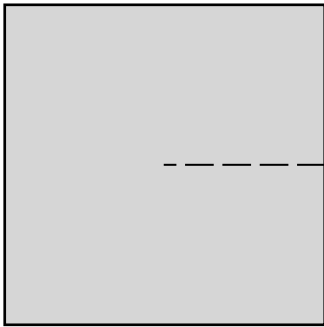


Shaping technique for snake

Dan Gries

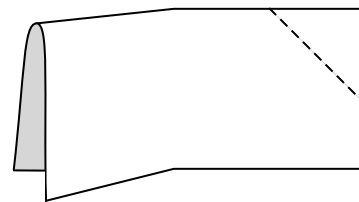
copyright 2002

1



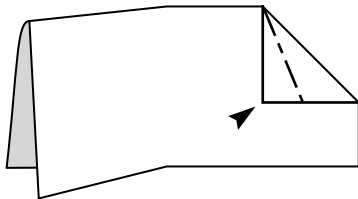
Valley-fold only half way.

2



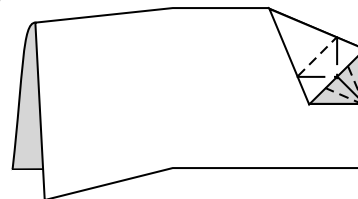
Valley-fold at about a 45 degree angle.

3



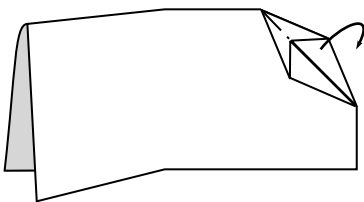
Squash.

4



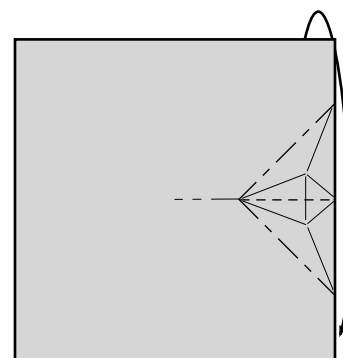
Petal-fold.

5



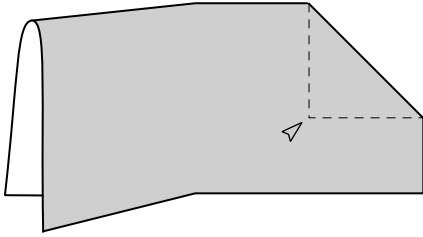
Mountain-fold, then unfold completely.

6



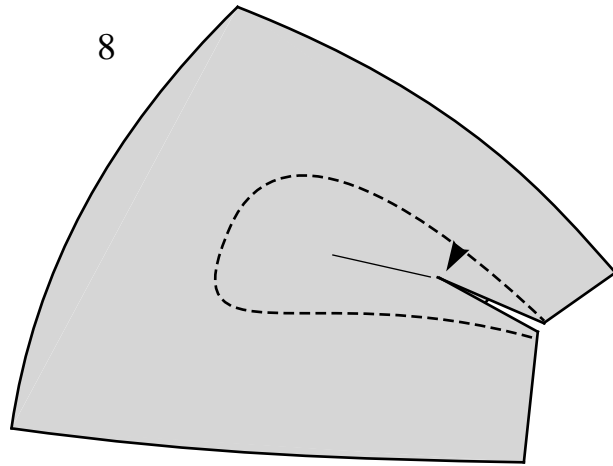
Mountain-fold with colored side out, and reverse-fold on existing creases.

7



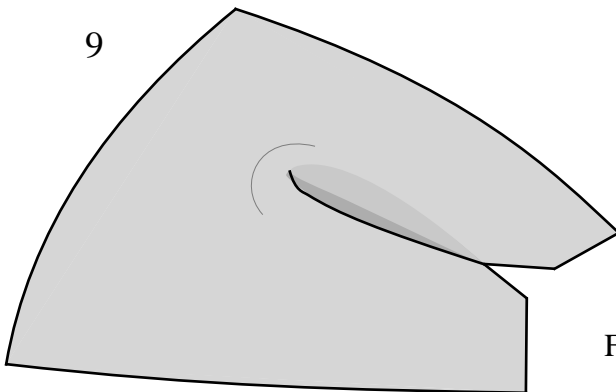
Re-form the petal-fold, using existing creases.

8



Push point inwards. This is a sink without hard creases.

