

# IT MOVES

## *Origami Leo*



Volume 1

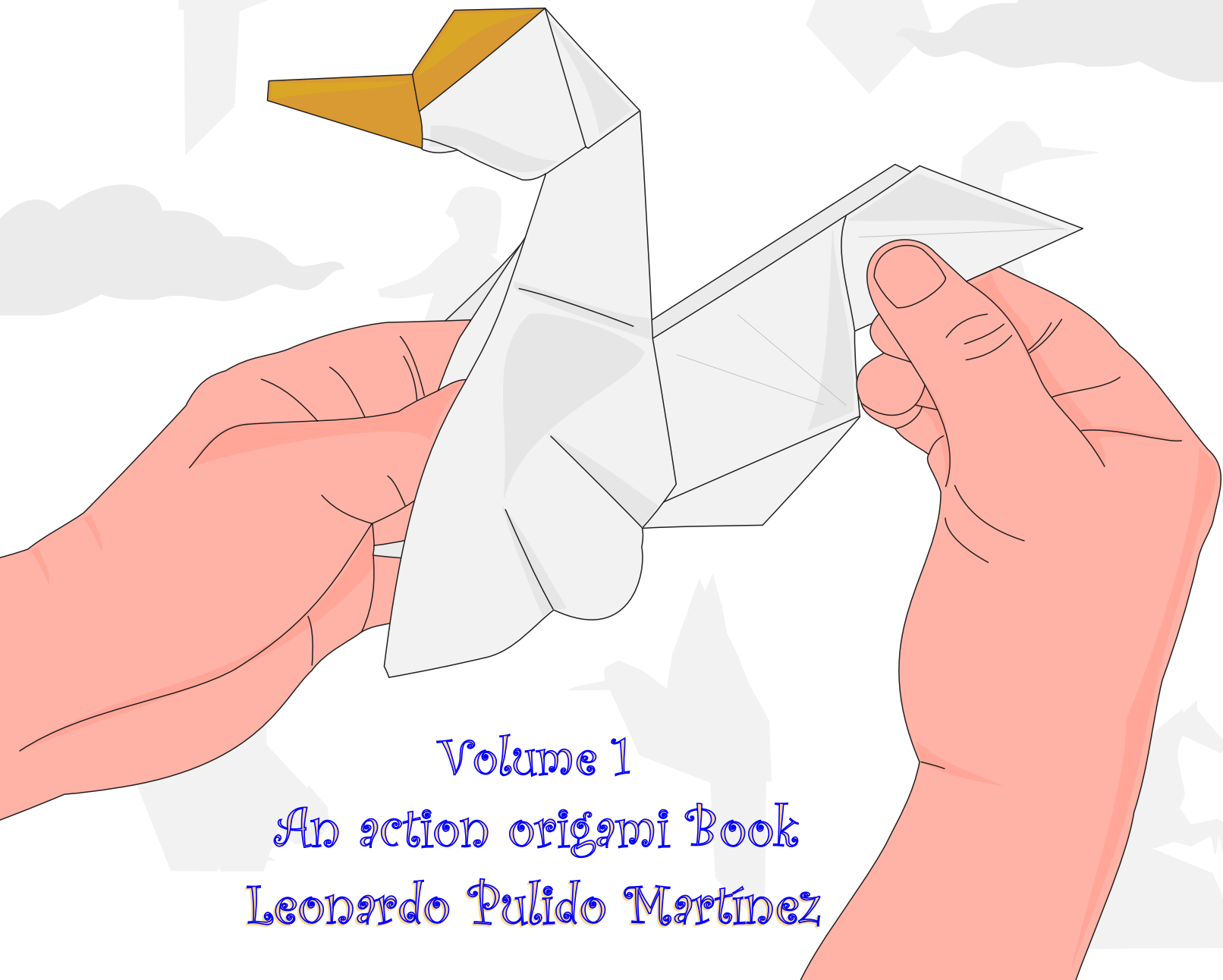
*An action origami Book*

*Leonardo Pulido Martinez*



IT MOVES

*OrigamiLeo*

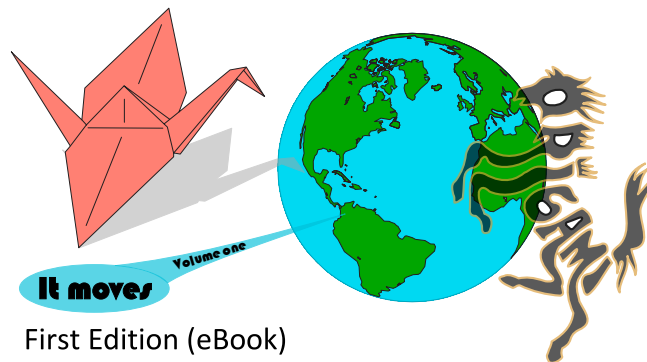


Volume 1

*An action origami Book*

*Leonardo Pulido Martínez*

*This book is dedicated to my wife, María*



First Edition (eBook)

Design and diagrams: **Leonardo Pulido Martínez**

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Venadillo – Colombia, September 2023

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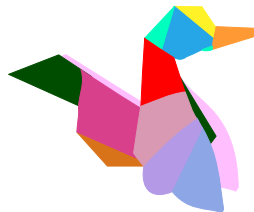
