

Pixelator3D - Bauanleitung

Pixelgroesse: 21

Farben: 8

Modus: 3D

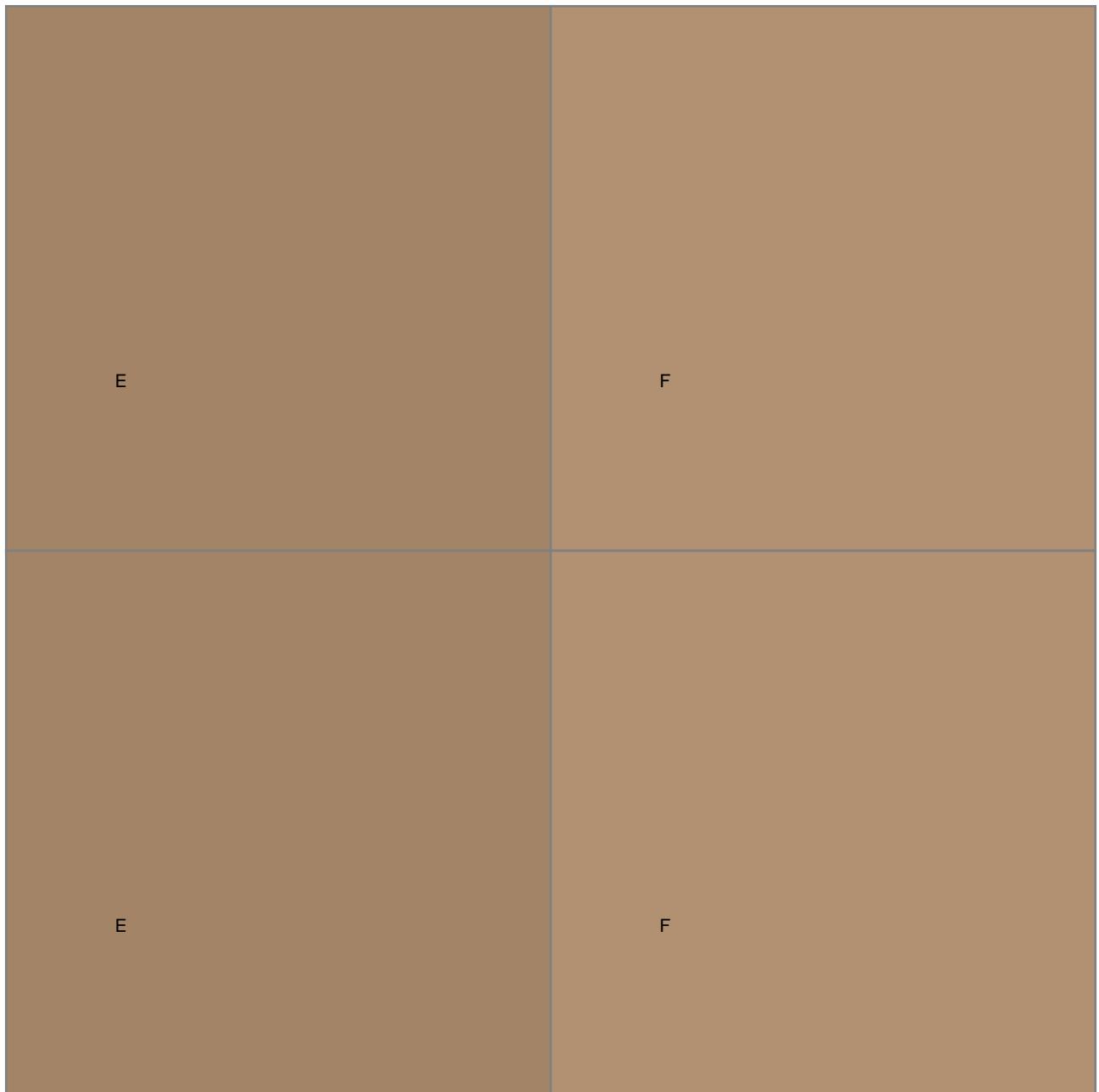
Ausgabe: A0

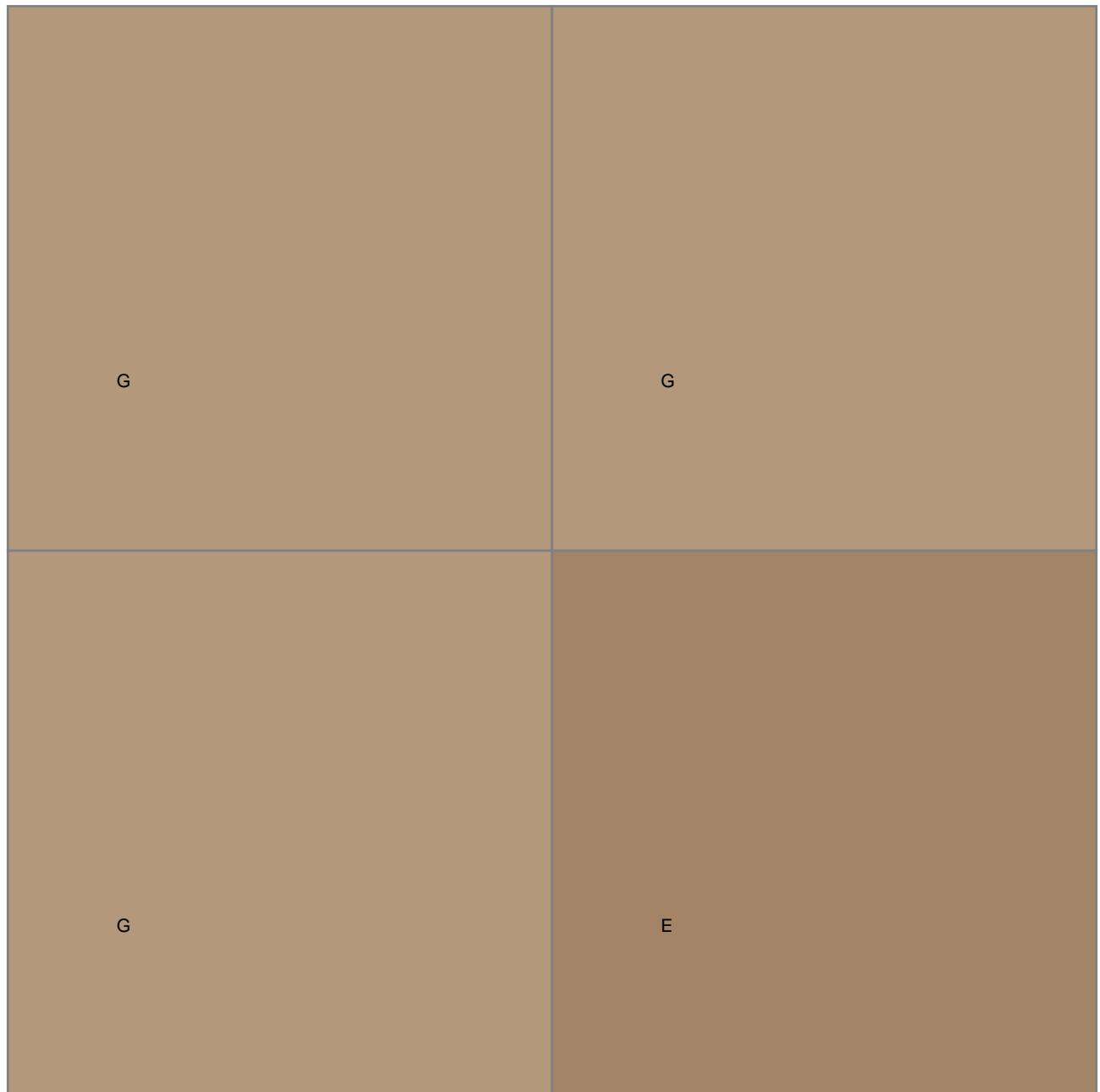
Materialliste & Legende

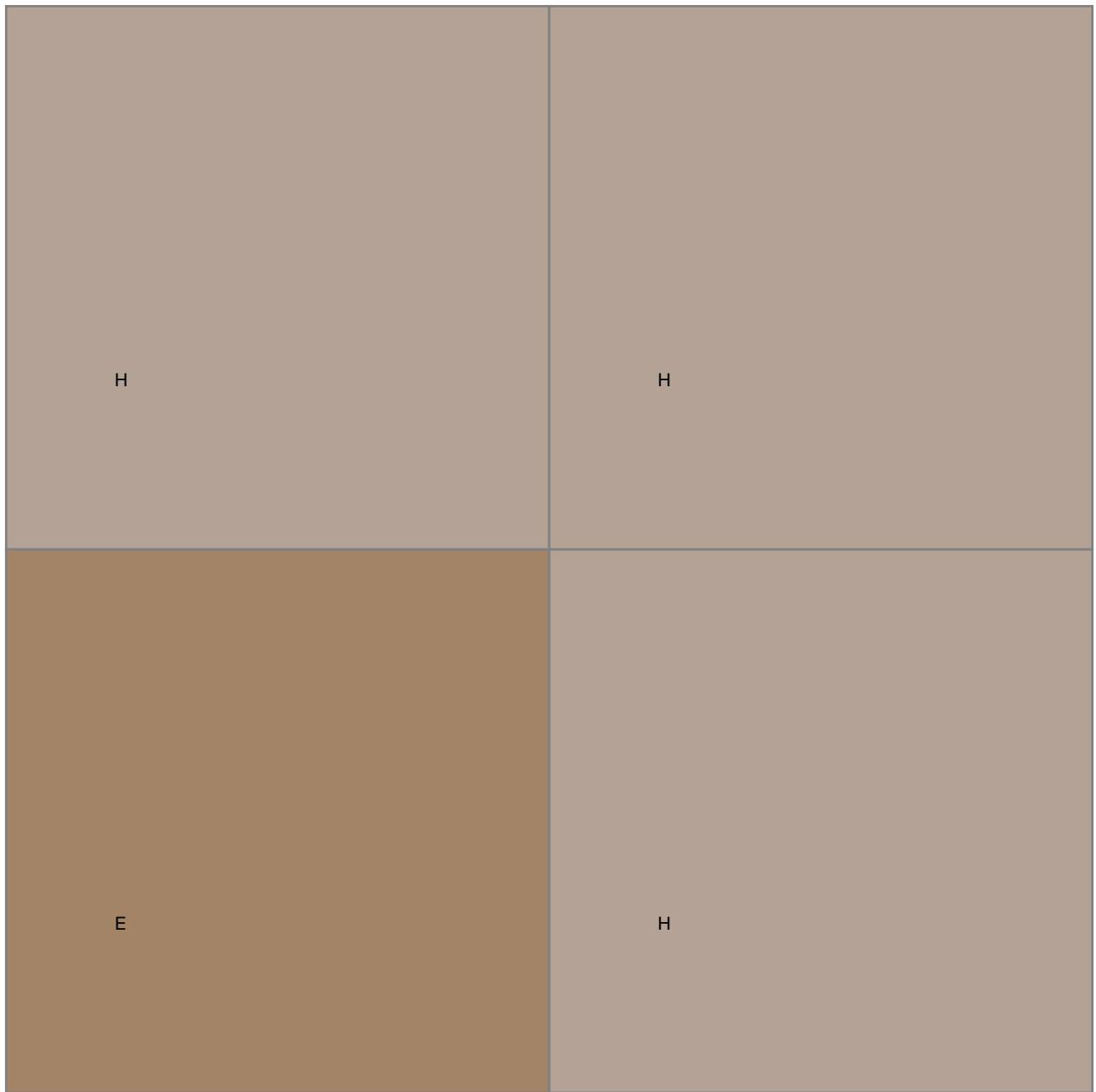
- A = RGB(107,91,79) - 21 Stueck
- B = RGB(134,108,88) - 3 Stueck
- C = RGB(142,119,101) - 25 Stueck
- D = RGB(140,131,123) - 5 Stueck
