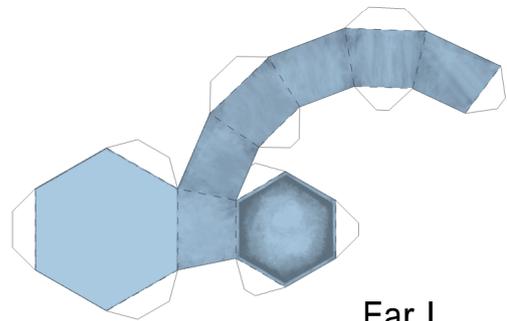
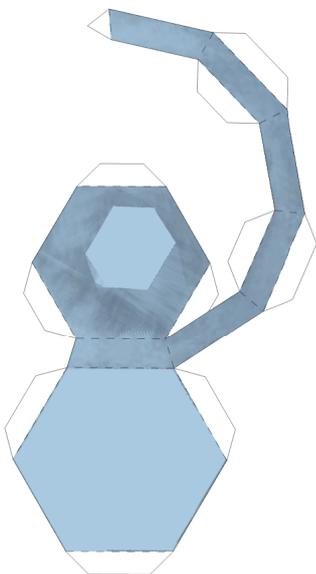
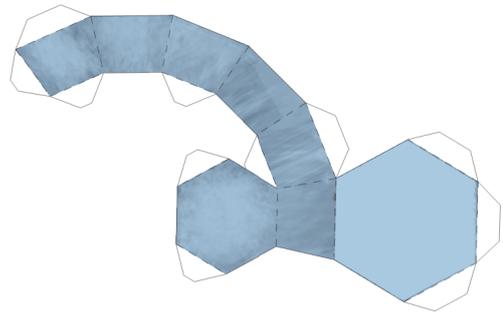
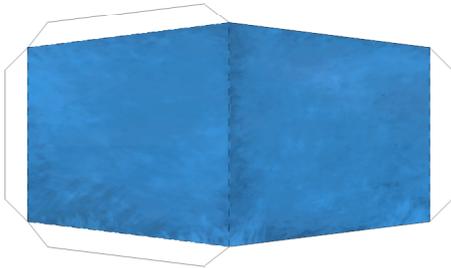
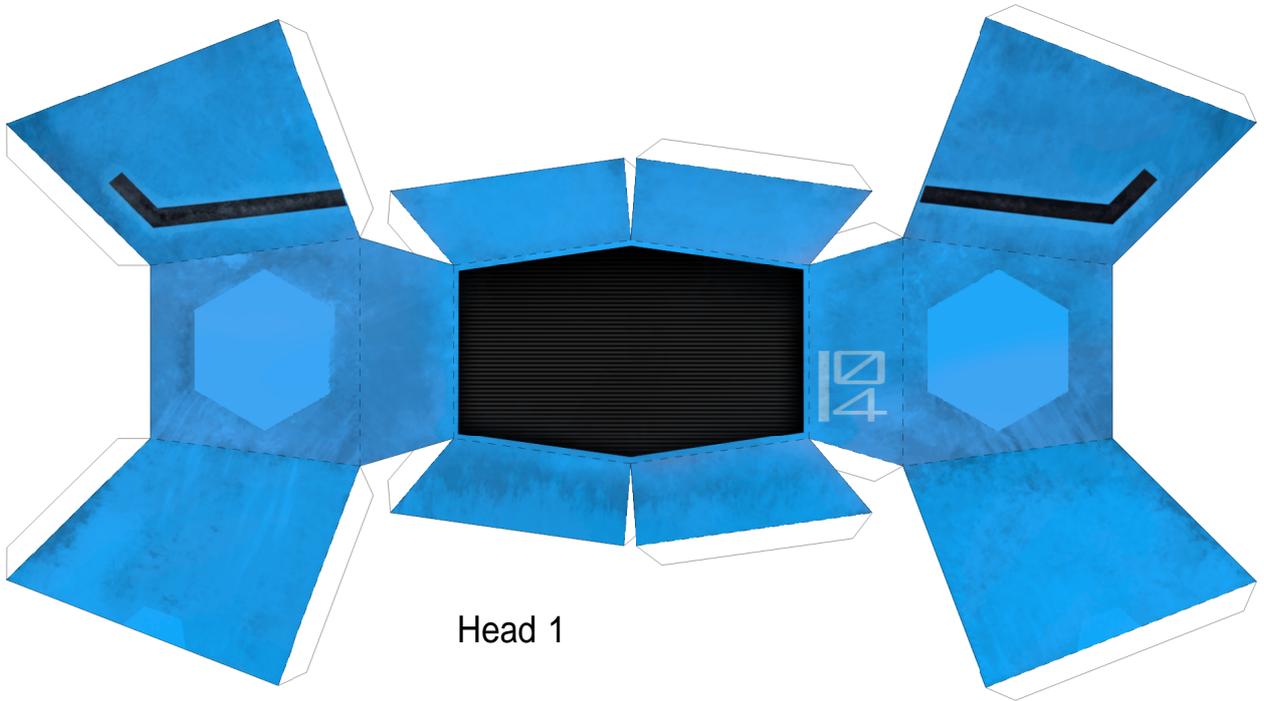
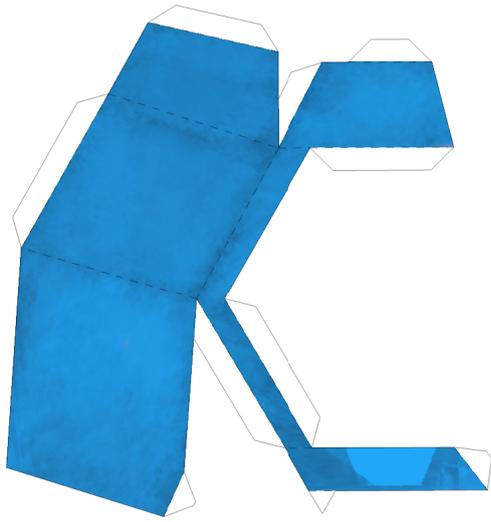


