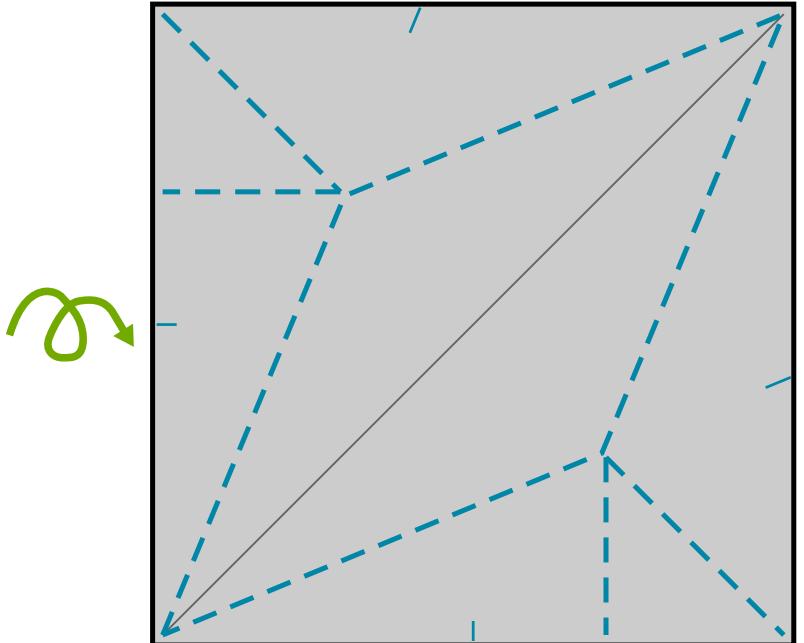
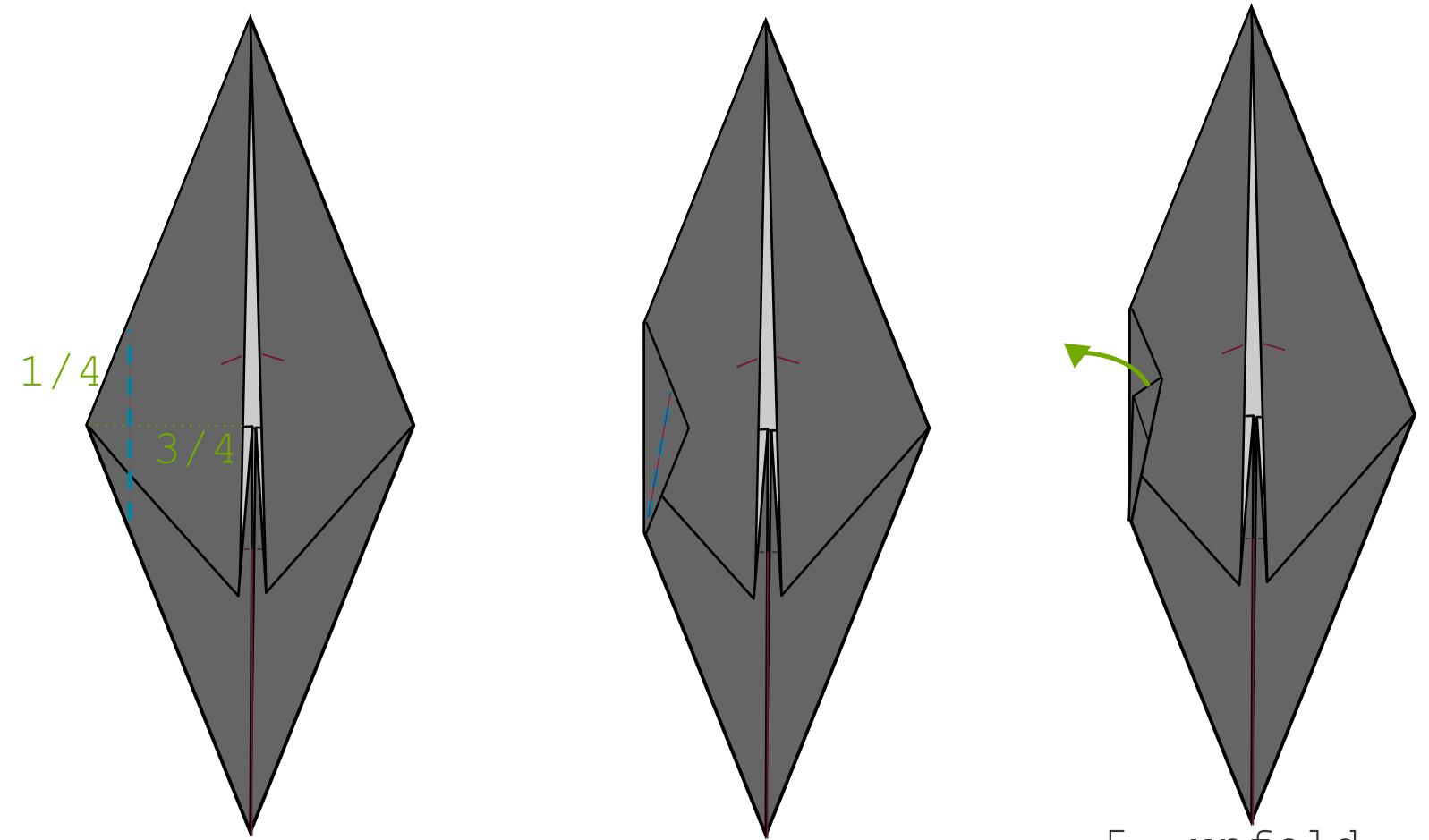


