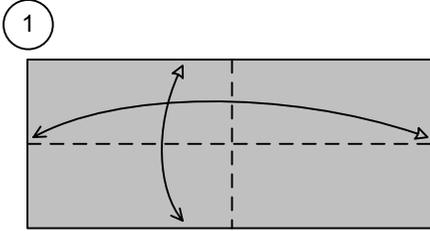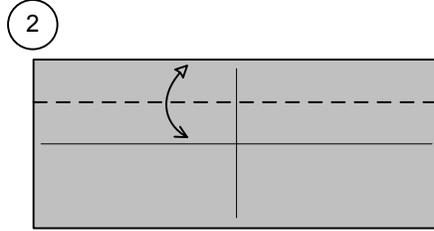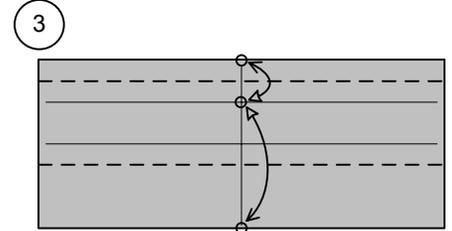# Dollar Bat

Designed by: Won Park
Diagrammed by: Márcio Noguchi
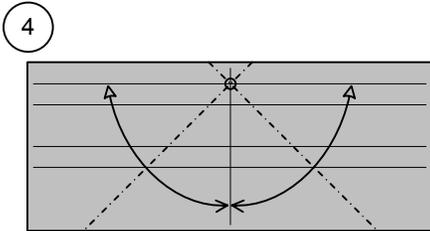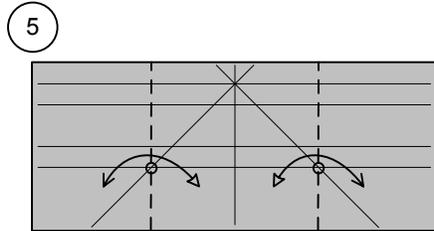
1

Fold and unfold.

2

Fold and unfold top 1/4.

3

Fold and unfold top 1/8 and the 5/8 line.

4

Fold and unfold, aligning the first 1/8 horizontal crease line on top of the vertical center one, on both sides. See the reference point.

5

The reference point is the intersection of the diagonal crease made on the previous step, and the horizontal crease at 5/8 from the top. Fold and unfold parallel to the vertical center crease line, on both sides.
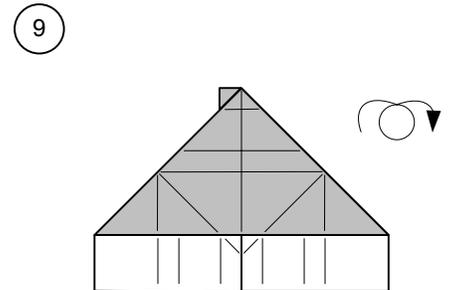
6
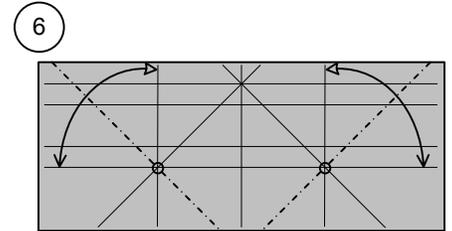
Fold and unfold, on top of the reference point, parallel to the vertical center crease line, on both sides.
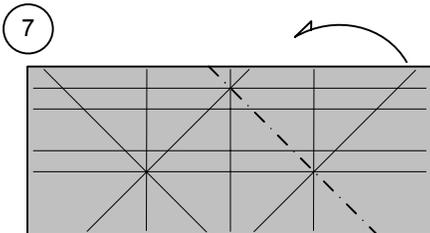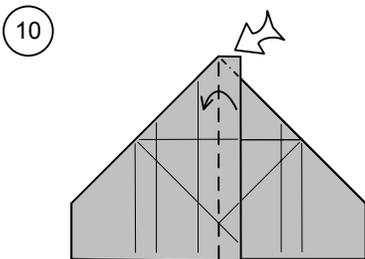
7
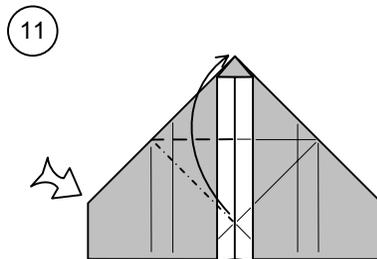
Mountain fold along the existing diagonal crease.