9

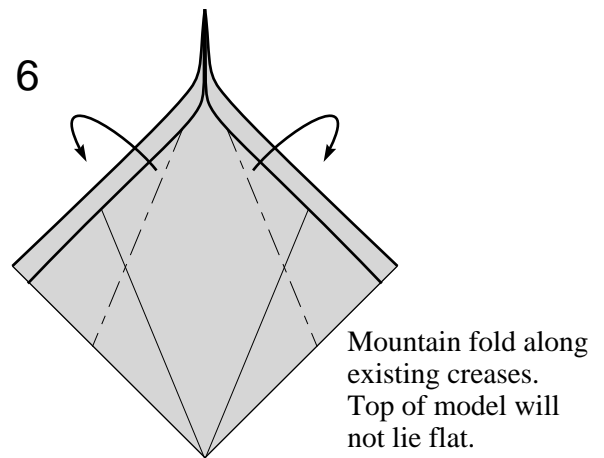
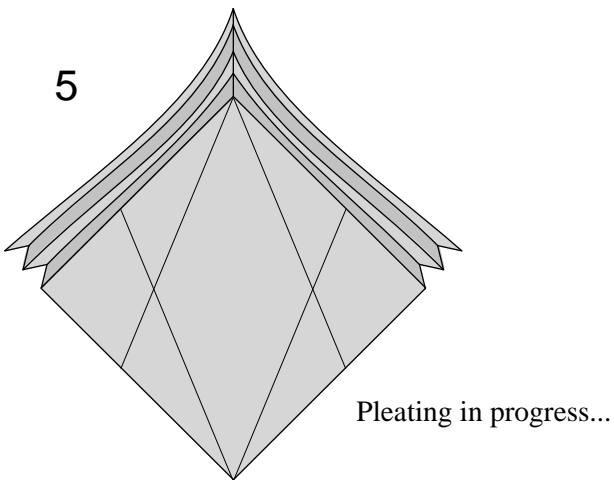
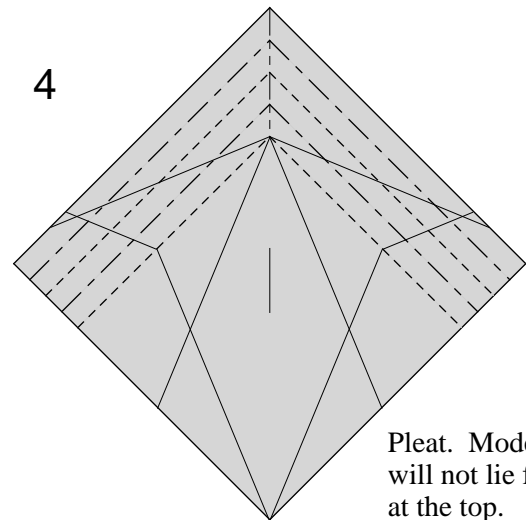
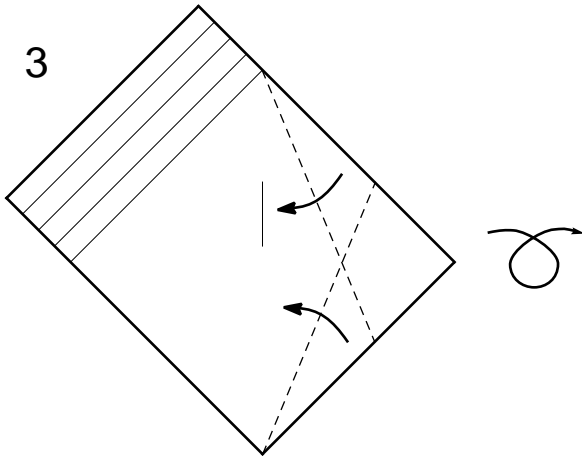
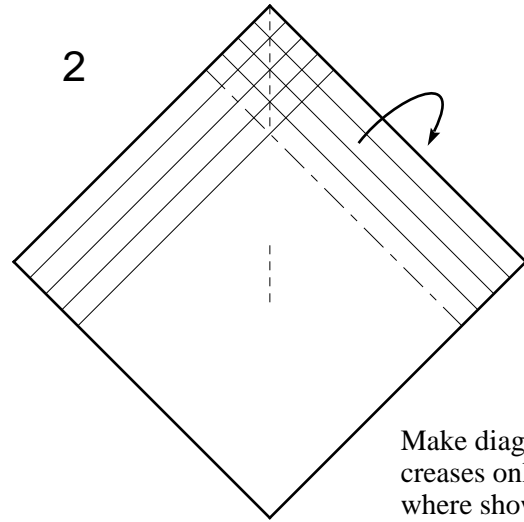
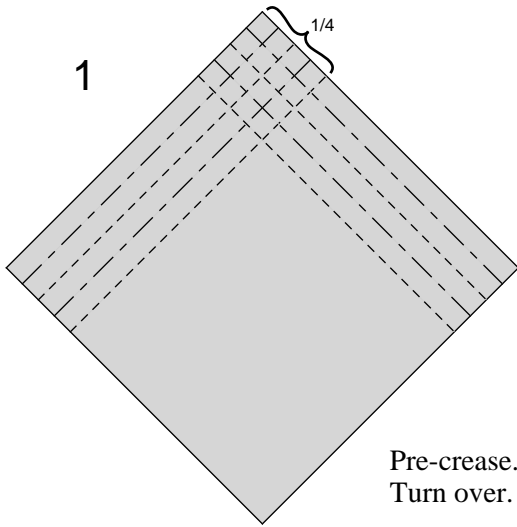


