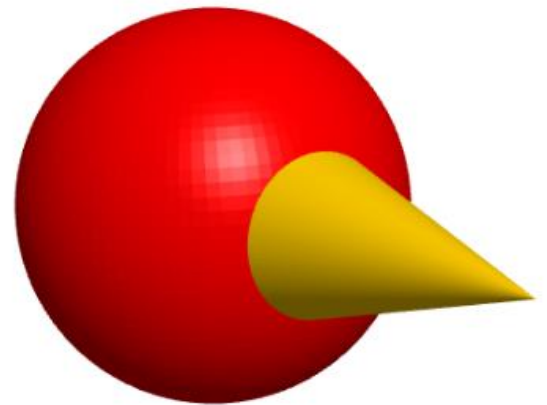
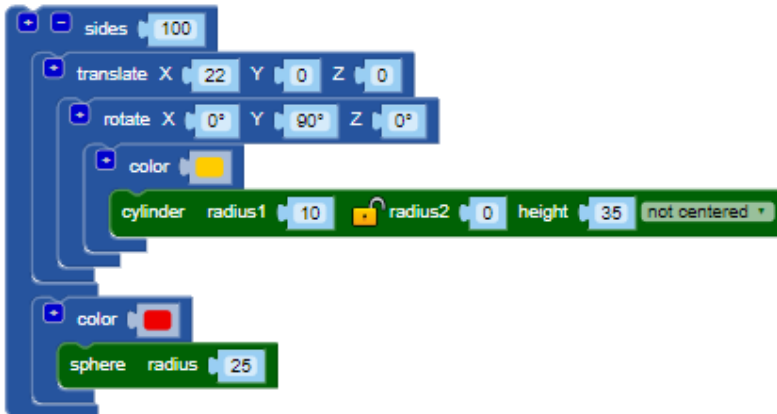


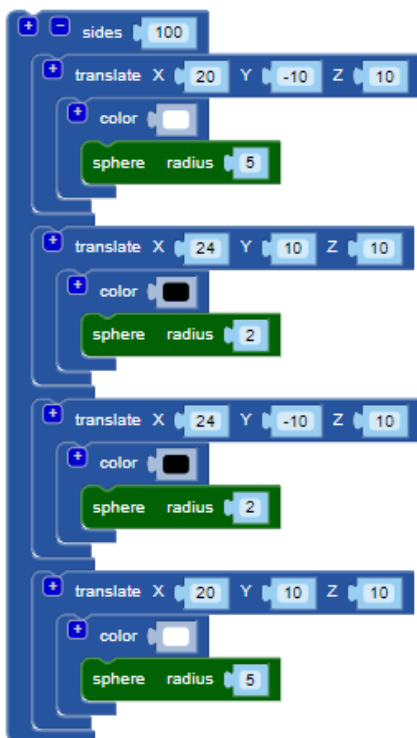
TAREA 1. BLOCKSCAD

+ PASO 1. CABEZA Y PICO



+ PASO 2. OJOS

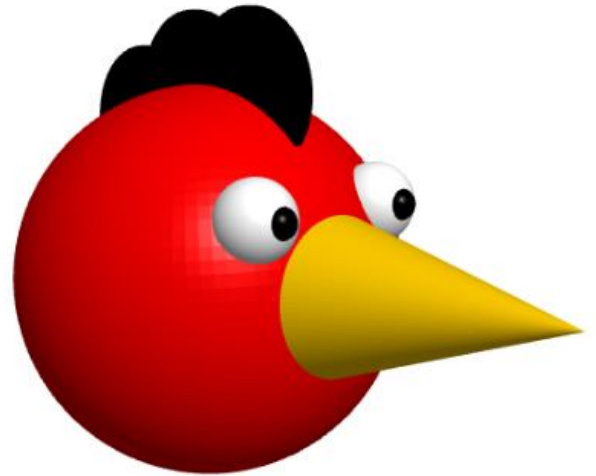
sides 100 translate X 22 Y ...



PASO 3. CRESTA

```

sides 100 translate X 22 Y ...
├── sides 100
│   ├── translate X 10 Y 0 Z 24
│   │   ├── rotate X 90° Y 0° Z 0°
│   │   │   ├── color
│   │   │   └── cylinder radius1 10 radius2 10 height 1 not centered
│   ├── translate X 0 Y 0 Z 24
│   │   ├── rotate X 90° Y 0° Z 0°
│   │   │   ├── color
│   │   │   └── cylinder radius1 10 radius2 10 height 1 not centered
│   └── translate X -10 Y 0 Z 20
│       ├── rotate X 90° Y 0° Z 0°
│       │   ├── color
│       │   └── cylinder radius1 10 radius2 10 height 1 not centered
└──
    
```



PASO 4. BOCA

```

sides 100 translate X 22 Y ...
├── sides 100
│   ├── translate X 21 Y 0 Z -9
│   │   ├── rotate X 0° Y 275° Z 0°
│   │   │   ├── color
│   │   │   └── torus radius1 6 radius2 1 sides 50 faces 50
└──
    
```



CÓDIGO COMPLETO

```

+ sides 100
+ translate X 22 Y 0 Z 0
+ rotate X 0° Y 90° Z 0°
+ color yellow
+ cylinder radius1 10 radius2 0 height 35 not centered
+ color red
+ sphere radius 25
+ translate X 20 Y -10 Z 10
+ color white
+ sphere radius 5
+ translate X 24 Y 10 Z 10
+ color black
+ sphere radius 2
+ translate X 24 Y -10 Z 10
+ color black
+ sphere radius 2
+ translate X 20 Y 10 Z 10
+ color white
+ sphere radius 5
+ translate X 10 Y 0 Z 24
+ rotate X 90° Y 0° Z 0°
+ color black
+ cylinder radius1 10 radius2 10 height 1 not centered
+ translate X 0 Y 0 Z 24
+ rotate X 90° Y 0° Z 0°
+ color black
+ cylinder radius1 10 radius2 10 height 1 not centered
+ translate X -10 Y 0 Z 20
+ rotate X 90° Y 0° Z 0°
+ color black
+ cylinder radius1 10 radius2 10 height 1 not centered
+ translate X 21 Y 0 Z -9
+ rotate X 0° Y 275° Z 0°
+ color white
+ torus radius1 6 radius2 1 sides 50 faces 50

```