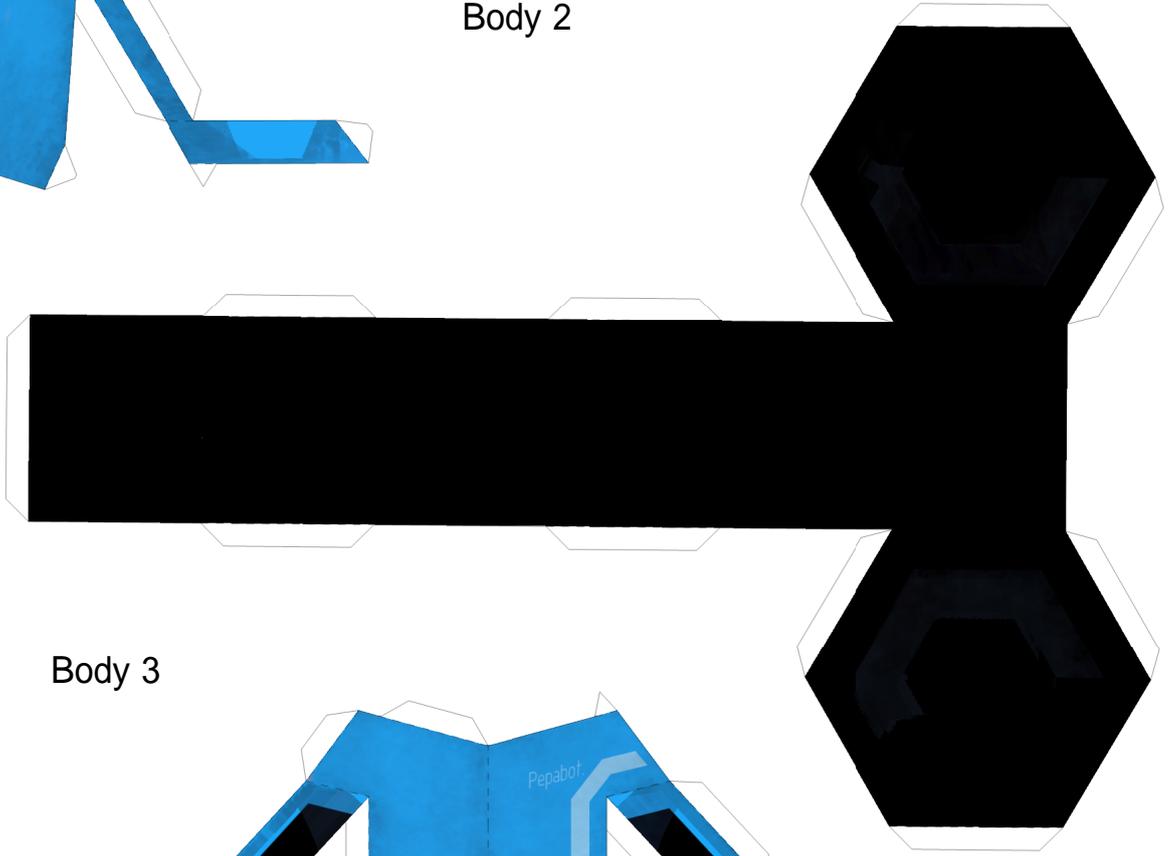
Pepabot



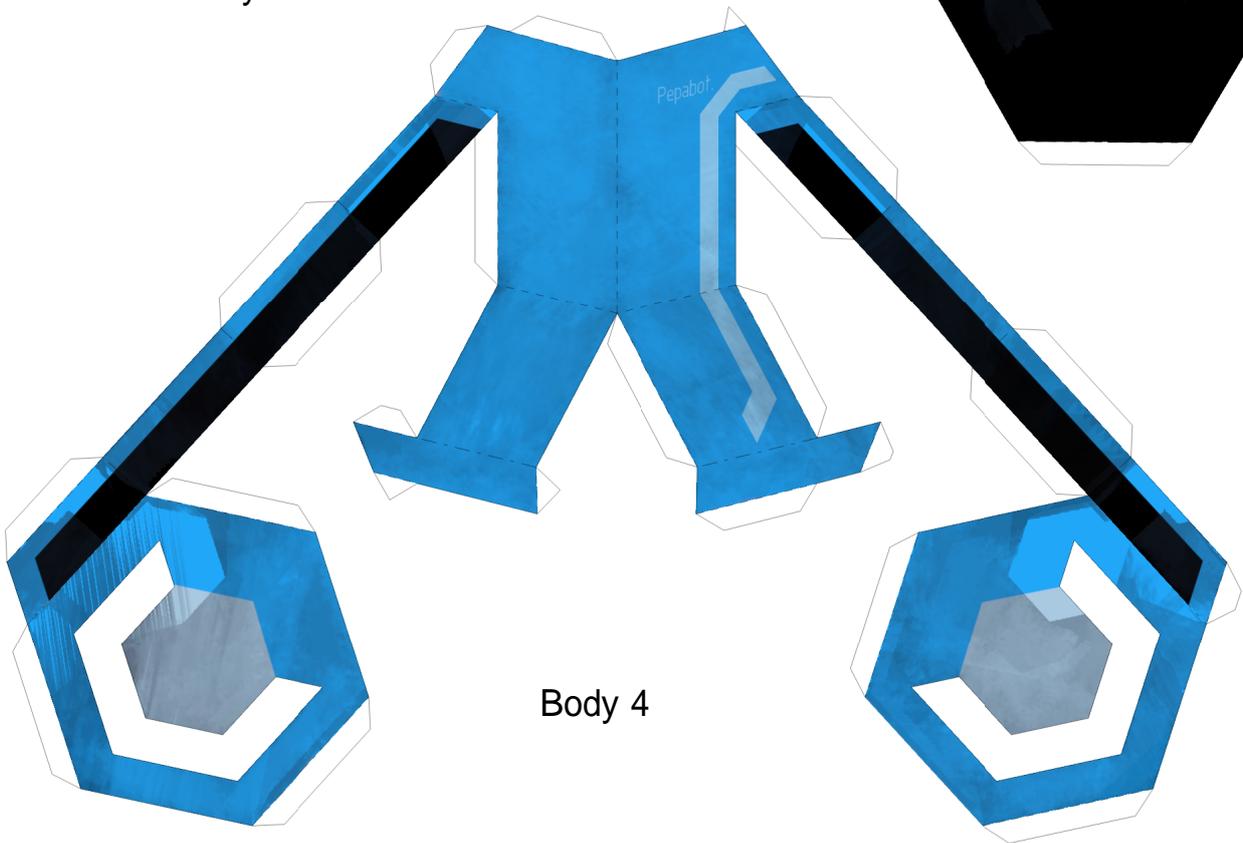
Eyes



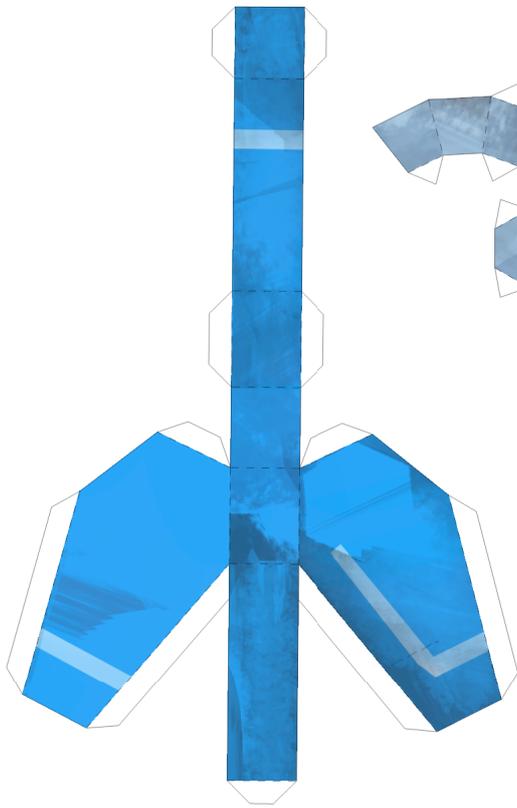
Body 2



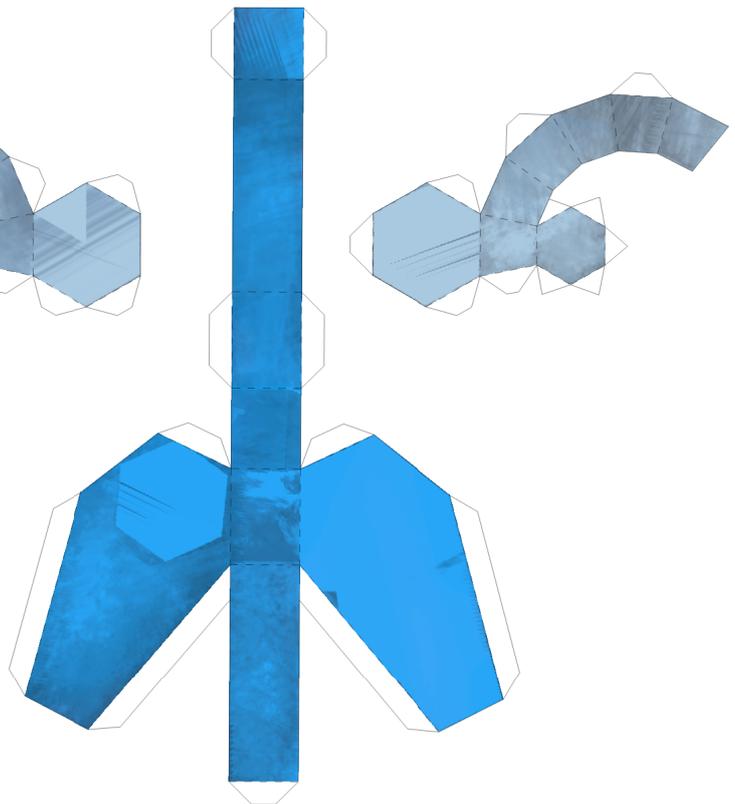