8
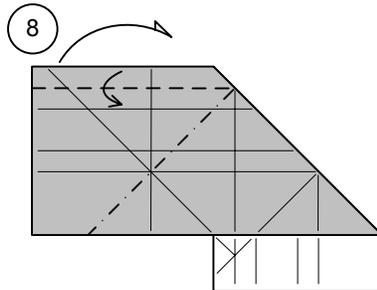
Mountain fold along the existing diagonal crease symmetrically to the previous step. Valley fold flap to the side.
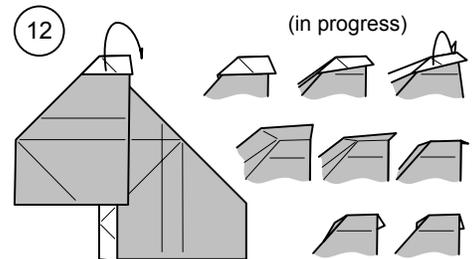
9

Turn over.

10

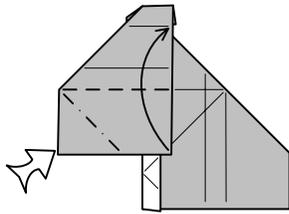Use existing creases to flip one layer to the left and squash the top.

11

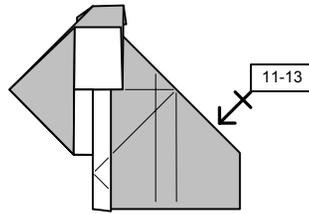Fold on existing creases squashing the left side.

12

(in progress)

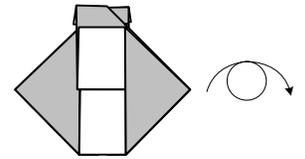Partially open the model, to allow the paper to flip to the back. Reverse the valley crease to mountain.

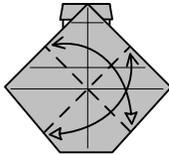(13) Fold on existing creases, squashing the bottom.
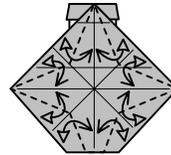
(14) Repeat steps 11 to 13 on the right.
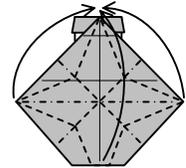
11-13

(15) Turn over.

(16) Valley fold top layer only. You may have to move the flaps bellow out of the way. Unfold.

(17) Fold the edges along the center line (horizontal and vertical) creating an angle bisector. Crease only from the corner to the intersection with the diagonal crease created on the previous step.
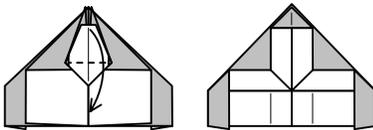
(18) Using the creases made on the previous two steps, collapse into something that resembles an upside-down bird-base.
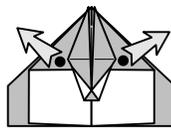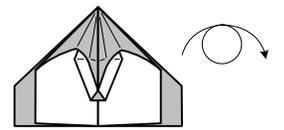
(19) (Back view)

Fold the top flap down.