- E = RGB(164,132,103) - 12 Stueck
- F = RGB(177,145,113) - 10 Stueck
- G = RGB(180,152,123) - 14 Stueck
- H = RGB(179,162,149) - 10 Stueck

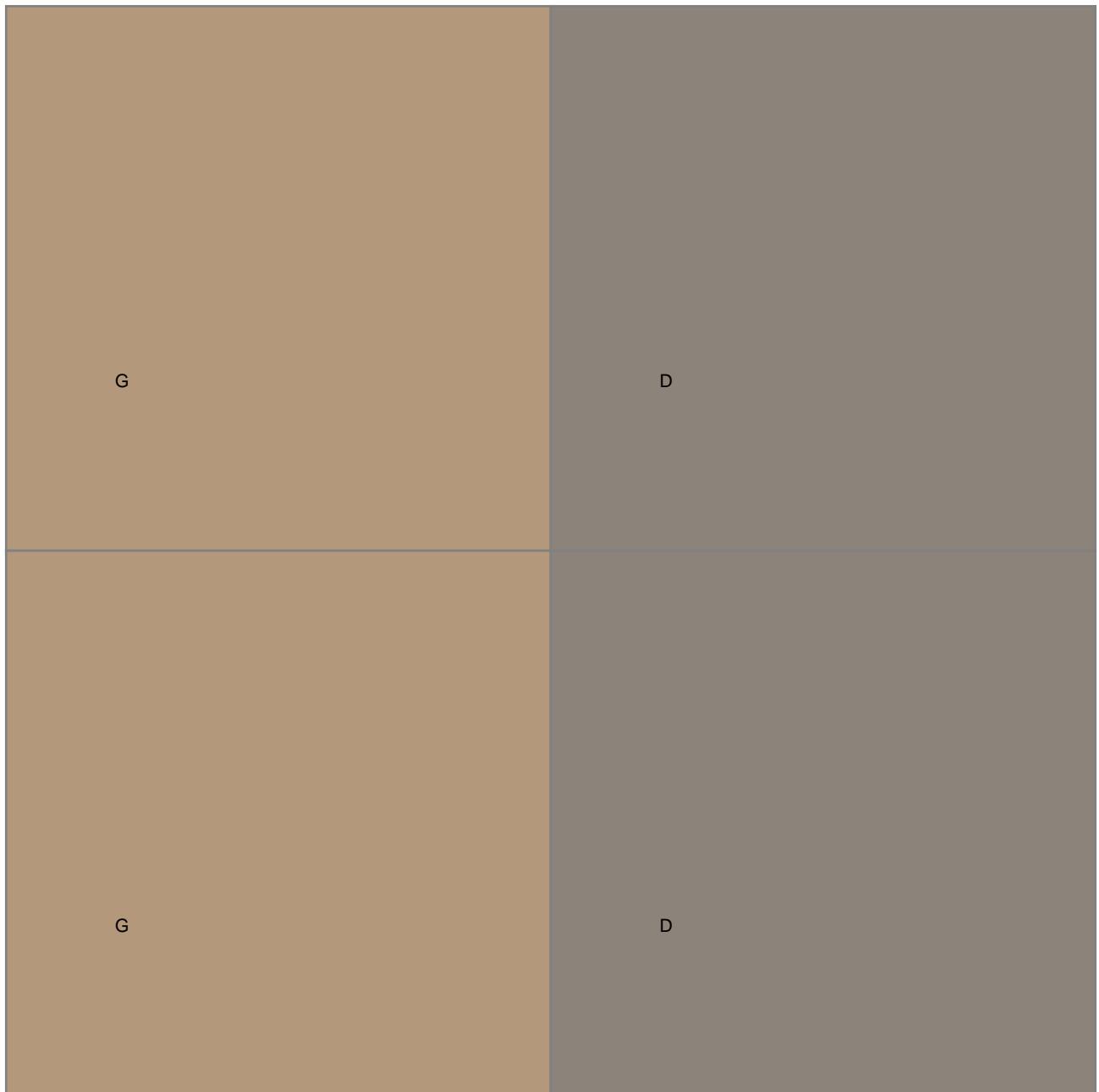
Anleitung:

1. Verwende das Raster auf den folgenden Seiten als Vorlage.
2. Jede Zelle zeigt den Farbcode (z.B. A, B, C...).
3. Lege die entsprechenden Materialien nach der Legende.









