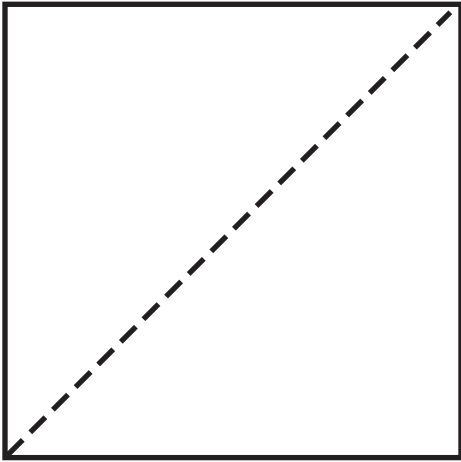


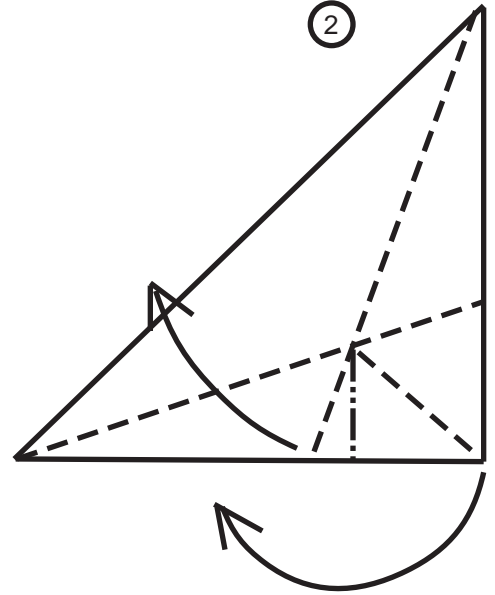
# Squirrel

By Perry Bailey ©1998

①



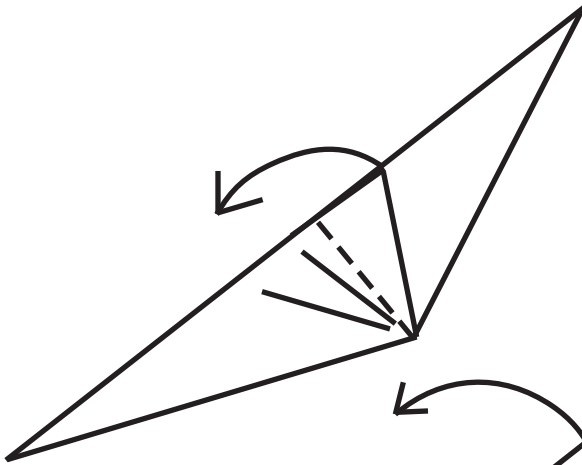
②



Make a fish base as shown in diagram 3.

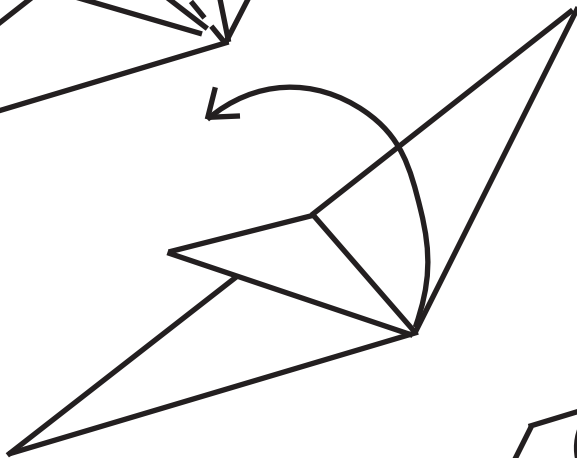
③

Valley fold over the flap on each side in line with the crease from the previous folds.



