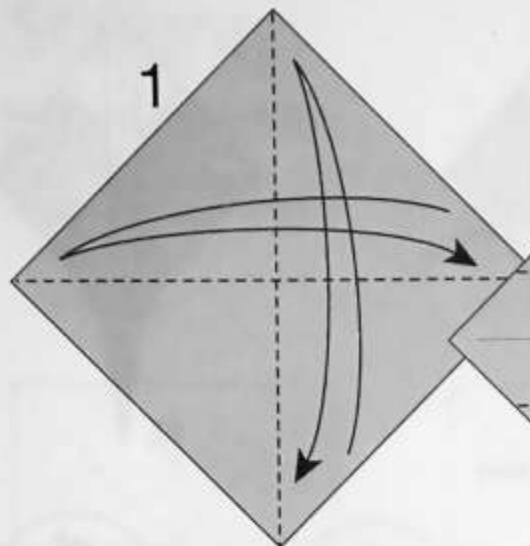


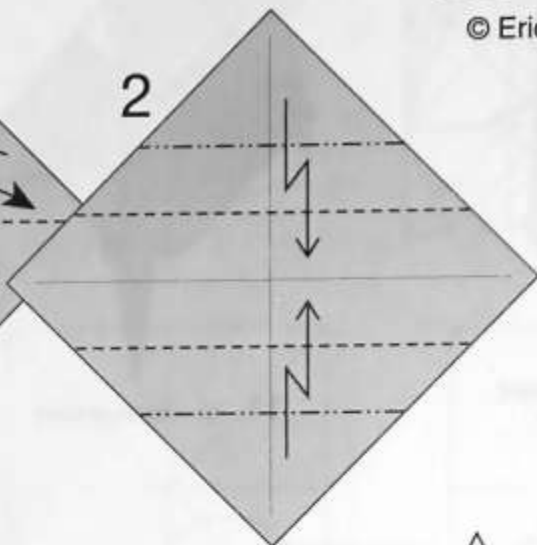
a FISH

© Eric Joisel - May 2003

complexity :



