

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:

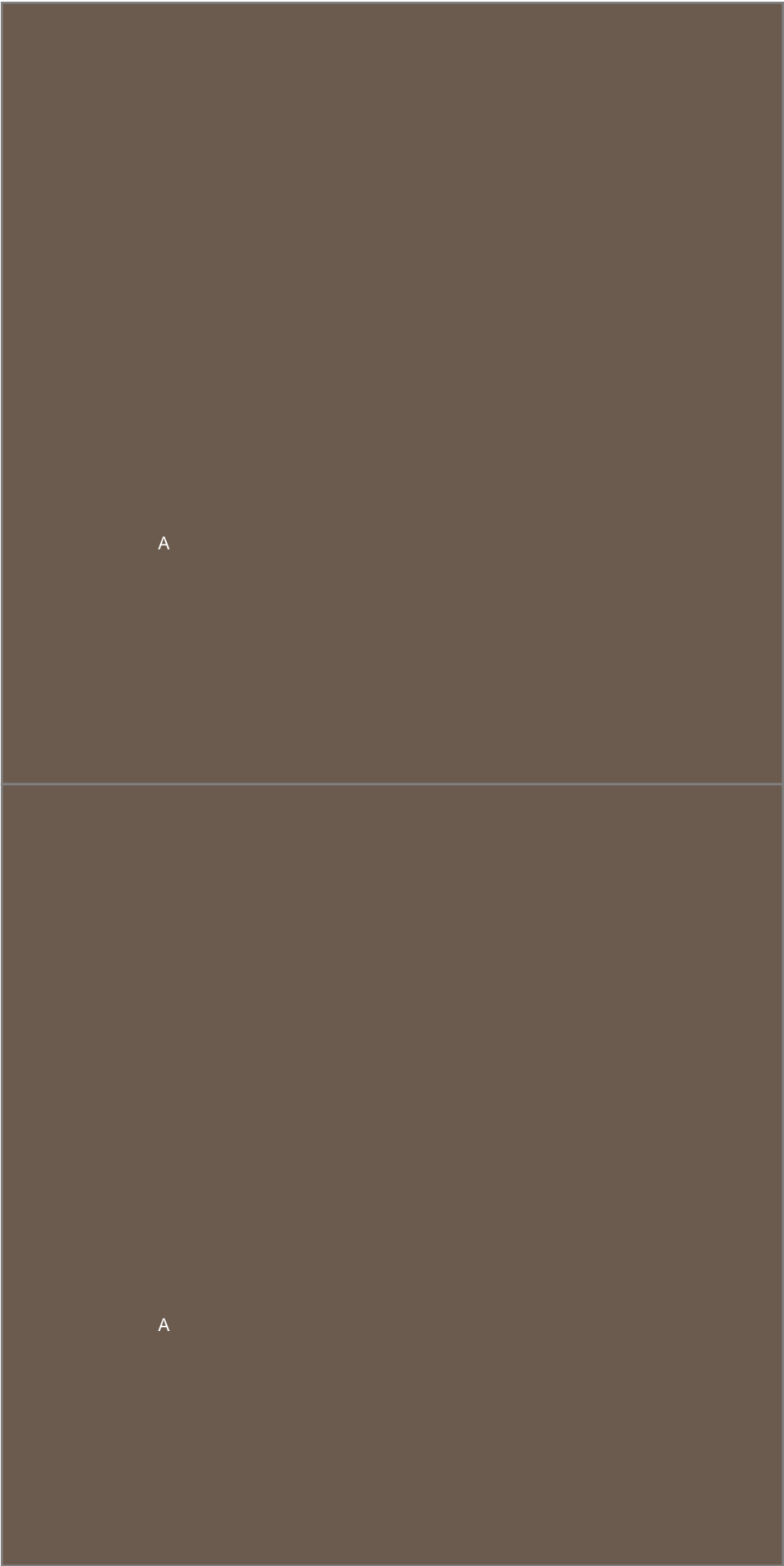
1. Verwende das Raster auf den folgenden Seiten als Vorlage.
2. Jede Zelle zeigt den Farbcode (z.B. A, B, C...).
3. Lege die entsprechenden Materialien nach der Legende.

