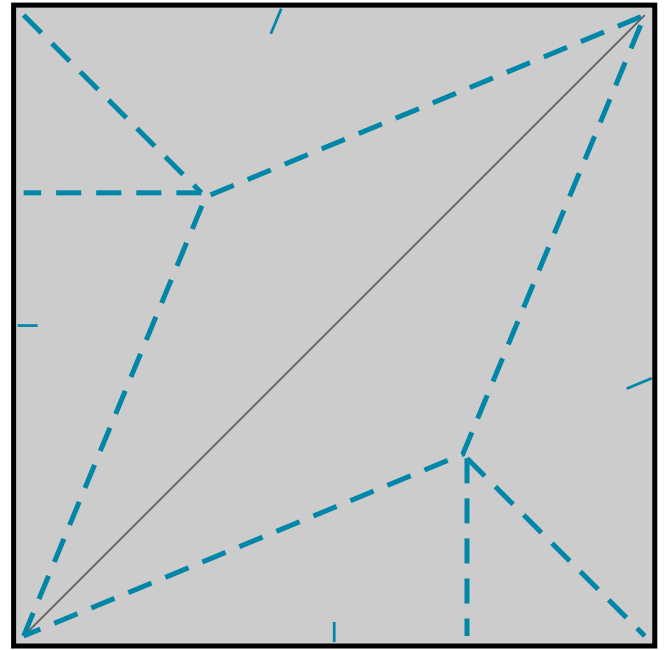
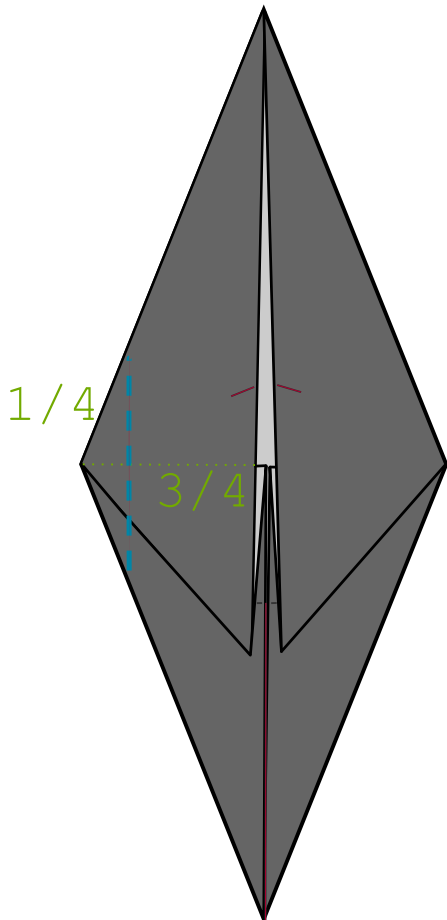


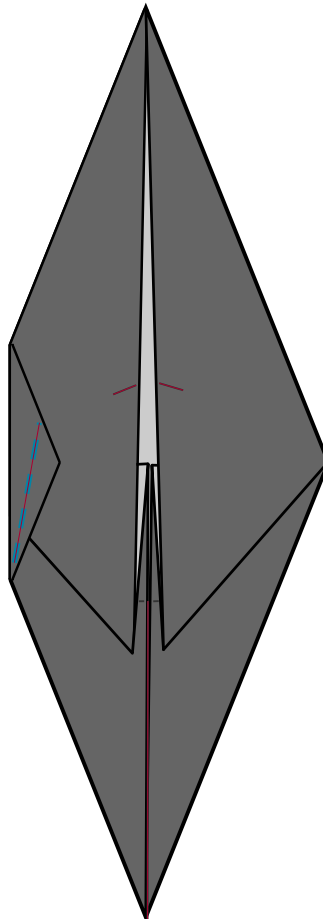
1. fold and unfold



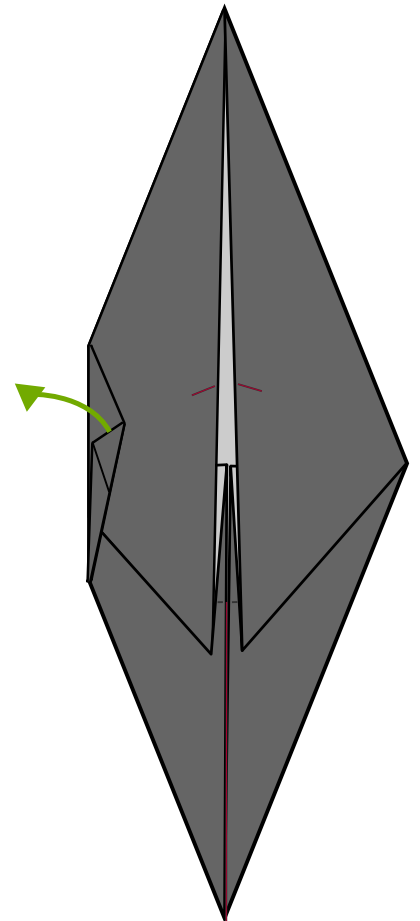
2. make the indicated marks, fold a fish base



