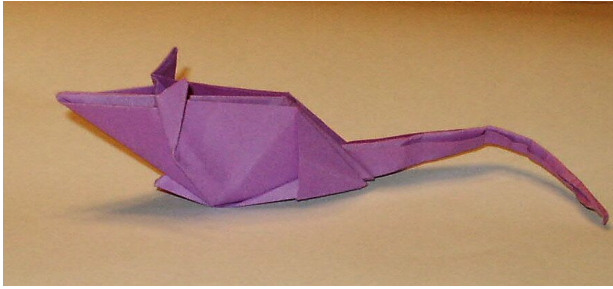


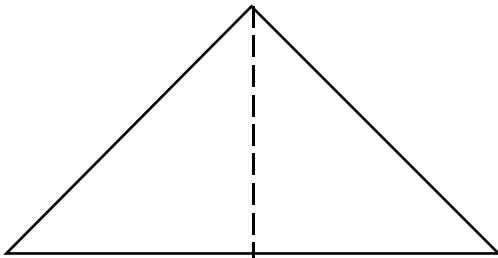
Mouse



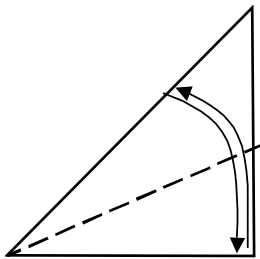
Developed in Feb 04 by Ching-Yu Hung. This is a (slightly) asymmetric design.

Start with a triangular paper that's cut diagonally from a square. We need the same color on both sides. (Otherwise, tail and thighs will not have the same color as the rest of the body. You can try and see if that's OK with you.)

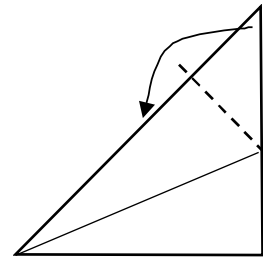
1
Fold in half as shown.



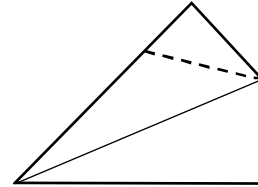
2
Make a crease line as shown. This is the center line of the model, running from the nose to the tail of the mouse.



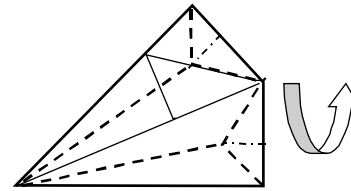
3
Do an inside reverse fold on the top to make the first layer symmetrical with respect to the center line.



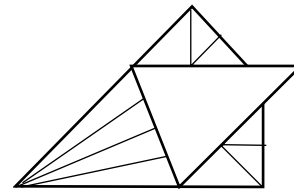
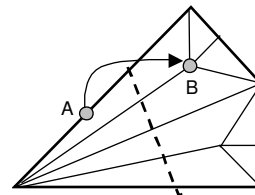
4
Make the following fold on the first layer of the left of the center line (the right half has only one layer).



5
Make the crease lines as shown and then **turn over** the design. This defines the ears.

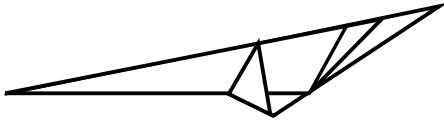


6
Fold up the top layer of the tail-end, so that the fold is perpendicular to the center line, and the edge marked as A lies exactly across the intersection point marked as B.



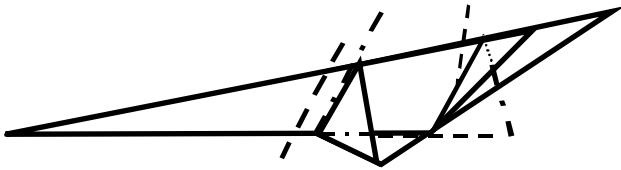
7

Refold the creases made in #5 and make a mountain fold on the center line to close the body.



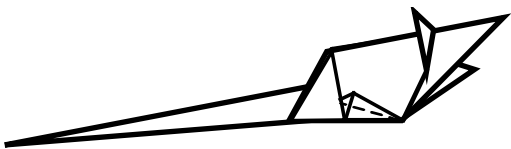
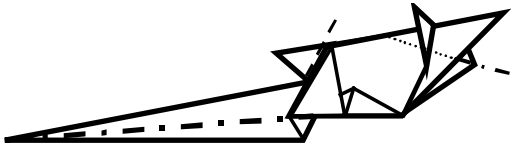
8

Make folds for the ears (simple fold), the front legs (fold in flat), the back legs (swivel fold), and the tail (2 inside reverse folds).



9

Make an inside reverse fold to sharpen the front legs. Make mountain folds to sharpen the tail. Tuck in the excess flap on the rear.



10

Curl the tail. Fold the rear legs sharper. Make the body more 3-D like by bending the body inward. (this also secures the ears). Done.