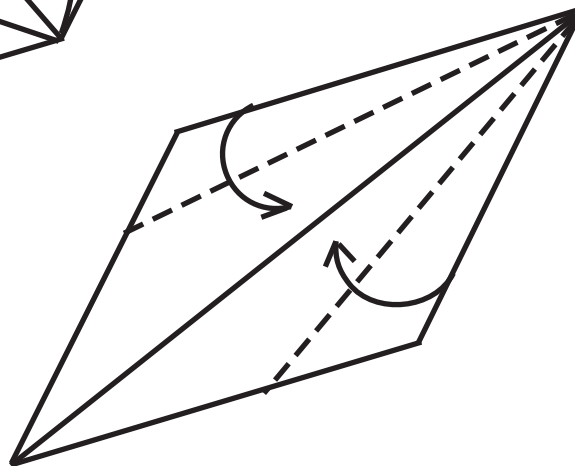
④

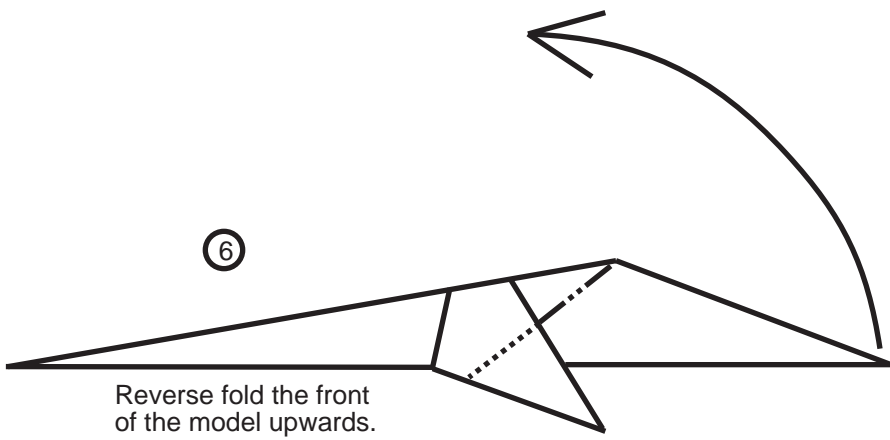
Open out the model, without bending the two flaps.



⑤

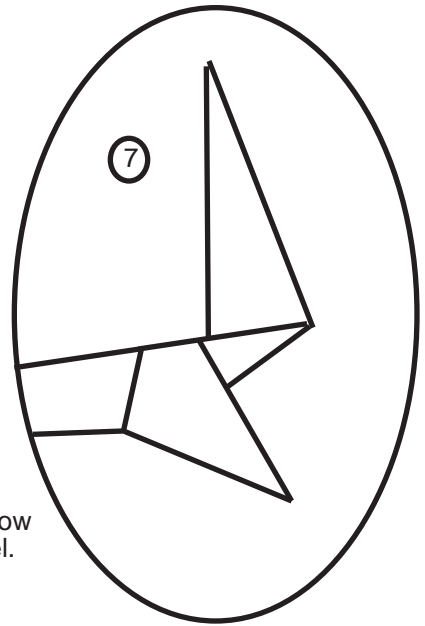
Valley fold the edges to the center, then fold the model back together.





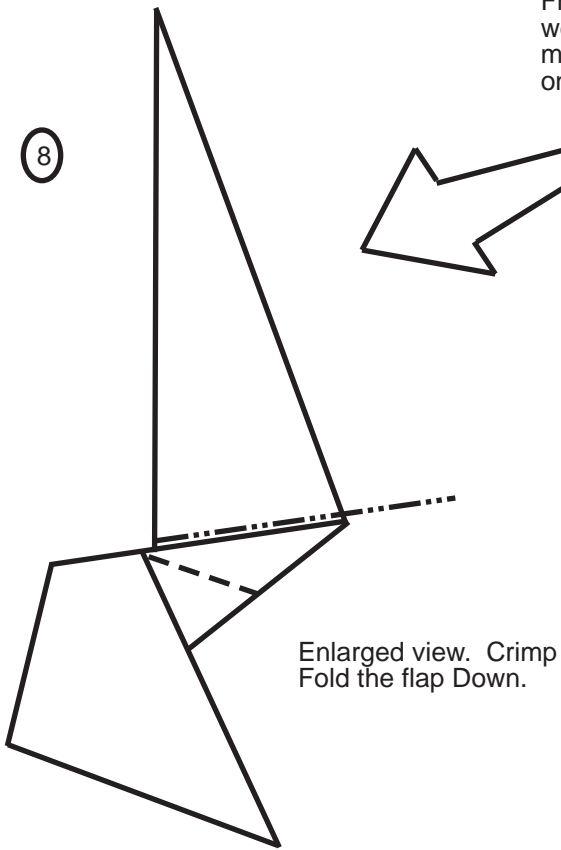
⑥

Reverse fold the front of the model upwards.