A

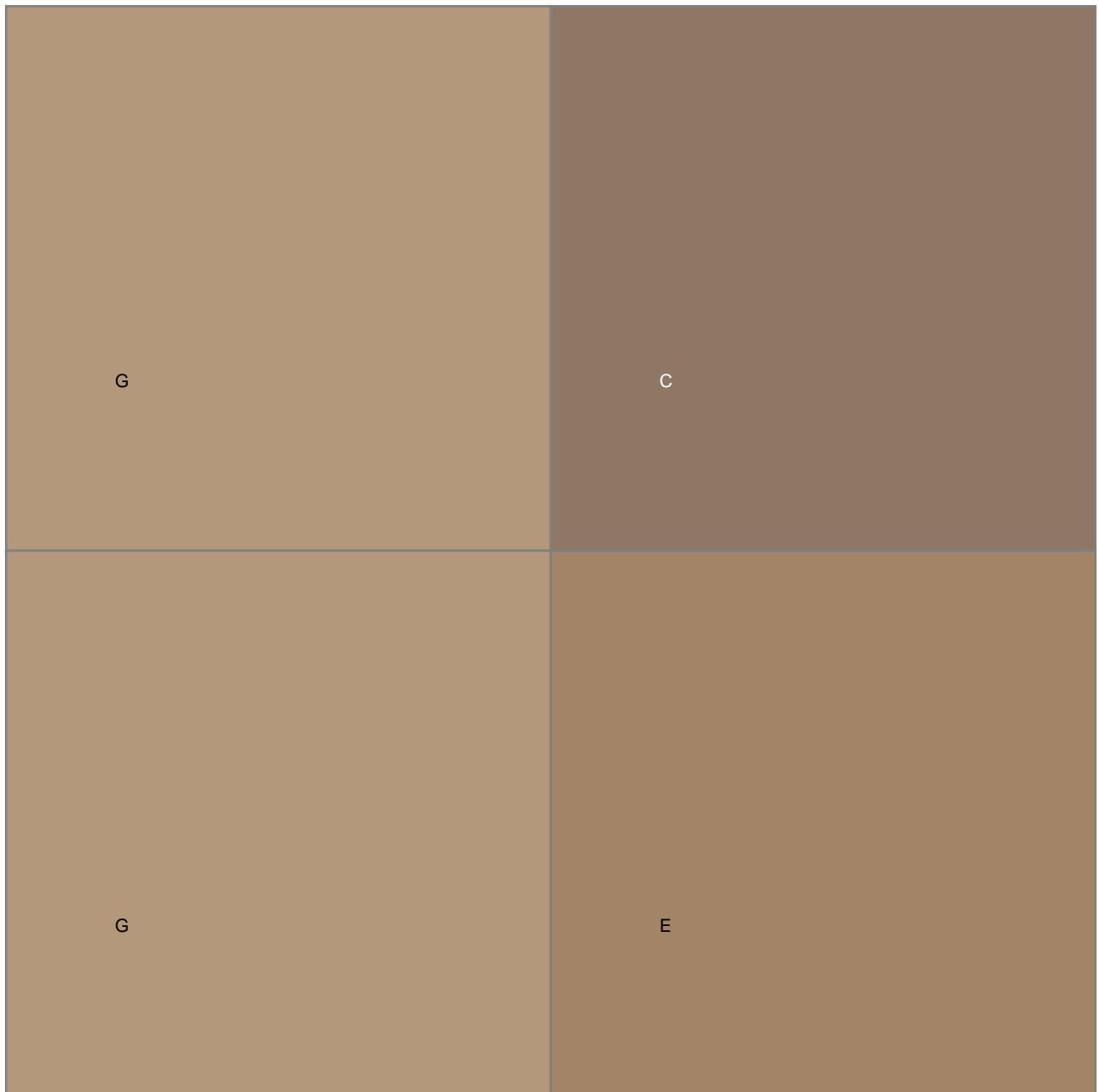
A

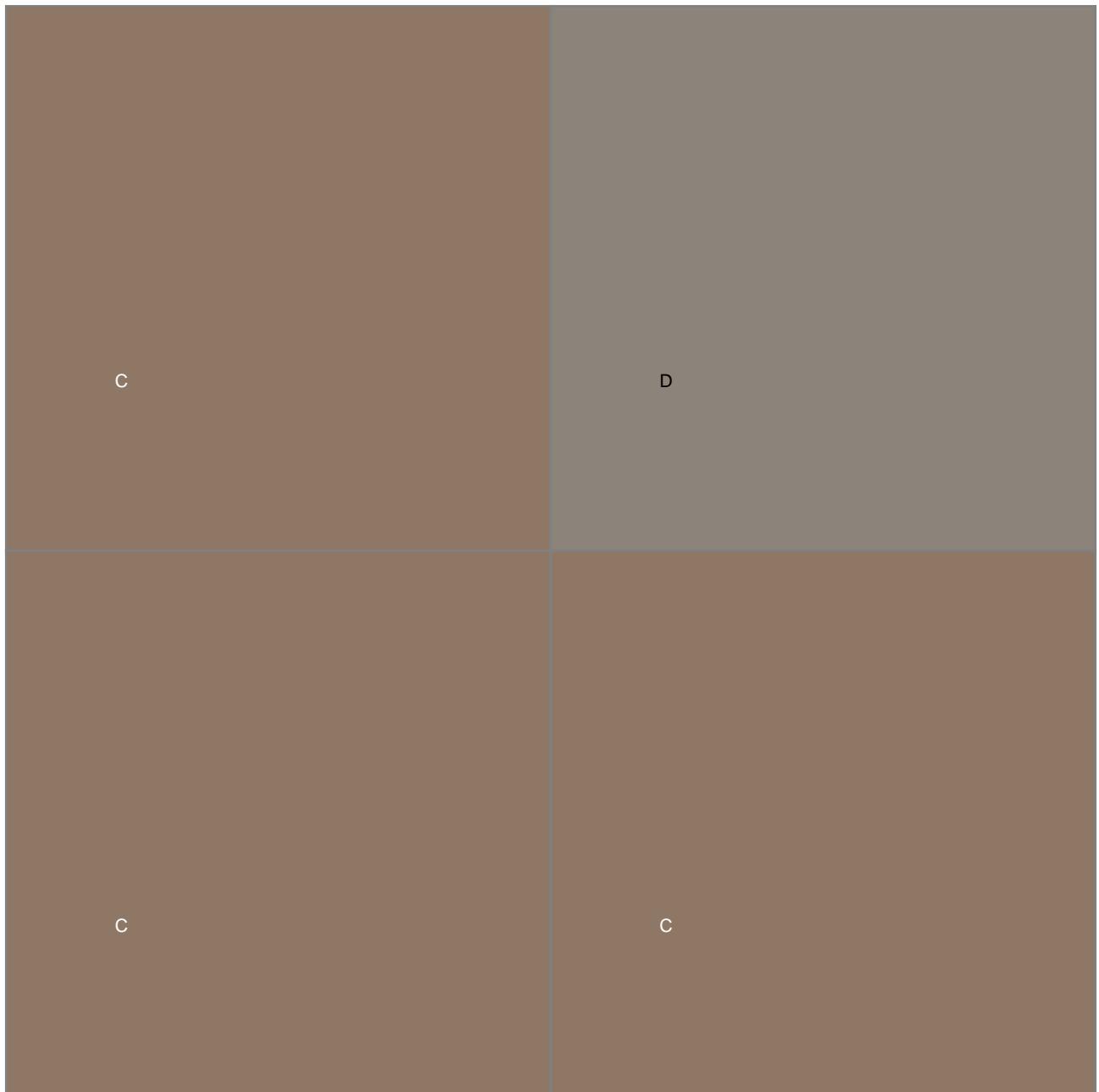
F