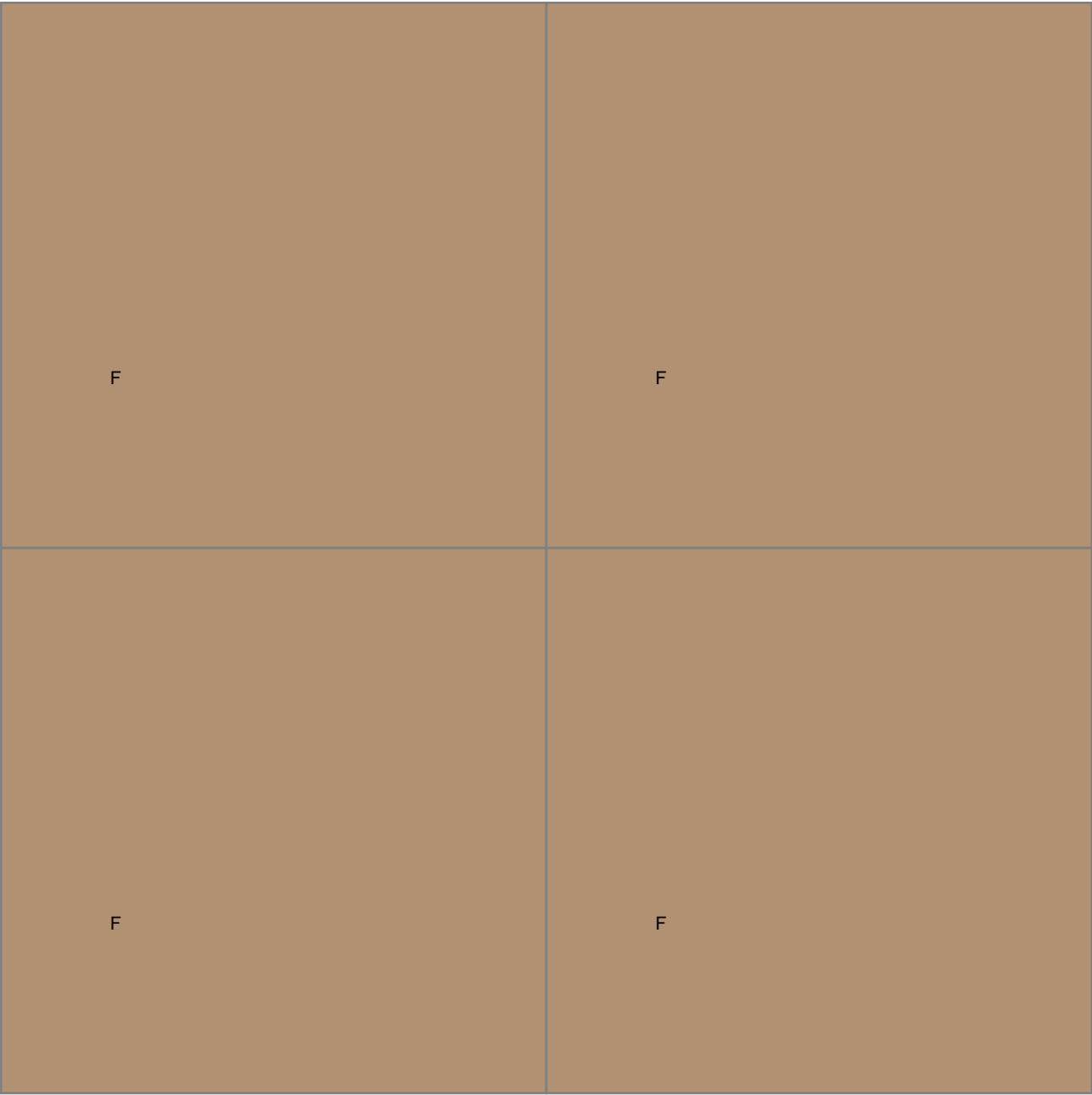
E	F
E	F

G	G
G	E

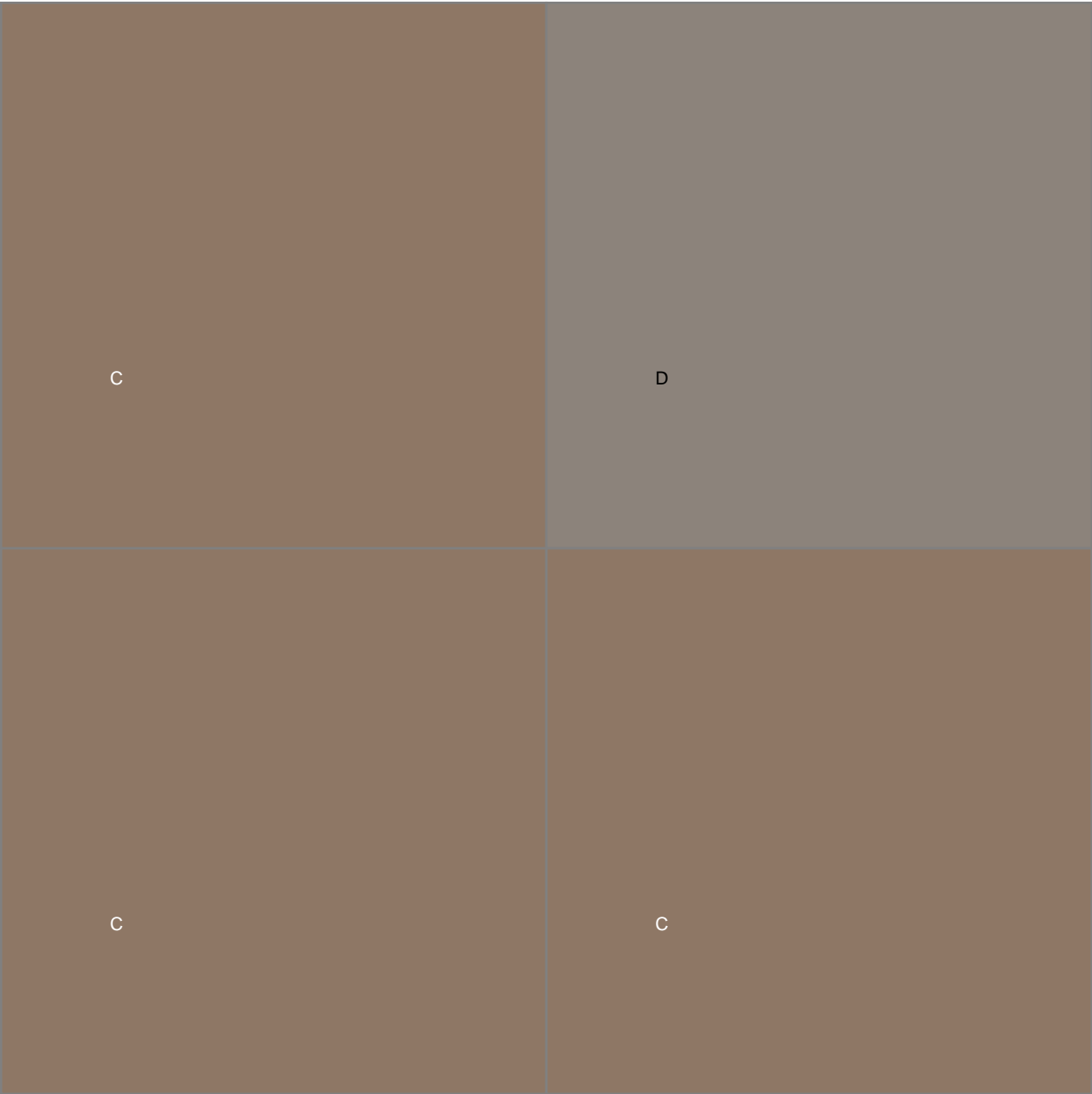