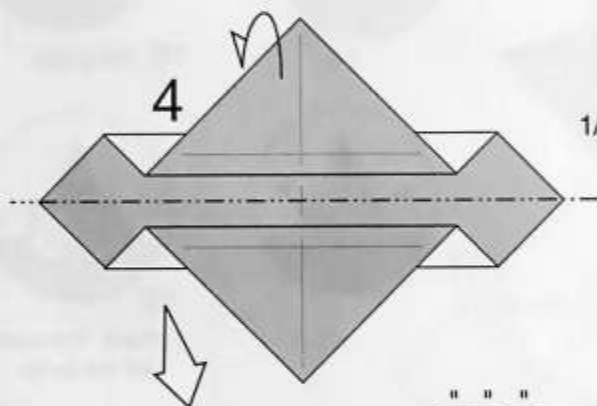
1



2

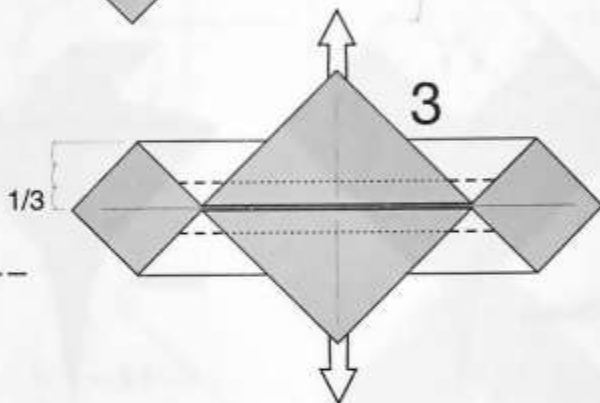
1/4

1/4

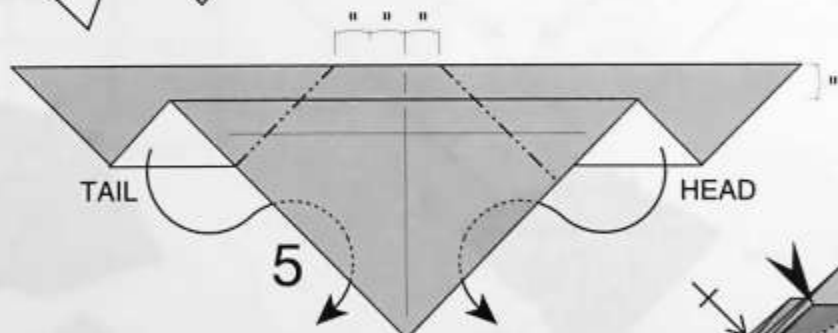


4

1/3



3

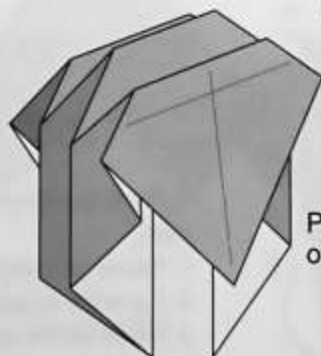


TAIL

HEAD

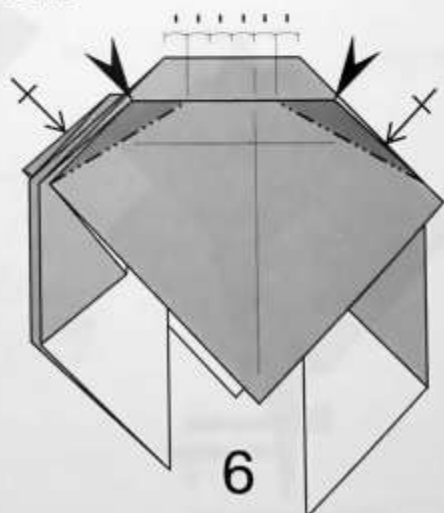
5

2 inside reverse folds
(look to step 5').



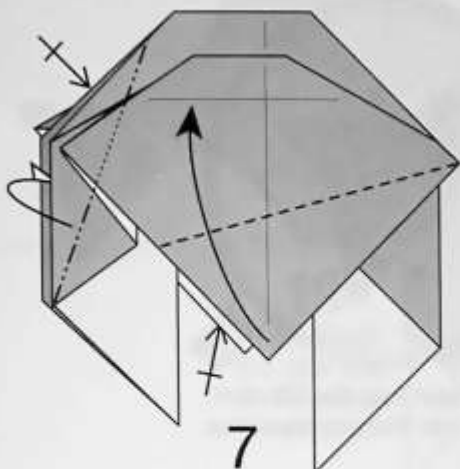
5'

Perspective View
of the result.



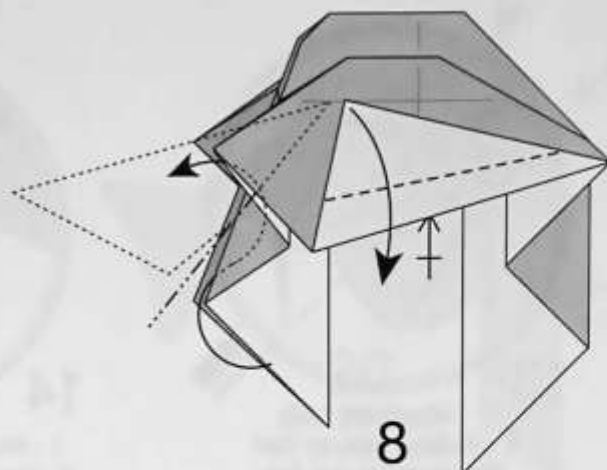
6

Result. 4 open sinks.



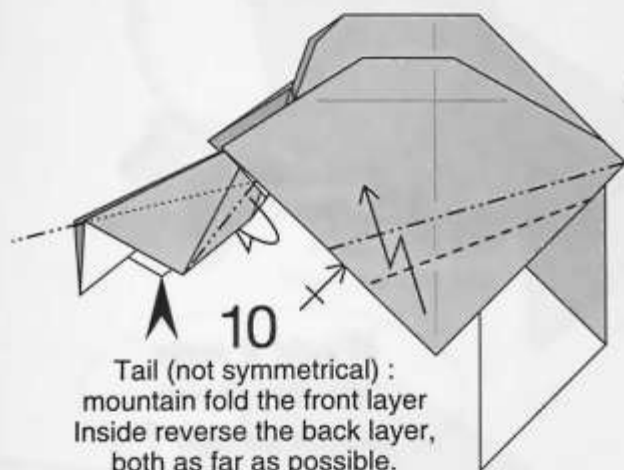
7

2 mountain folds
to reduce the tail.



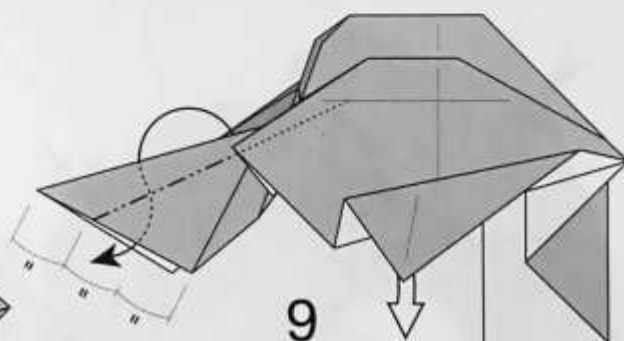
8

Carefully look to step 9
before you inside reverse the tail.