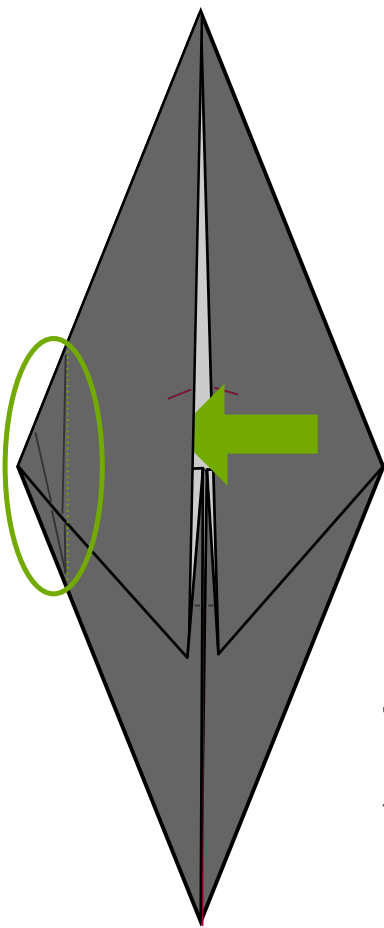
3. fold 1/4 of the way to the center line



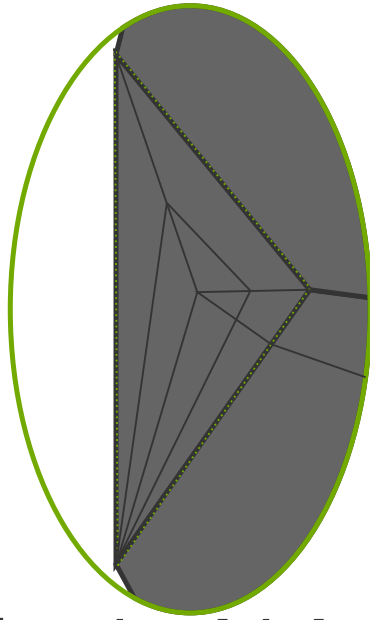
4.



