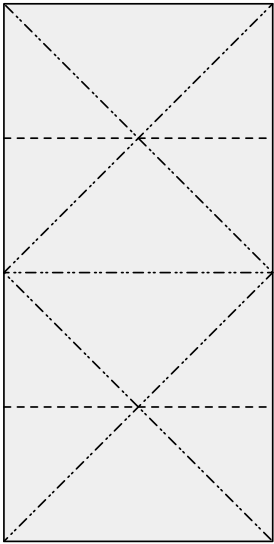


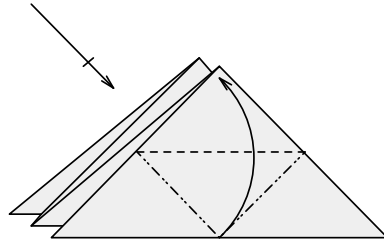
Beetle

Created by Marc Vigo Anglada
April 1994

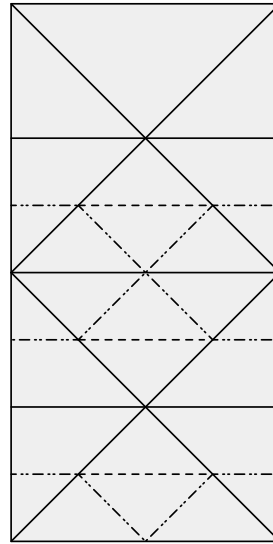
Beetle, Page 1 of 3



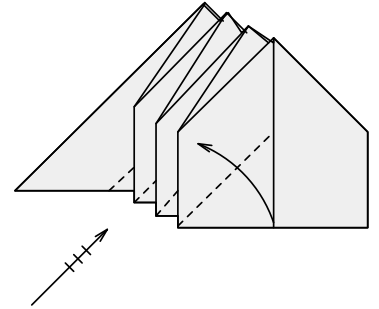
1 Begin with a 2x1 rectangle
Fold two waterbomb bases



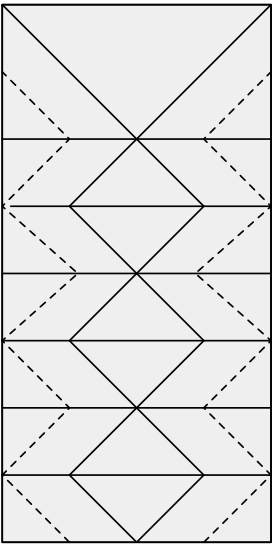
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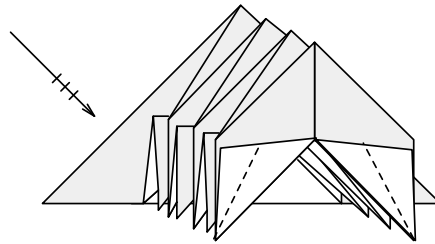
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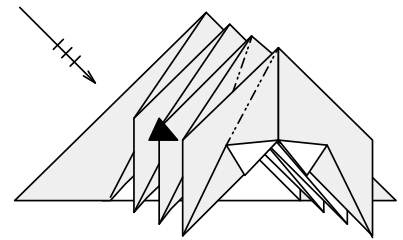
4 Valley fold front layer, reverse
fold the rest, as shown in figure 5



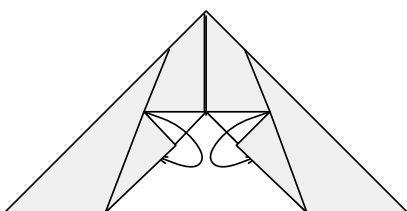
5



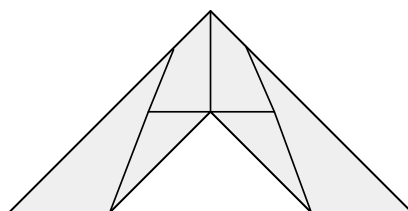
6 Valley fold front layer, reverse fold
the rest. Repeat on the right side



