<page>133v</page>

<image><http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f272.image></image>

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<id>p133v\_1</id>

<head>Bubbles and little holes which are found in the <tl>mold</tl></head>

<ab>

This readily comes about when you cast two or three <tl>small molds</tl>, one after the other, in the same <tl>bowl</tl>, for the last one is cast from the bottom &amp; thickest part of the <tl>bowl</tl>, which readily becomes porous. The lightest casts more finely &amp; more neat, provided that one blows strongly enough when casting on the wet &amp; cast sand in order to dissipate these small bubbles.</ab>

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When the sand is cast thickly, it readily becomes porous

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<id>p133v\_2</id>

<head>Thing that does not release</head>

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One needs to cut it to make it burn in the <tl>mold</tl>, but cut it with <tl>chisels</tl> in one go, in order that the <tl>blood</tl> does not fall on the <tl>mold</tl> &amp; does not create <m>filth</m>, which, once reheated, is difficult to remove. Next, put your <tl>mold</tl> in the <tl>oven</tl> or similar heat, in order that it quickly dries &amp; retracts, before making a crust or <m>mold</m> on the <tl>mold</tl>.</ab>

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When you mold <al>small lizards</al>, and you want to uncover the part first molded, begin to uncover the heads &amp; you will recognize its place by the <tl>pin</tl>. Do not attempt to uncover the legs until you have uncovered the rest of the body, in order that the stripped body, as it moves, does not remove the legs from their place, where it is difficult to put them back. When you remove <tl>little points</tl> which hold the legs, fix them &amp; press them with something, in order that, when removing the <tl>pin</tl>, they are not removed from their place, or, in the end, you can put them back with some <m>wax</m>.</ab>

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<id>p133v\_3</id>

<head>Various animals entwined</head>

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You can entwine a <al>snake</al> <del>entwine</del> with a <al>lizard</al>, one biting the other, or a <al>snake</al> that eats a <al>frog</al> or a <al>wall lizard</al> <del><fr>s</fr></del> &amp; similar things. But because these entwinings can in no way make a good release, cut what you can &amp; leave the rest to burn. And to keep a <al>wall lizard</al>, which is small, in the mouth of the <al>snake</al>, which is raised &amp; needs to be supported in the air, <del><fr>po</fr></del>, because the head of the <al>snake</al> is placed raised, put underneath the <al>wall lizard</al> <del><fr>se</fr></del> an elevation of <m>earth</m> suited to support it. And if you put your <tl>mold</tl> in the <tl>oven</tl>, the animal, drying quickly, retracts &amp; burns better after. <del>if you see</del> These entwinings are also made to cover a wound or fault in the animals, that one usually wounds when one catches them. Also, do not forget to attach &amp; join, with some <m>wax</m> <del><fr>s</fr></del>, finely applied with <tl>hot <m>iron</m> wire</tl>, all the parts of the animal which pass one on top of the other or those that you notice are not well fixed on the <tl>slab of <del><m>wax</m></del> <m>earth</m></tl>, in order that the wet sand does not remove it. And it is to</ab>

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