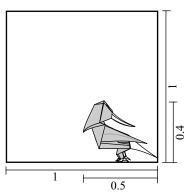
Parrot

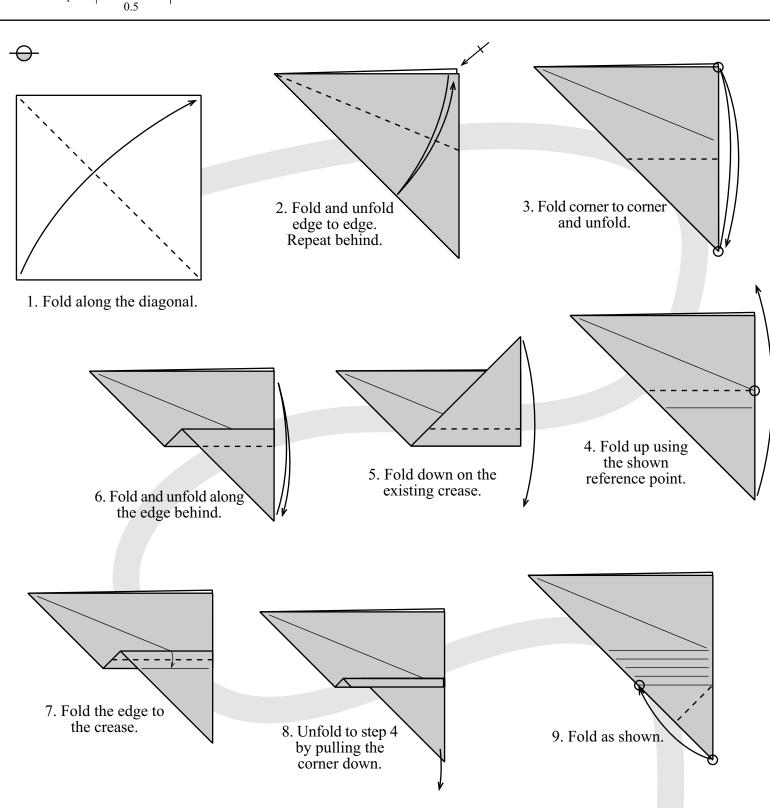
Design & Diagrams by Gerwin Sturm (2006/12/30)