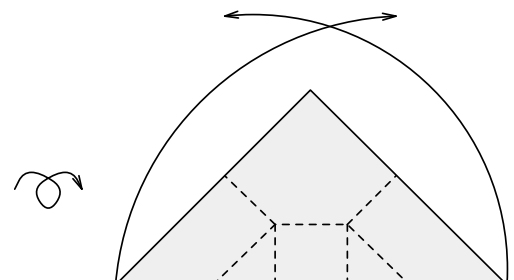
7 Sink three corners
Repeat on the right side



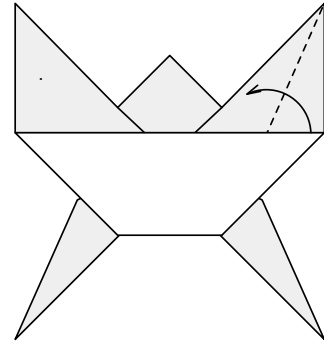
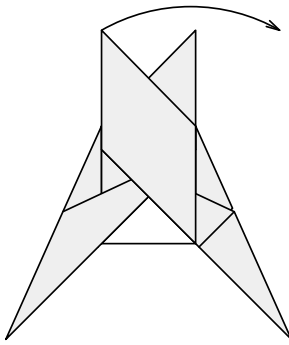
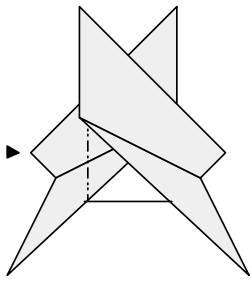
8 Front view. Mountain fold inside
Repeat on the right side



9 The result should look like this
Turn the model over



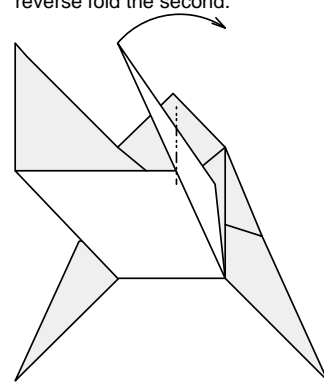
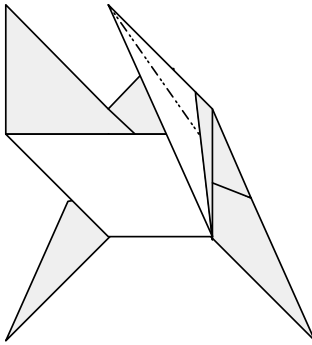
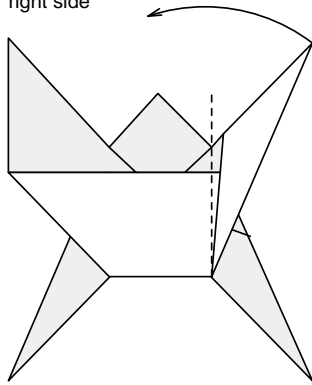
10 Raise the corners. All oblique pleats
are at 45 degrees.



11 Sink. Repeat on the right side

12 Turn the flap to the left
Repeat on the right side

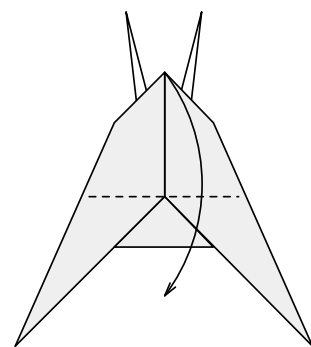
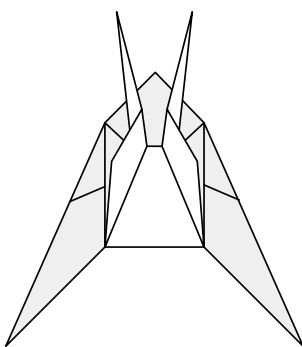
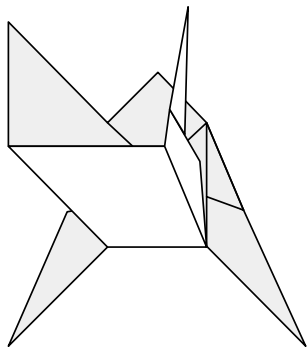
13 Valley fold front layer,
reverse fold the second.