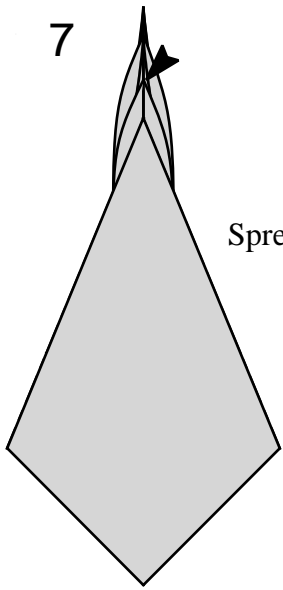
Finished serpentine shaping!

Snake

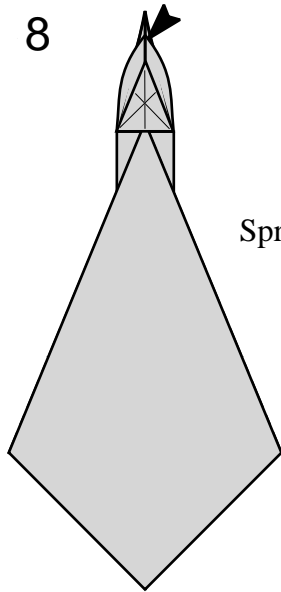
Dan Gries

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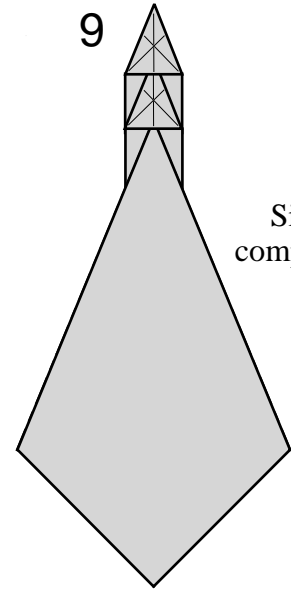




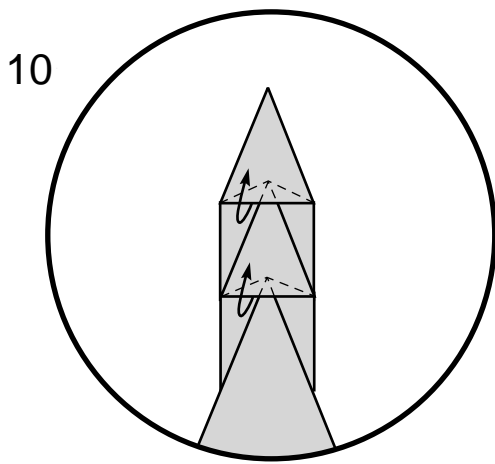
Spread-sink.



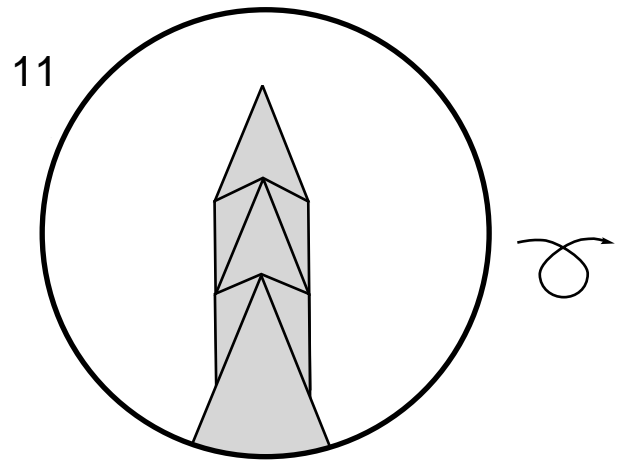
Spread-sink.



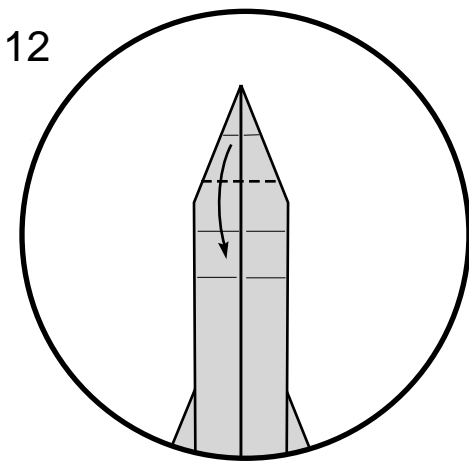
Sinks completed.