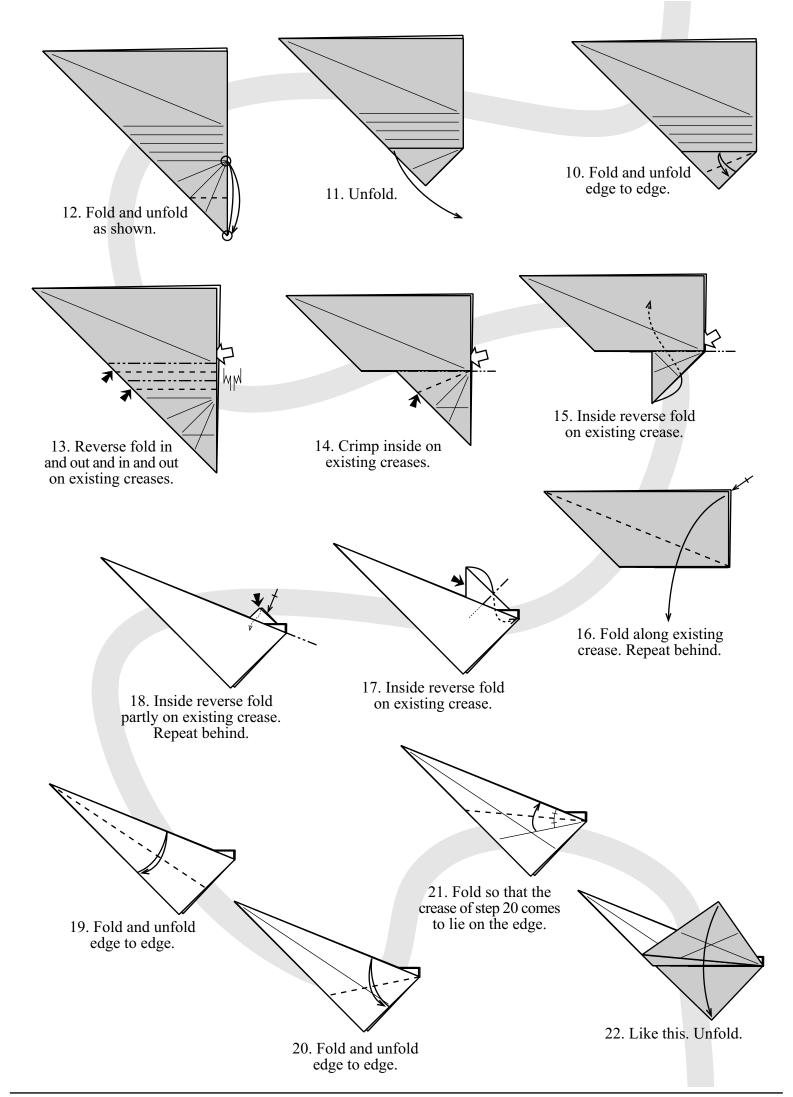


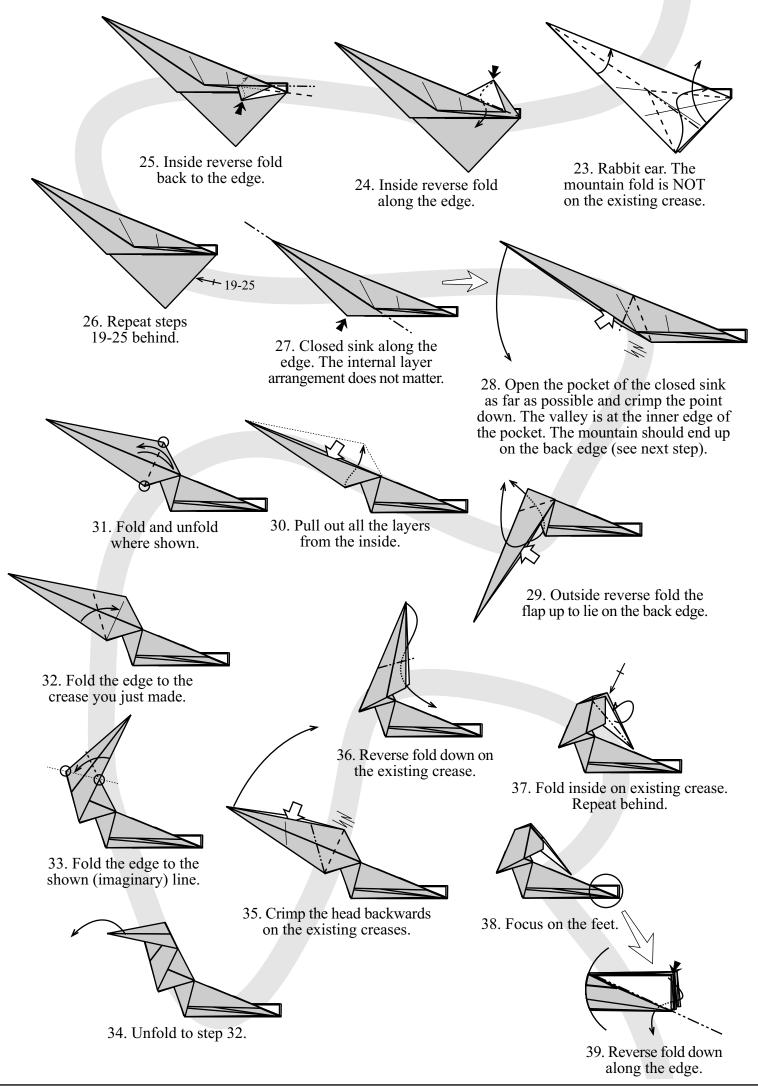
This model started with a rather generic TreeMaker base for a bird. I then added a graft for the toes and adjusted the proportions to get a nice folding sequence.

Any kind of paper, preferably different colours on both sides, should work for this model. You should not use anything much smaller than a 15 cm square though.

For more information about TreeMaker visit http://langorigami.com/

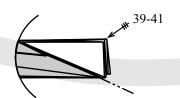




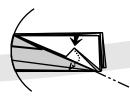




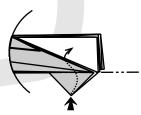
43. Zooming out.



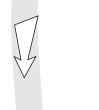
42. Repeat steps 39-41 three more times.



41. Reverse fold down once more.



40. Reverse fold up along the edge.



44. Lift the wing a bit. DON'T make a crease.



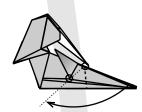
56. Zooming out.



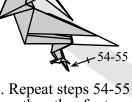
55. Pinch and shape the toes.



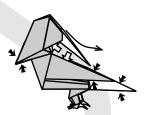
54. Fold the first and third toe to the left.



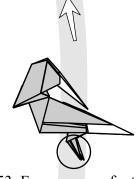
45. Fold the leg to the left. The top point of the fold is as far left as possible. The top edge should end up on the shown (imaginary) line passing just under the wing.



57. Repeat steps 54-55 on the other foot.



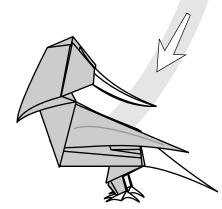
58. Shape the beak and wings. Curve the tail and head feather. Make the body and head 3D by opening them from the inside.



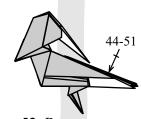
53. Focus on one foot.



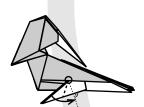
46. Crease sharply and put the wing back down.



59. The finished parrot.



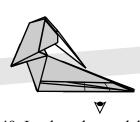
52. Repeat steps 44-51 behind.



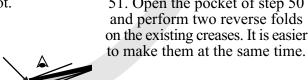
47. Fold the leg down as shown.

48. Crease sharply and

unfold to step 44.



49. Look at the model from underneath. (The head will not be shown)



50. Remember the shown pocket for the next step. Back to normal view.

