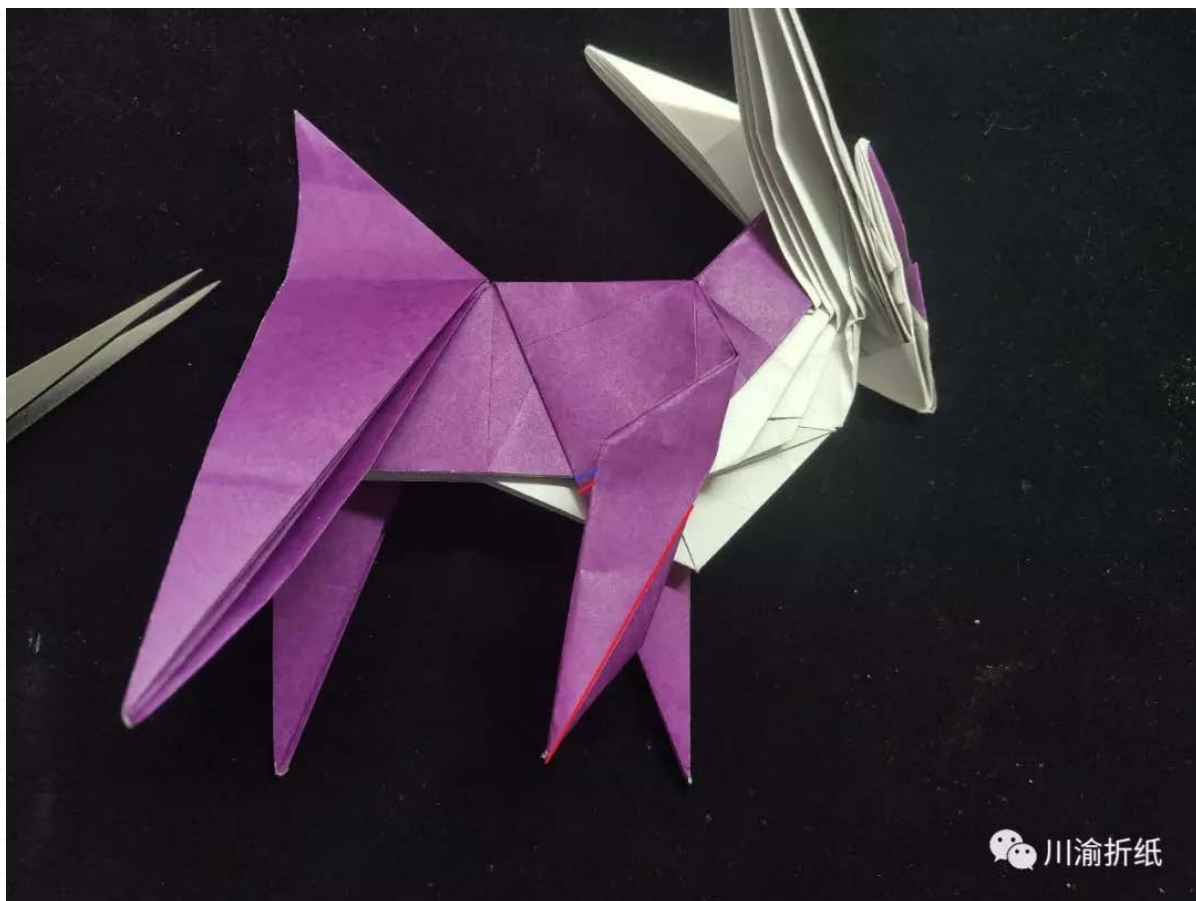




川渝折纸

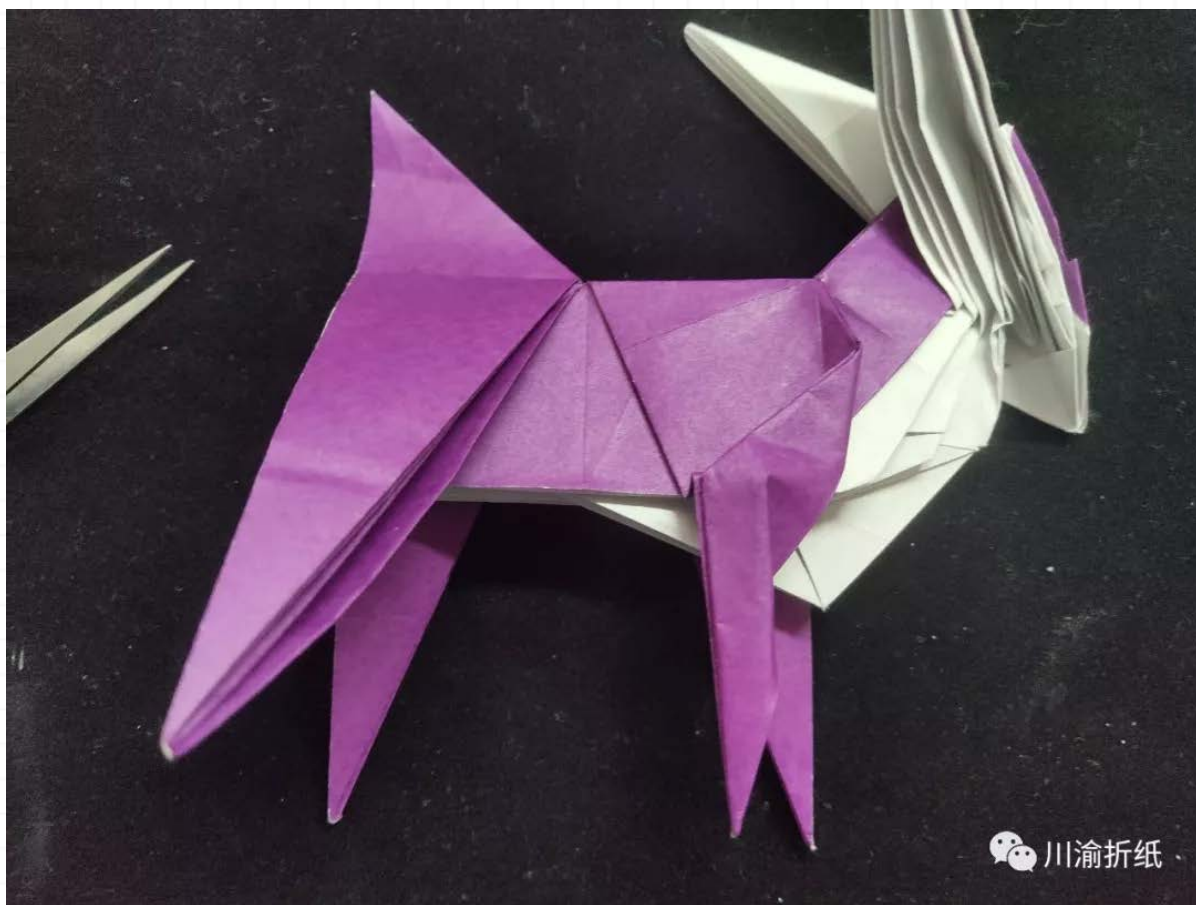


川渝折纸





然后再做出蹄子，前腿就ok了