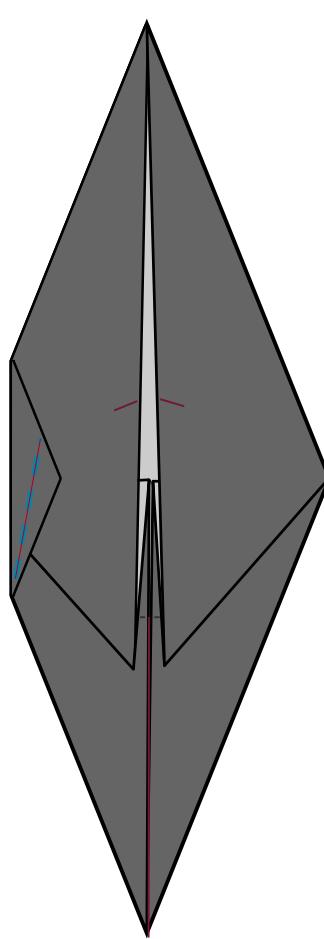
1. fold and unfold



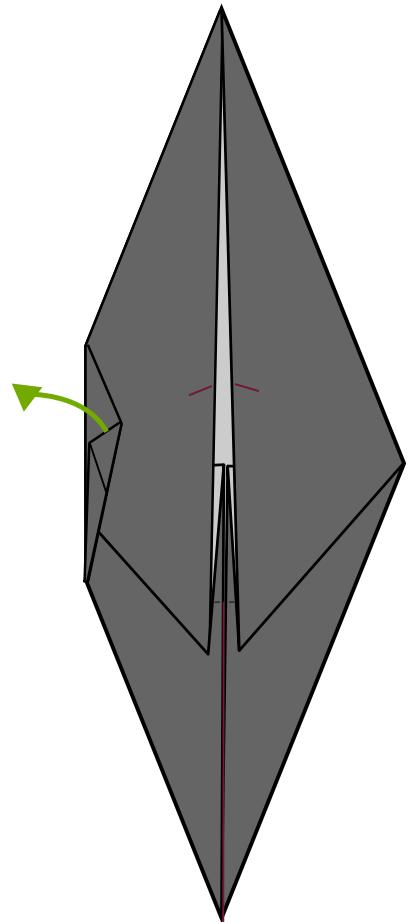
2. make the indicated marks, fold a fish base