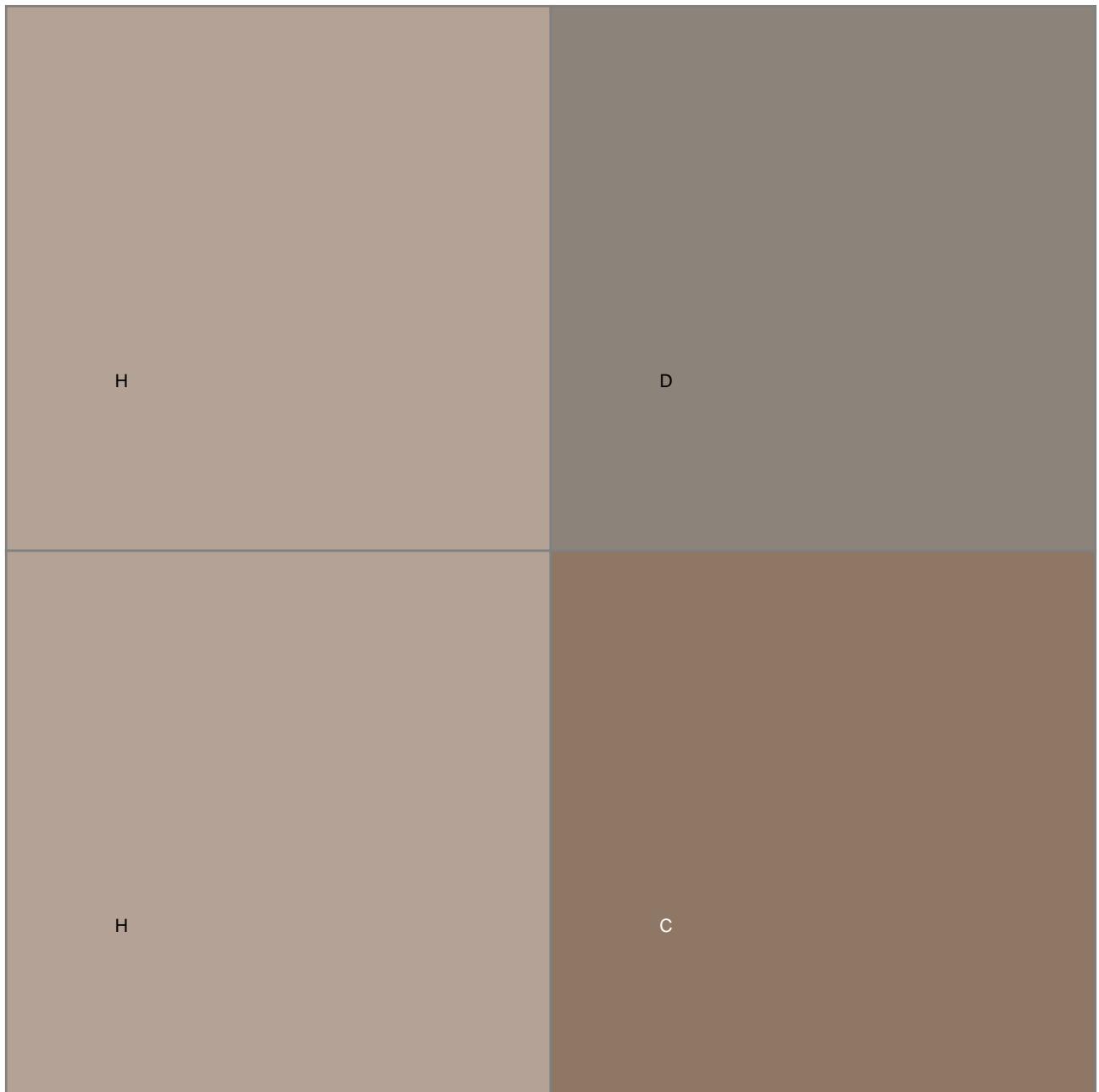
F

F

F

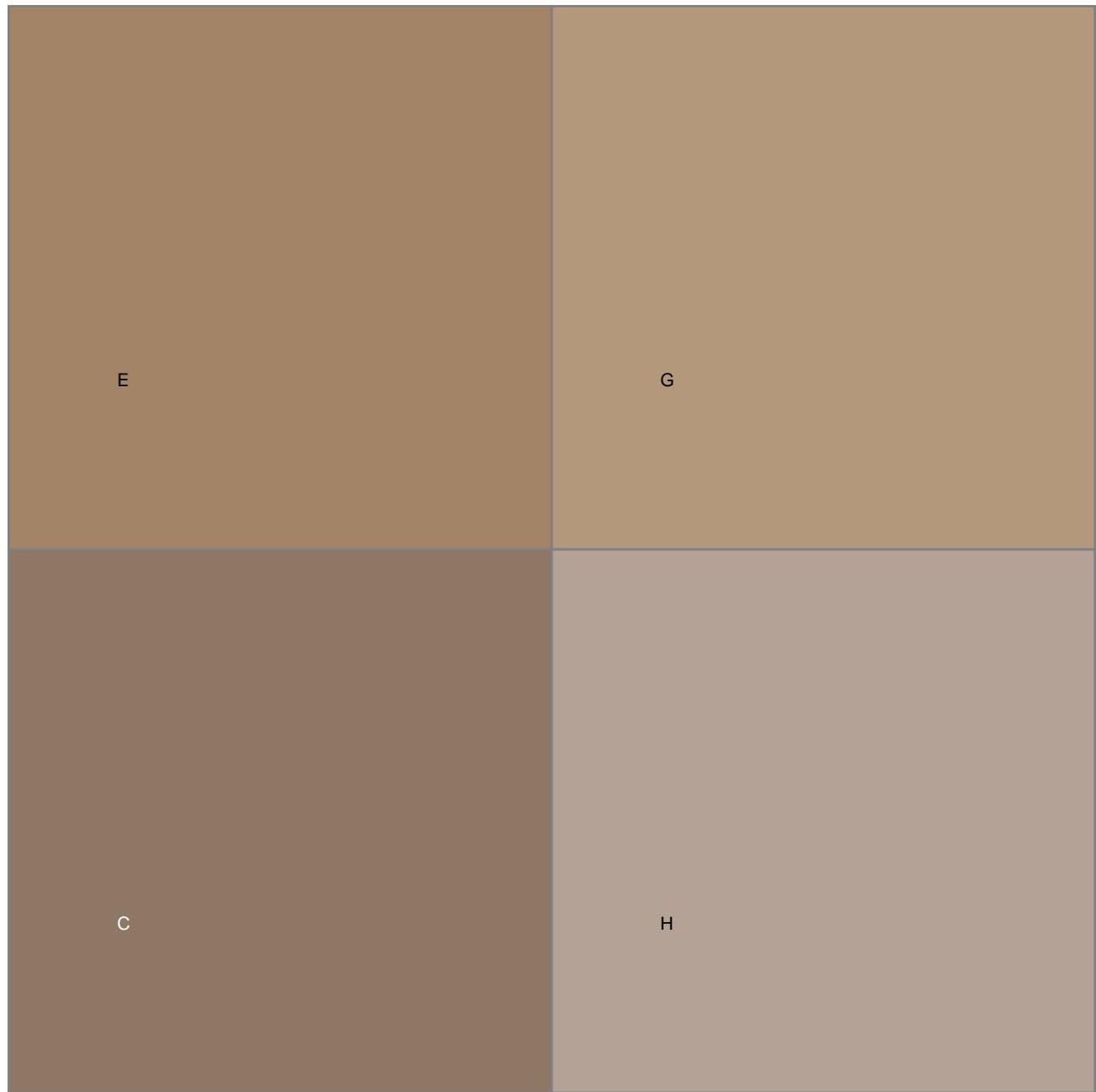


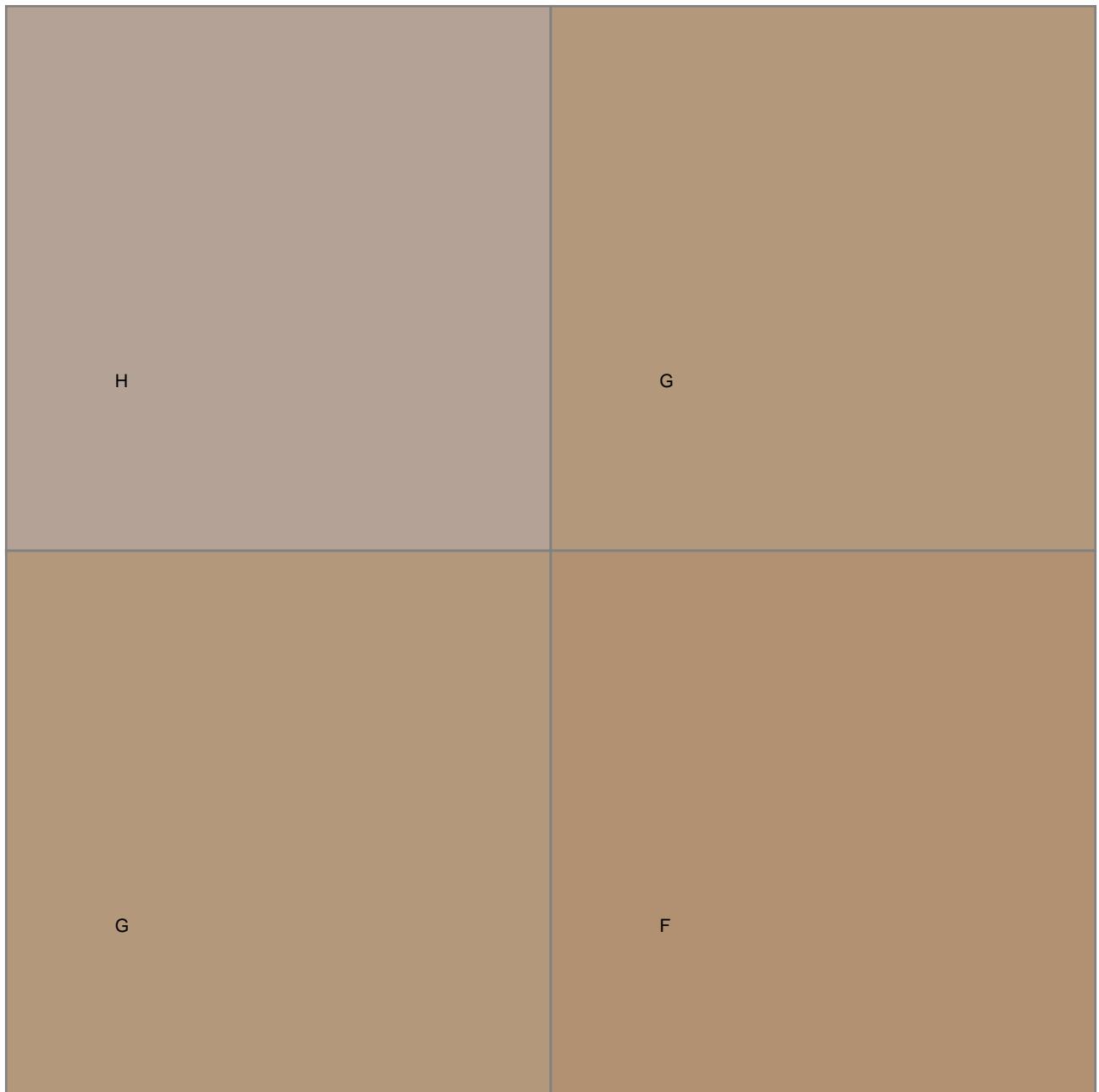