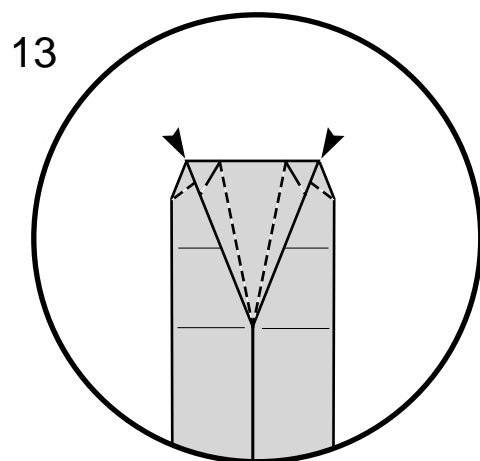
(Close-up.) Turn hidden points inside-out.



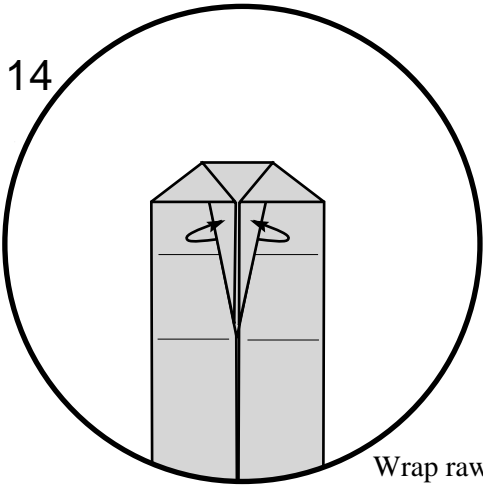
Like this. Turn over.



Valley fold along existing crease.

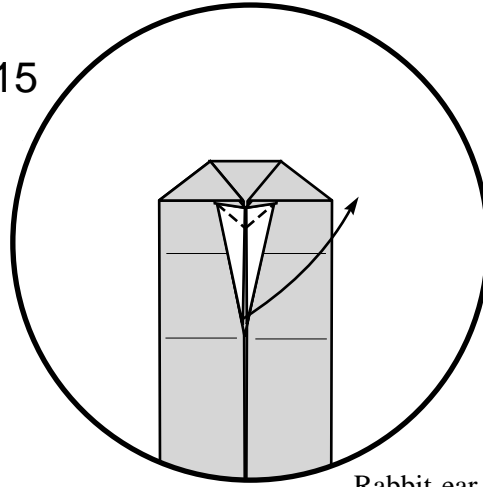


14



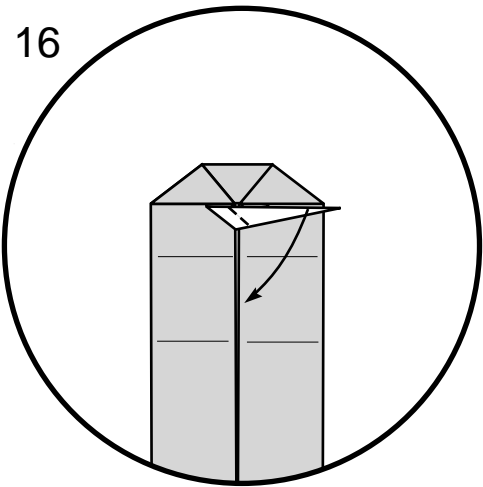
Wrap raw edges around to the front to produce a color change. (Skip this if your paper is the same color on both sides.)

15

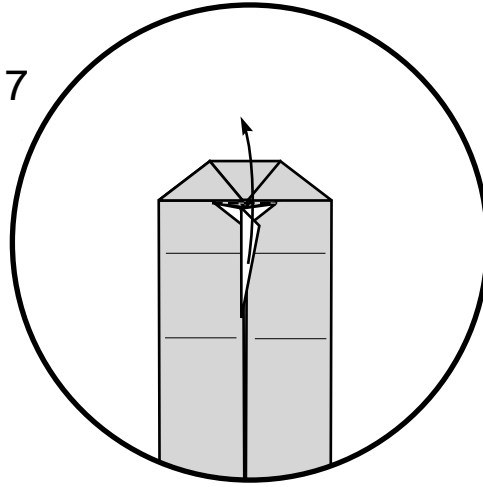


Rabbit-ear.