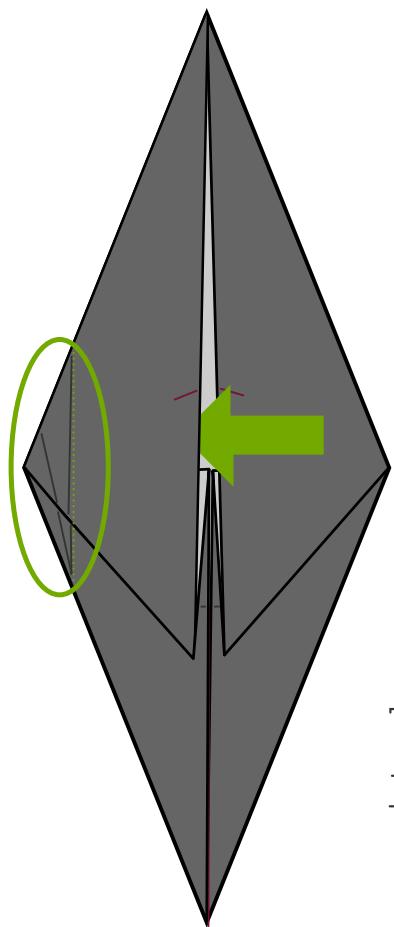
3. fold  $1/4$  of the way to the center line



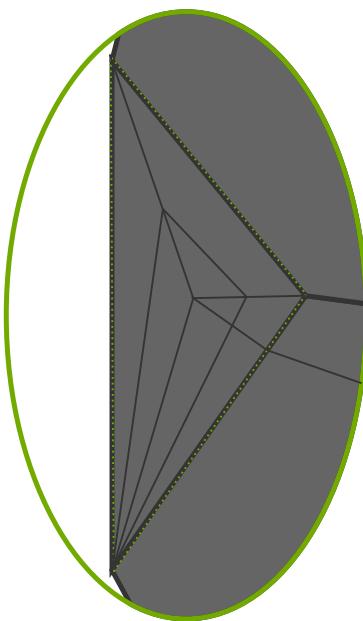
4.



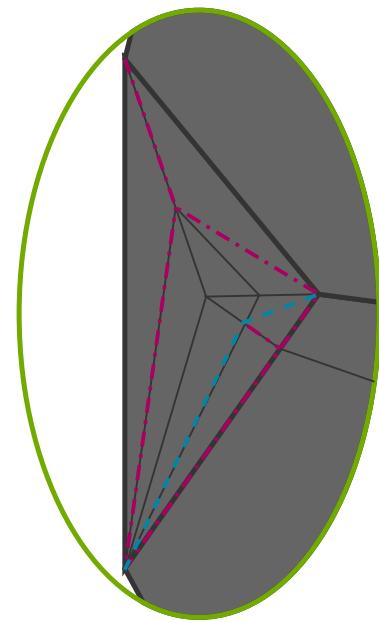
5. unfold



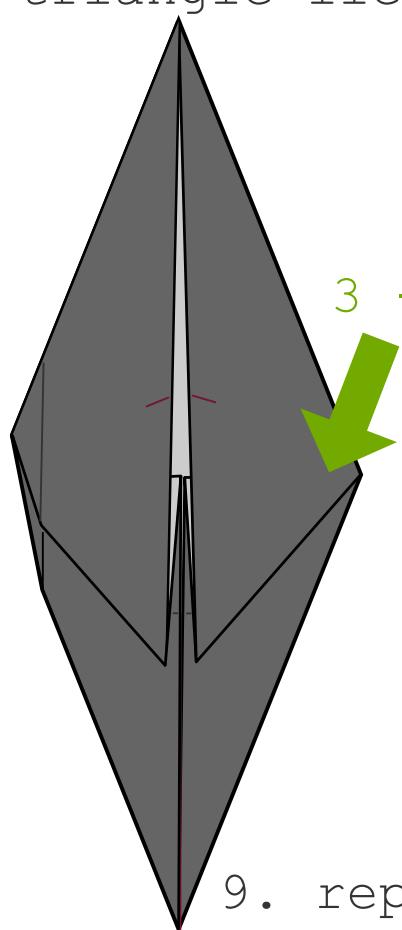
6. 3d folding:  
make the marked  
triangle lie flat