H	H
E	H

G	D
G	D

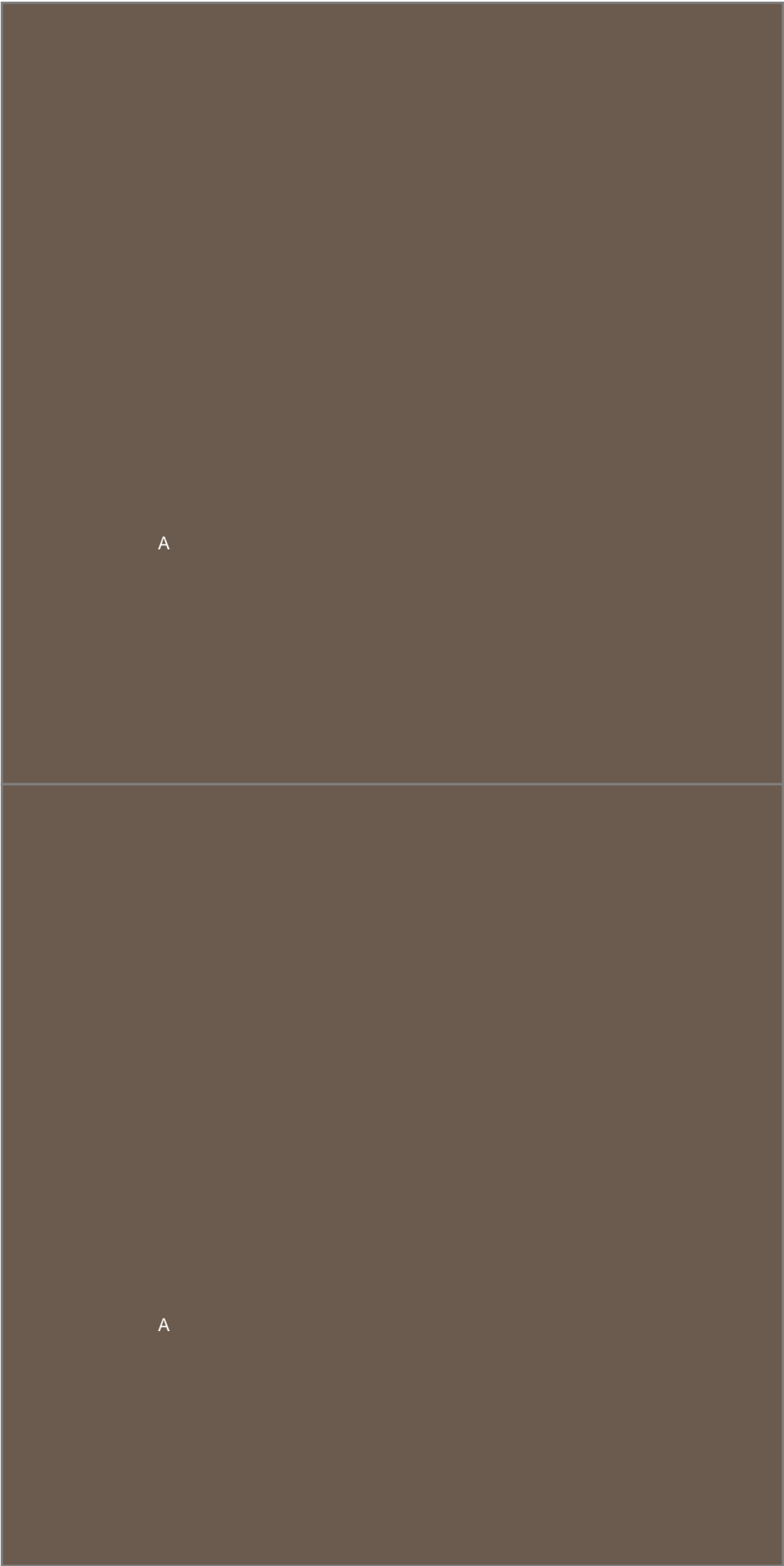




G	C
G	E

