

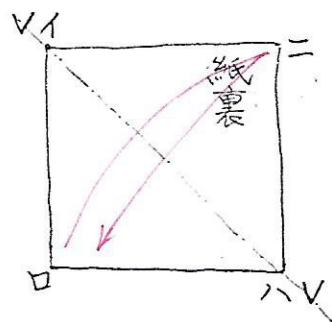
1

「戻り飛行機」

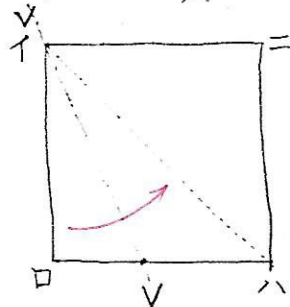
768220

井上猛

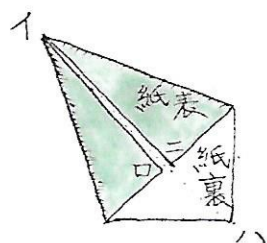
- ・正方形の紙から出発する



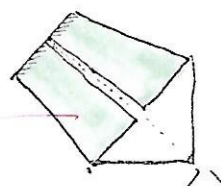
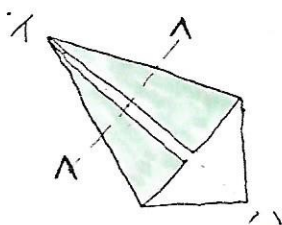
- ・対角線に折り



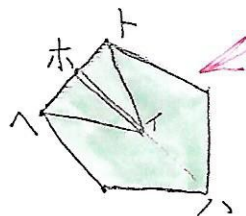
- ・線イロを
イハに重ねる
- ・線イニも
同じくイハに
重ねる



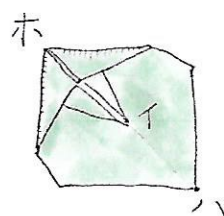
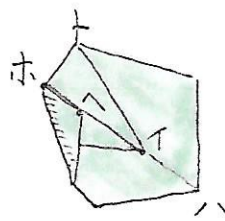
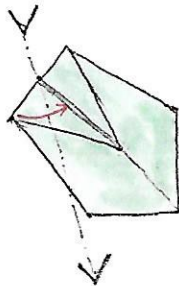
- ・線分イロの中点で線分イロに直角に
折り曲げる



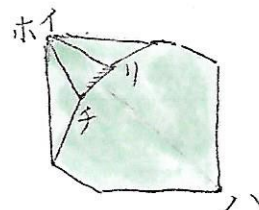
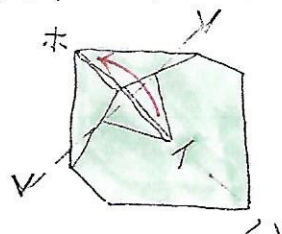
- ・先のを裏返してみれば

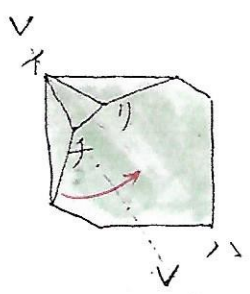


- ・線分ホハ およびホトと線分ホイに重ねる

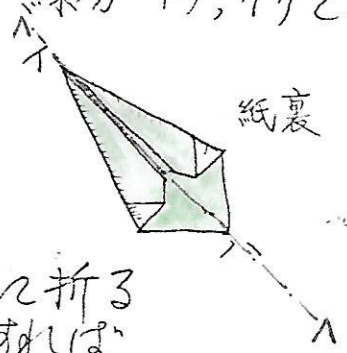


- ・左図 イを含む舌状の部分を折って
点イをホの上に重ねる

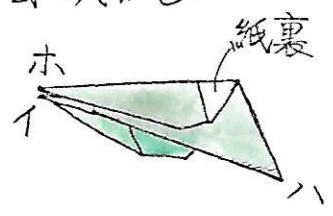




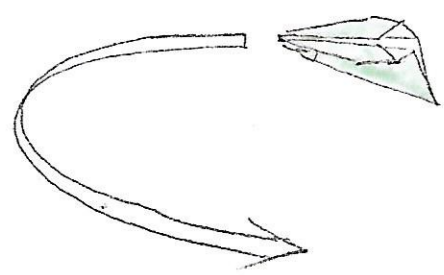
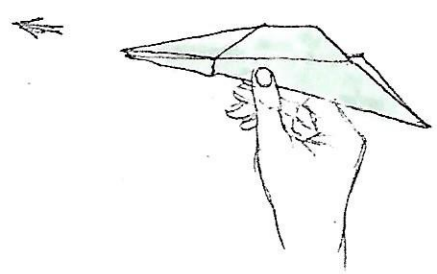
・線分イチ, イリを延長して谷線に折る