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by **Leonardo Pulido Martínez**



See the video Album *It moves*

<https://www.flickr.com/photos/143819412@N02/albums/72177720308235334>

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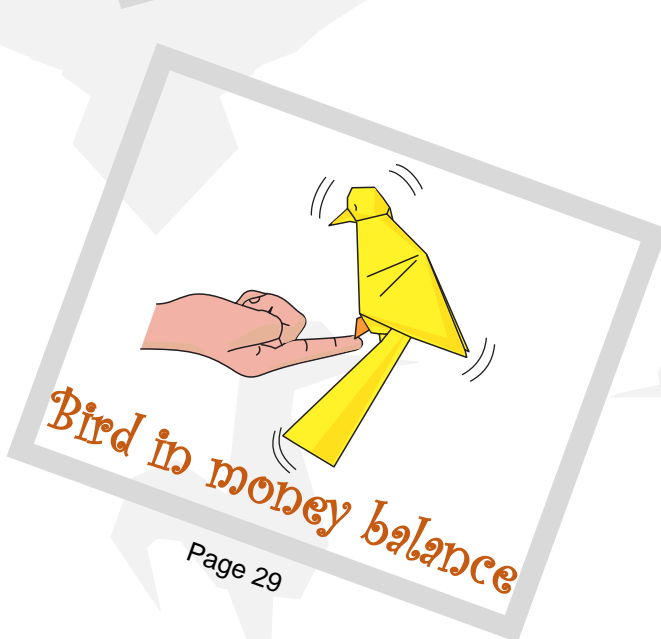
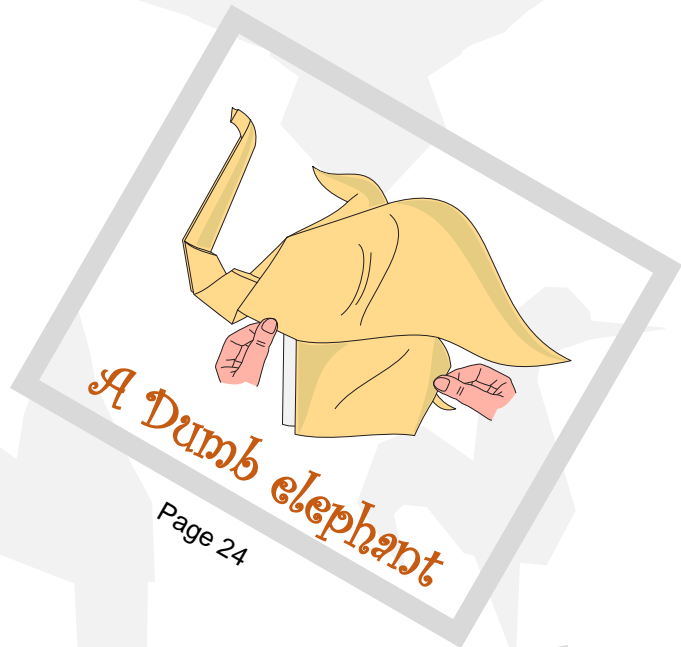
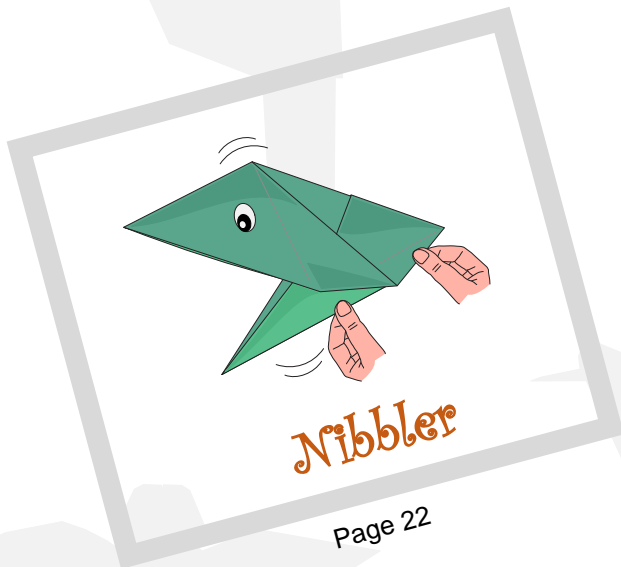
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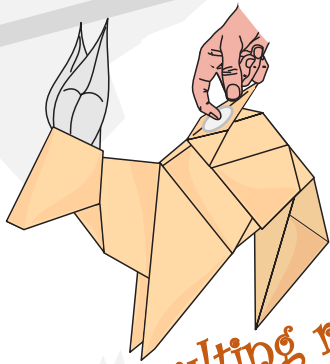
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See the video Album *It moves* [HERE](#)