14

15 Mountain fold first layer,
valley fold the second

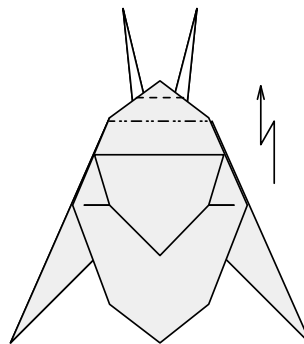
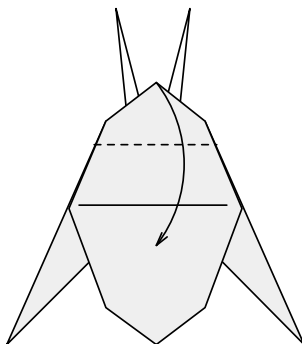
16 Reverse fold



17 Repeat steps 12-15
on the left side

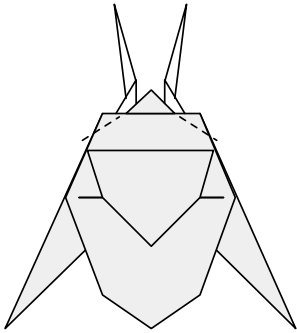
18 Turn the model over

19 Mountain fold
two layers

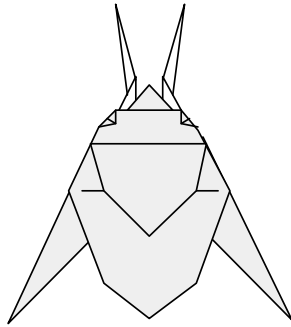


20

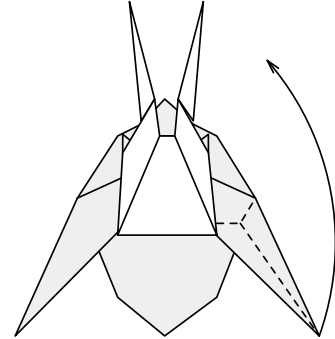
21 Pleat fold to form
the head



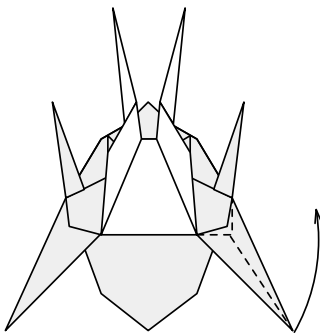
22 Valley fold the eyes



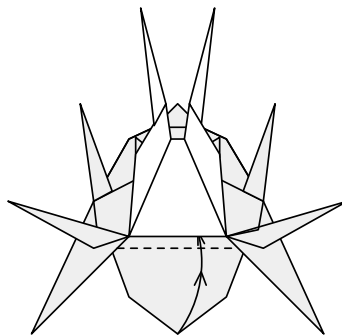
23 Turn the model over



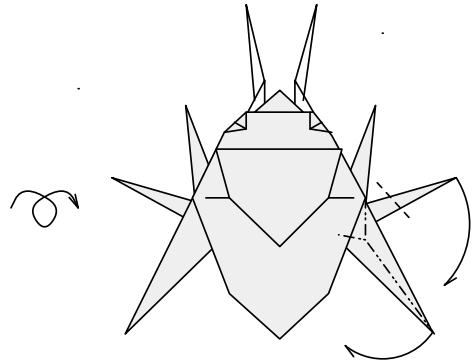
24 Rabbit ear the first pair of legs



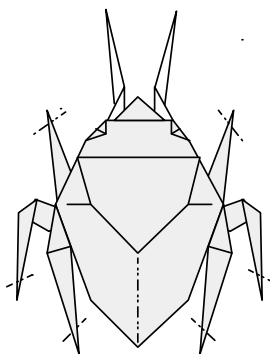
25 Rabbit ear the second pair of legs



26 Valley fold one layer to lock the model



27 Reverse fold middle legs
Rabbit ear third pair of legs



28 Crimp fold tip of legs
Mountain fold in half to
mark wings