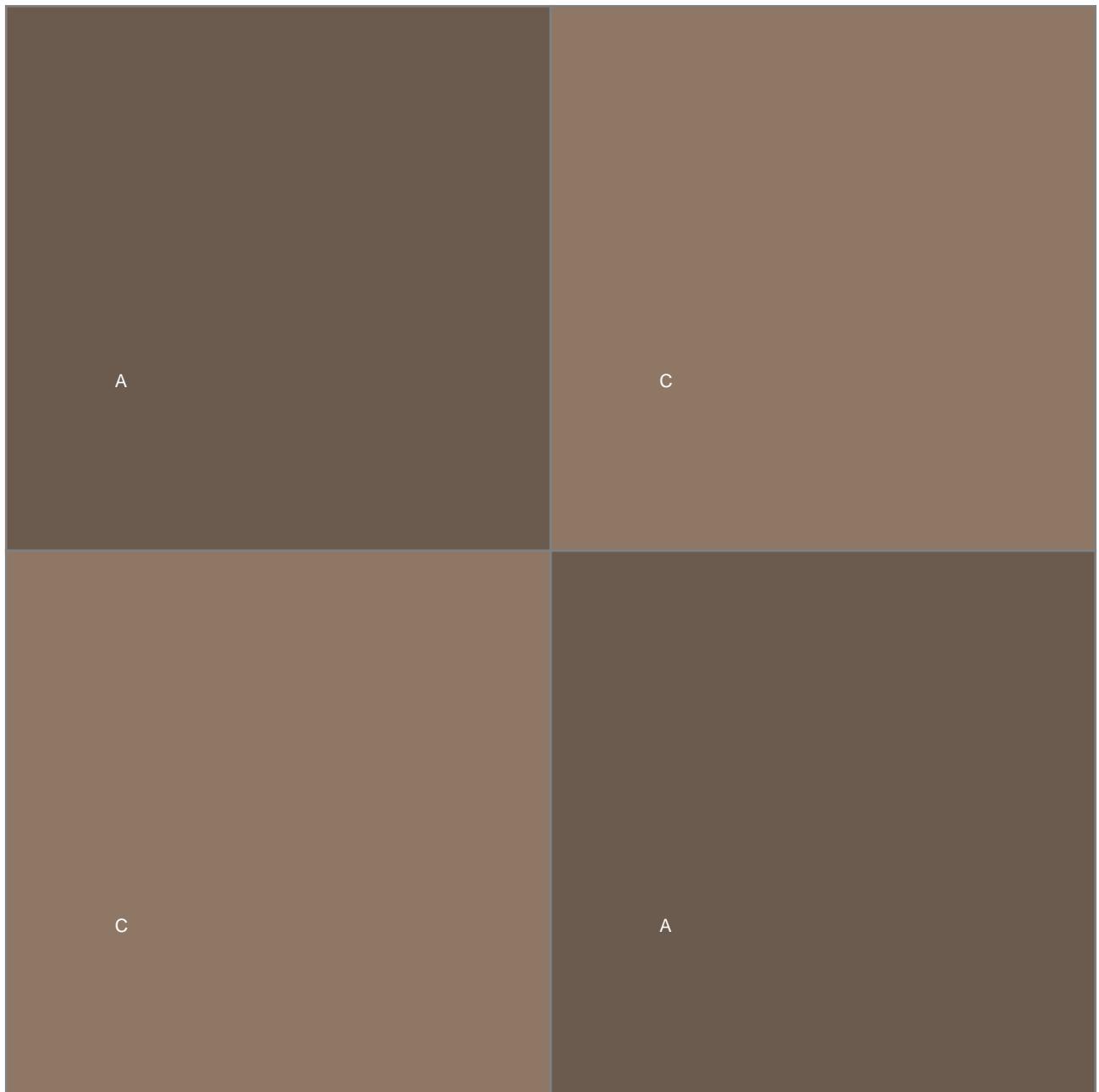


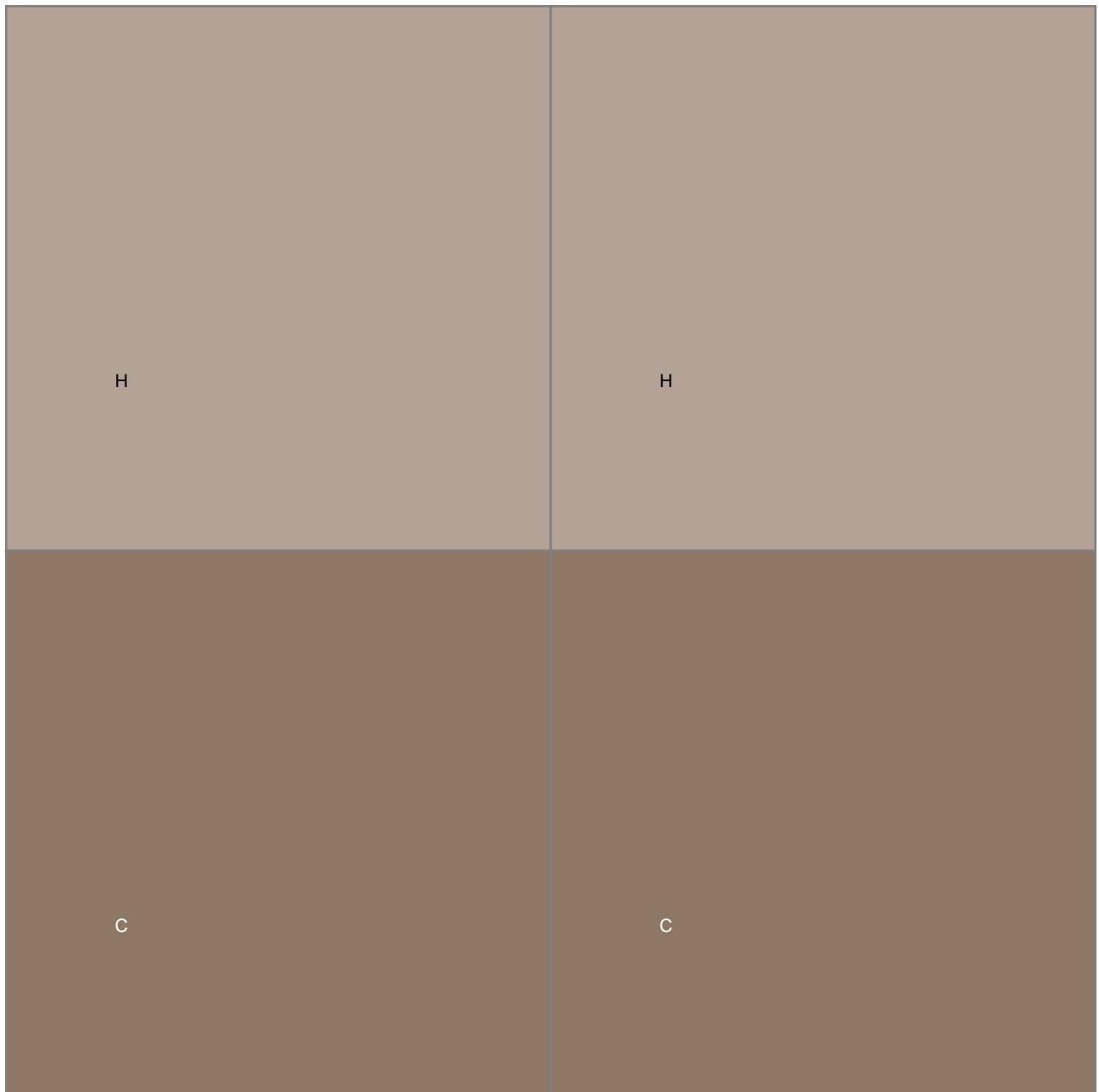
A

A









D

H