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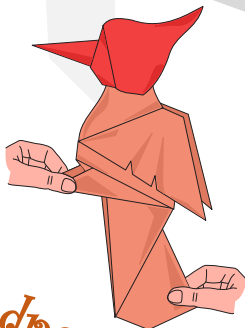
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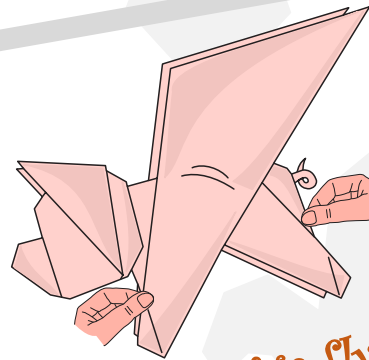
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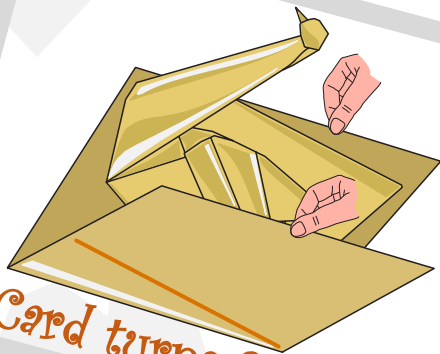
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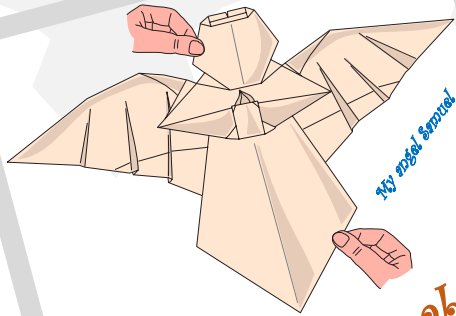
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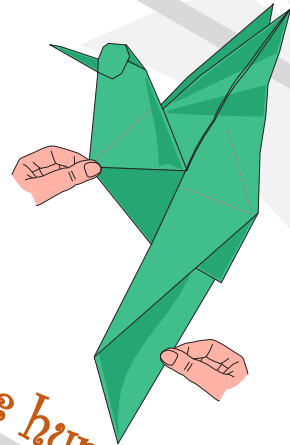
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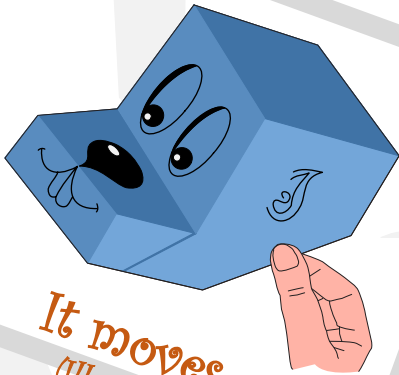
# Diagrams