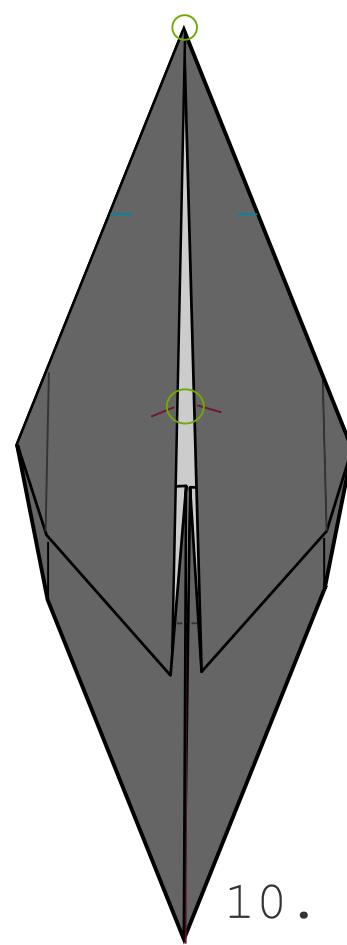
7. it should look  
like this



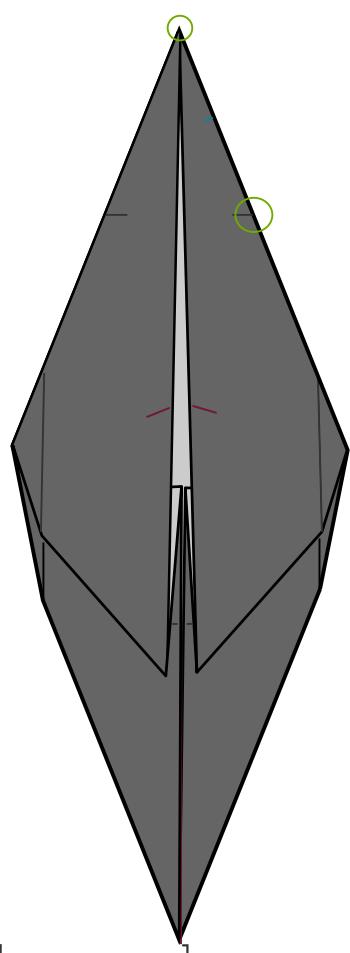
8. collapse



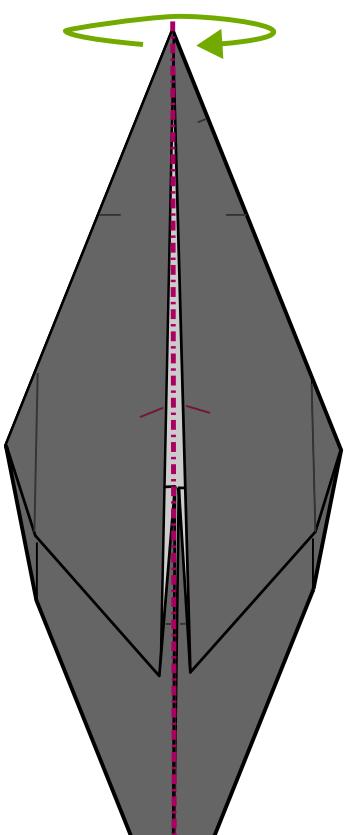
9. repeat 3 - 8  
on the right



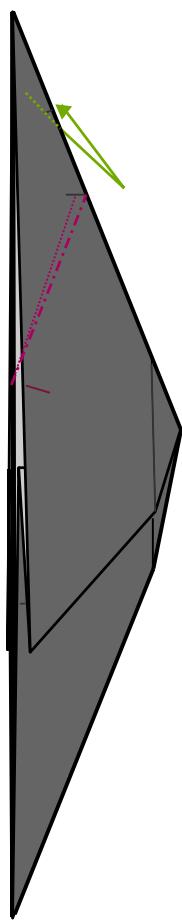
10. mark the  
edges



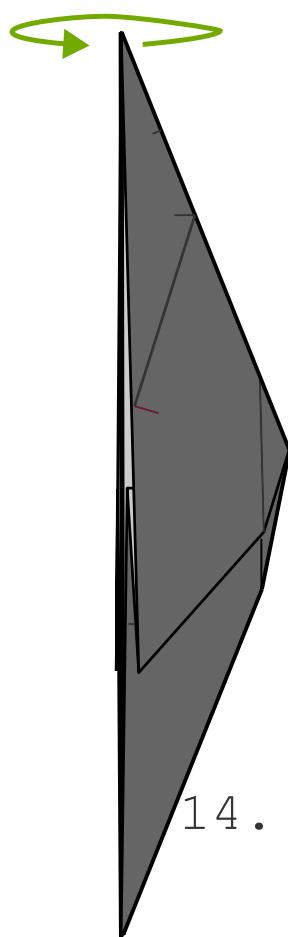
11. mark  
