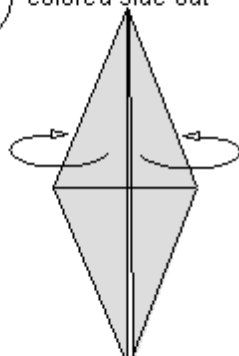
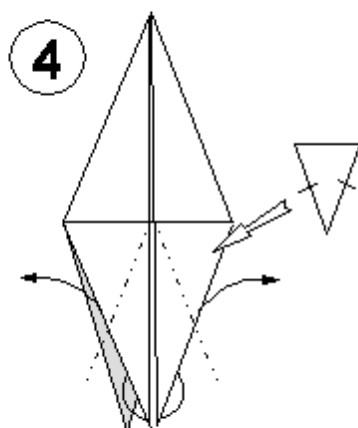
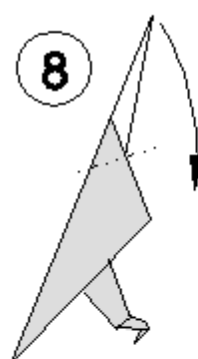
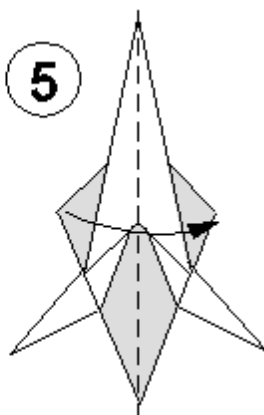
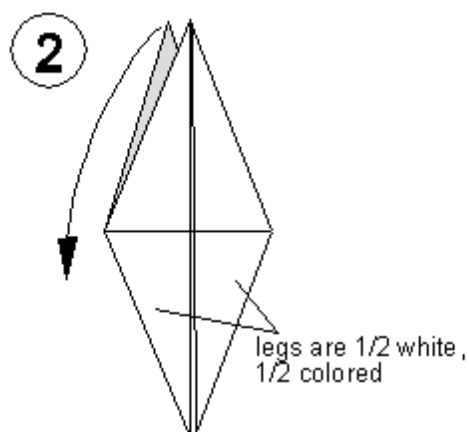
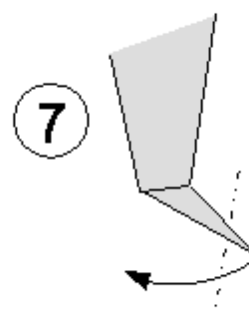
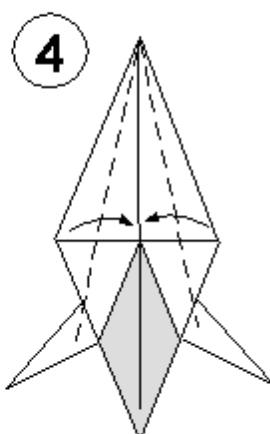


Vulture

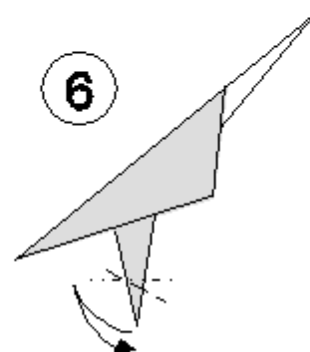
- 1** Start with bird base, colored side out



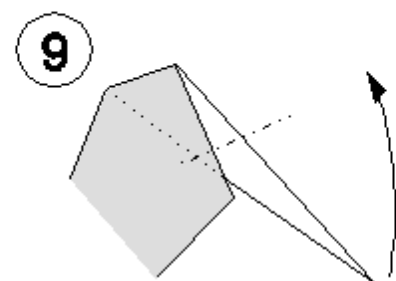
Carefully reverse the paper on one wing, making it white. This will partially cover the central triangle.



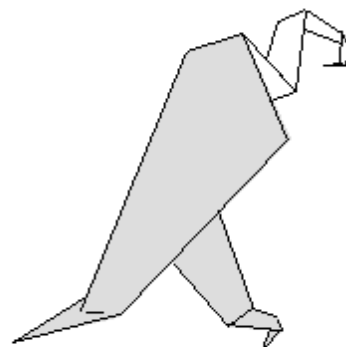
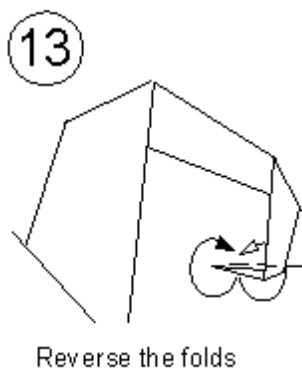
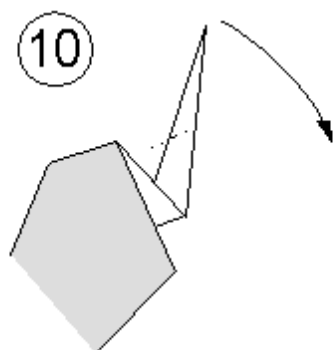
Inside reverse legs, making about an isosceles triangle



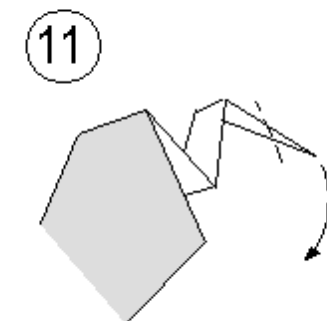
Crimp to form the feet



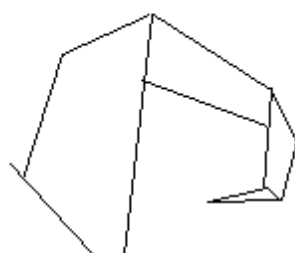
Vulture



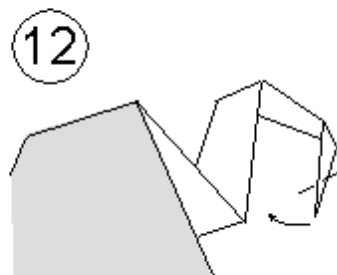
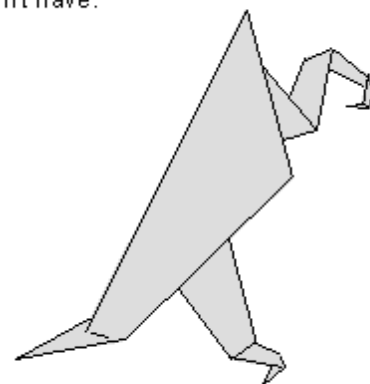
The model tends to open up a bit when you stand it up. Personally, I think it looks better that way. It gives it a hunched feel, since the head droops a bit.



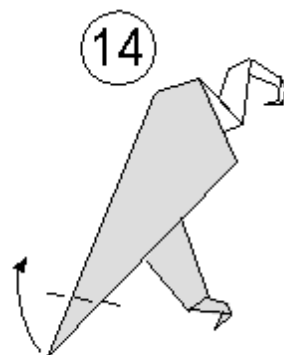
Outside reverse fold.



If you don't want to make a two-colored model, you can skip step 1 (reversing the color of the wing). The rest of the steps are the same. The model will have an extra hump the two-color model didn't have:



Inside reverse fold.



Flatten out the tail. Start to outside reverse fold up the tail, until it lies flat on the ground.

This step allows the model to stand easily. Without it, it tends to fall on its beak.