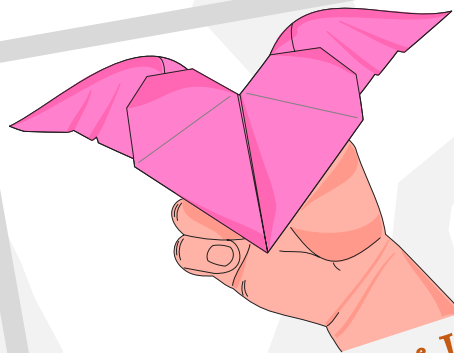
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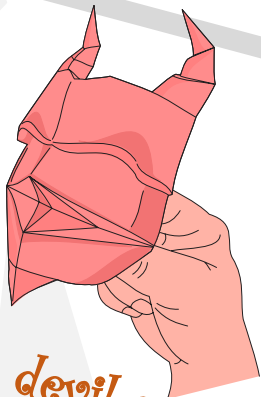
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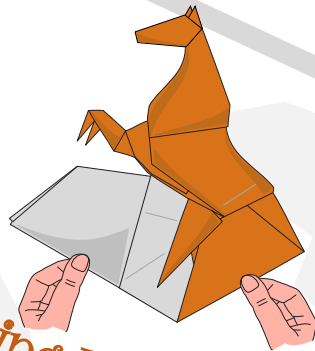
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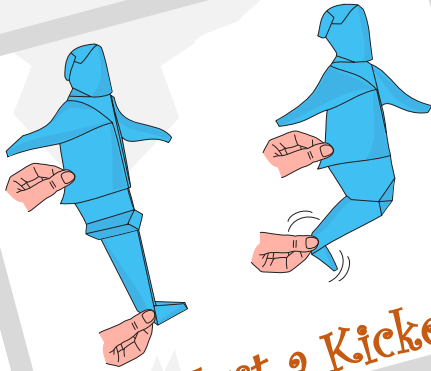


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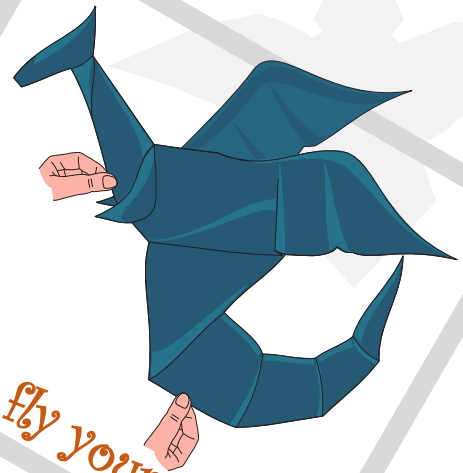
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# Diagrams



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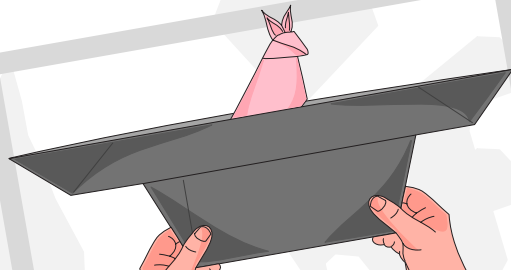
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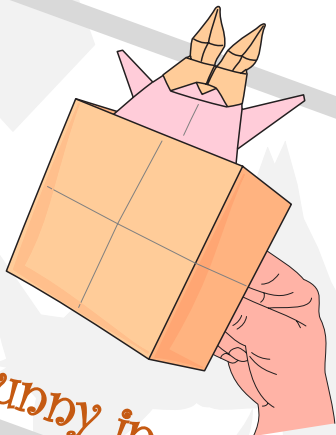
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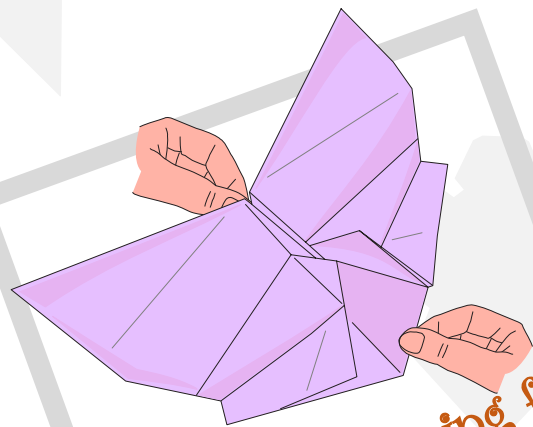
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*a Bunny in a Box*