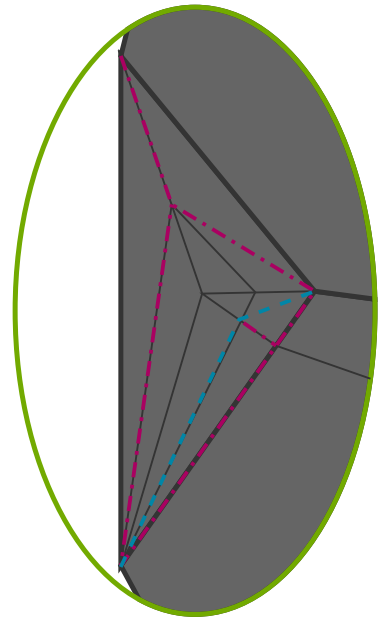
5. unfold



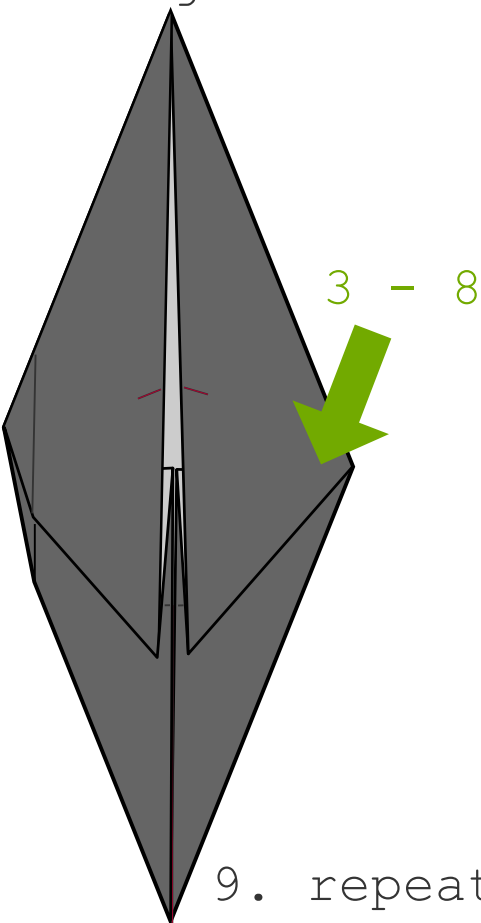
7. it should look like this



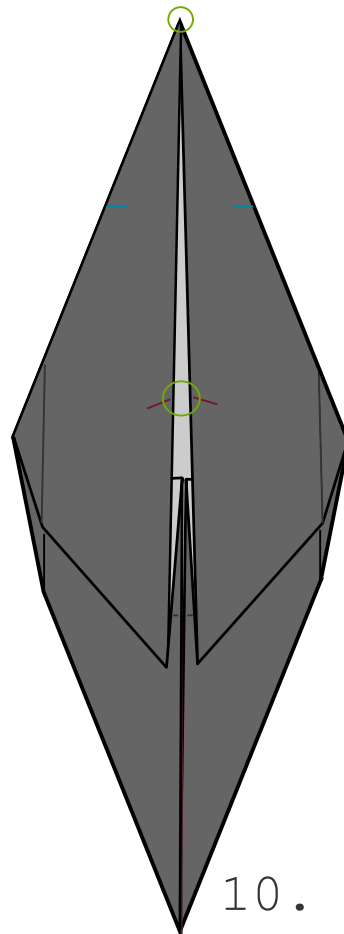
8. collapse



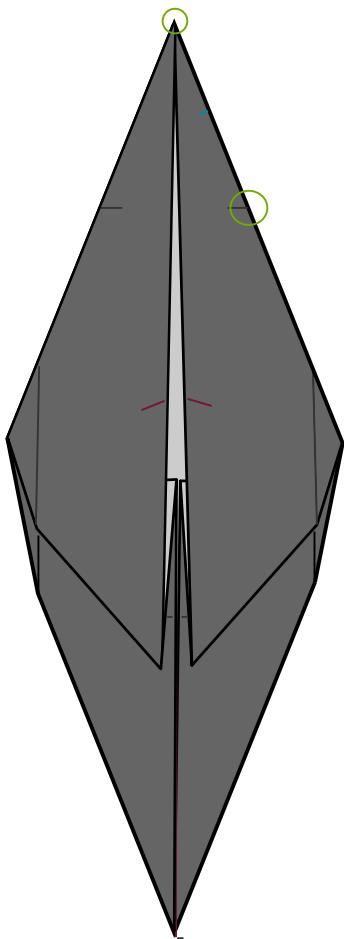
6. 3d folding:
make the marked
triangle lie flat