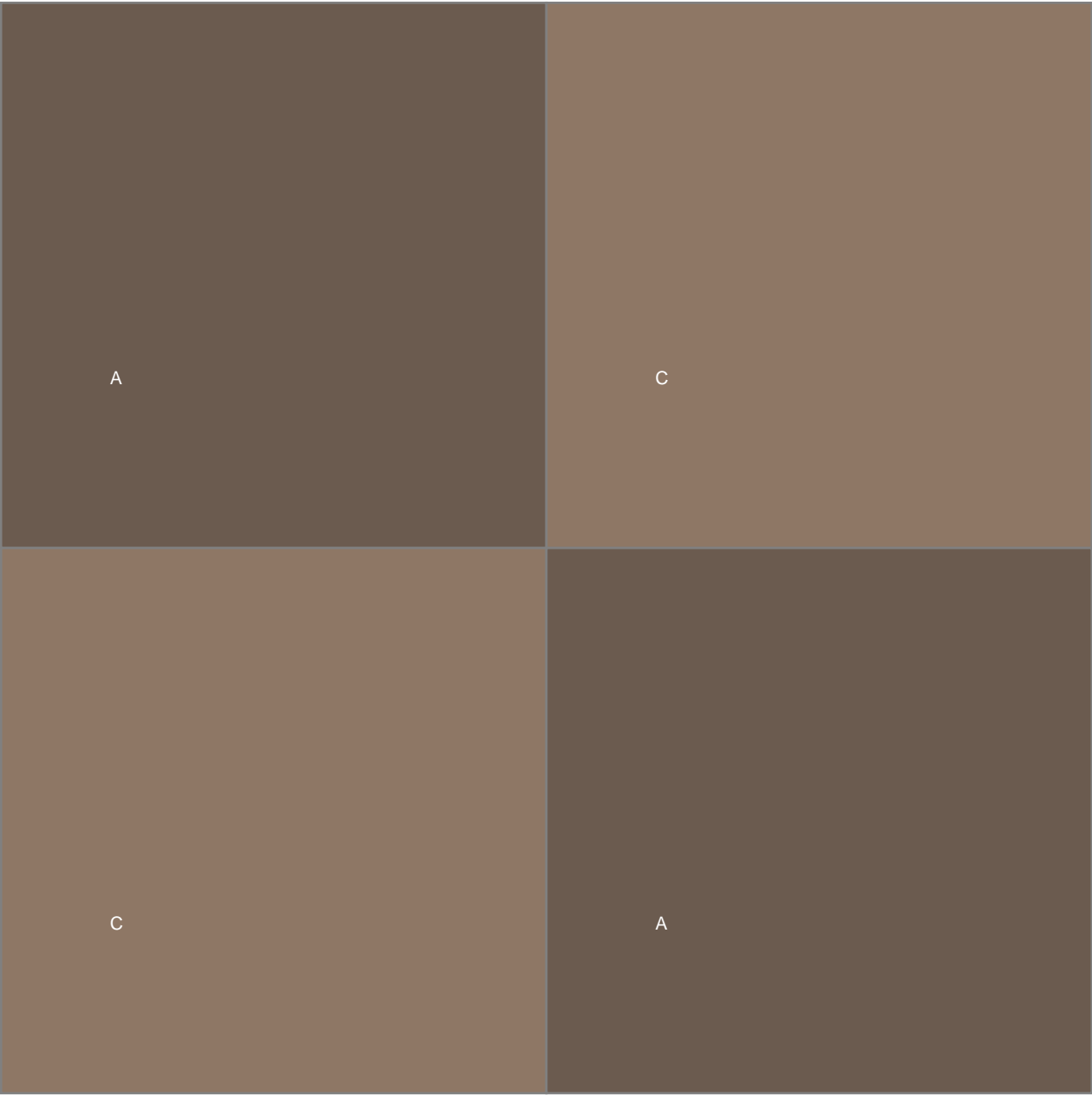


H	D
H	C

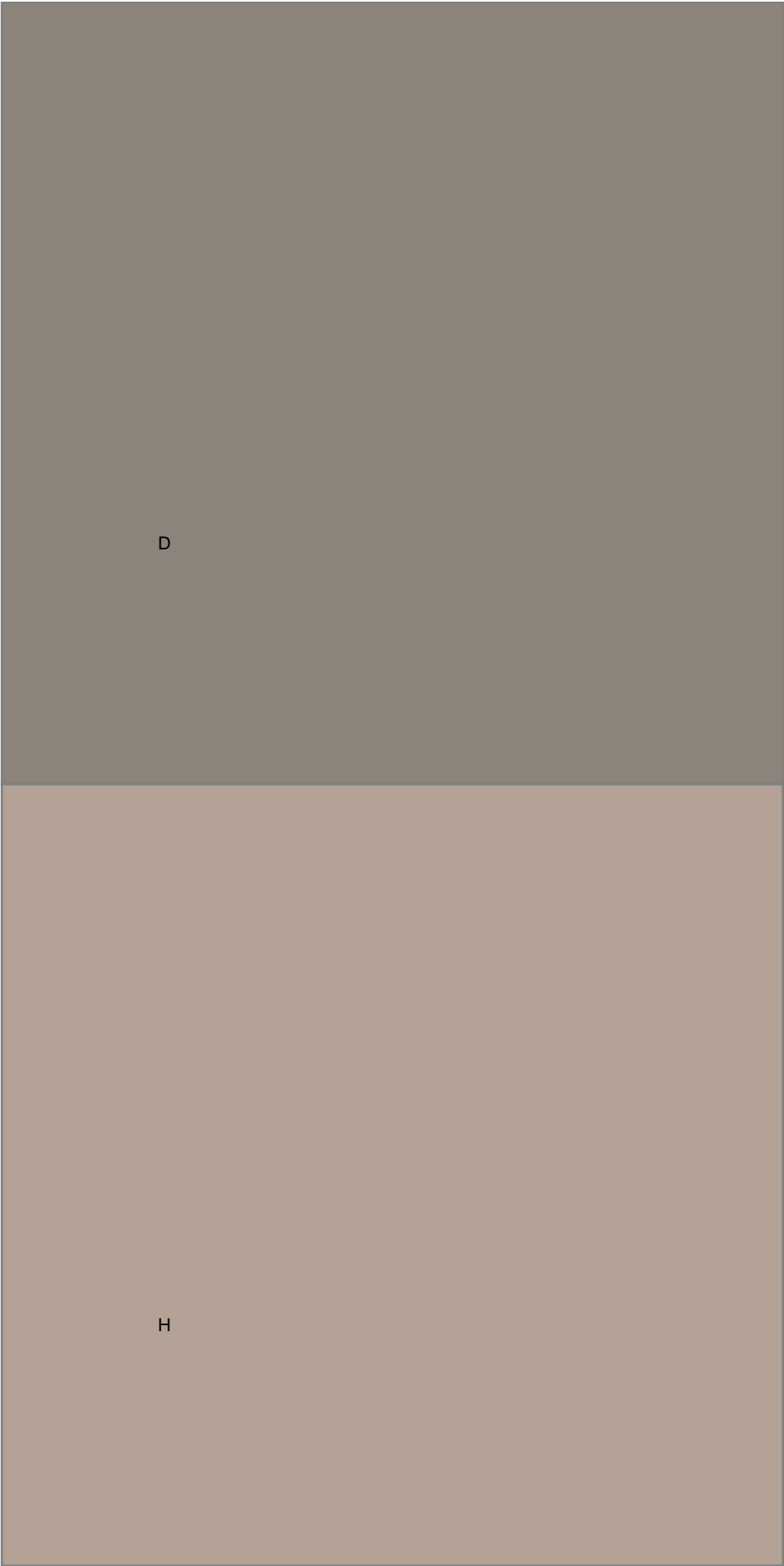


E	G