the edge



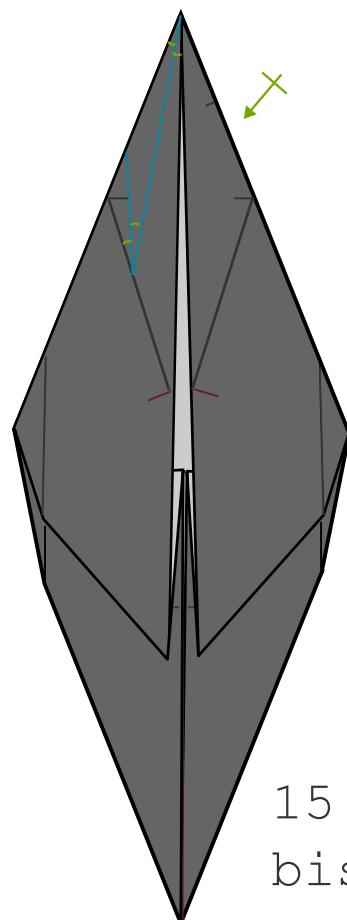
12. fold the  
model in half



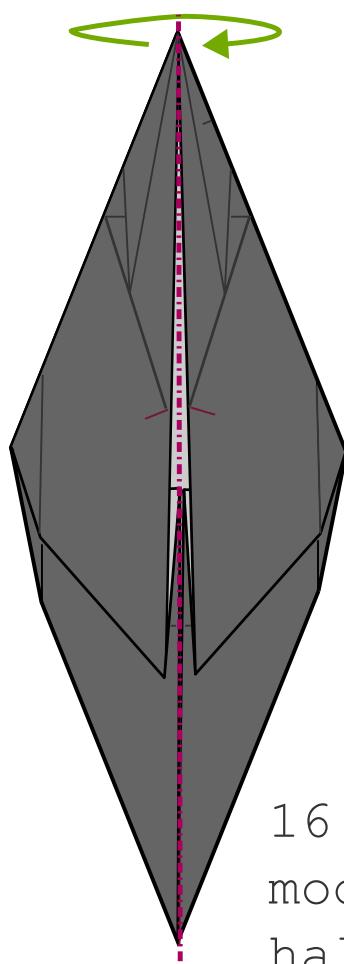
13. inside  
reverse fold  
and unfold



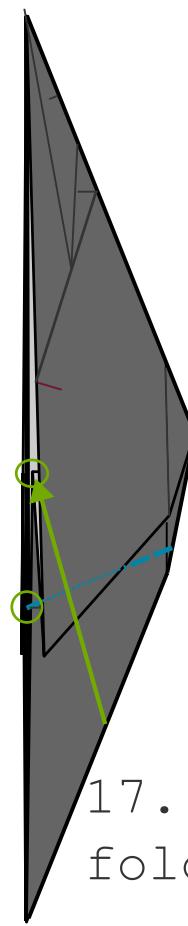
14. unfold



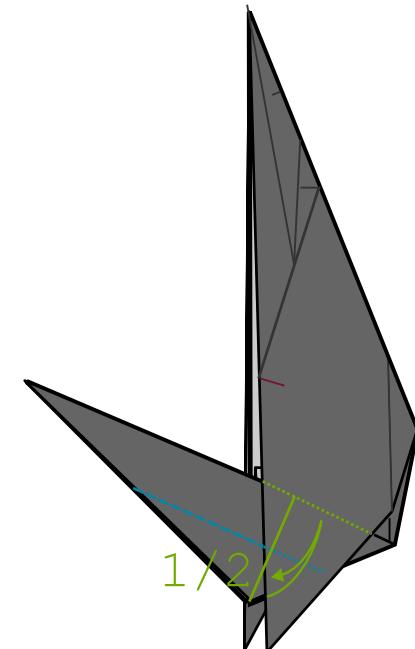
15. fold angle  
bisectors, repeat  
on right