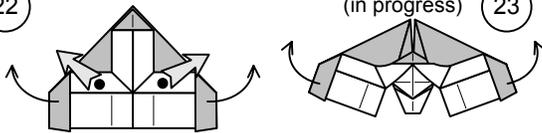(20) Pull out one layer of paper (indicated with the dot). The model will not lie flat.
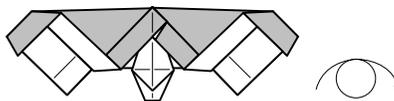
(21) Turn over.
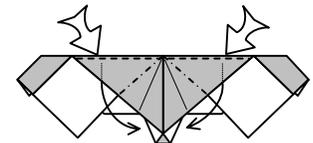
(22) (in progress) (23)

Pull out one layer of paper (indicated with the dot). Reverse one of the creases from valley to mountain. At that point, the model will lie flat again.
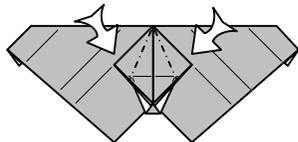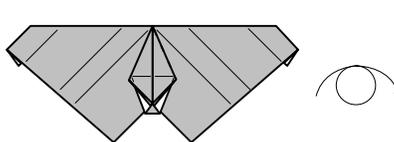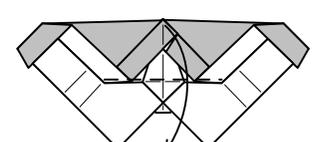
Turn over.

(24) Inside reverse fold.

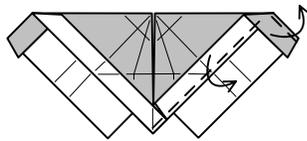(25) Inside reverse fold. Insert the flap under the folded edge.
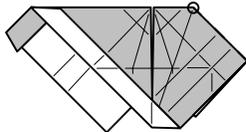
(26) Turn over.

(27) Fold the entire top flap down. You will have to open the model partially to allow the raw edge to switch sides and stay on the outside of the model.
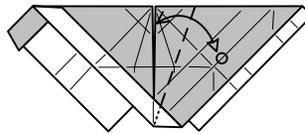
(28) Hinge the raw edge.

(29) Valley fold top layer only, aligning the first crease line parallel to the raw edge on top of the vertical center folded edge. Unfold.

(30) Mountain fold top layer only, from where the crease created on the previous step meets the horizontal top folded edge, to the raw edge at a point where it makes a right angle. (See next picture) Unfold.
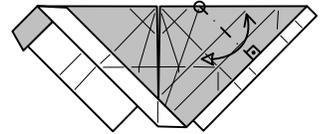
(in progress)

Note about previous step:
The raw edges align on top of each other, with the mountain fold meeting at the intersection of the diagonal created on the previous step and the horizontal folded edge.
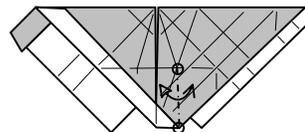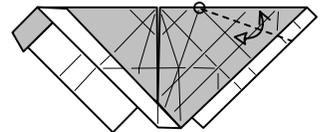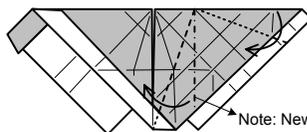
(31) Pre-creasing for future step: Mountain fold top layer only between the right corner of what looks like the bird-base, to the point where the fold line end on the raw edge. Unfold.

(32) Pre-creasing for future step: Valley fold all layers aligning the horizontal on top of the crease created on the previous step, bisecting the angle. Unfold.
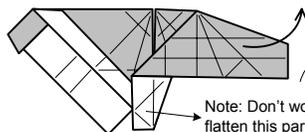
(33) Pre-creasing for future step: Swivel using the valley crease created on the previous step and the crease of step 29, creating a new mountain crease to flatten the model. See next picture.
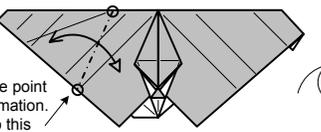
Note: New crease.

(34) Flatten the model just enough to create the new mountain crease. Don't worry to flatten the bottom part. Unfold. Turn over.
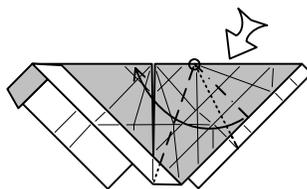
Note: Don't worry to flatten this part.