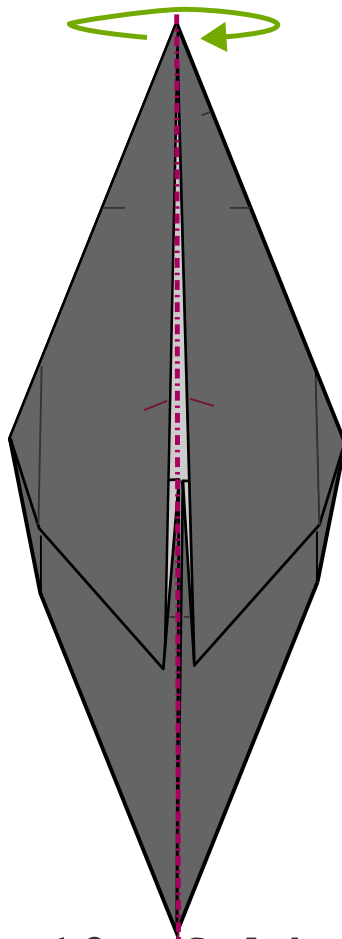
9. repeat 3 - 8
on the right



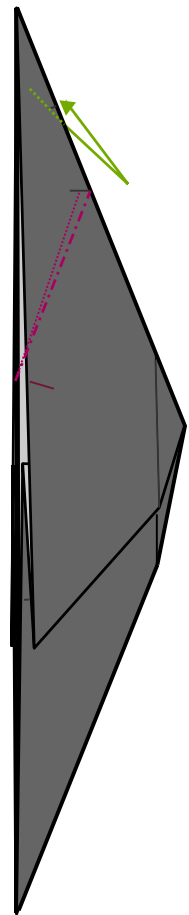
10. mark the
edges



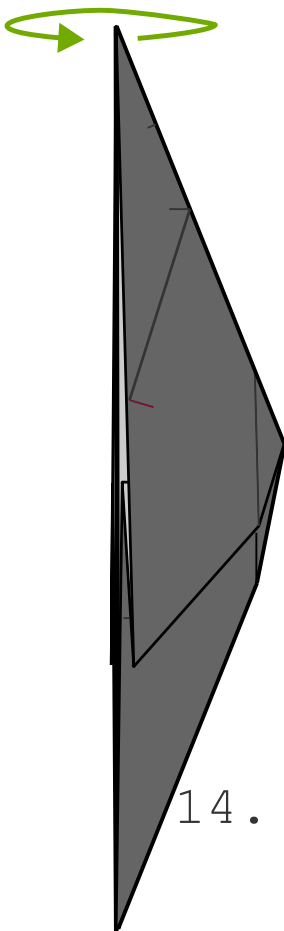
11. mark
the edge



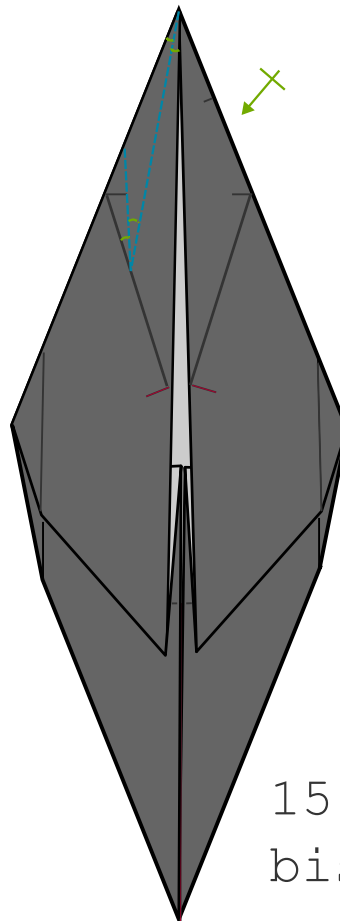
12. fold the
model in half



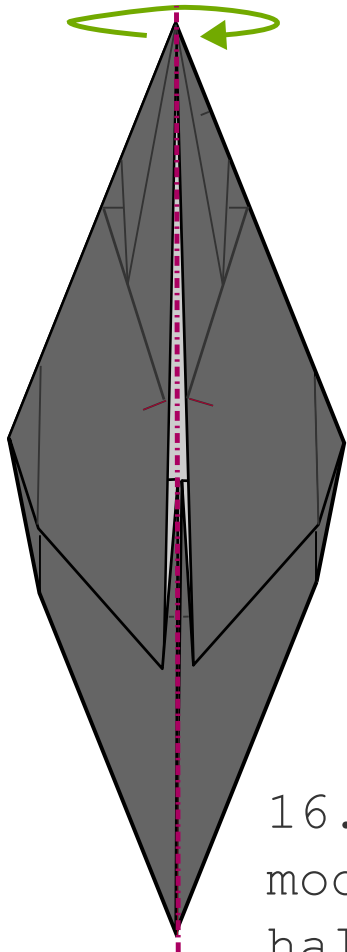
13. inside
reverse fold
and unfold



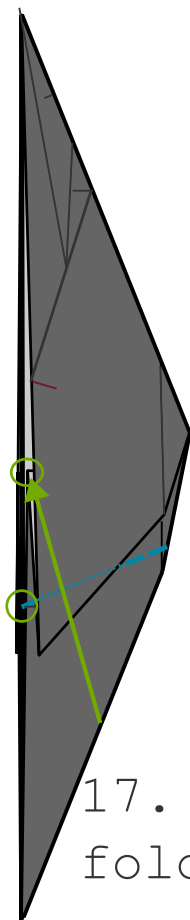
14. unfold



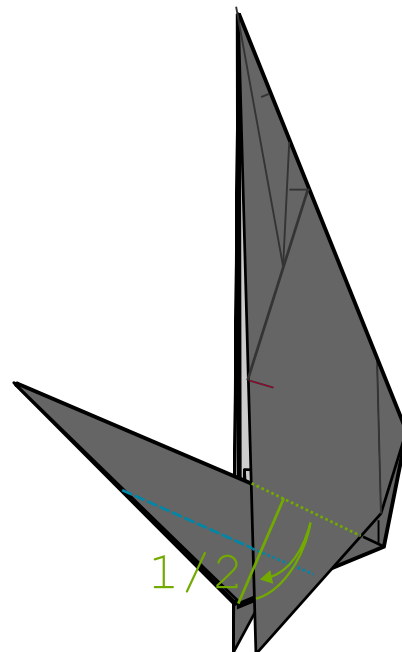
15. fold angle
bisectors, repeat
on right