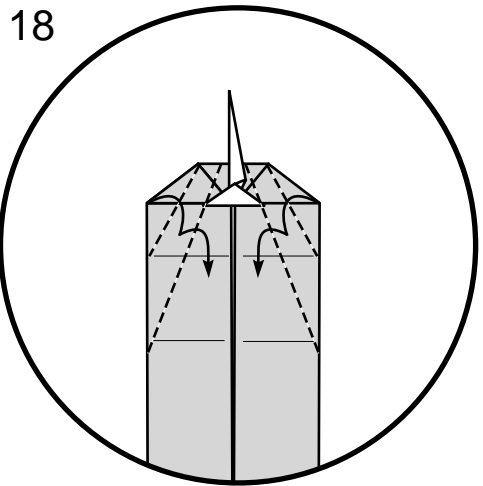
16



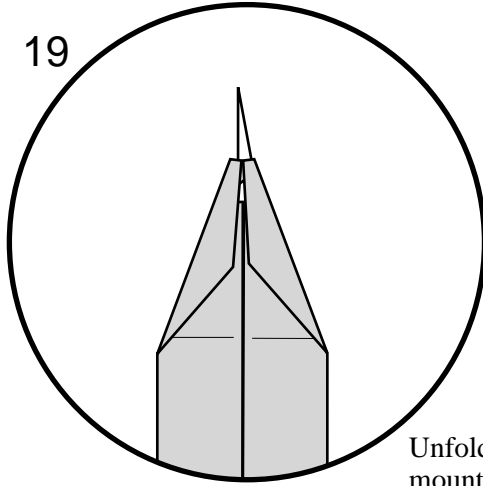
17



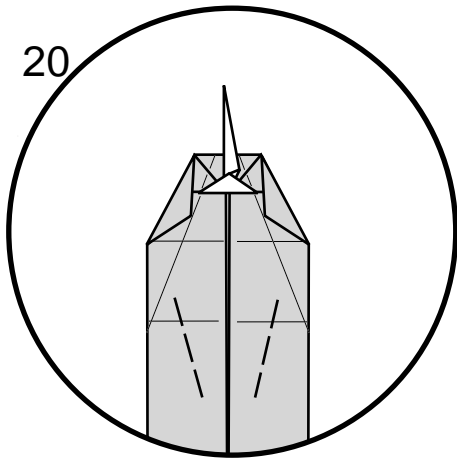
18



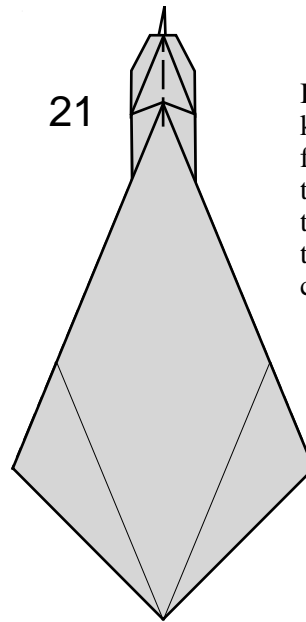
19



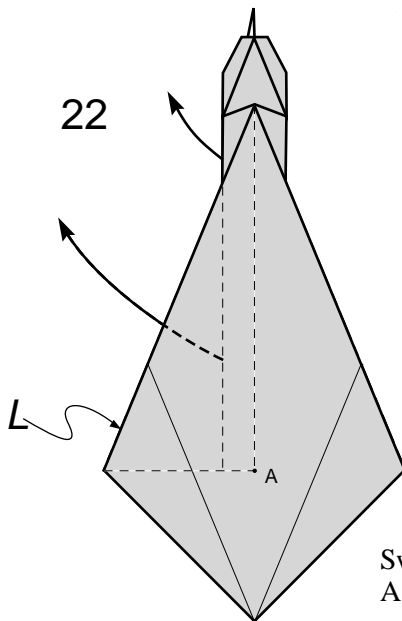
Unfold the last mountain-folds on each side.



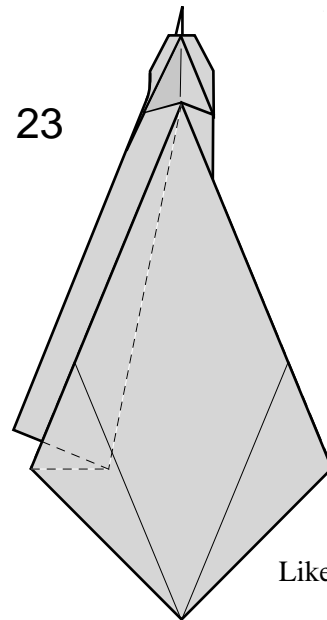
Crease.