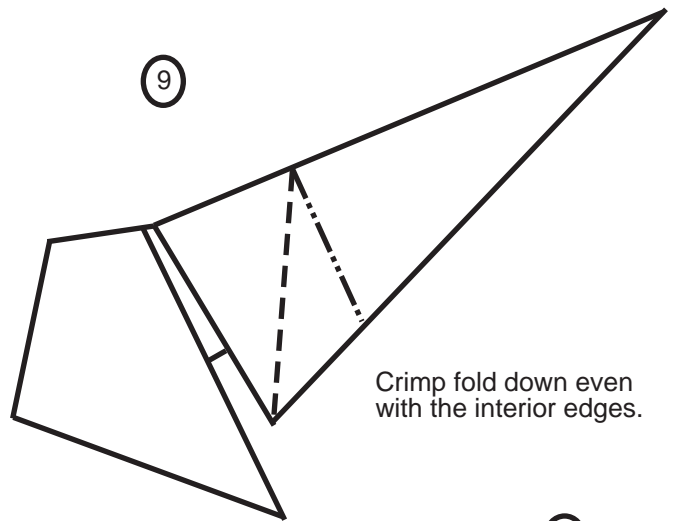
⑦

From figure 7 until we finish the front of the model we are going to show only the front of the model.



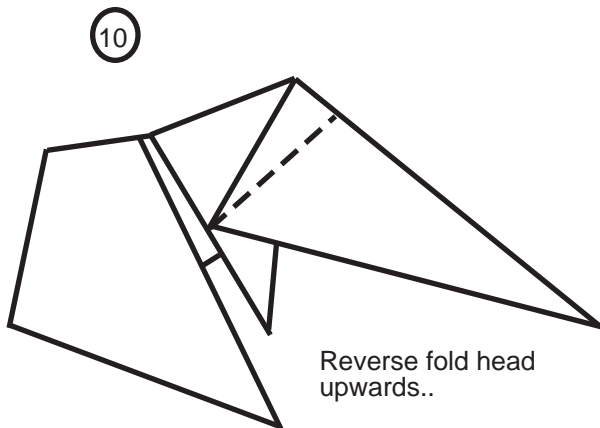
⑧

Enlarged view. Crimp  
Fold the flap Down.



⑨

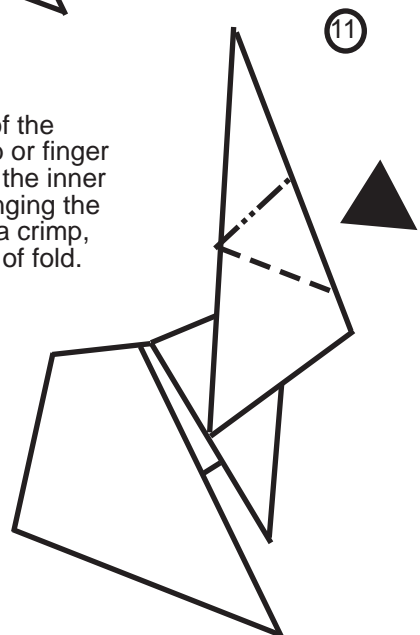
Crimp fold down even with the interior edges.



⑩

Reverse fold head upwards..

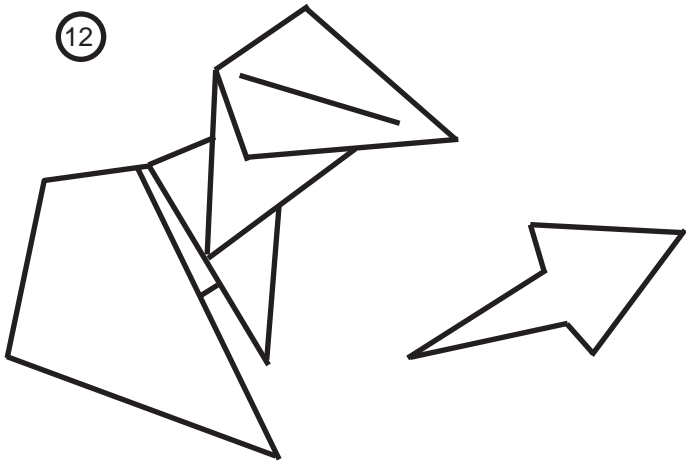
Open up the inside of the head, with the thumb or finger of your choice, push the inner layer back, while bringing the head down. Sort of a crimp, while unsinking type of fold.



