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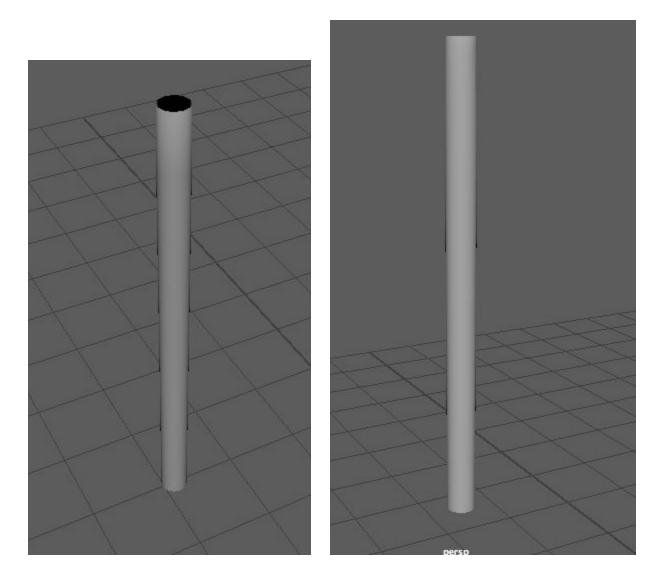
Fig. 0. The Creative Commons 0 License terms<sup>1</sup>

<sup>&</sup>lt;sup>1</sup> See works cited



Fig 1. The Bajón Grande being played $^{2}$ 

<sup>&</sup>lt;sup>2</sup> See works cited, other visual references were YouTube videos and thus were not included in the figures



Figs. 2 & 2.1. Resonating tubes of the Bajón Grande.

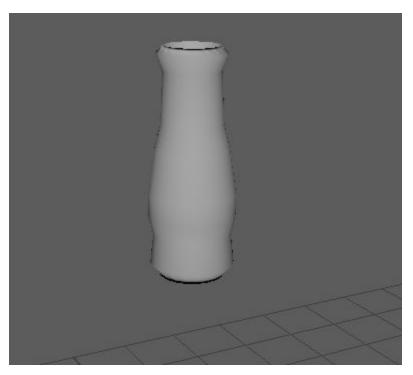
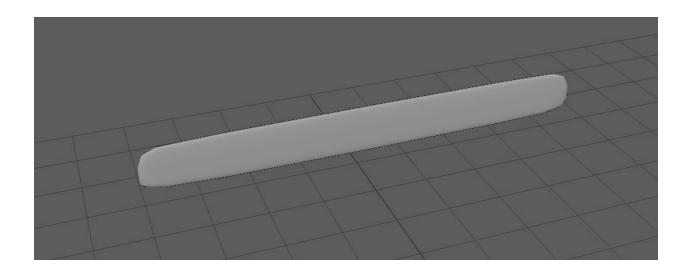


Fig. 3 (left). One of the mouthpieces which are blown into at the top of the tubes.

Fig. 4 (below). The faceplate, which began as a cubec.



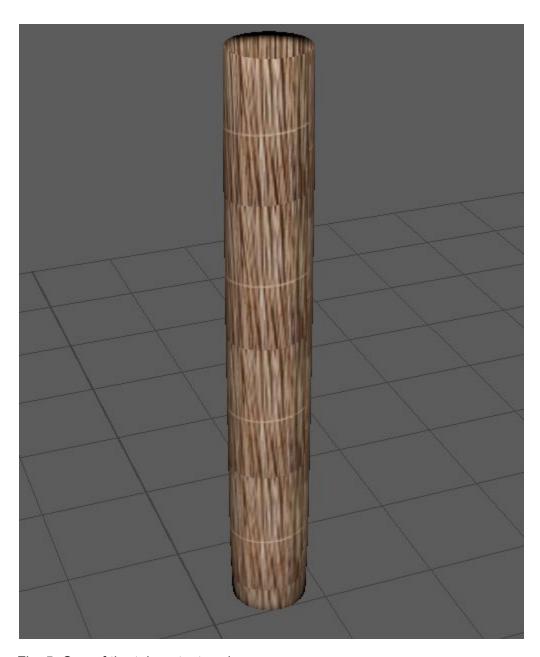


Fig. 5. One of the tubes, textured.



Fig. 6. The bamboo mat texture I used for the bark wrappings of the Bajón Grande.<sup>3</sup>

<sup>3</sup> See works cited

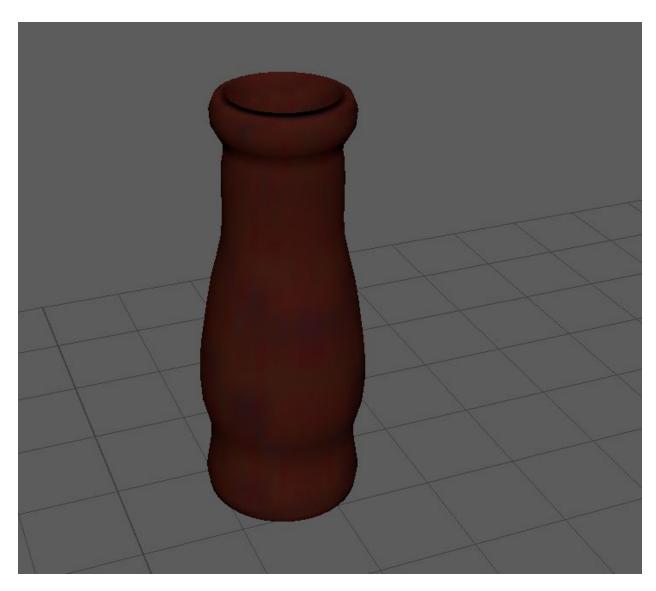


Fig. 7. Using the "Wood" texturing tool on a Lambert surface allowed me to get the texture of carved and sanded wood.

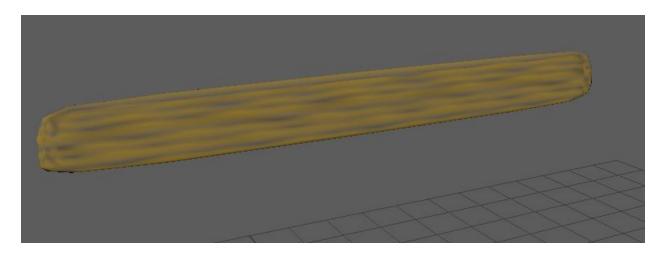


Fig. 8. I also used the "Wood" texture tool for the faceplate.



Fig. 9. The final textured model of the Bajón Grande.



Fig. 10. Settings used for the Bajón Grande patch in Apple's Sculpture synthesizer.