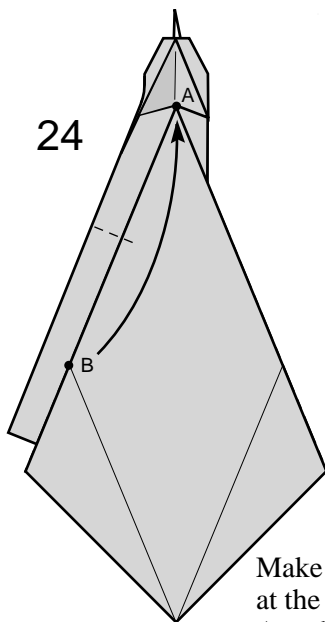
In the following steps, keep the head valley folded along this line to avoid ripping. In the following steps, the model will not lie completely flat.



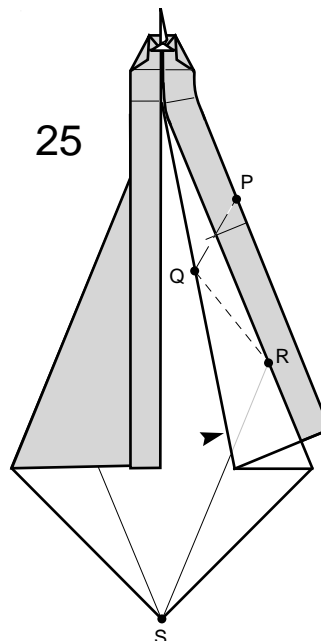
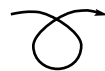
Swivel so that point A lies on line L.



Like this.

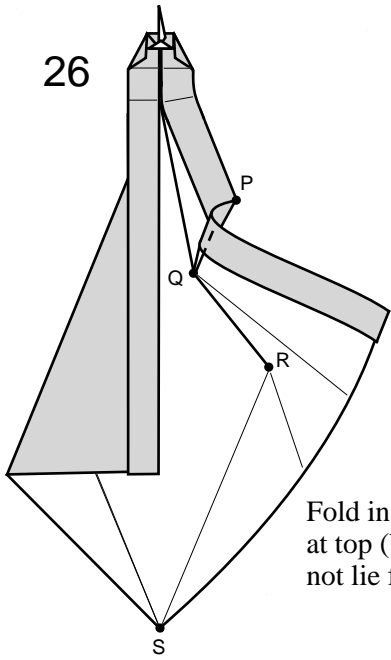


Make a valley fold at the midpoint of A and B. Turn the model over.

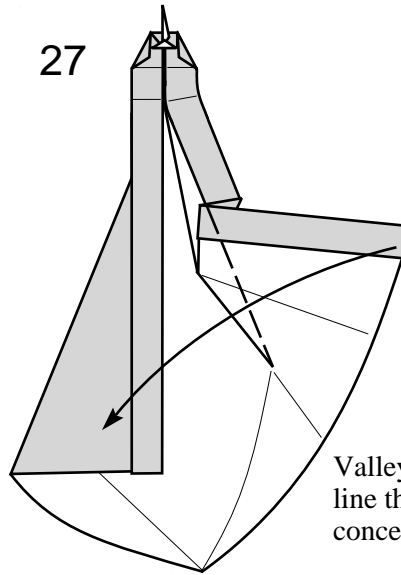


OK, now this is going to be hard to explain. Point R lies on the existing crease where it meets the hidden edge. Line QP should be folded first: note where it passes through the crease made in the previous step. The angle it should make is approximately as shown.

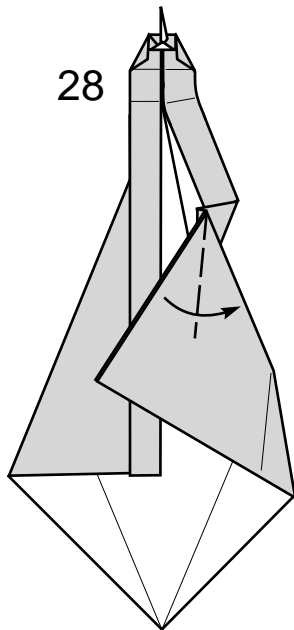
Valley-fold along PQ, then begin to squash fold this flap, along QR. See the next picture before proceeding.



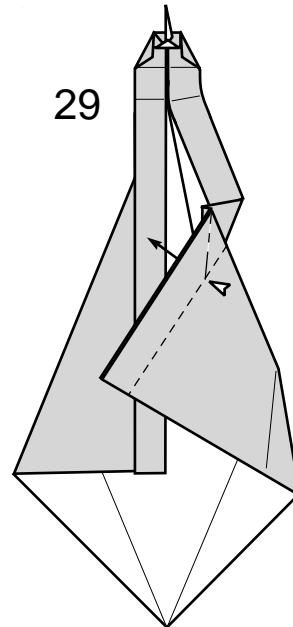
26
Fold in progress. Flatten at top (bottom will still not lie flat.)