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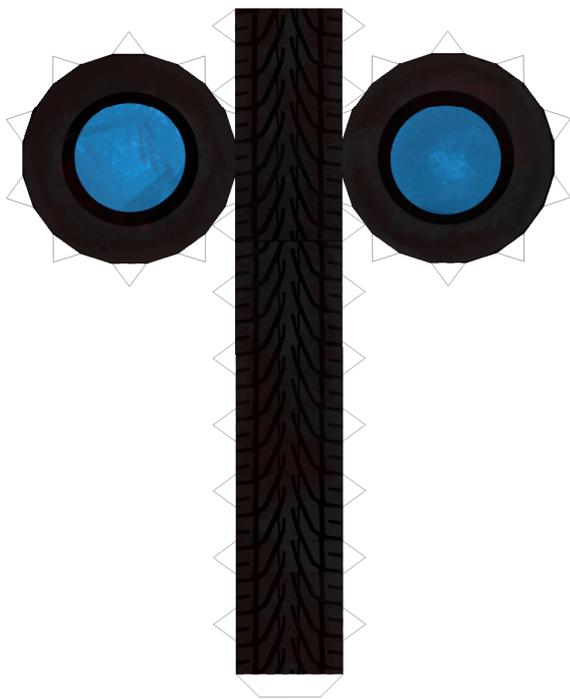
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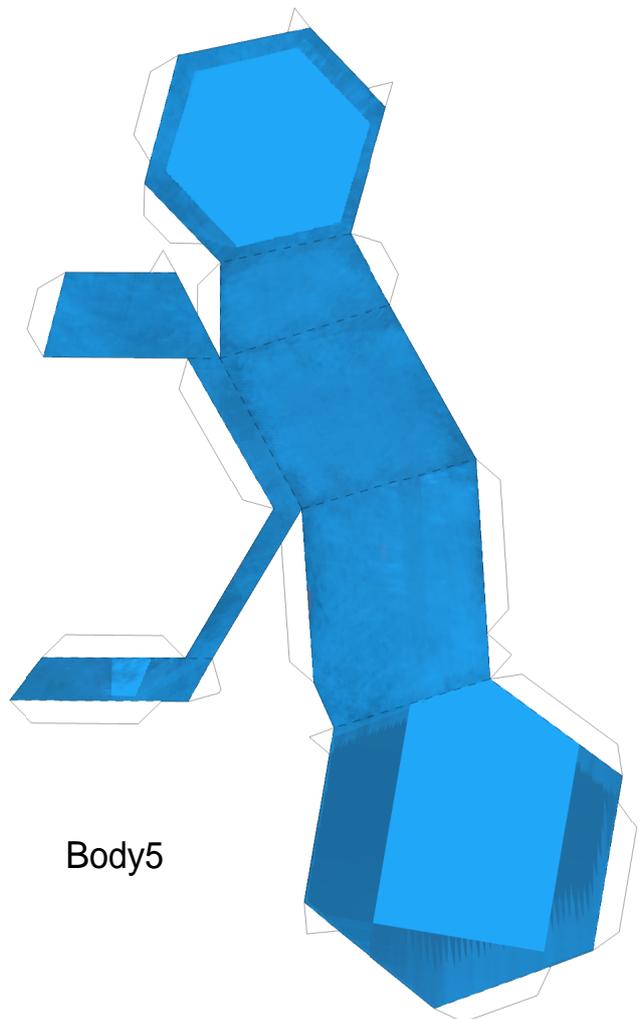
Leg R