C	H

H	G
G	F



H	H
C	C

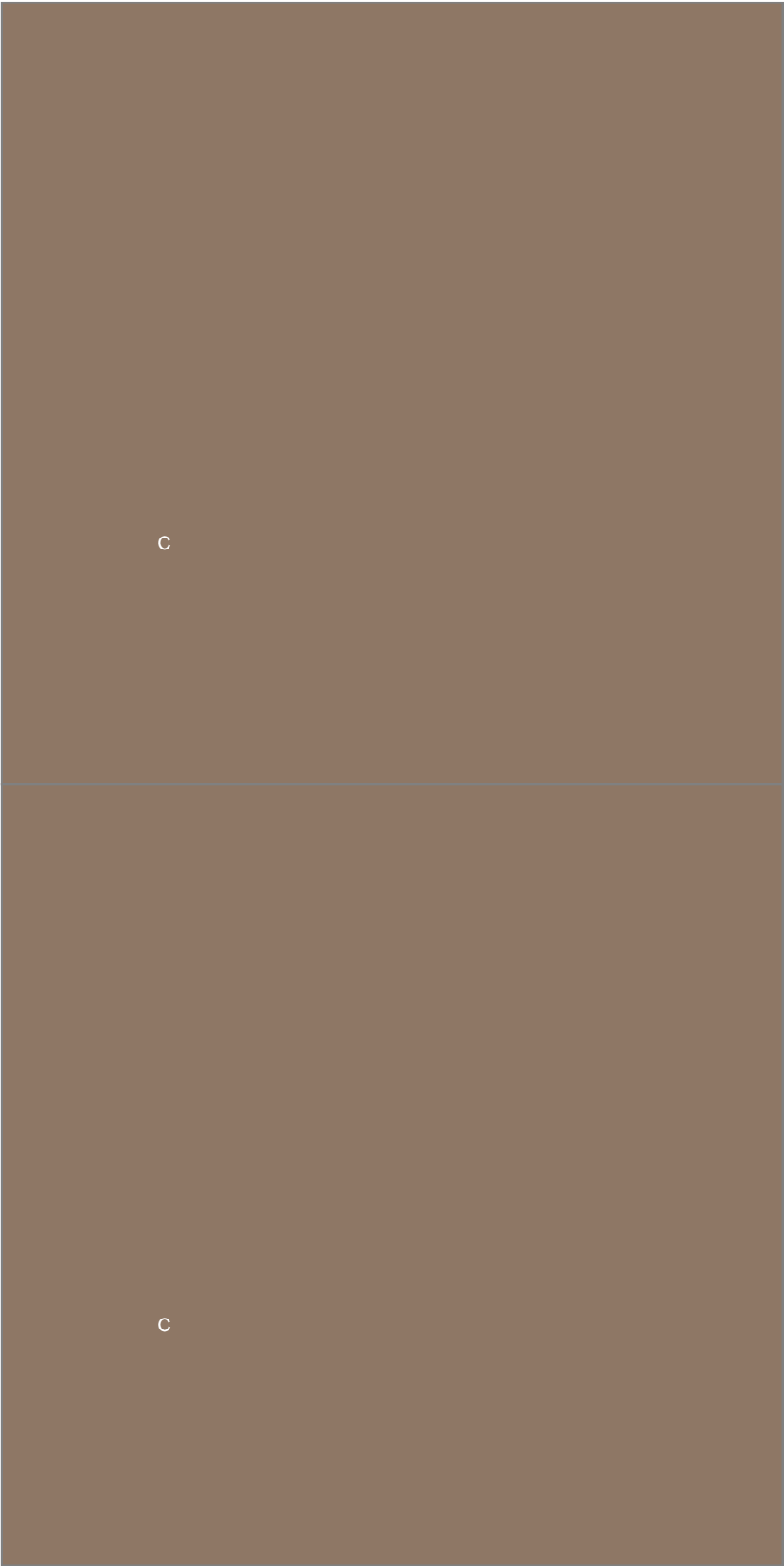


E	G
F	G

C	E
C	E

C	C
