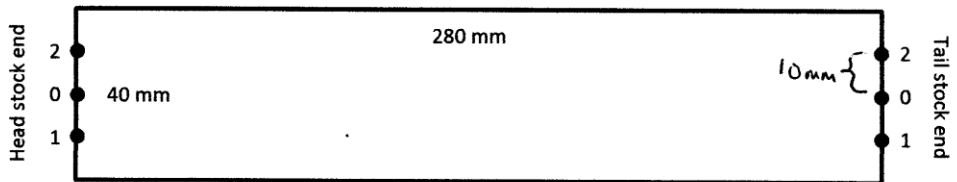
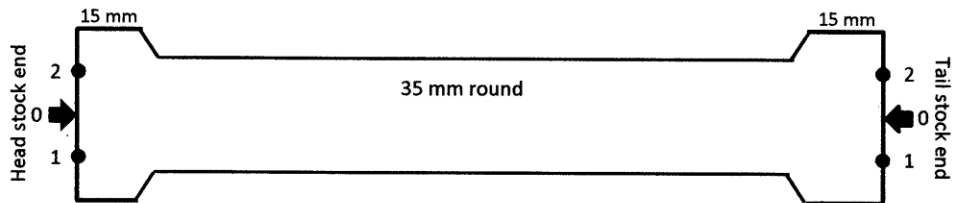


Offset Figurine

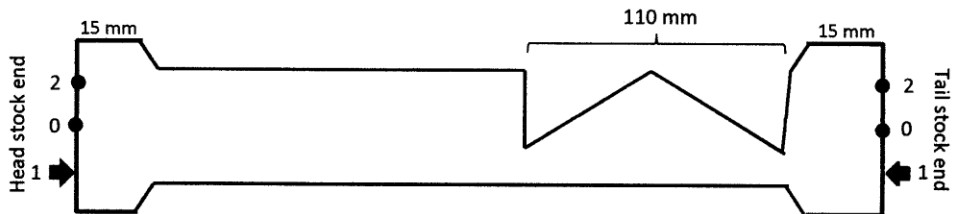
1. Blank and mark three points at both ends.



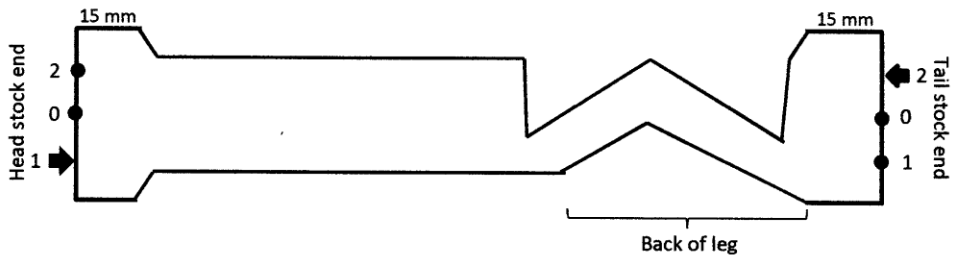
2. At head stock and tail stock "Point 0", turn and leave a 15mm pommel on each end.



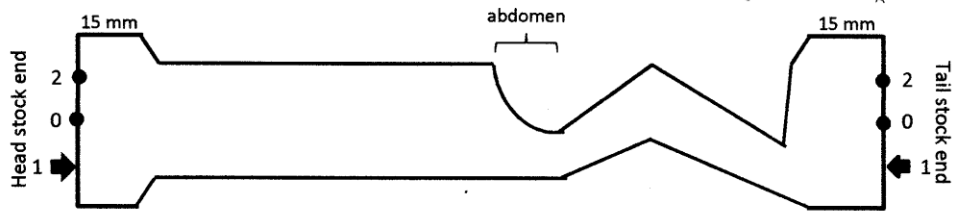
3. At head stock and tail stock "Point 1", turn front side of legs.



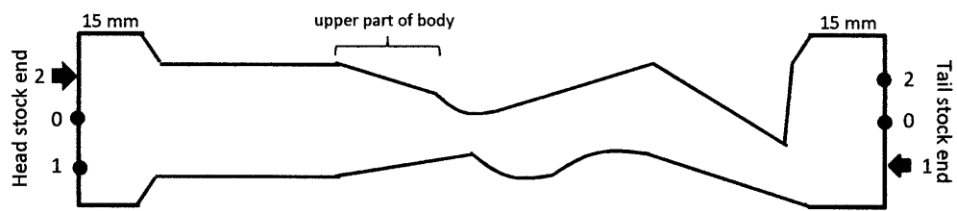
4. At head stock "Point 1" and tail stock "Point 2", shape back of leg.



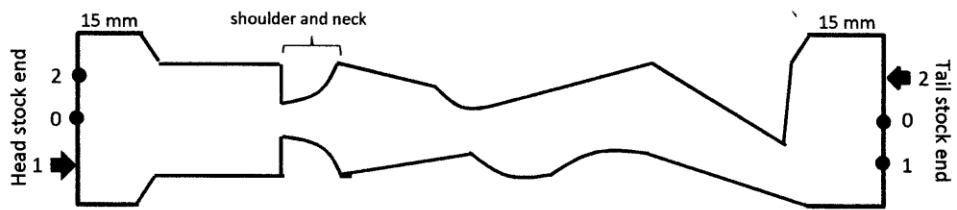
5. At head stock "Point 1" and tail stock "Point 1", shape the abdomen.



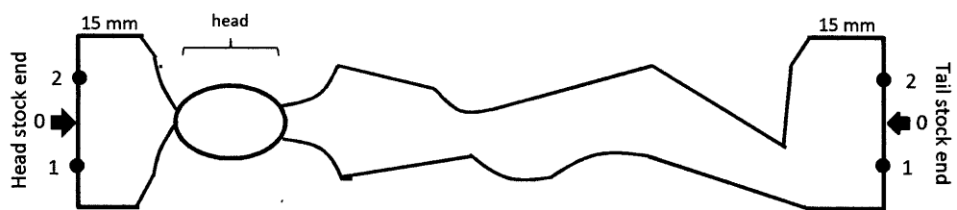
6. At head stock "Point 2" and tail stock "Point 1", shape the upper part of the body.



7. At head stock "Point 1" and tail stock "Point 2", shape the shoulder and neck.



8. At head stock and tail stock "Point 0", shape the head.



9. Bandsaw according to picture on left and use the sawn-off parts A and B as arms.