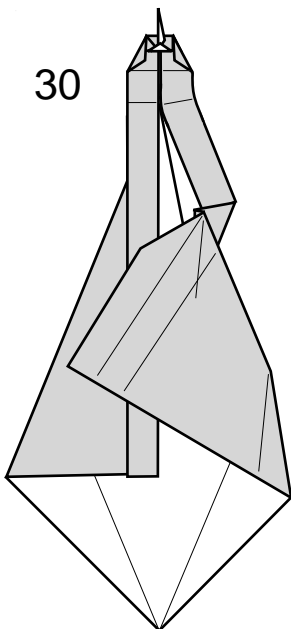
27
Valley-fold along a line that matches the concealed edge.



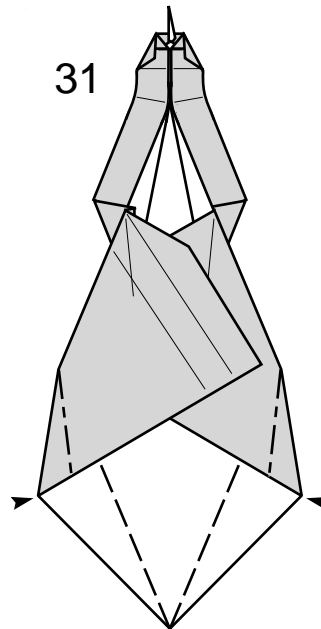
28
Crease along angle bisector.



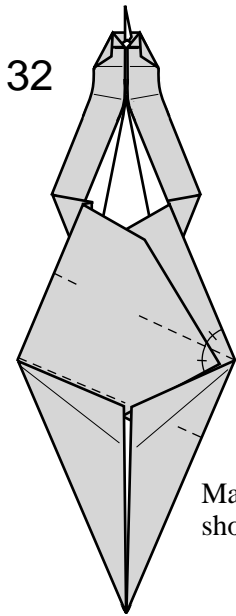
29
This step is to help reduce thickness. Pop edge outwards using creases just made. (A type of sink.)



30
Repeat steps 22-29 on the left.

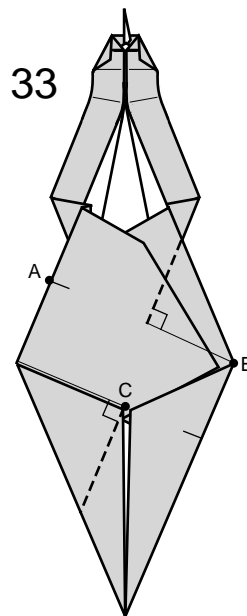


31
Squash.



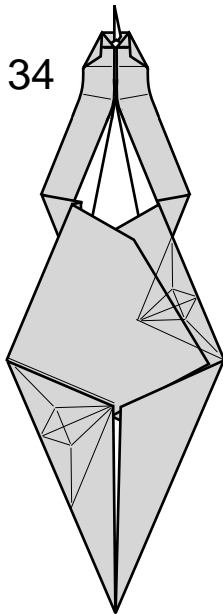
32

Make creases as shown.



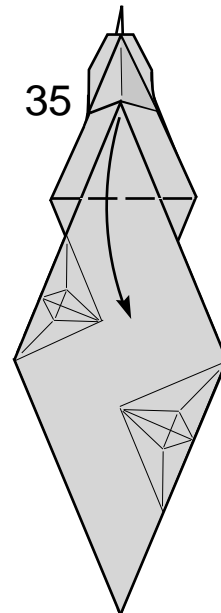
33

The next two creases are not of equal length. The top one should be made at the midpoint of A and B. The lower one should be made at the point C which lies along the model's line of symmetry.



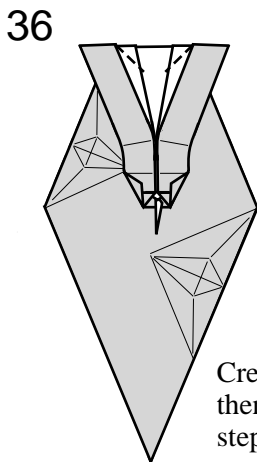
34

The triangular areas just created will be the locations of "serpentine shaping" as described in the supplementary diagrams entitled **Shaping Technique for Snake**. Create these preliminary folds now. Then turn the model over.



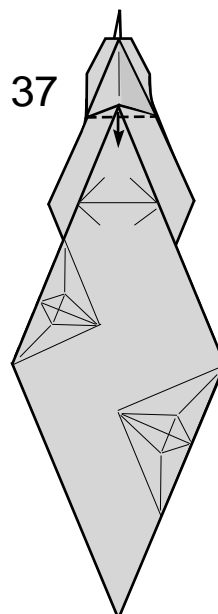
35

Valley-fold.