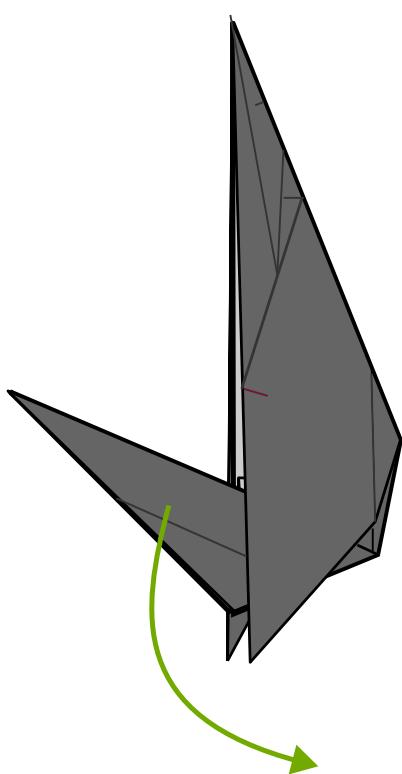
16. fold  
model in  
half



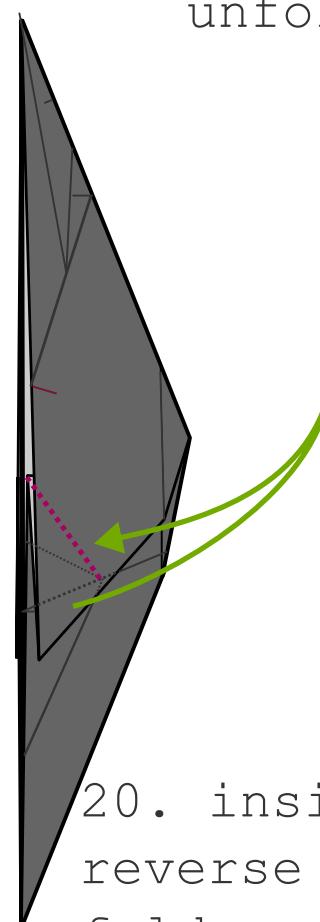
17. valley  
fold



18. fold in  
half and  
unfold



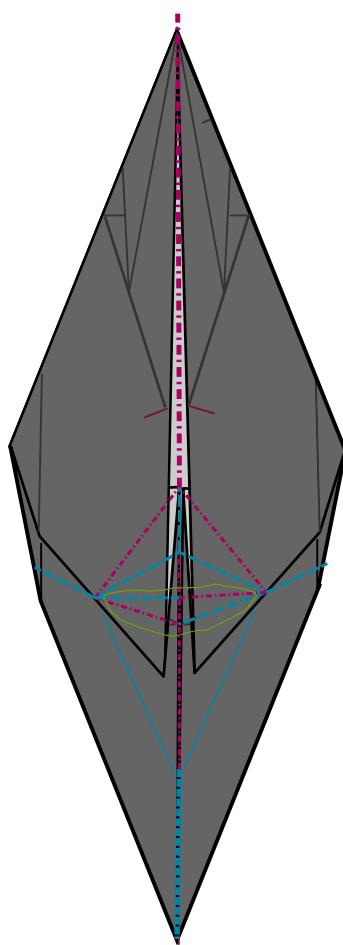
19. unfold



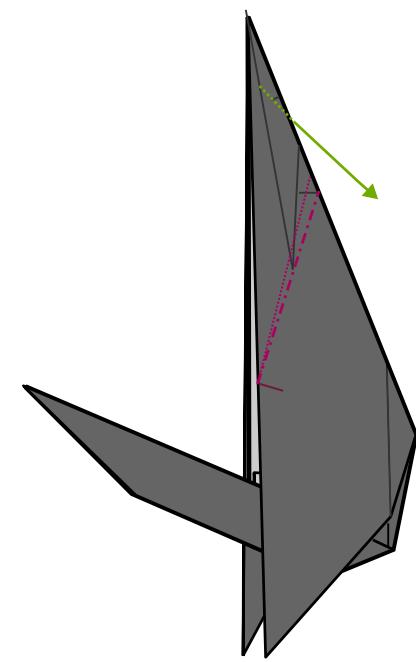
20. inside  
reverse  
fold and  
unfold, do  
not crease  
to the edge



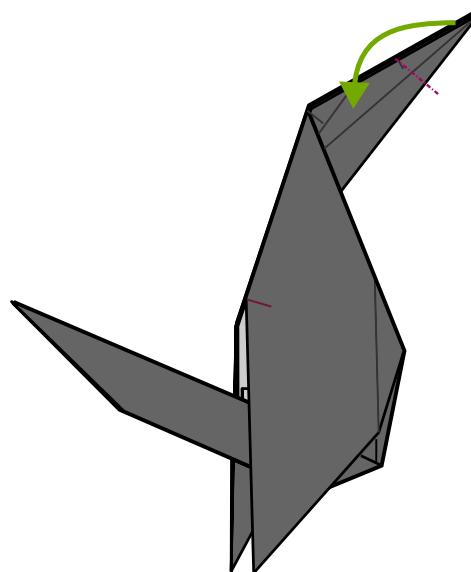
21. unfold



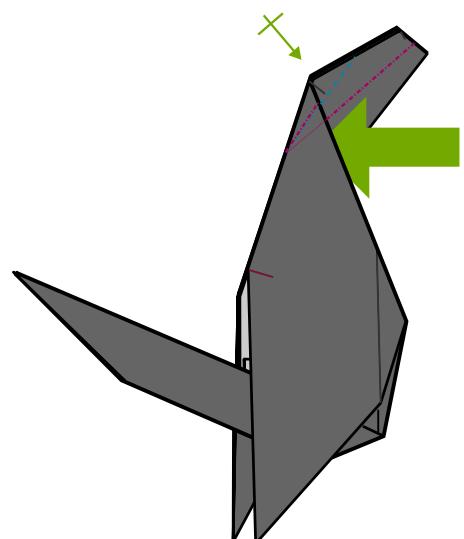