(35) Note: This reference point is an approximation. You may skip this crease. See Note on step 36.
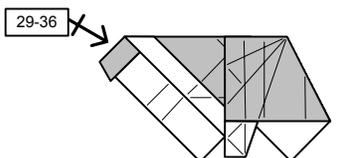
Mountain fold from the same reference point indicated on step 32 (intersection of diagonal crease with folded edge) to the intersection of the diagonal close to the raw edge. Turn over.
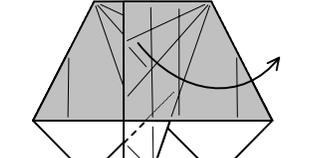
(36) Squash using the creases created in the steps 29, 30 and 35. Note: if you skipped step 35, make the crease it now, to make the model flat. See next picture.

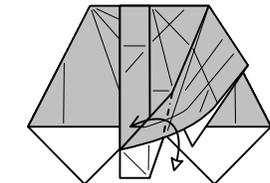**(37)** 29-36
Repeat steps 29 to 36 on the left side. Next steps are showed in magnified view.
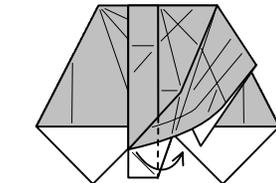
(38) Use Mountain crease created on step 31, to open partially what it will become the wings of the model. The model will not lie flat.
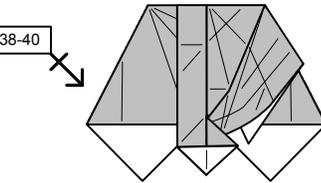
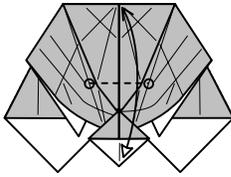**(39)** Create mountain crease on the top layer following the folded edge right bellow it.

(40) Valley fold along the vertical center line, squashing the bottom.
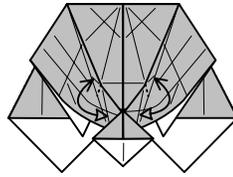
(41) 38-40
Repeat steps 38 to 40 on the left side.

42

Hinge what is going to become the head all the way to the top along the horizontal line of the bird-base, and <u>as you flatten</u>, extend the crease to the left and right until it intersects to the diagonal line created on step 33. Undo.
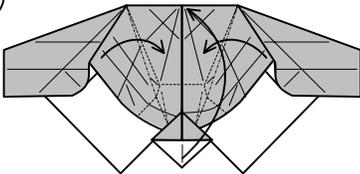
43

Bisect angle created between the crease of previous step and step ??. Crease until it intersects the diagonal line created on step 33, used on the previous step. Undo.
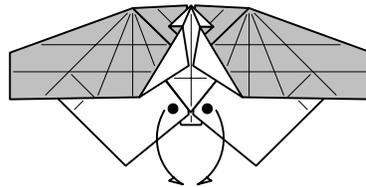
44
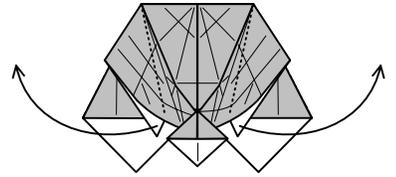
Open the wings, and fold using crease created on step 32 (the one from the back side).
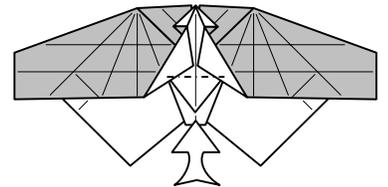
45

Collapse the head, neck and wings, using existing creases. At this point, the model should lie flat.
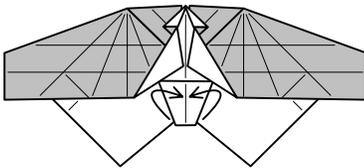
46

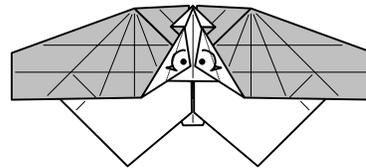Move the top layer indicated in the picture one level bellow, without creating any new folds.
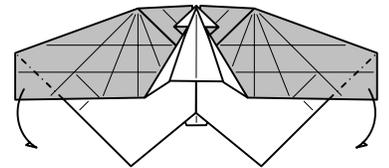
47

Open sink.