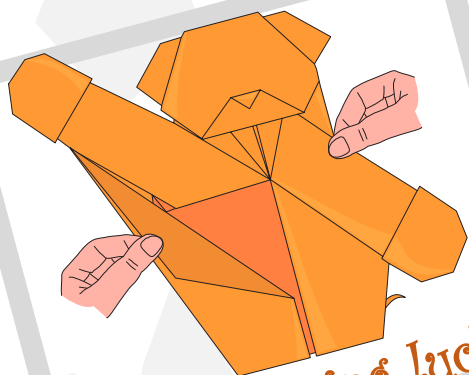
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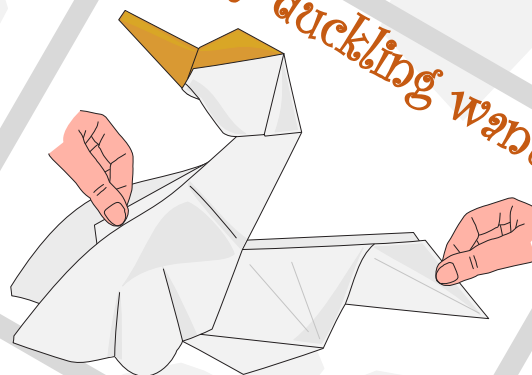
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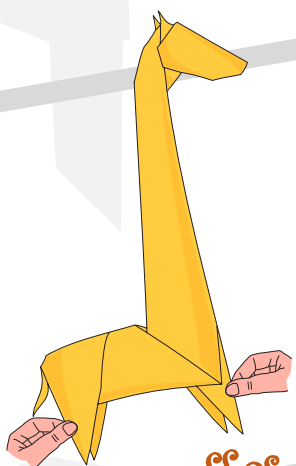
# Diagrams



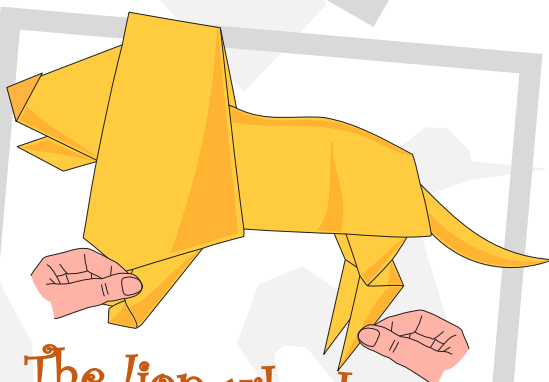
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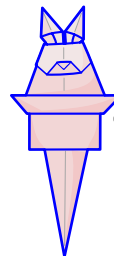
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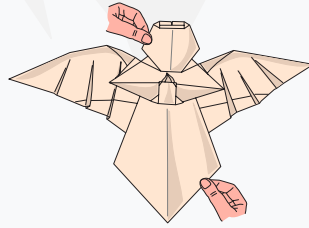
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# Introduction



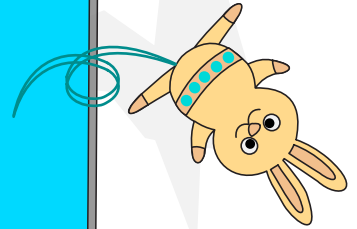
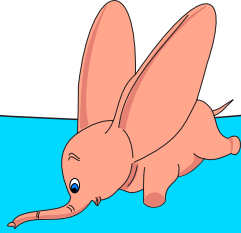
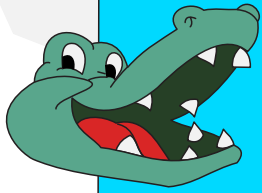
*This is another free book. The theme this time is action origami (action origami is my favorite).*

*Action origami has the unique feature that the model can move in some way when manipulated. The traditional example is the flapping bird. It is a class of models which have movable parts. These include all sorts of mechanisms with elements that slide relative to each other, multi-piece puzzles, and models which rely on paper's spring action for motion.*