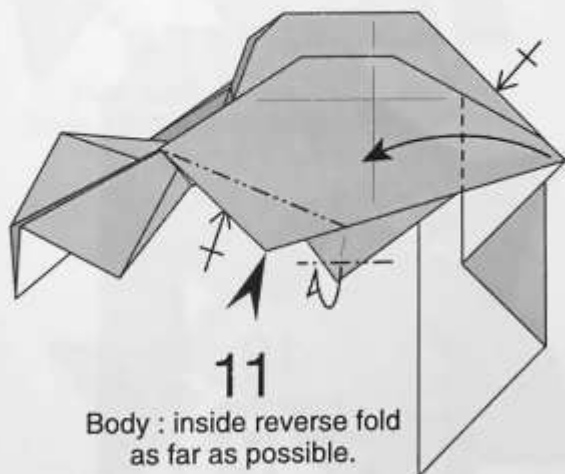
10

Tail (not symmetrical) :
mountain fold the front layer
inside reverse the back layer,
both as far as possible.
Body : pleat using
the existing creases.



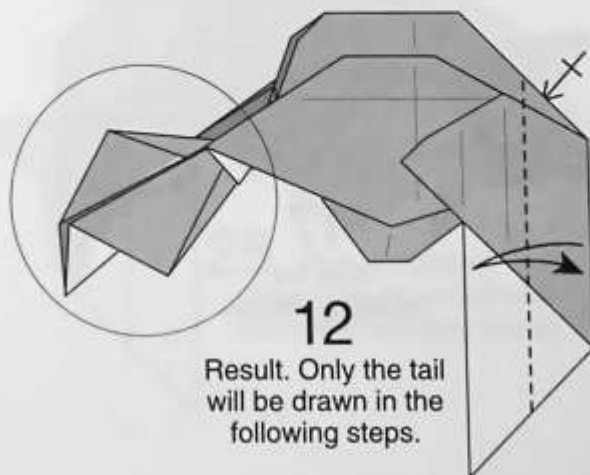
9

Inside reverse the tail
as far as possible, so that
the mountain creases
reduce the tail by 1/3.
Unfold the body.



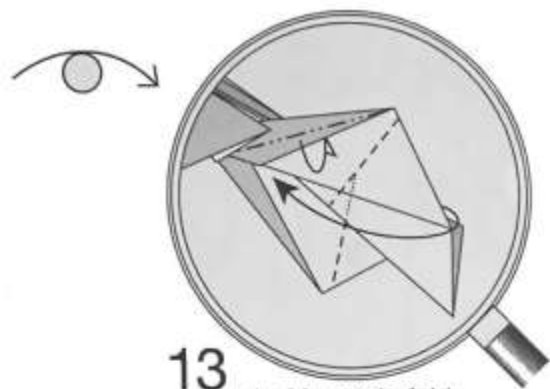
11

Body : inside reverse fold
as far as possible.



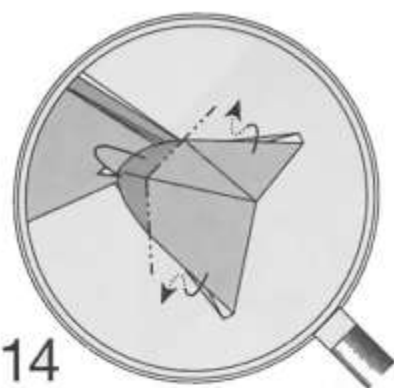
12

Result. Only the tail
will be drawn in the
following steps.



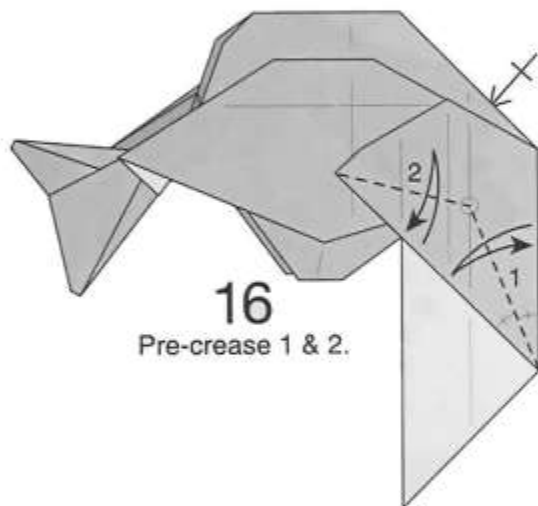
13

1 : Mountain fold.
2 : Valley folds so that
the model is not flat
(look at step 14).