E

G

F

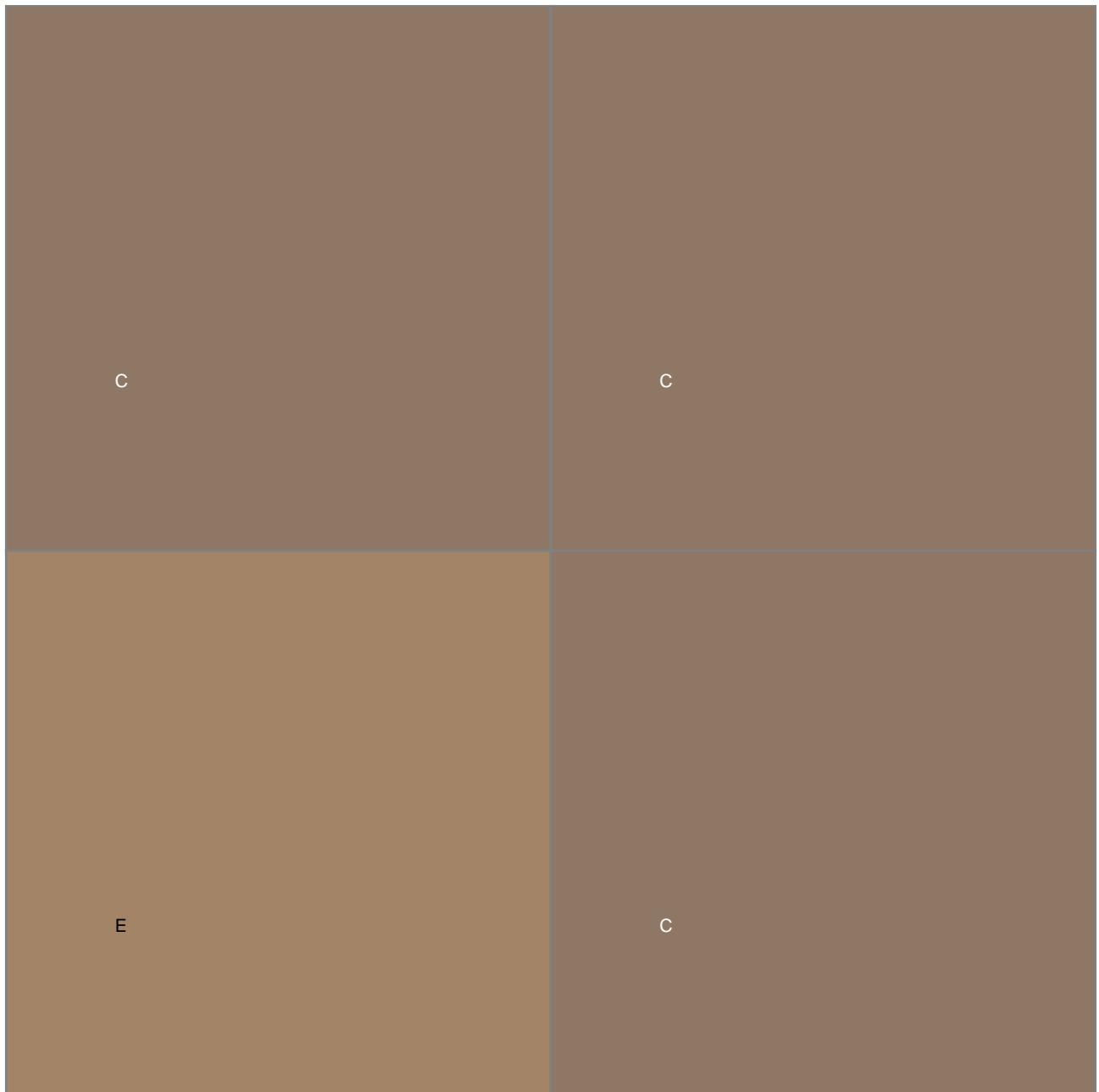
G

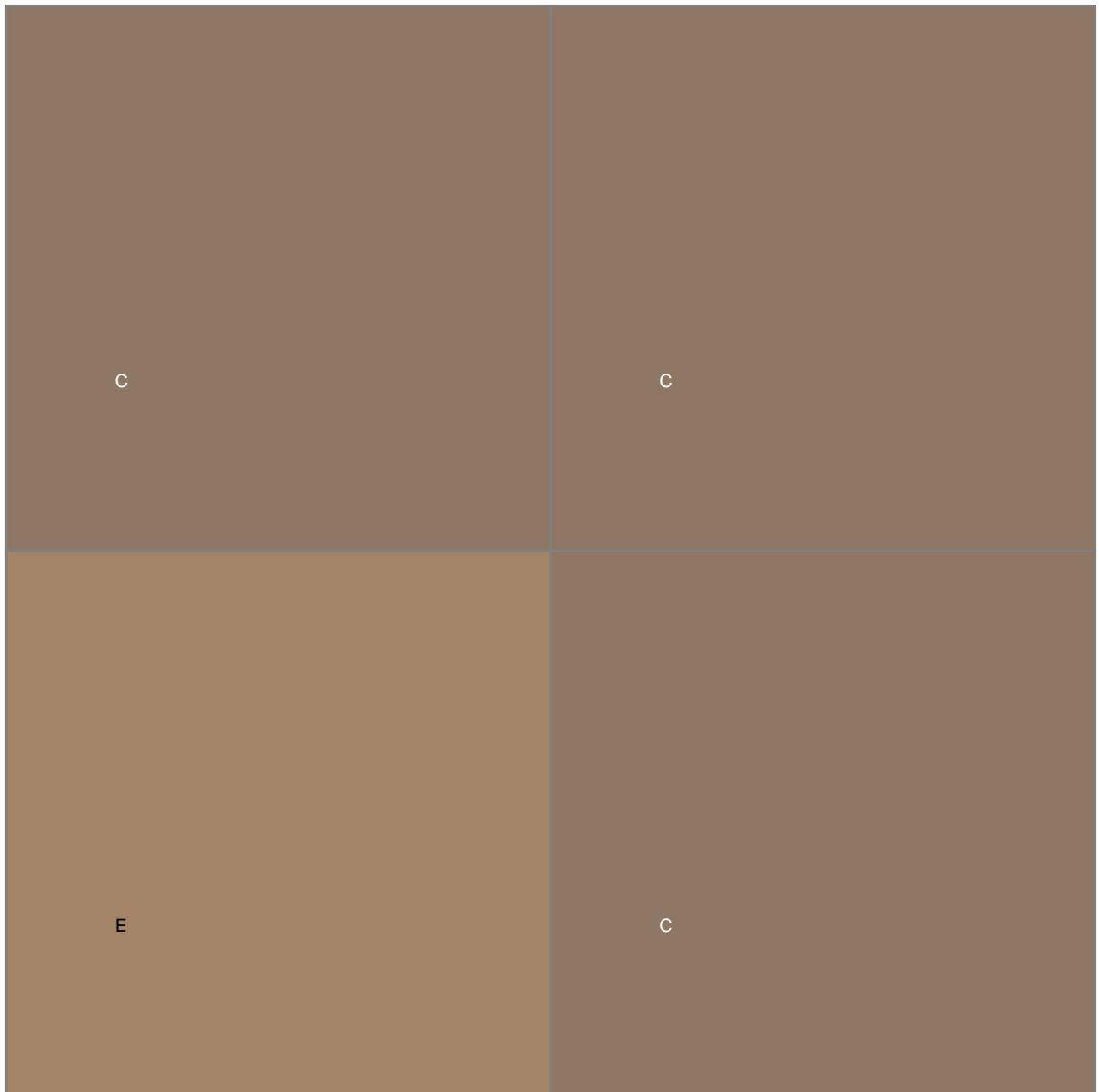
C

E

C