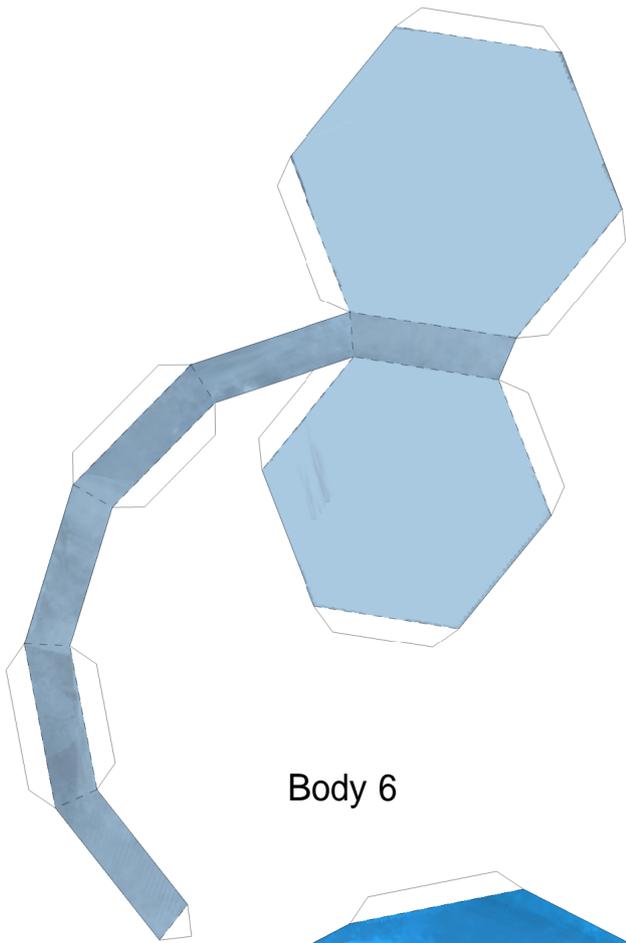
Leg L



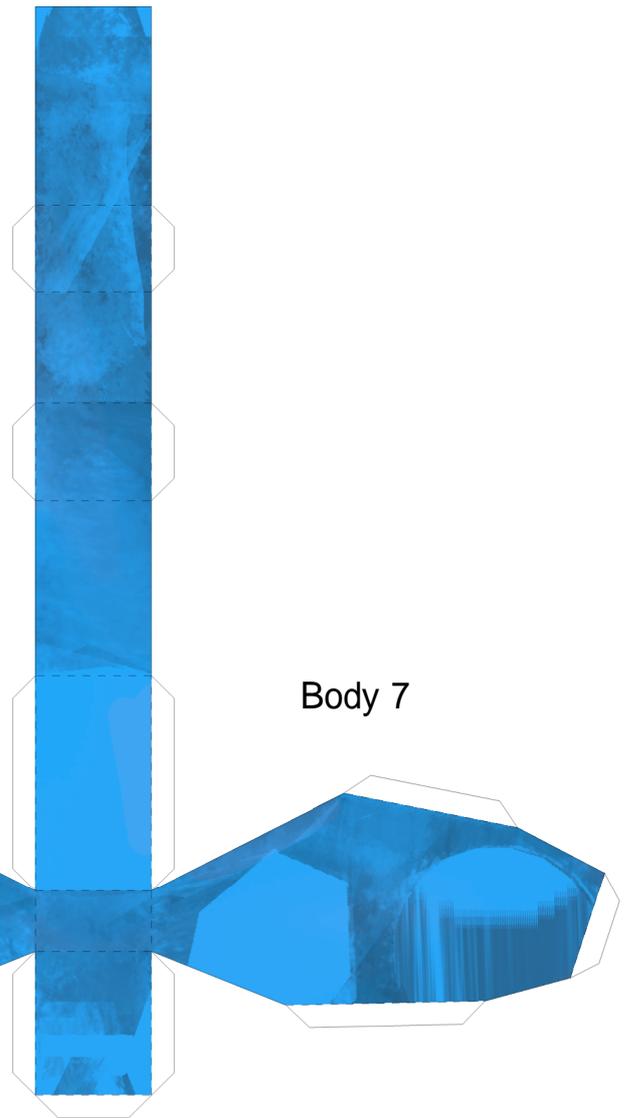
Front Tire



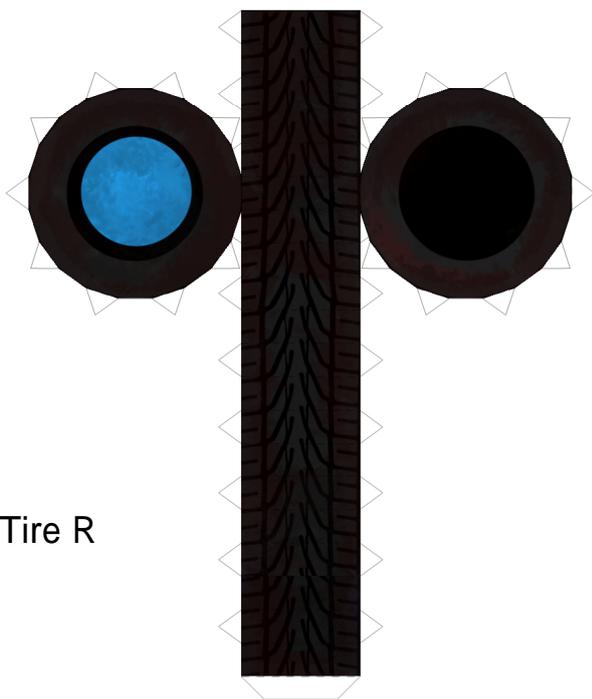
Body5



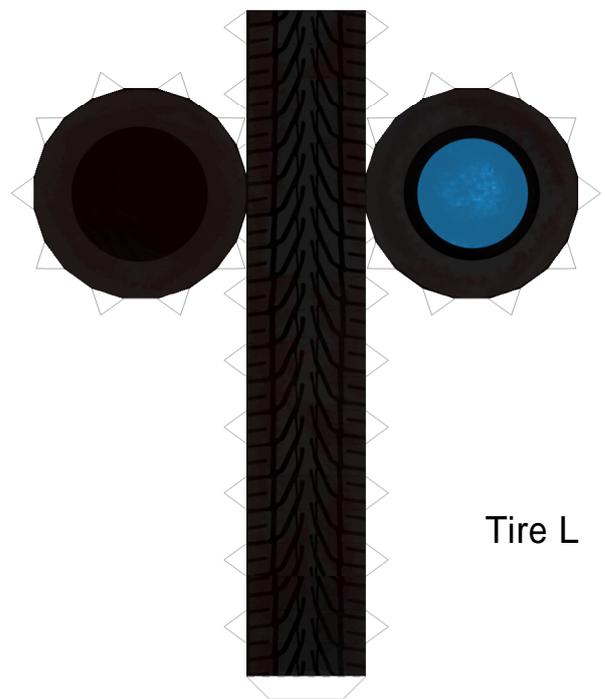
Body 6



Body 7

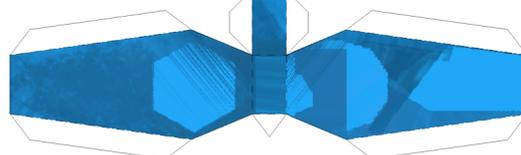