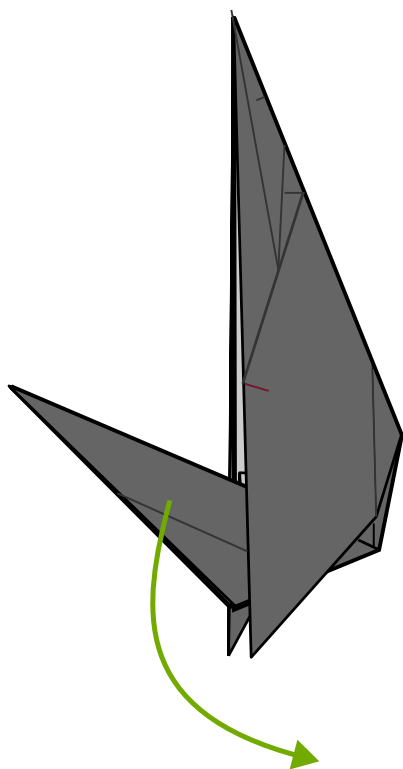
16. fold
model in
half



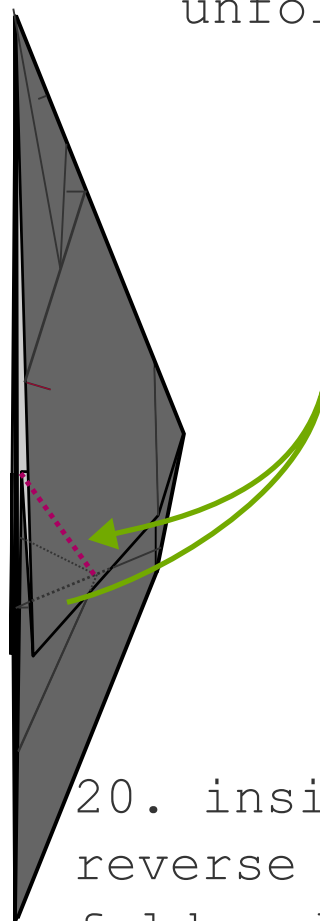
17. valley
fold



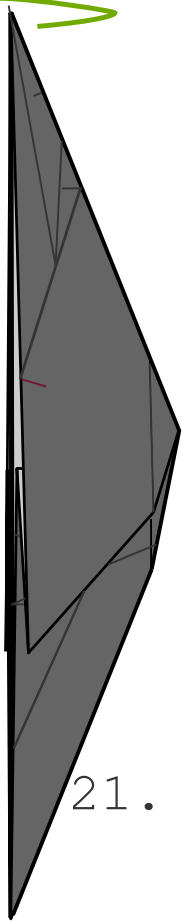
18. fold in
half and
unfold



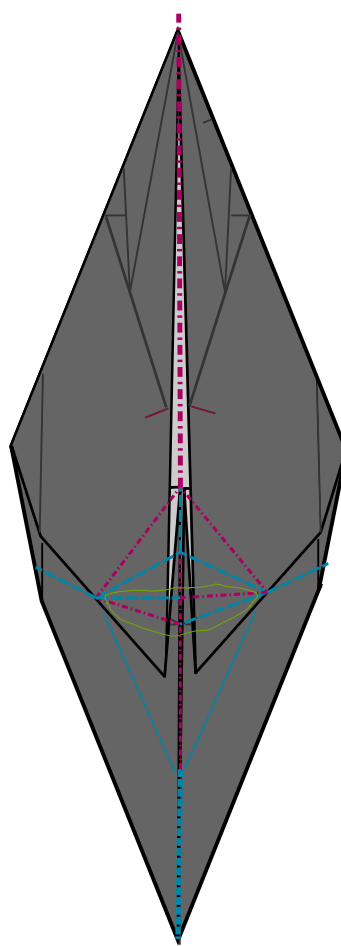
19. unfold



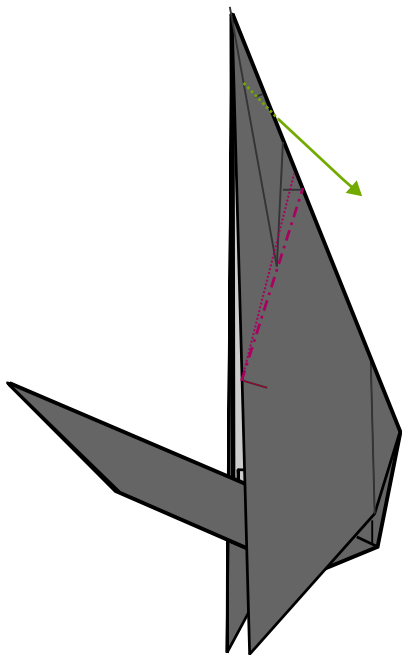
20. inside
reverse
fold and
unfold, do
not crease
to the edge



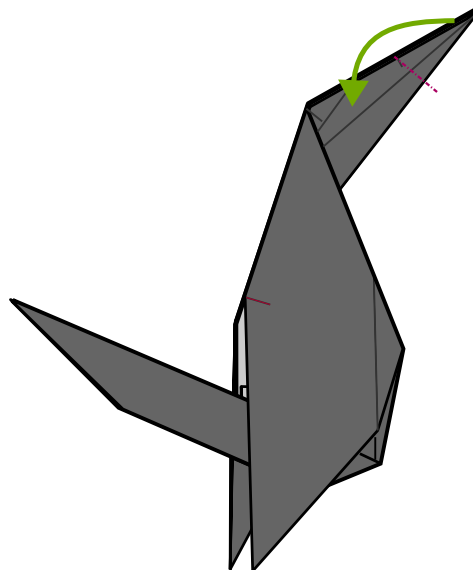
21. unfold



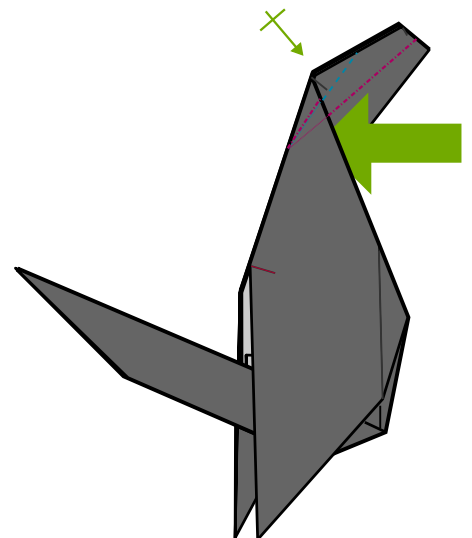