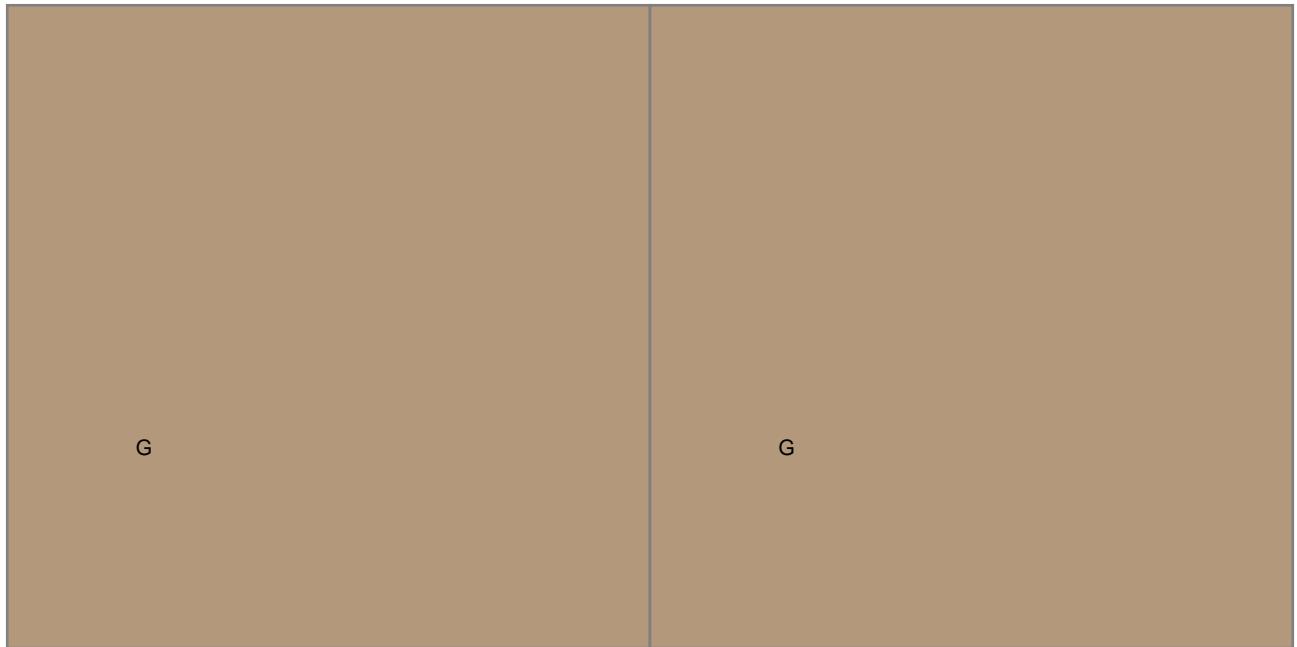
E

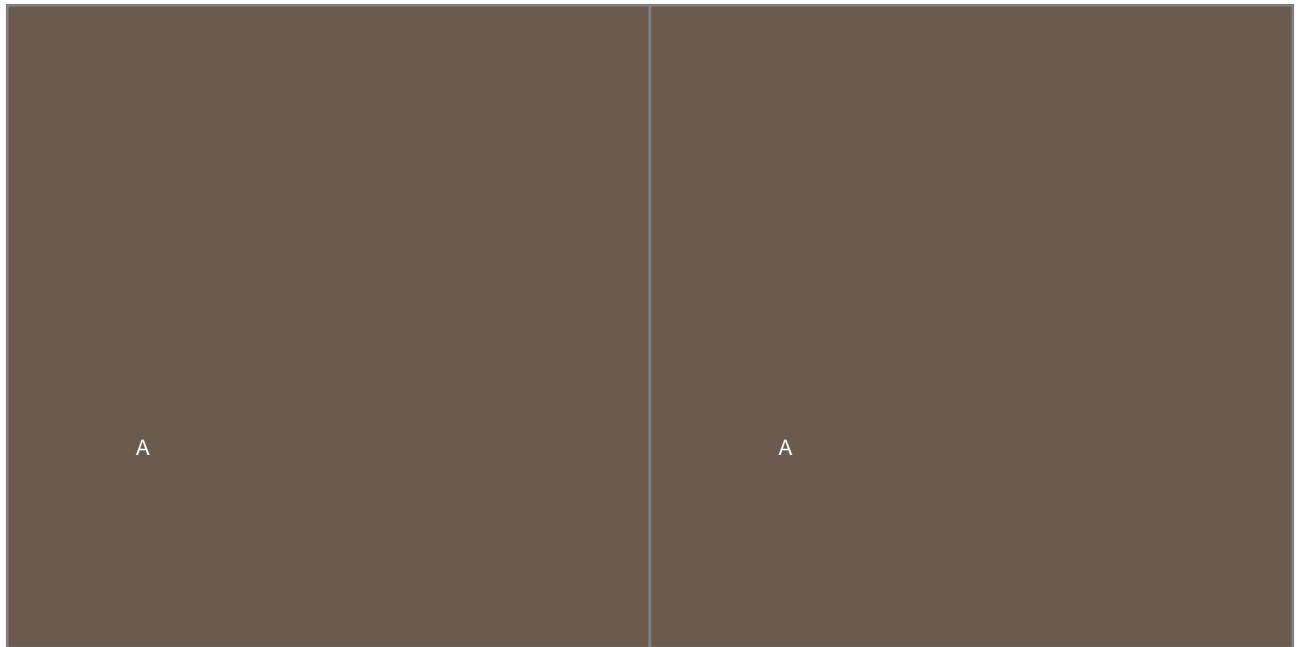


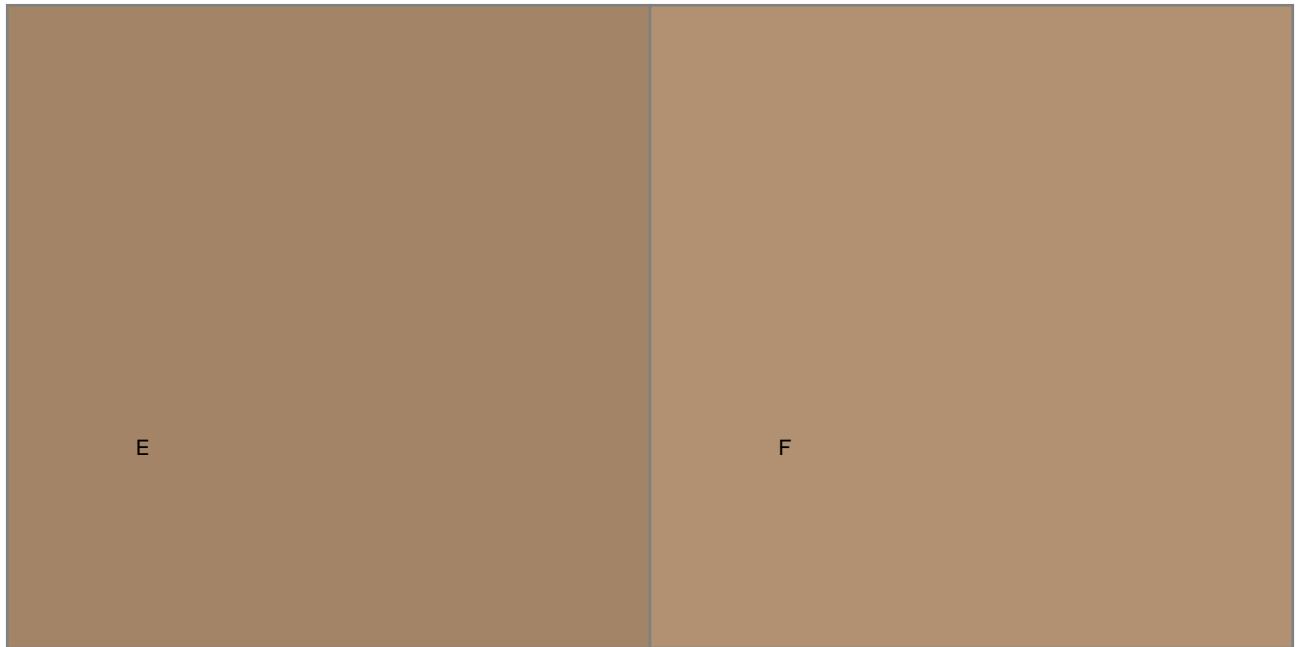