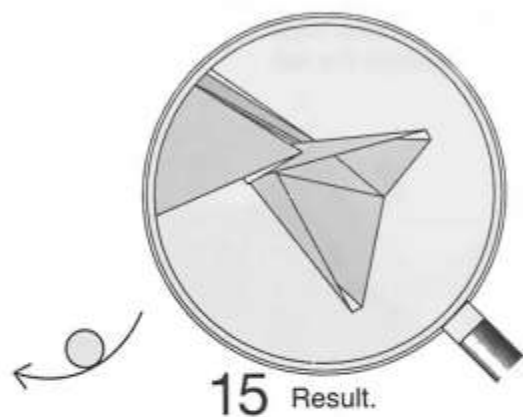
14

1 : Mountain fold the 3D part.
2 : Insert into the tiny triangles.



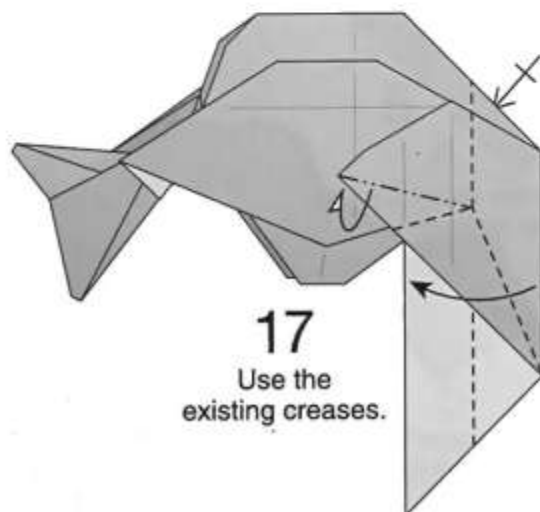
16

Pre-crease 1 & 2.



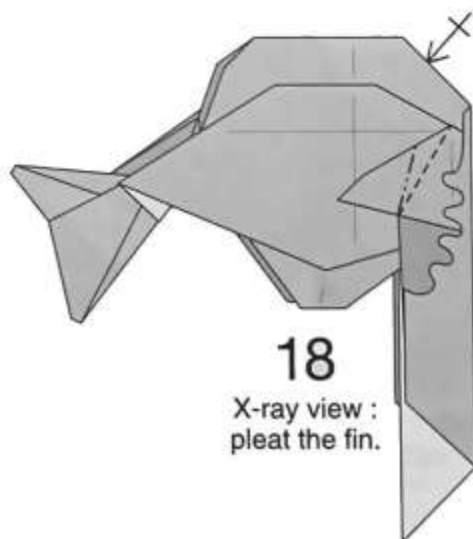
15 Result.

*Would it move
the fins if you
stretch the tail ?*



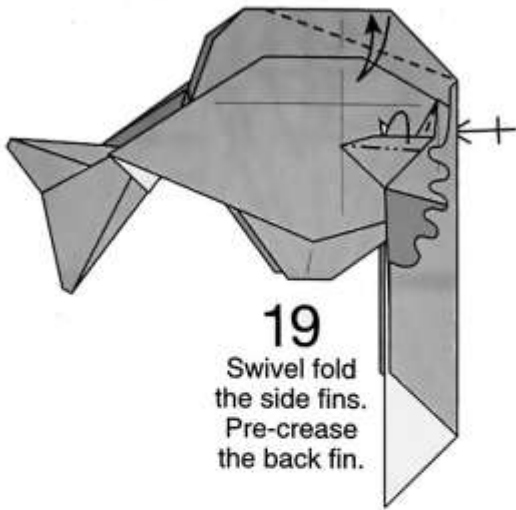
17

Use the
existing creases.