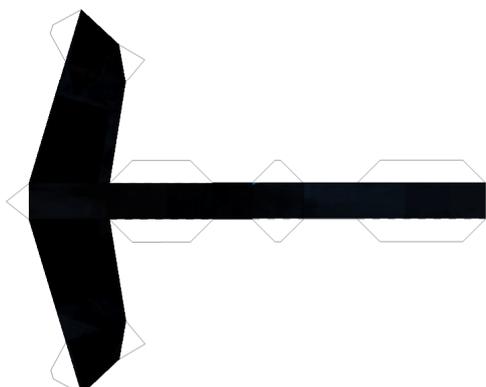
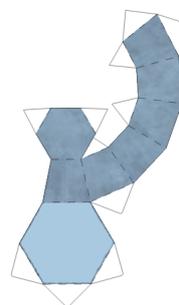
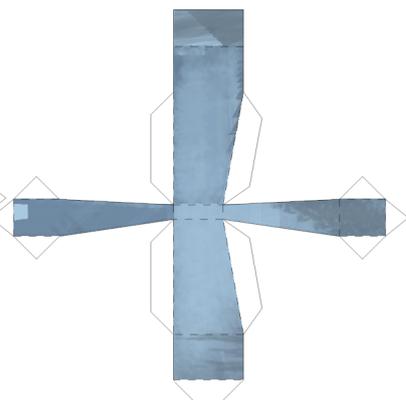
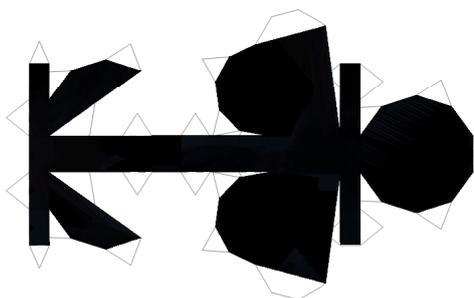
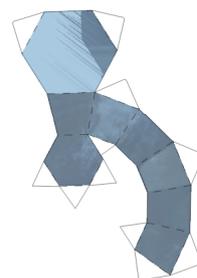
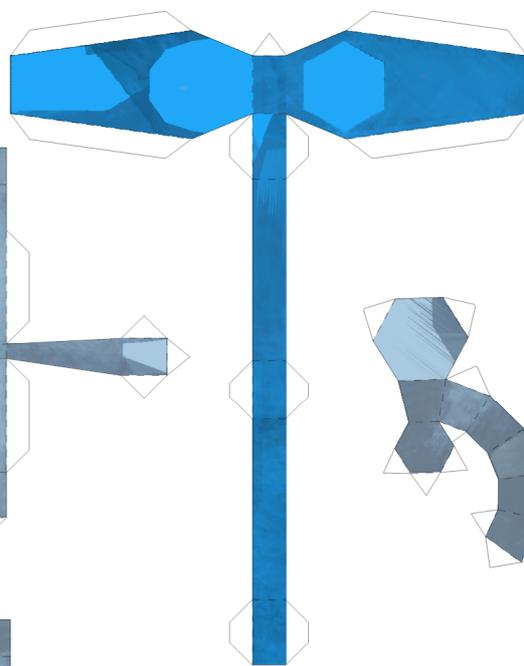