22. collapse  
(the model will not be perfectly symmetric. the green circled region will fold to one side; do all of the other folds first and the circled region should fall into place)



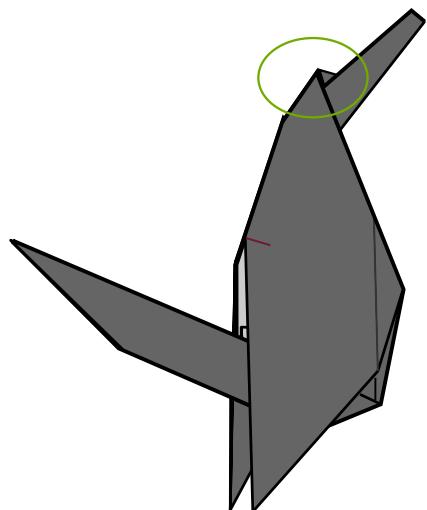
23. inside reverse fold



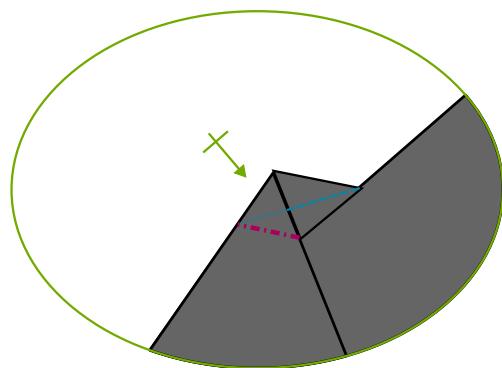
24. inside reverse fold



25. swivel  
(repeat behind)



26. zoom



27. inside  
reverse fold  
(repeat behind)