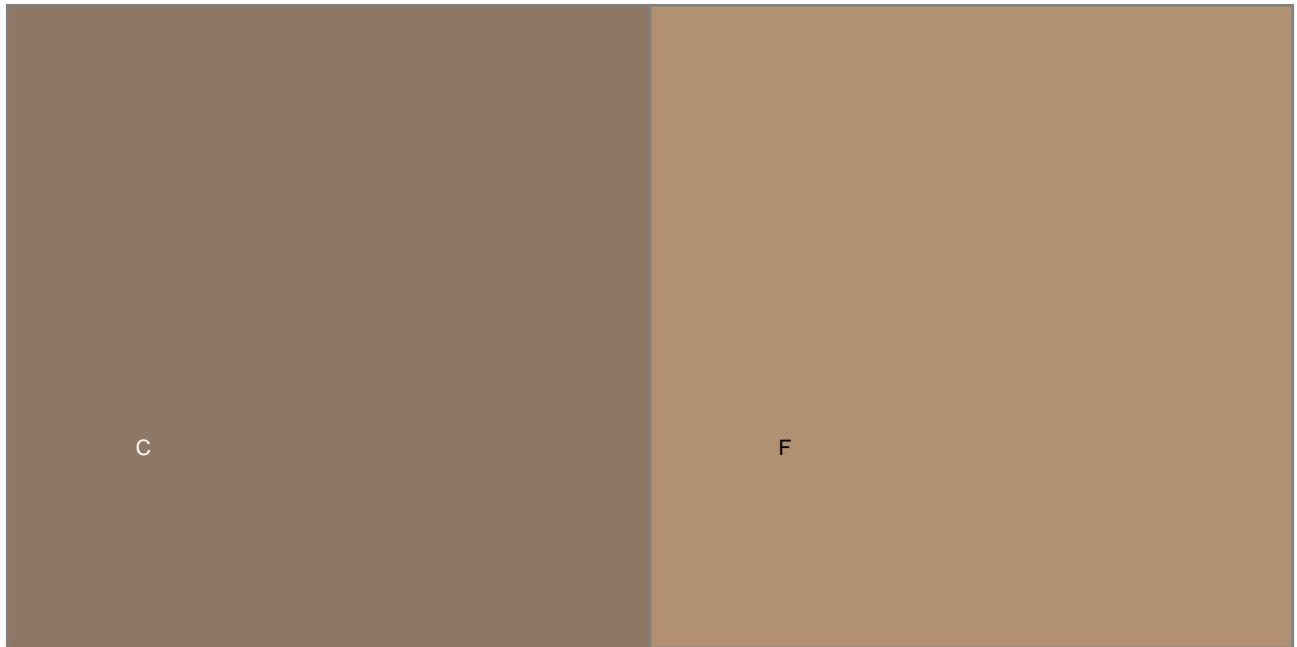
C

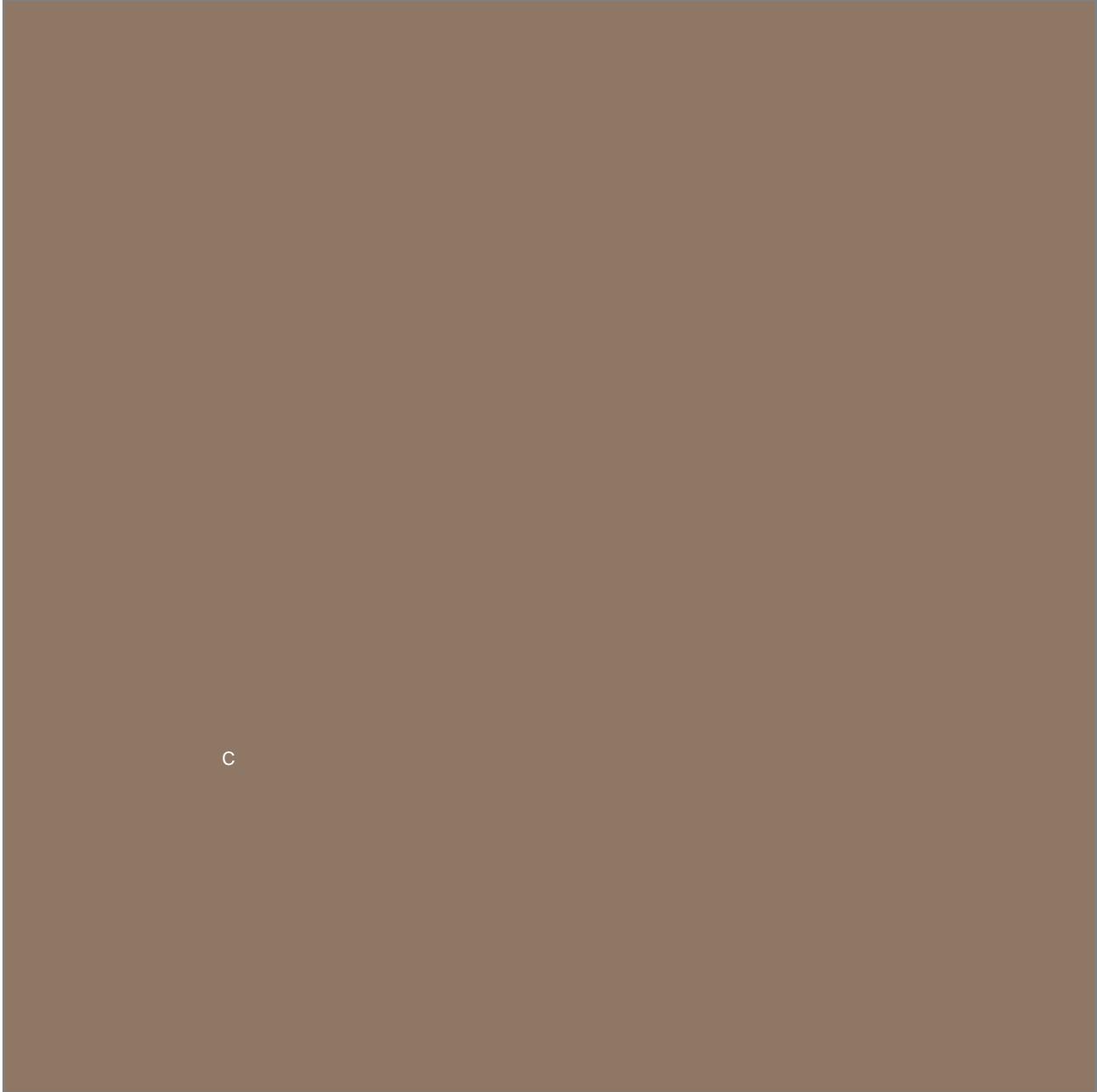
C











C