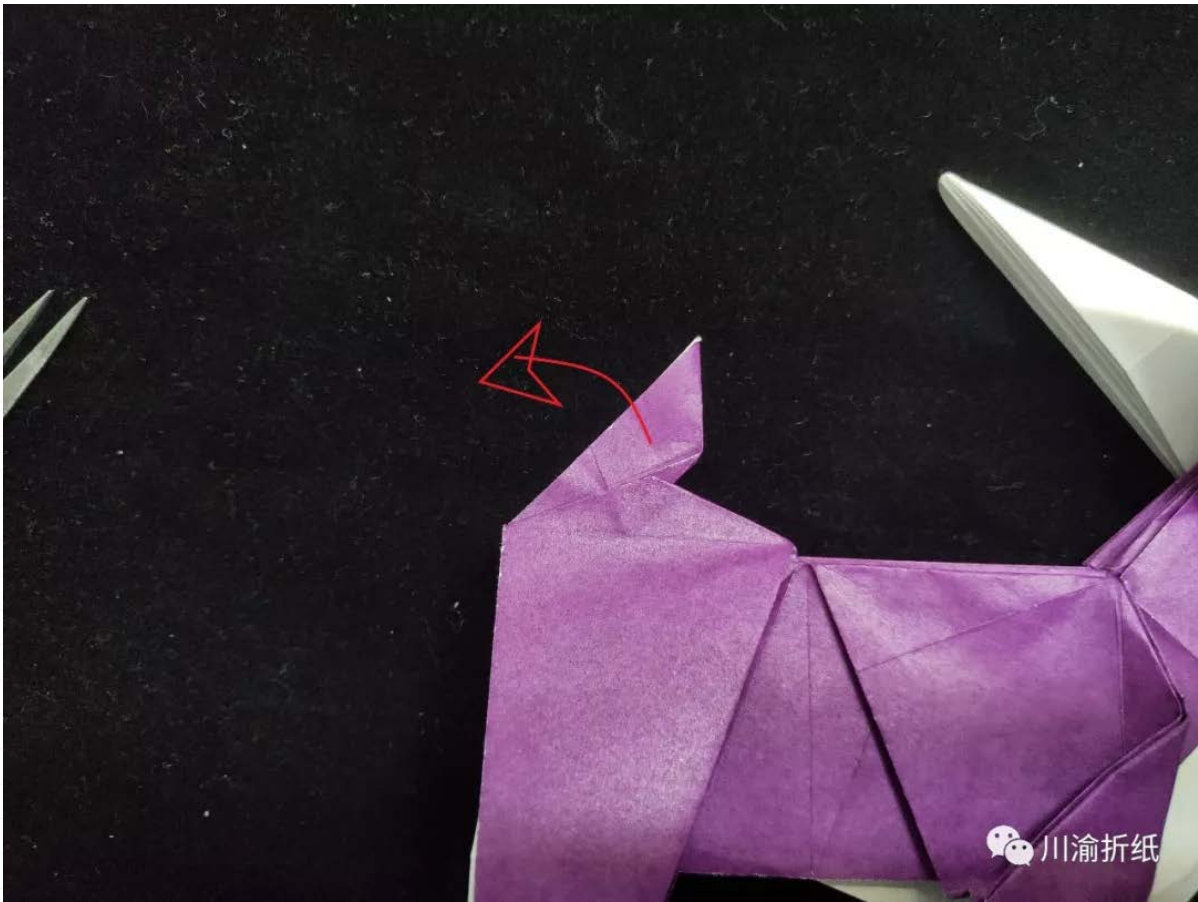


尾巴





调整一下位置















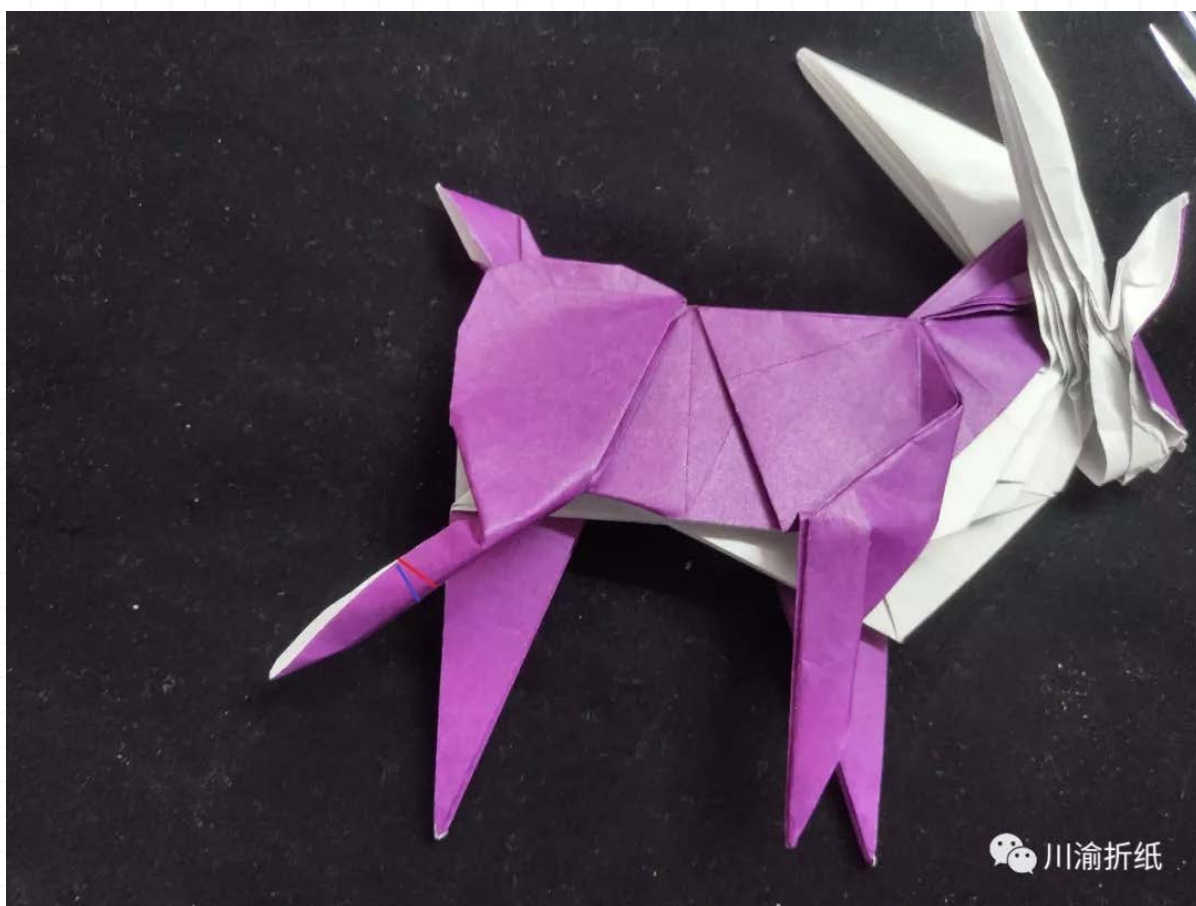
川渝折纸

扭一扭角



川渝折纸

后腿，瞎弄



再做出蹄子



思路大概就这样，整形一些细节就靠自己调整了，比如头部的两侧纸层是需要收一收的，以及一些立体化细节也需多加琢磨

作者的细节图