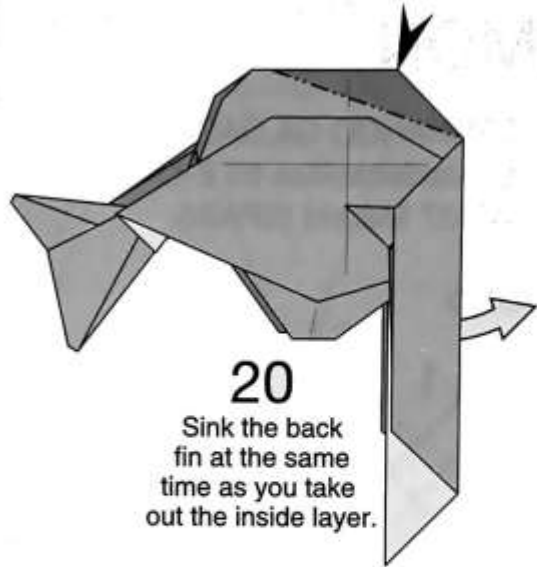


18

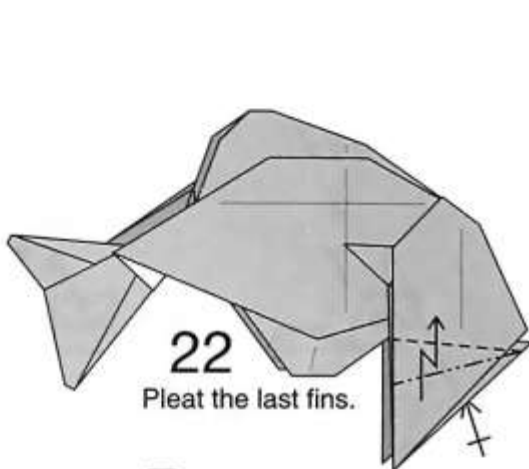
X-ray view :
pleat the fin.



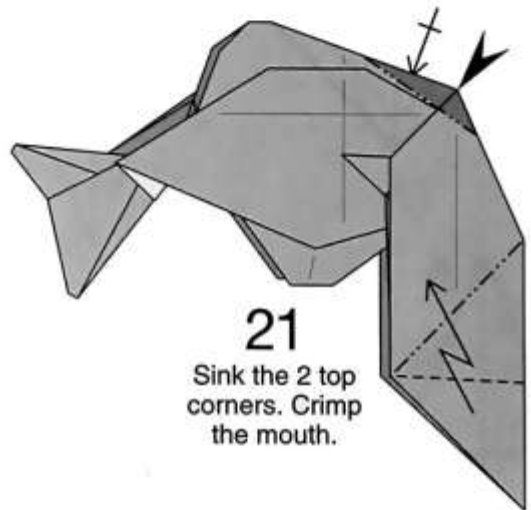
19
Swivel fold
the side fins.
Pre-crease
the back fin.



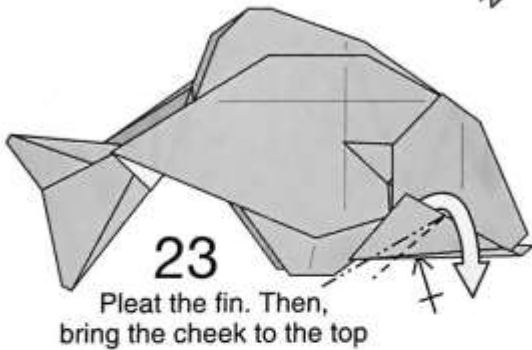
20
Sink the back
fin at the same
time as you take
out the inside layer.



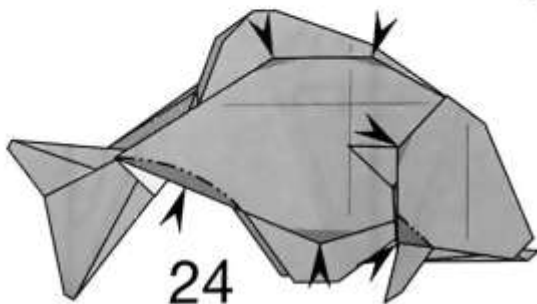
22
Pleat the last fins.



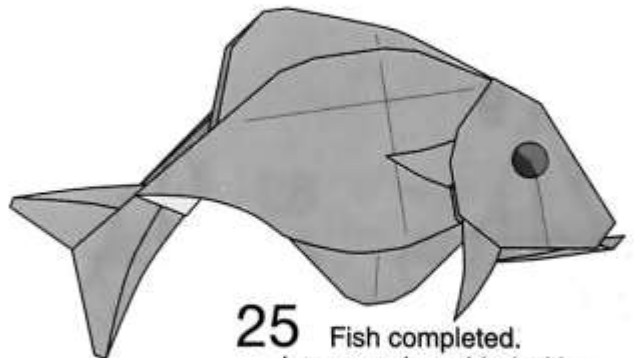
21
Sink the 2 top
corners. Crimp
the mouth.



23
Pleat the fin. Then,
bring the cheek to the top



24



25 Fish completed.
(eyes can be added
with more sophisticated
steps).