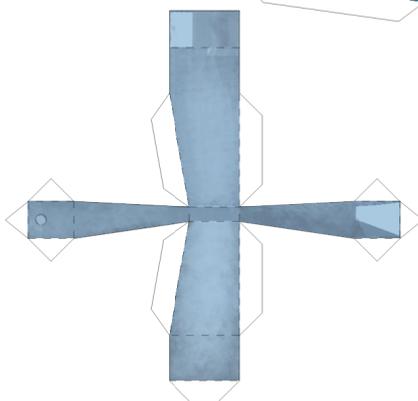
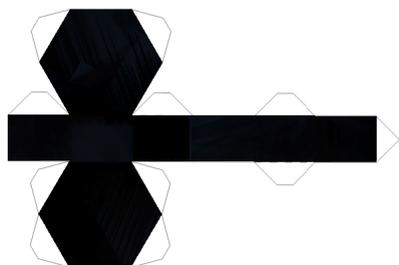
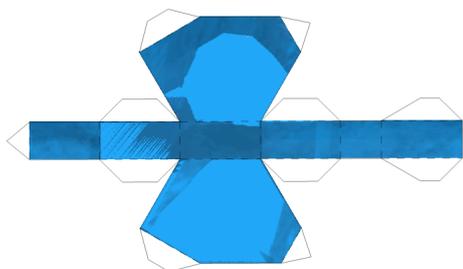
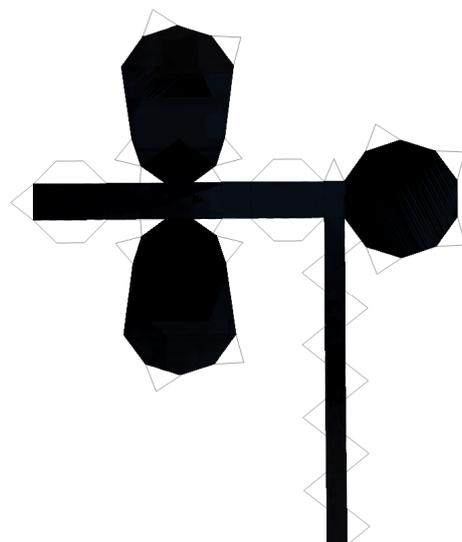
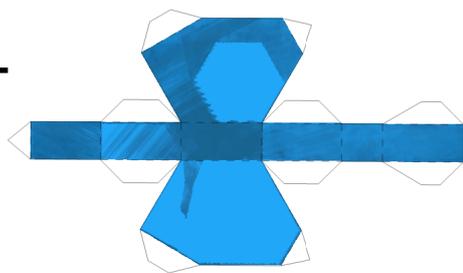
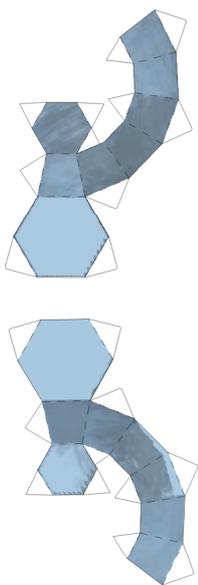