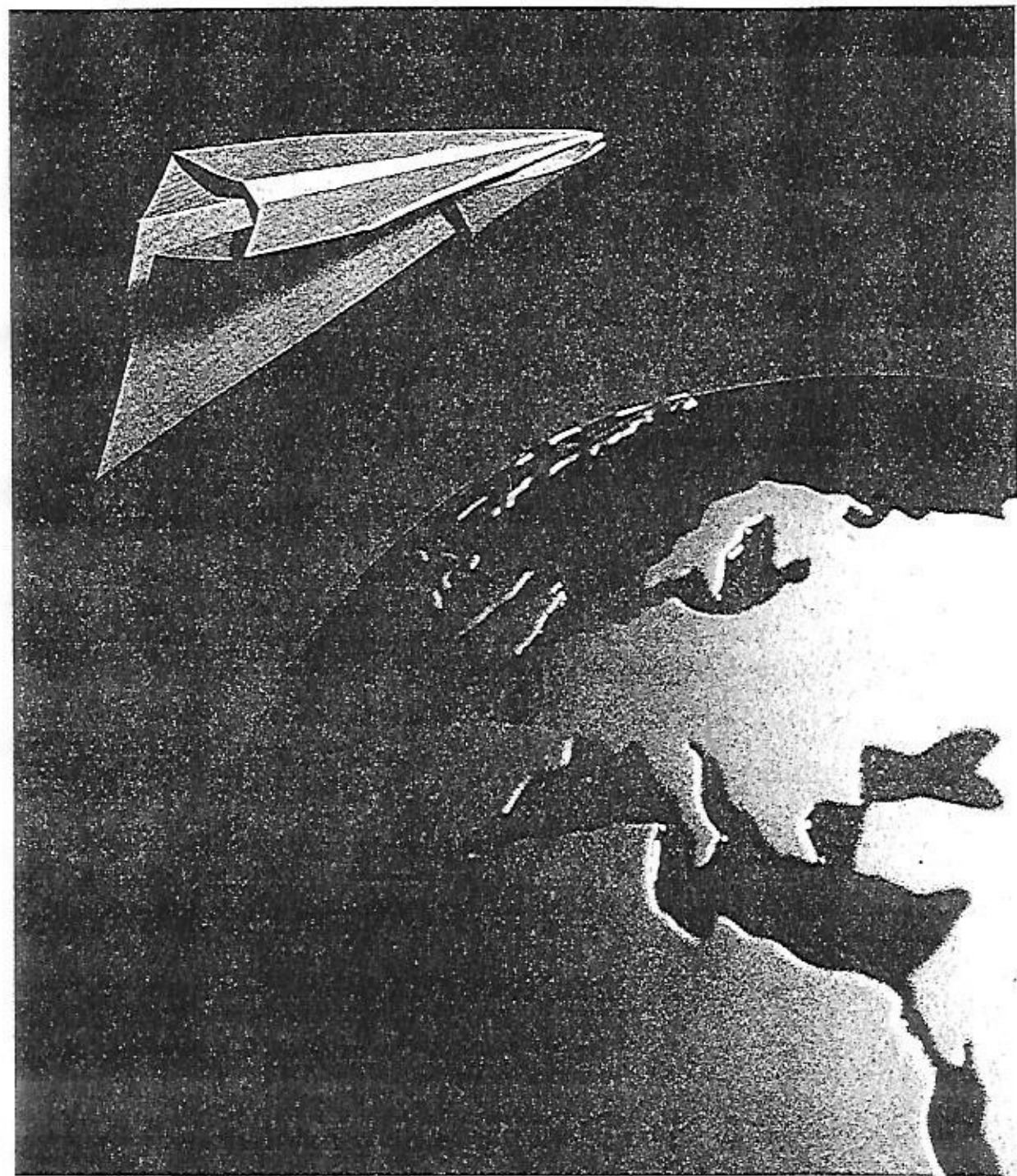
・イハの線は山線に折る
折ったものを横にすれば
下図の如し



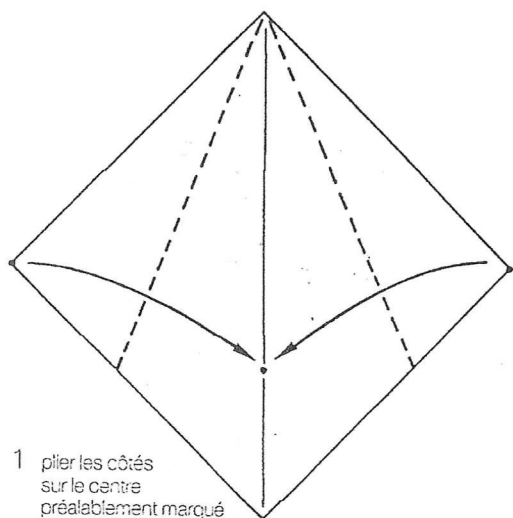
かくして得られたものを図の様に持って、少し上方に
投げれば 旋回して 近くに 戻って来るであろう