E	C

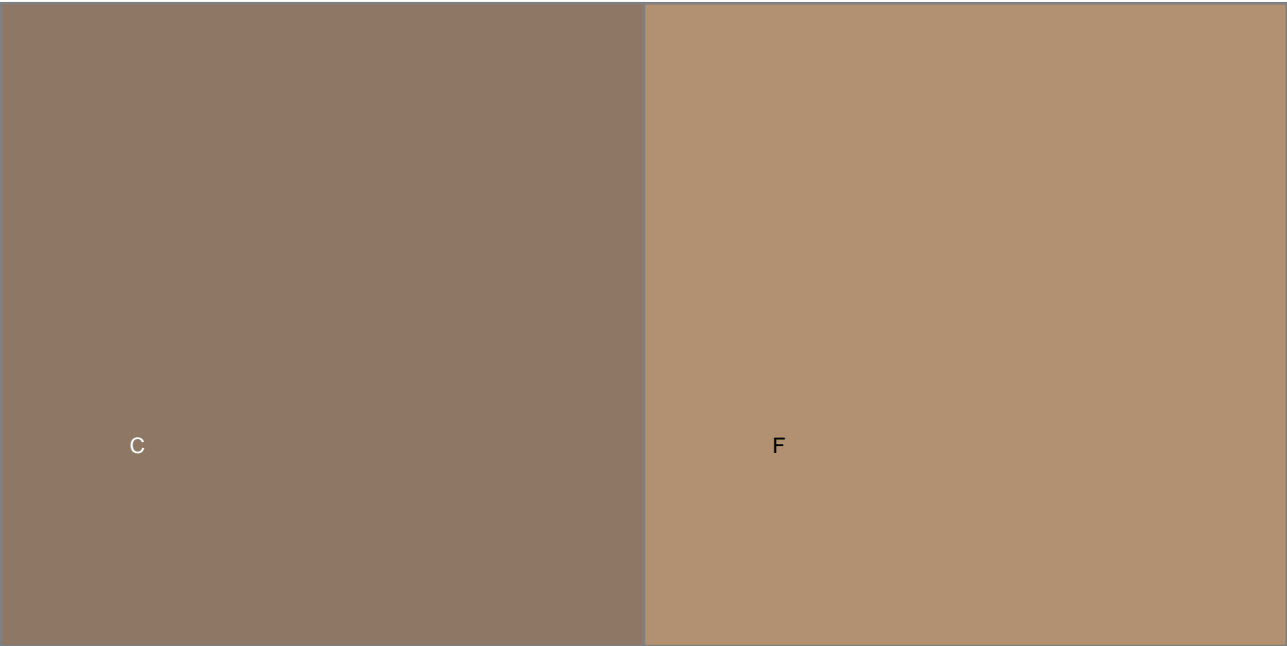
C	C
E	C

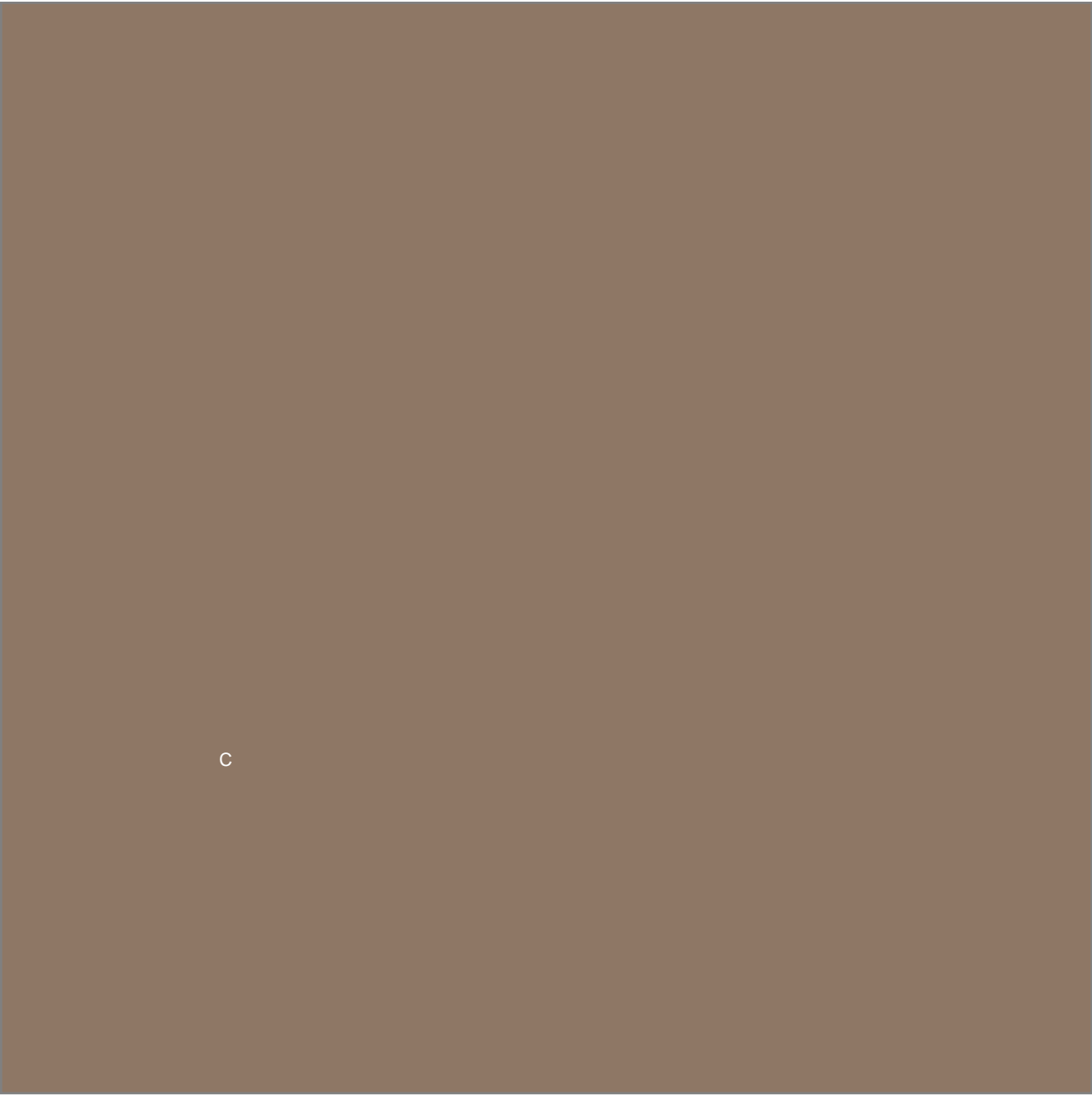


G	G
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A	A
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E	F
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C