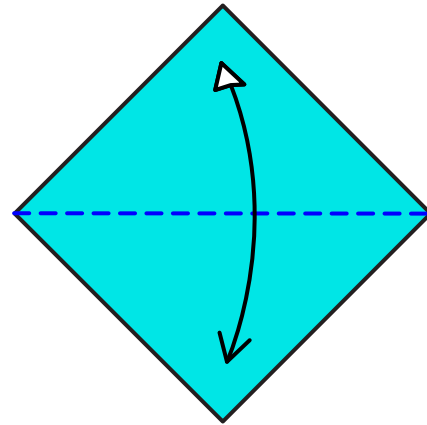
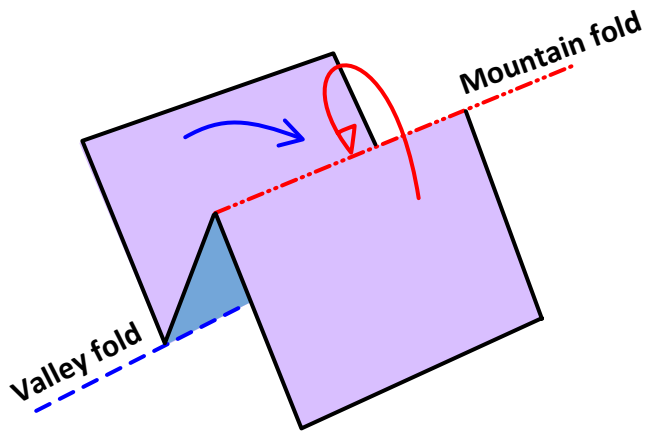
*Below I present to you some of my action origami models. They are mostly simple - intermediate level.*

*I hope that the mechanisms used to move the different models will inspire other creators to create their own models, just as I have been inspired in some cases by famous models.*

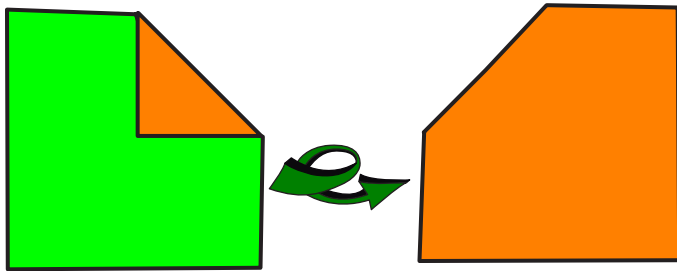
# Symbols and folds



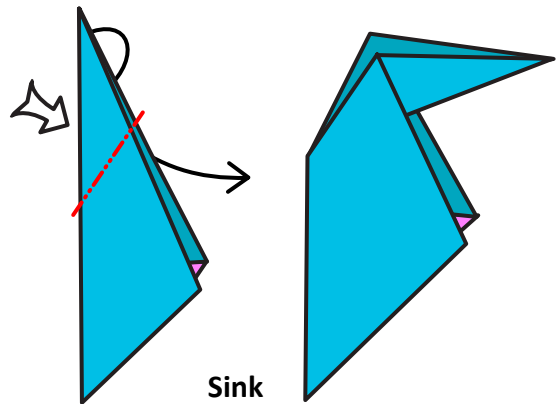
IT MOVES



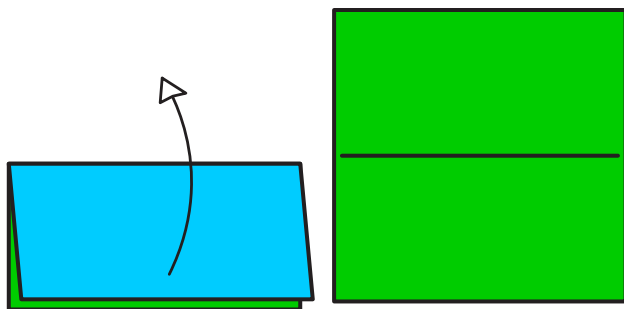
Fold and unfold (Pre - crease)