36

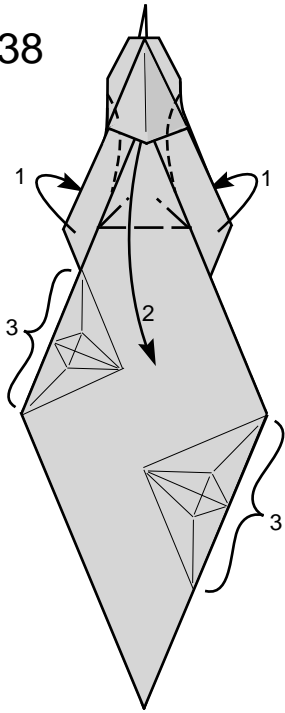
Crease as shown, then unfold to step 35.



37

Fold this little flap down, taking care to avoid ripping the paper.

38



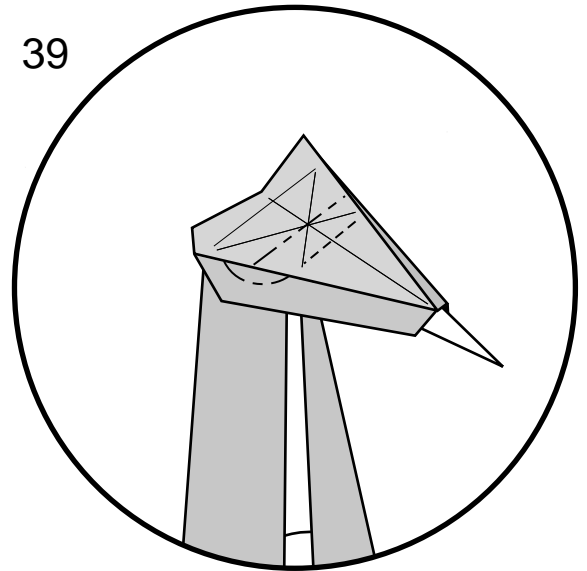
In this step, MAKE A SNAKE.

OK, to be slightly more precise: Follow the folds in order as shown. Fold the side flaps behind (1), then pull the neck back and create a tubular shape (2). Finally, Use the "serpentine shaping technique" (3).

Make sure you form the neck into a closed, cylindrical, tubular shape - in particular, the back of the neck should be curved outwards, rather than inwards.

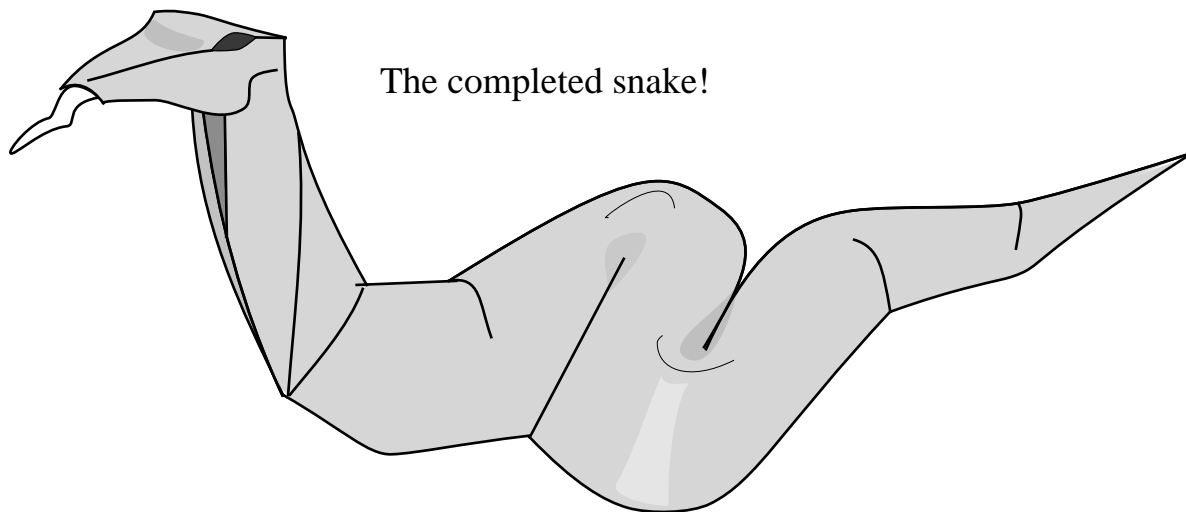
To complete the snake's body, you will want to add a couple of crimps, and fold away the sharp points.

39



Create eyes by shaping the layers of the head.

40



The completed snake!