48

Move back the layer to the original position of picture 46. No new creases.
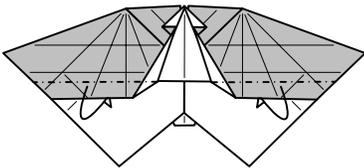
49

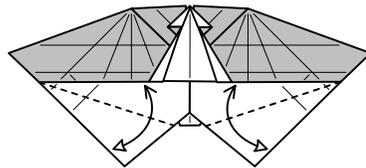Tuck inside the pocket bellow it without any new folds.

50

Fold the top layer along the raw edge bellow, and tuck it inside.
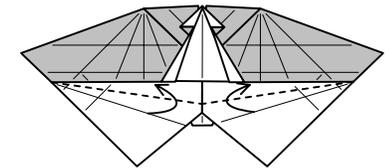
51

Mountain fold the base of the wing, horizontally, starting from the base of what is going to become the neck of the bat.
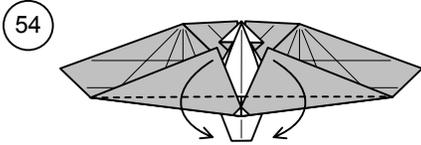
52

Fold the raw edge along the horizontal folded edge, bisecting the angle. Unfold.
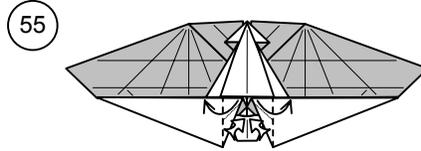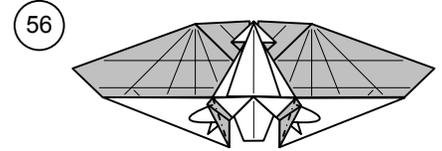
53

Fold the crease created on the previous step along the horizontal folded edge, bisecting the angle.
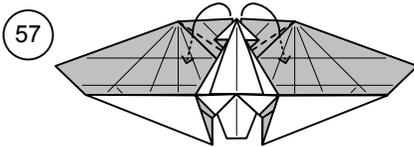
54

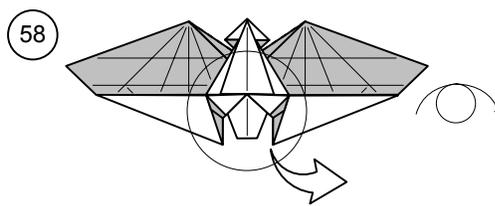Valley fold on the horizontal crease line.

55

Valley fold the raw edge, and simultaneously squash to flatten the model so that the folded edge aligns with the horizontal line.
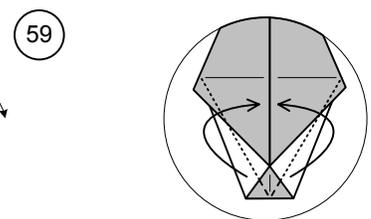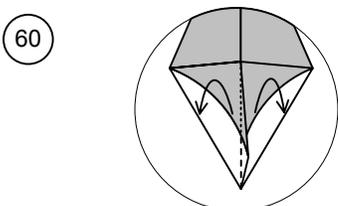
56

Mountain fold the raw edge, tucking it under.

57

Valley fold the folded edge tucking inside the body.

58

Turn over.
Magnified view of tail.

59

Valley fold the bottom layer underneath, starting from where the vertical center line ends on the horizontal raw edge to the left corner, sliding the extra paper to the right. Model will not lie flat.
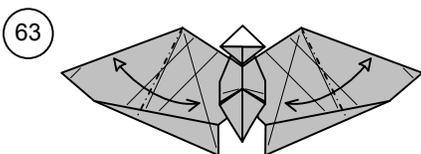
60

Valley fold on the center vertical line. At this point, the raw edges should align with the folded edge. Tuck the excess paper around the middle of the body under flattening the model.
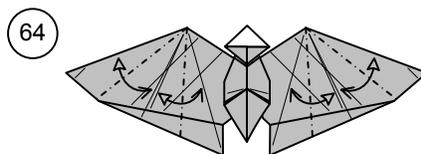
61
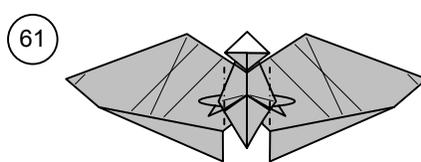
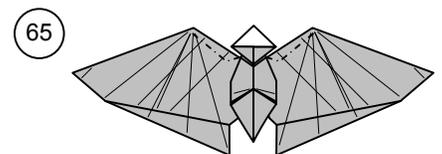Fold the corners inside the model.

