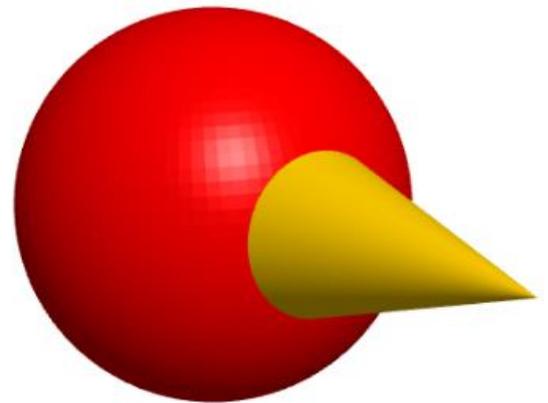
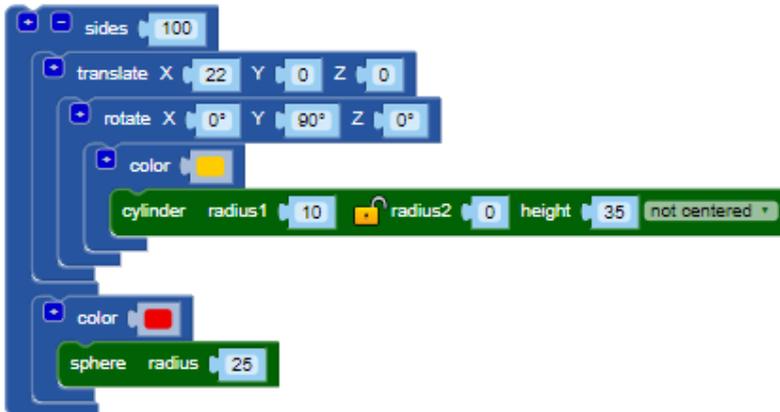


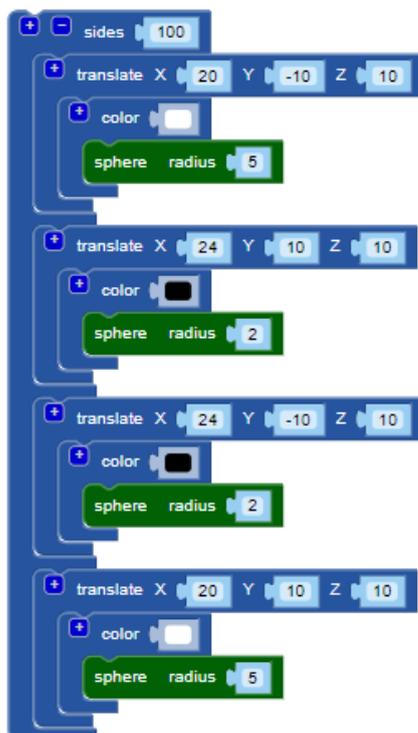
# TAREA 1. BLOCKSCAD

## + PASO 1. CABEZA Y PICO



## + PASO 2. OJOS

sides 100 translate X 22 Y ...

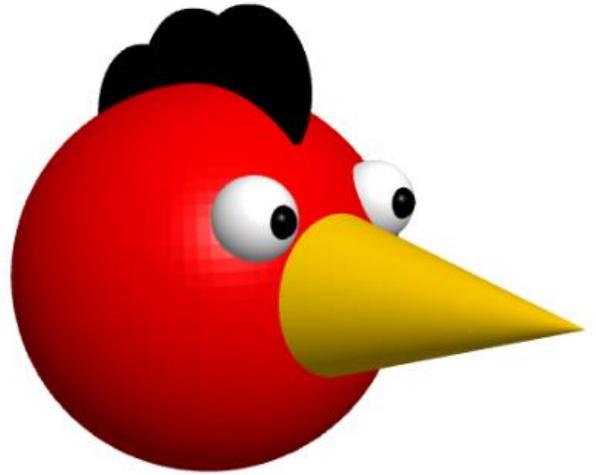


### **PASO 3. CRESTA**

```

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 #FFD700
cylinder radius1 10 radius2 0 height 35 not centered
color #FF0000
sphere radius 25
translate X 20 Y -10 Z 10
color #FFFFFF
sphere radius 5
translate X 24 Y 10 Z 10
color #000000
sphere radius 2
translate X 24 Y -10 Z 10
color #000000
sphere radius 2
translate X 20 Y 10 Z 10
color #FFFFFF
sphere radius 5
translate X 10 Y 0 Z 24
rotate X 90° Y 0° Z 0°
color #000000
cylinder radius1 10 radius2 10 height 1 not centered
translate X 0 Y 0 Z 24
rotate X 90° Y 0° Z 0°
color #000000
cylinder radius1 10 radius2 10 height 1 not centered
translate X -10 Y 0 Z 20
rotate X 90° Y 0° Z 0°
color #000000
cylinder radius1 10 radius2 10 height 1 not centered
translate X 21 Y 0 Z -9
rotate X 0° Y 275° Z 0°
color #FFFFFF
torus radius1 6 radius2 1 sides 50 faces 50

```