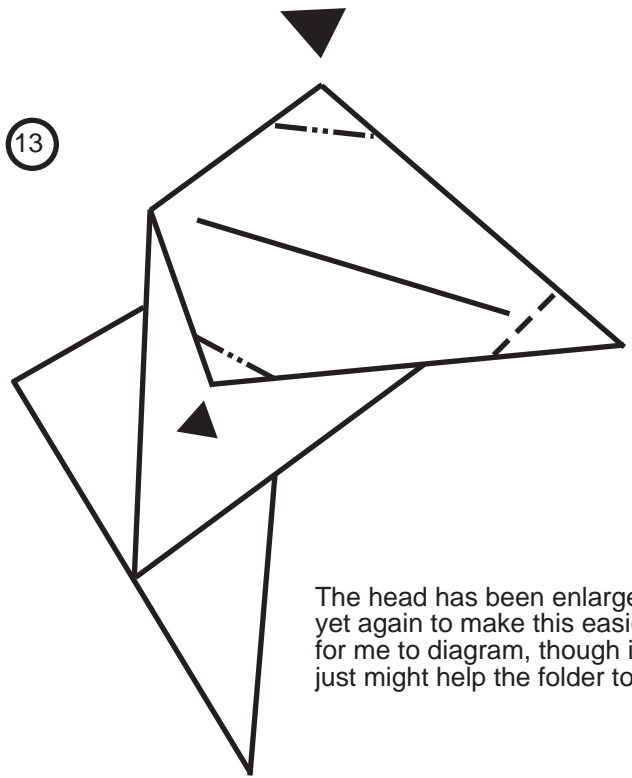
⑪

Head should resemble this, hopefully!

12

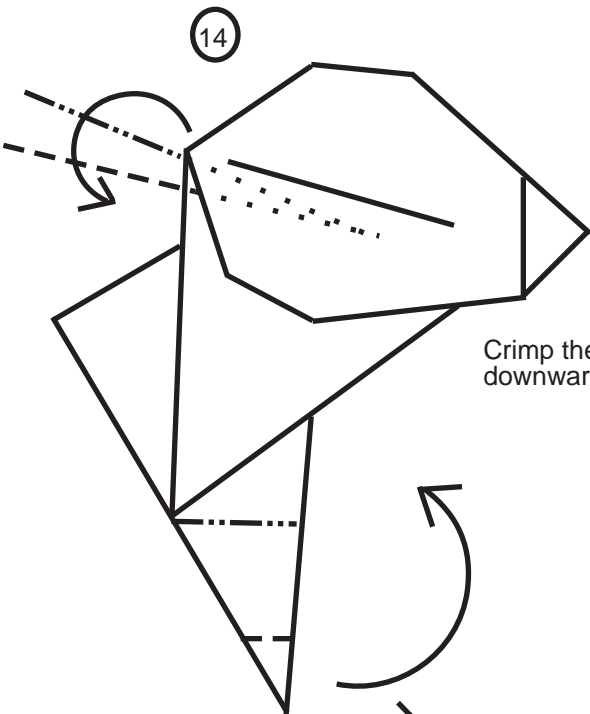


13



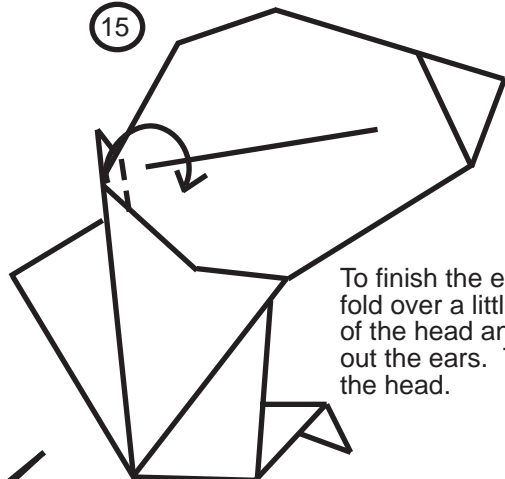
The head has been enlarged yet again to make this easier for me to diagram, though it just might help the folder too.