22. collapse
(the model
will not be
perfectly
symmetric. the
green circled
region will fold
to one side; do
all of the other
folds first and
the circled
region should
fall into place)



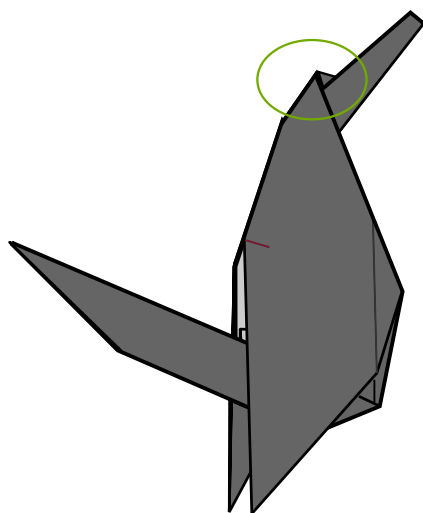
23. inside
reverse fold



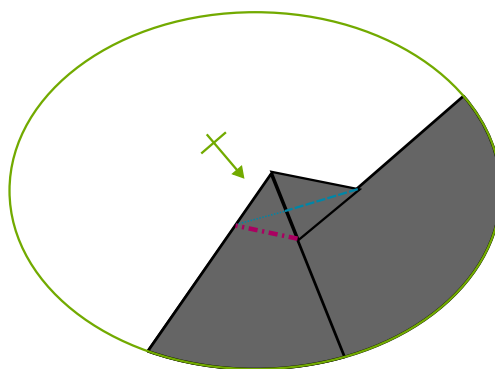
24. inside
reverse fold



25. swivel
(repeat
behind)



26. zoom



27. inside
reverse fold
(repeat behind)

28. shaping
suggestions