Tire R

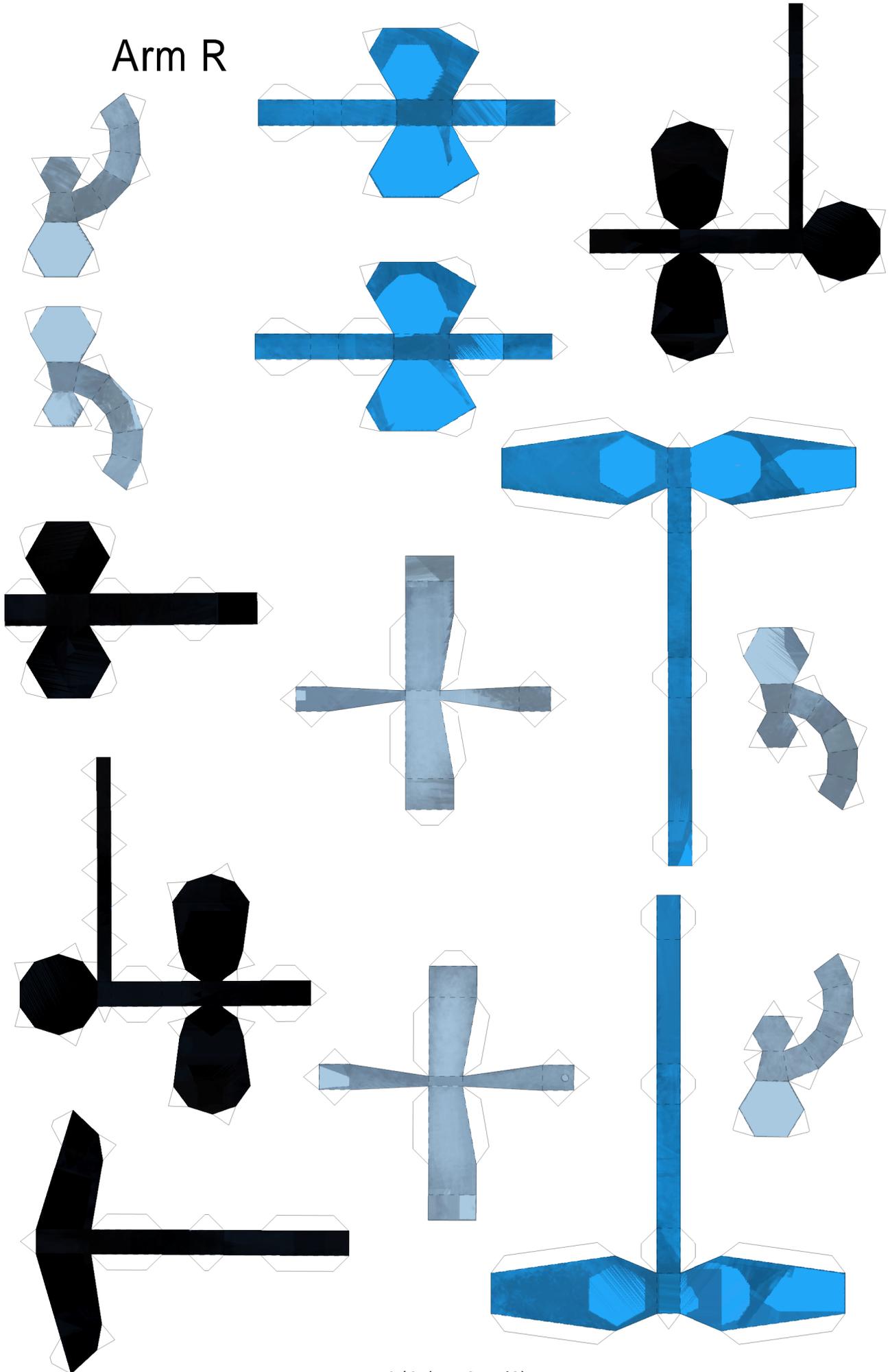


Tire L

Arm L

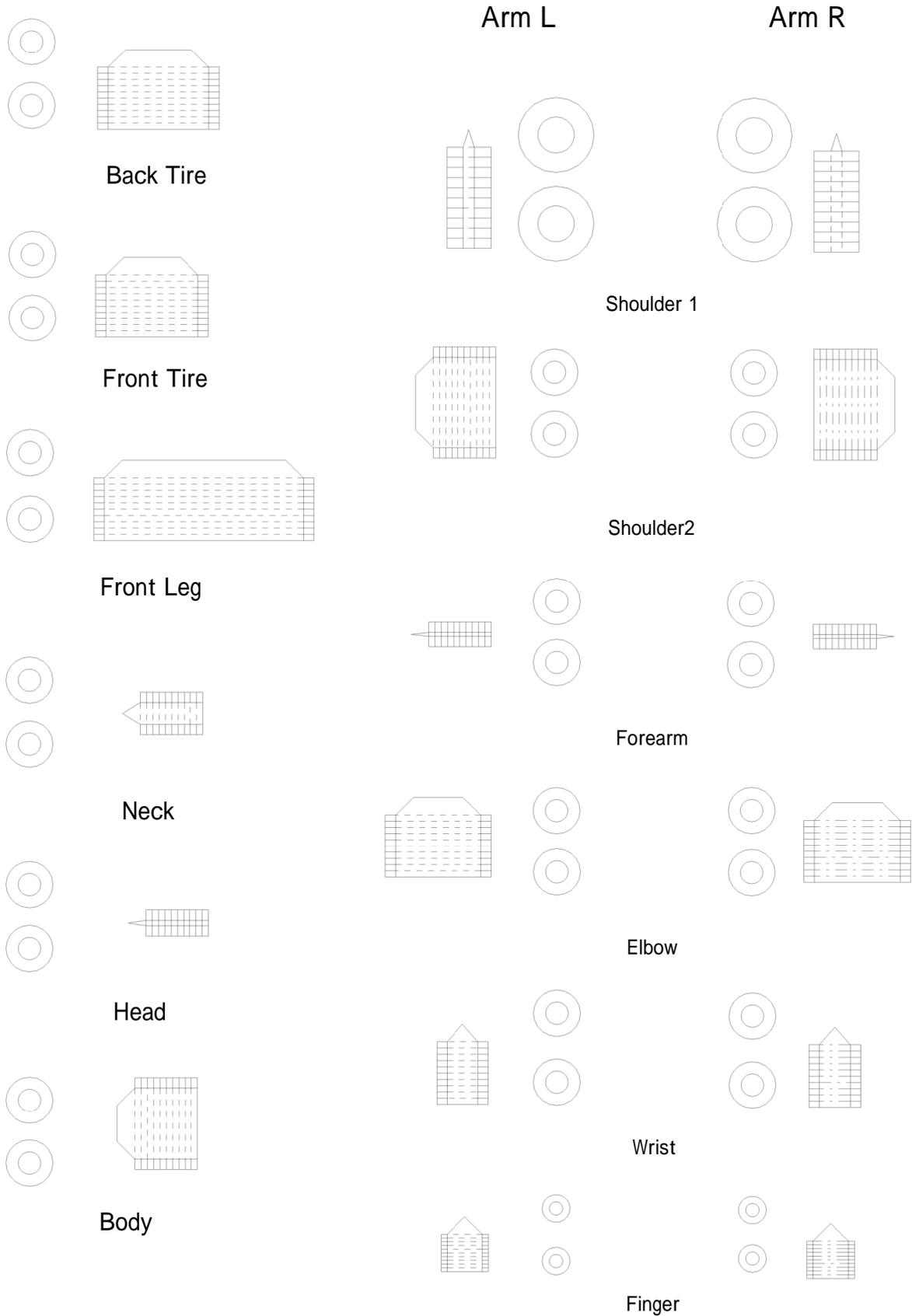


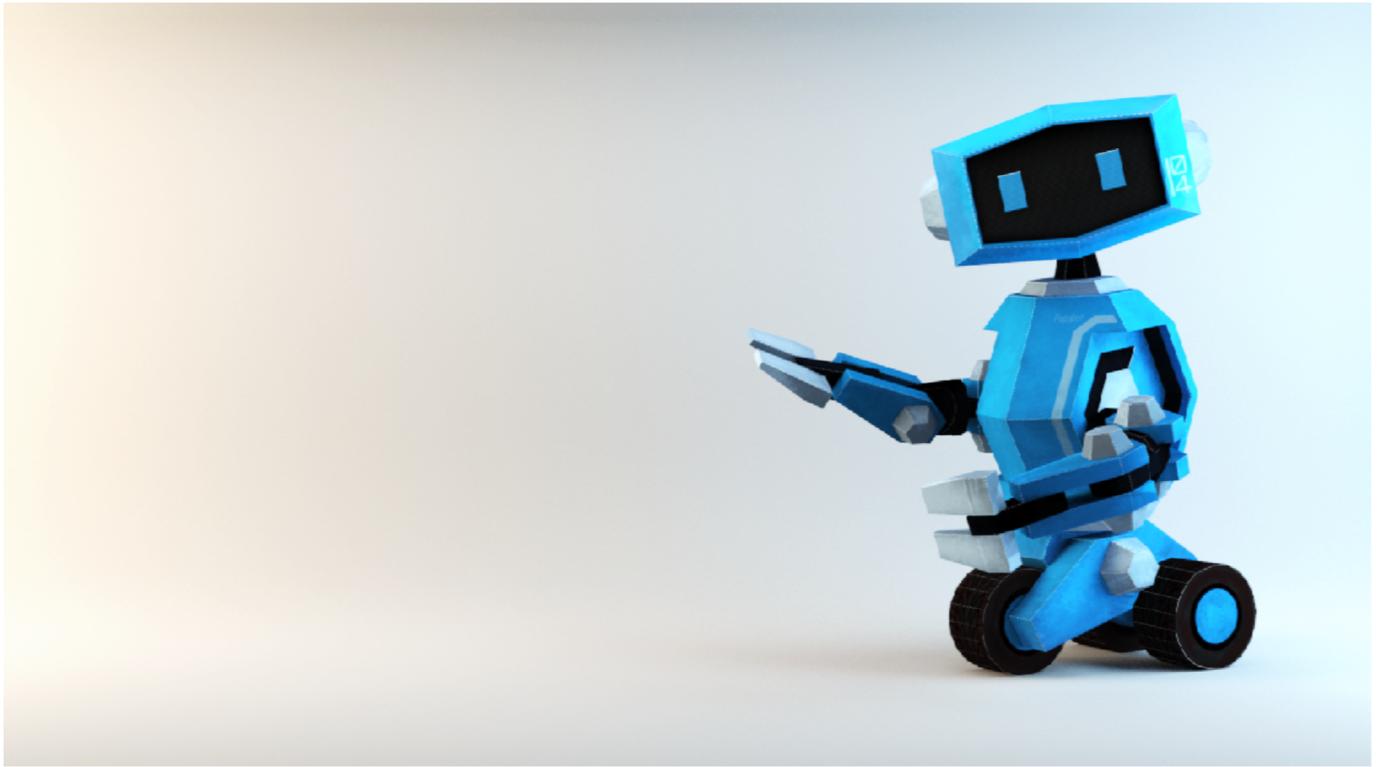
Arm R



Rotation Axis

For those who want to make articulated robot





Pepakura Designer

<https://www.tamasoft.co.jp/pepakura-en/>