62
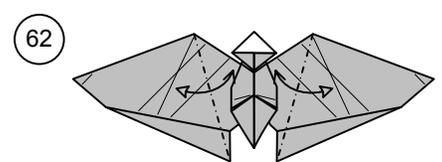
Mountain fold from top corner to the extreme bottom corner of the wings. Unfold.

63

Mountain fold by aligning the folded edge on top of the crease created on the previous step, bisecting the angle. Unfold.

64

Mountain fold by aligning the folded edge on top of the crease created on the previous step, bisecting the angle. Unfold.
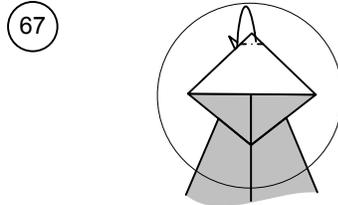
65

Shape the wings by adding more volume. Round the wings using the creases created on steps 62-64.
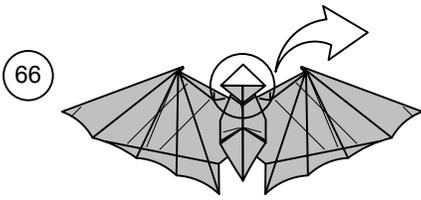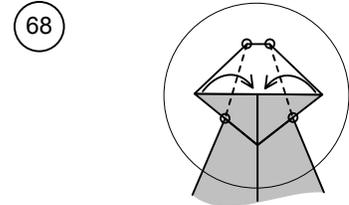
66

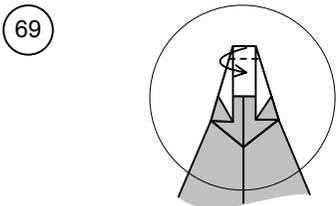Next steps magnified for the details of the head.

67

Mountain fold the tip horizontally, to create the nose of the bat.
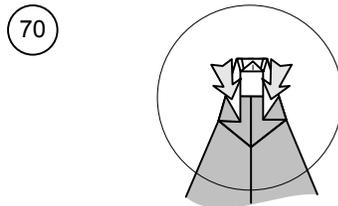
68

Valley fold from the end of the folded edge (created in the previous step) to where the top folded edge overlaps the layer under it.
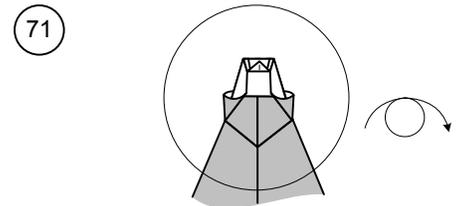
69

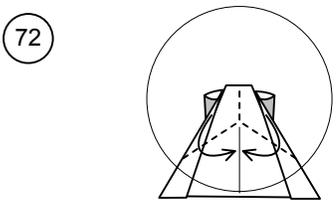Valley fold horizontally, to create the face of the bat.

70

Open the ears by using the tip of a pen or pencil, rounding it slightly.

71

Turn over.

72
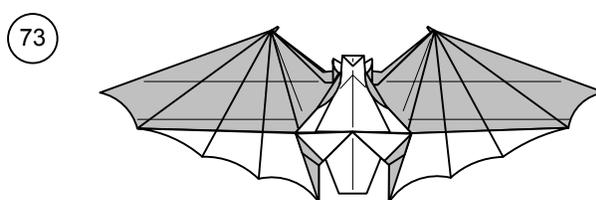
Rabbit ear slightly, creating the neck and a tri-dimensional shape.

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Dollar Bat complete.