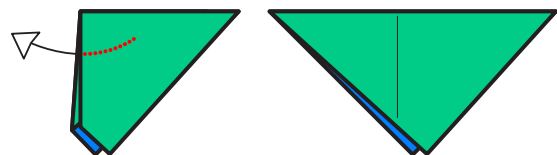
Turn over

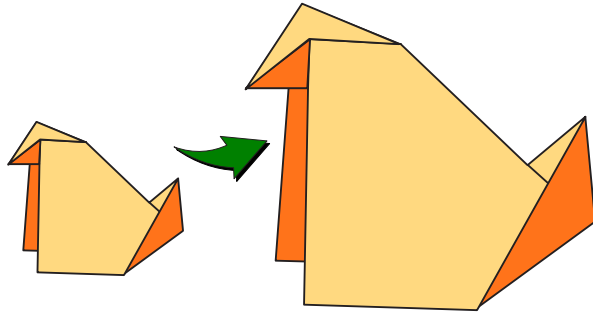


Sink

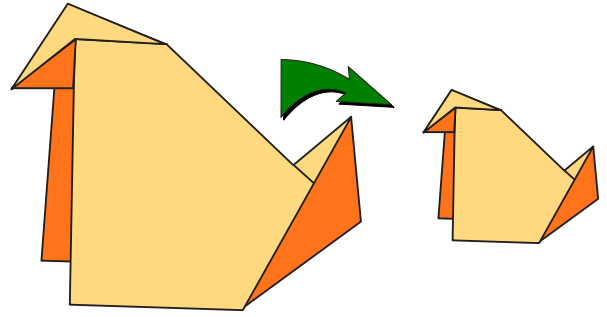


Unfold

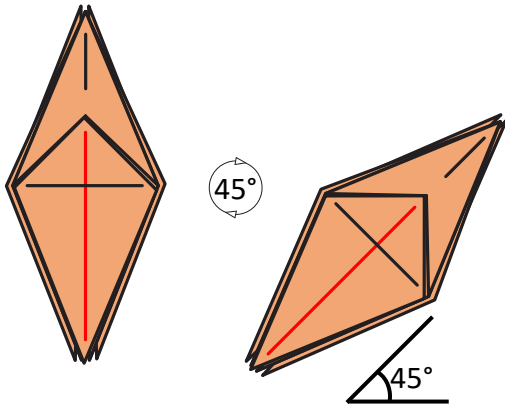




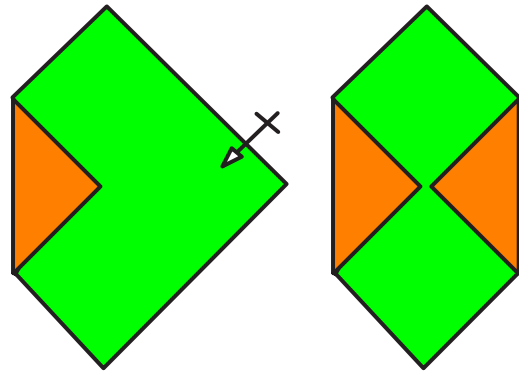
**Magnified view**  
Zoom in



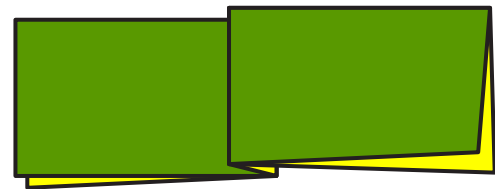
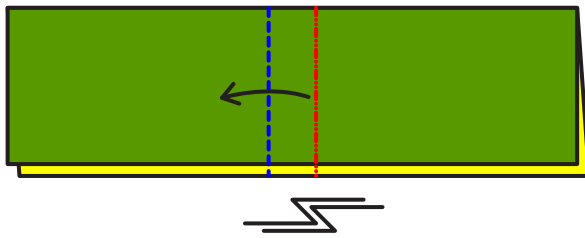
**Reduced view**  
Zoom out



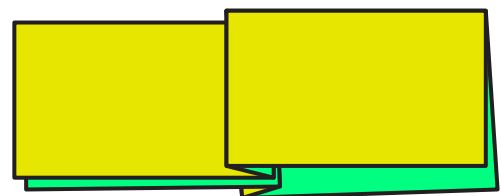
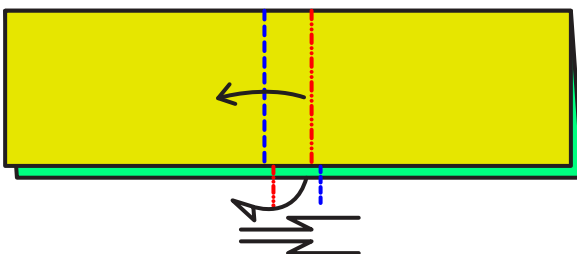
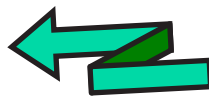
**Rotate**