14



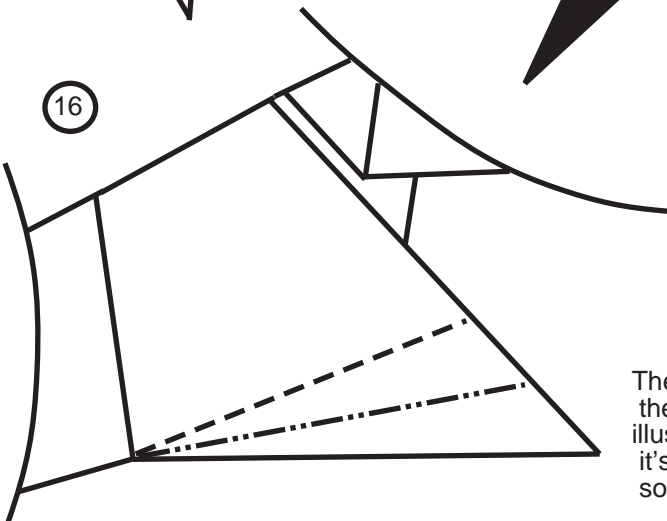
Crimp the back of the head downwards to make the ears.

15

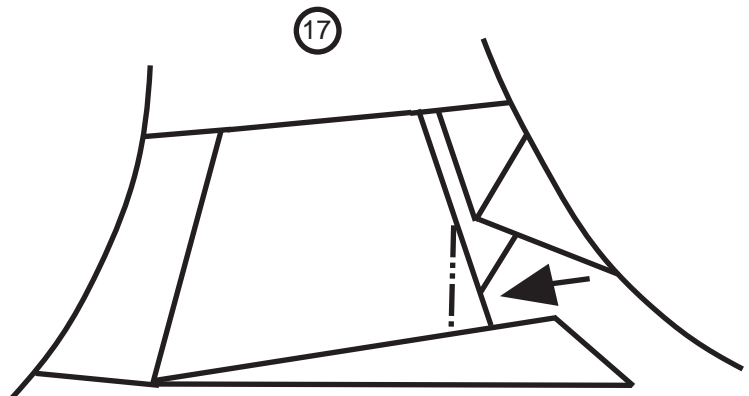


To finish the ears valley fold over a little of the back of the head and then round out the ears. This finishes the head.

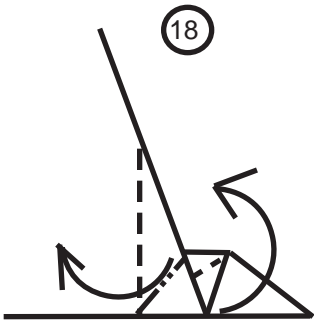
16



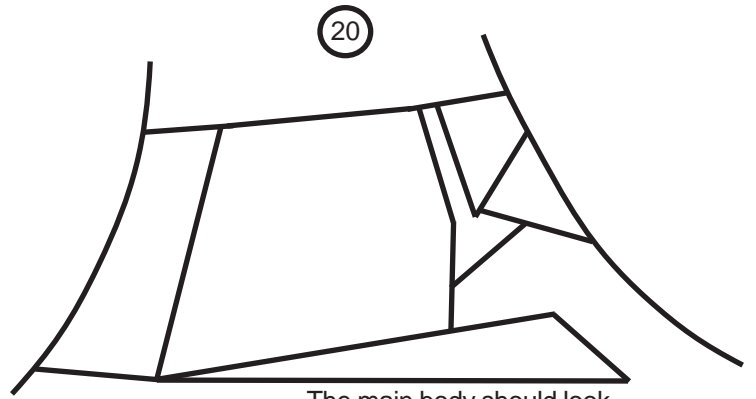
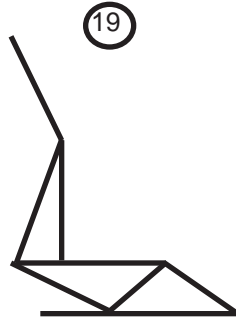
17



