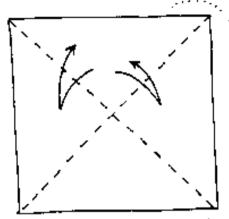
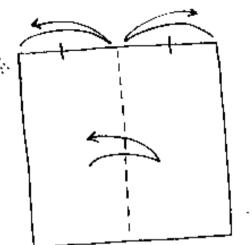
ARMADILLO



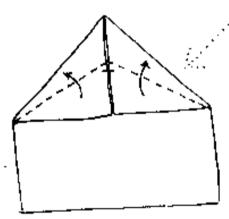
1) A square, white side up. Pre-crease the diagonals.



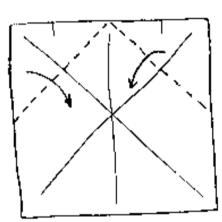
2) Pre-crease the middle vertically. Pinch the guarters on the upper edge

29

1975



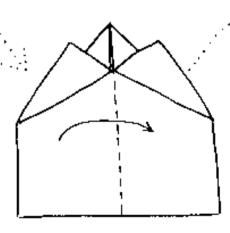
4) Valley-fold. Note that apex of folds lies above the pinch marks.



3) Valley-fold the upper corners to the center



valleyfold in half, v tilt.



N

6 Valley- fold, bisecting corner N (nose).
Repeat behind.

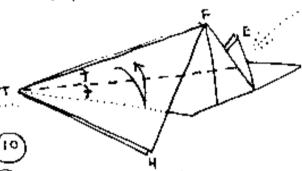
H E

7 Valley-fold to bisect corner .

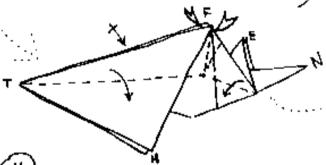
E (ear) on existing crease.

Corner H (hind foot) will swing up. Keep-this move going as fan as possible, at T (tail), and flatten.

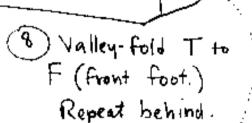
Repeat behind.

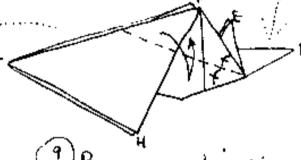


Preciease, bisecting angle that the tail makes with the underlying edge (dotted line).

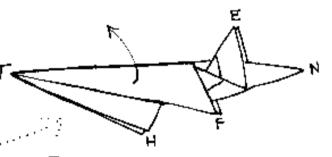


(1) Rabbut-ear on the creases from steps 9 and 10, pinching F. Repeat 9-11 behind. Armadello, page 2





Pre-crease, bisecting



12) This is the low-slung mammal base. From it, several animals can be fooded: armadillo, aardvank, otter, ferret, shrew, mole, leaf-nosed bat and alligator (not a mammal!)
Open model (careful of ears.)