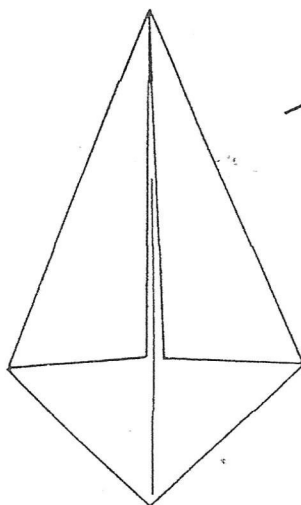
SANS ESCALES



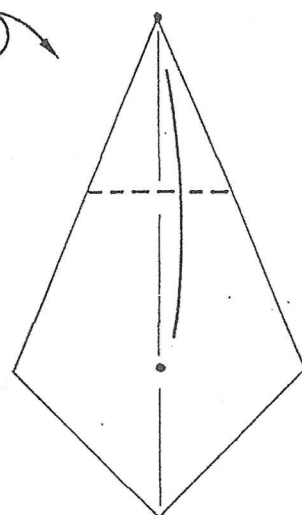
Ce modèle créé par Takeshi Inoué est japonais. C'est un avion-boomerang qui, une fois lancé, revient à son point de départ en faisant une grande boucle. Le jeu consiste à le rattrapper dans le creux de la main sans qu'il touche le sol.



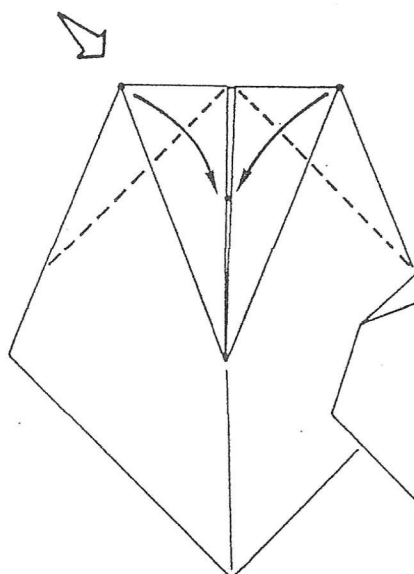
1 plier les côtés
sur le centre
préalablement marqué



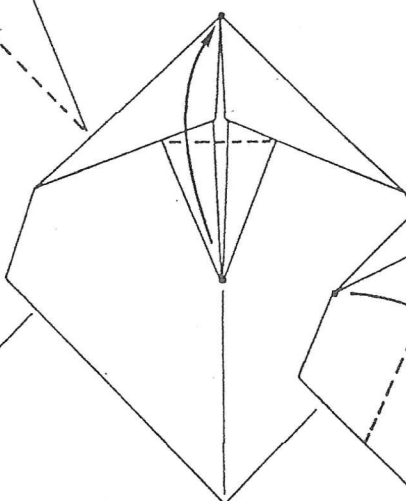
2 puis retourner



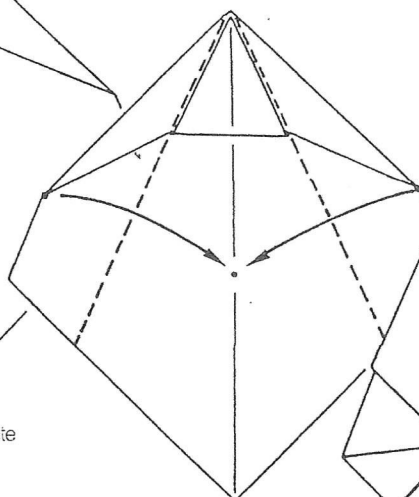
3 joindre les points
repérables par
transparence



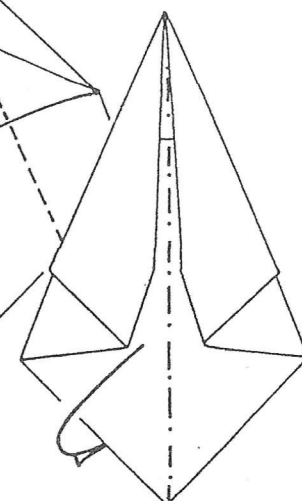
4 rabattre les côtés



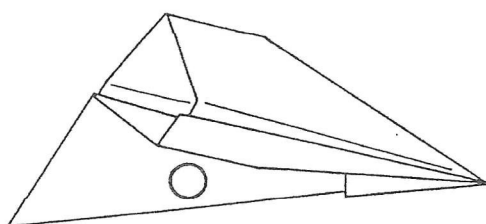
5 remonter la pointe



6 joindre les côtés
au centre



7 plier en deux derrière



8 placer les ailes à la verticale
tenir au point indiqué
pour lancer bras tendu