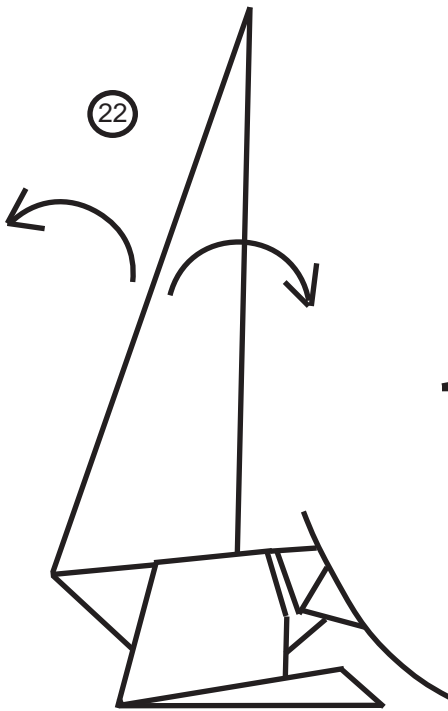
The big flaps we made earlier are the back legs. Valley fold up and then mountain fold back down to make feet. Then to create the illusion of haunches mountain fold over part of the hind leg behind it's self. The next two diagrams 18 and 19 show the back of the leg so you can see what really takes place.



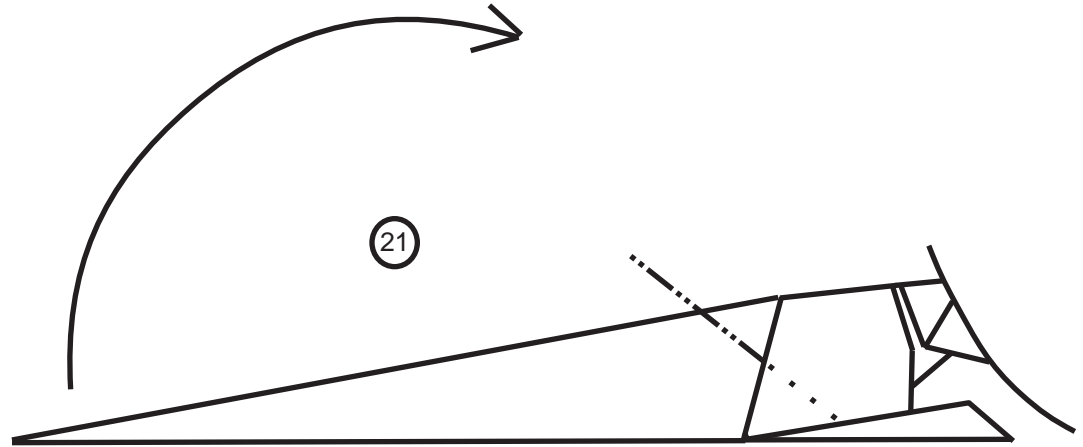
18 This is the lock used inside the hind leg and feet.



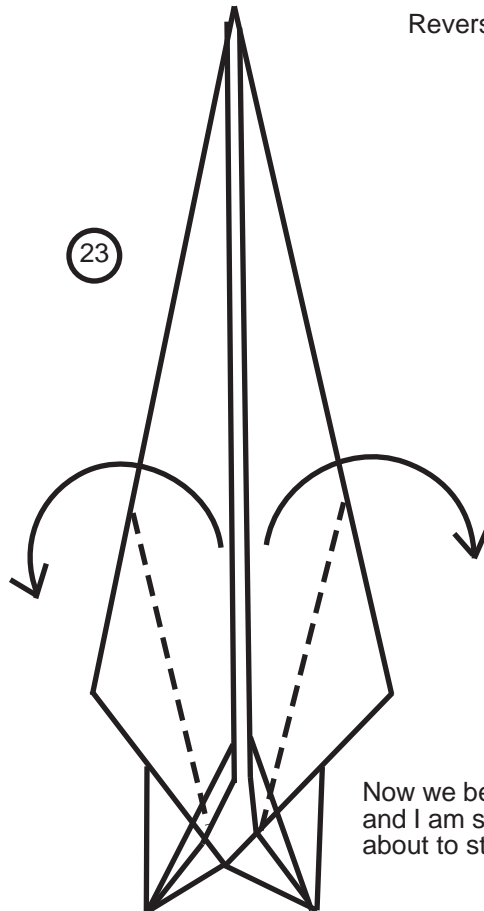
20 The main body should look like this.



