



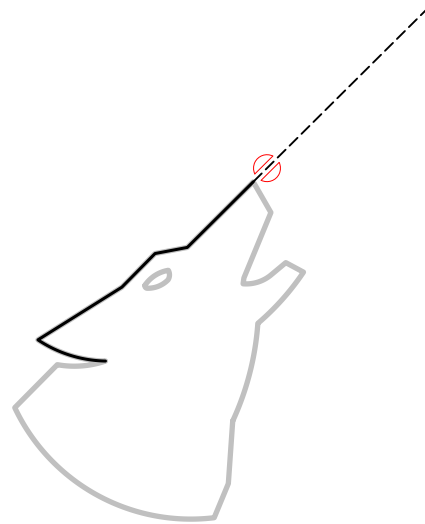


**HOW TO BEND WIRE** IN 2D

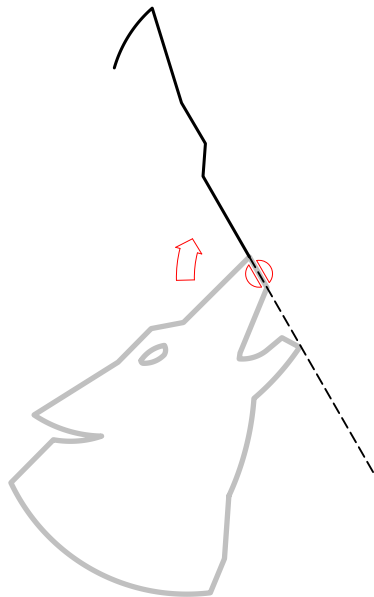
**LEGEND**

-  SKETCH OR IMAGE TO TRACE
-  COMPLETED BENT WIRE
-  UN BENT (STRAIGHT) WIRE
-  TIP OF NEEDLE NOSE PLIERS

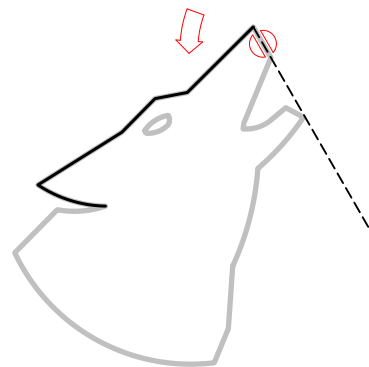
THIS MINI TUTORIAL WILL FOCUS ON THE BENDING OF WIRE AROUND CORNERS IN 2D. THE CORNER OF INTEREST IS THE NOSE OF THE TRACED OUT WOLF SHOWN. FOLLOW THE STEPS 1-3. REMEMBER TO ALWAYS KEEP THE WIRE ON A FLAT SURFACE WHEN BENDING, TO AVOID WARPING THE WIRE INTO A 3D SHAPE.



**1**  
PINCH THE TIP OF PLIERS ON THE WIRE OUTSIDE OF THE CORNER WHICH WILL BE BENT, AS SHOWN. KEEP THE TIP OF THE PLIERS AS CLOSE TO THE TRACED-OUT CORNER, BUT NOT OVER IT.



**2**  
KEEPING THE WIRE PINCHED WITH THE PLIERS, ROTATE THE PLIERS TO ALIGN THE UN-BENT WIRE WITH THE NEXT SEGMENT OF THE SKETCH. NOW, WITH THE PLIERS STILL PINCHED, POSITION THE TIP OF THE PLIERS ON THE SKETCH BEYOND THE CORNER TO BE BENT, AS SHOWN.



**3**  
KEEPING THE PLIERS PINCHED AND LOCATION FIRM, USE YOUR OTHER HAND TO BEND THE COMPLETED BENT WIRE BACK TILL IT ALIGNS WITH THE SKETCH.