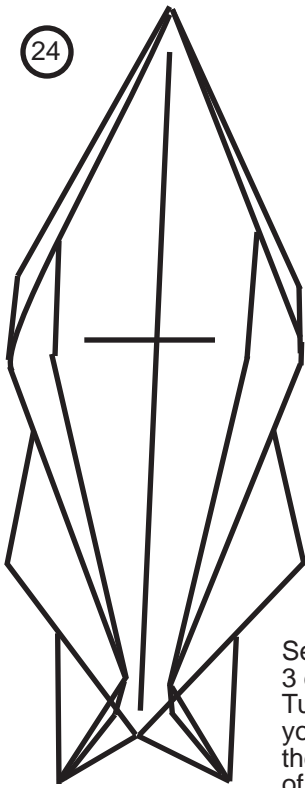
22 Open up the tail at the back of the model.



21 Reverse fold the tail upwards.

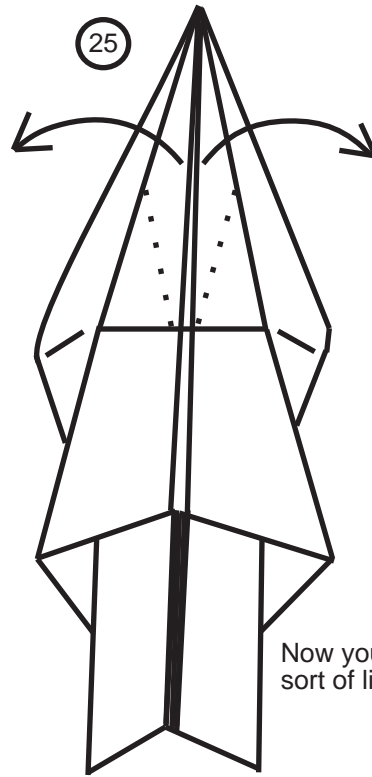


23 Now we begin to work in 3 dimensions and I am sorry, but the diagramming is about to start suffering.



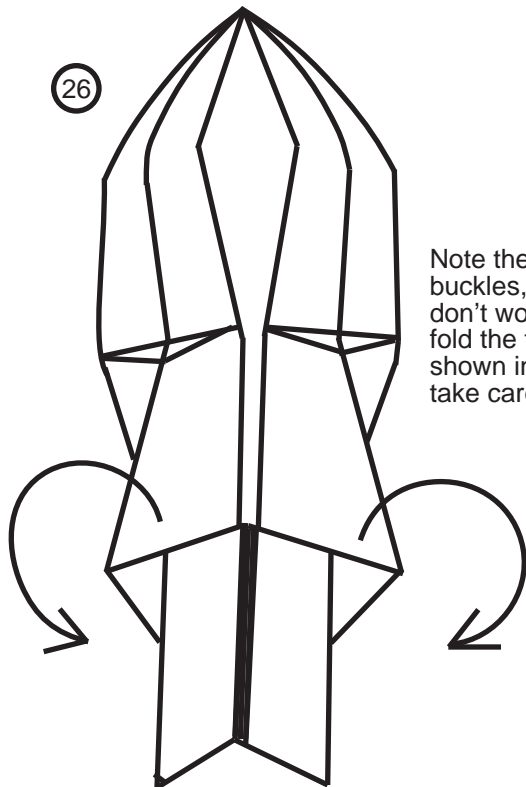
24

See, I told you I don't do 3 dimensions well!! Turn the model around so you are looking at it from the front, it would look sort of like 25 if you made the body and head disappear



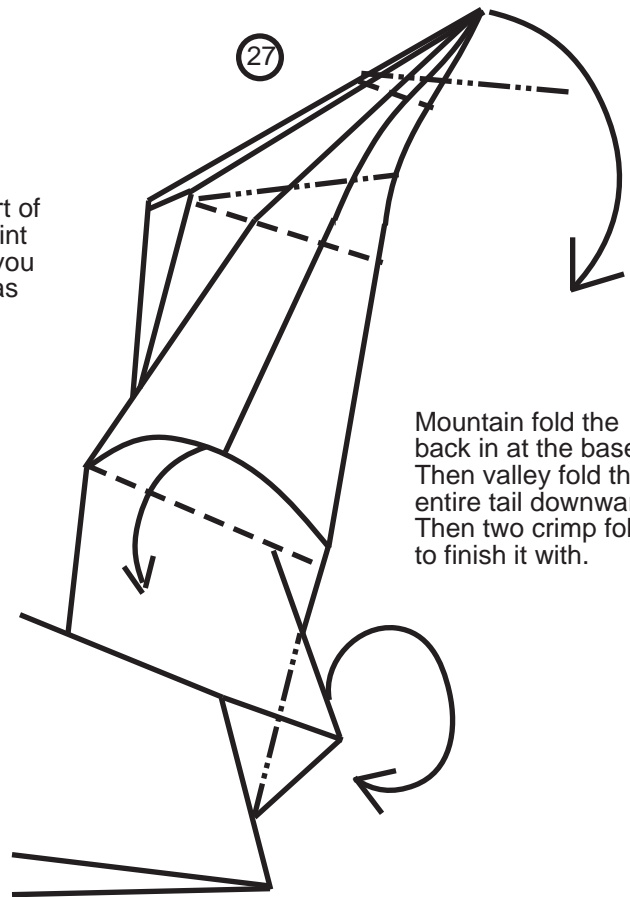
25

Now you open out the front sort of like you did the back.



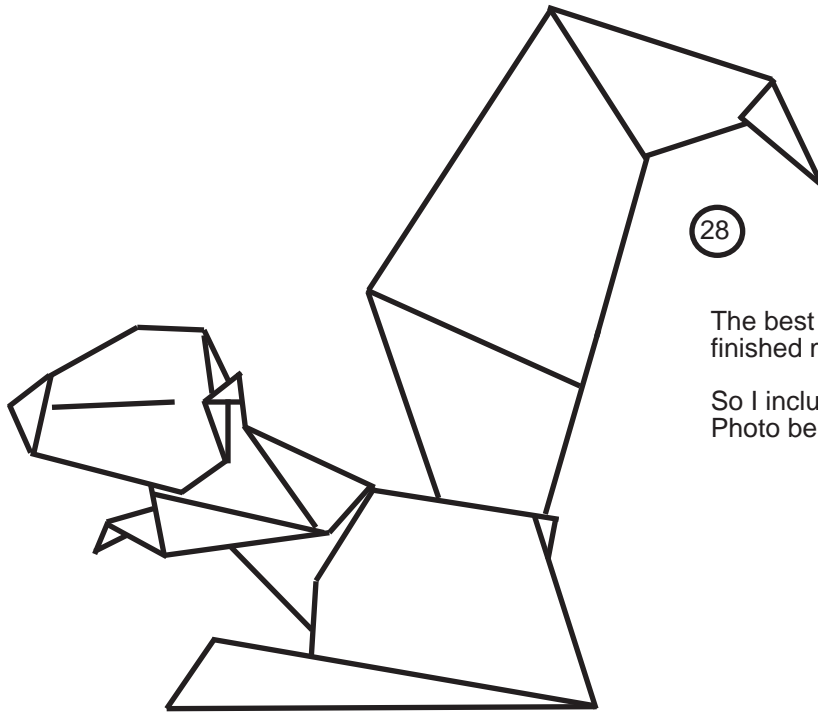
26

Note the paper sort of buckles, at one point don't worry when you fold the tail down as shown in 27 it will take care of it.



27

Mountain fold the back in at the base. Then valley fold the entire tail downwards. Then two crimp folds to finish it with.



28

The best I could draw the finished model.

So I included the scanner Photo below.