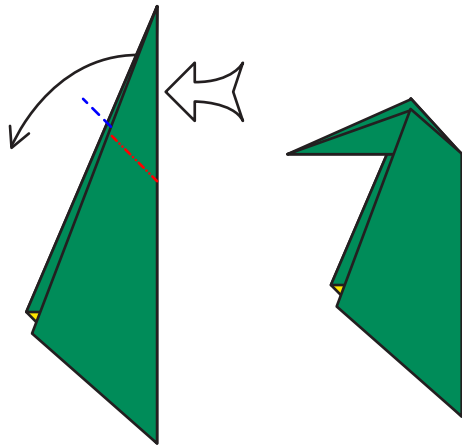
**Repeat**



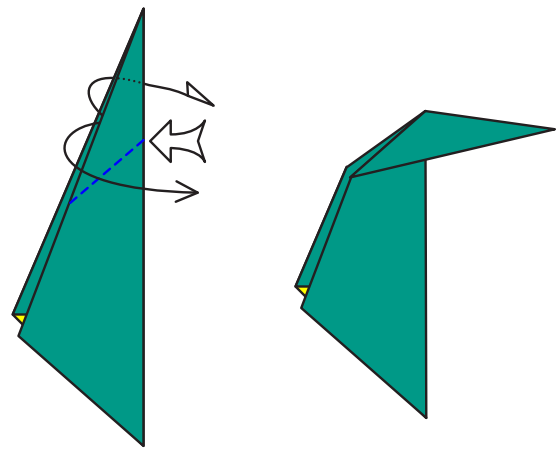
**Pleat fold**



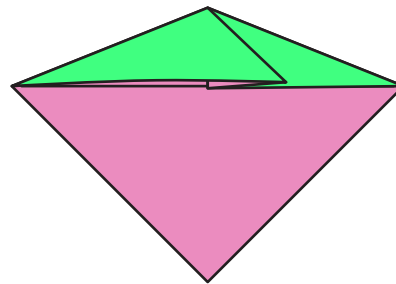
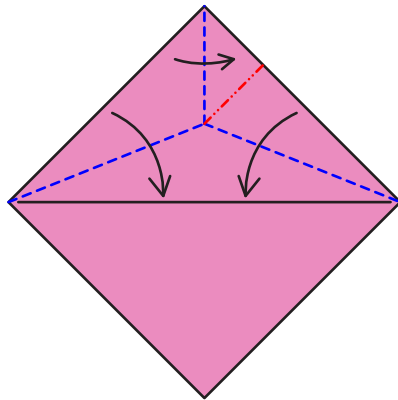
**Crimp fold**



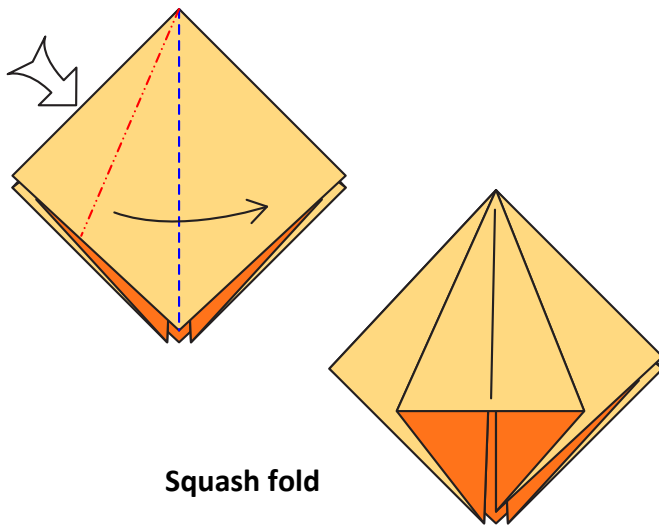
Inside reverse fold



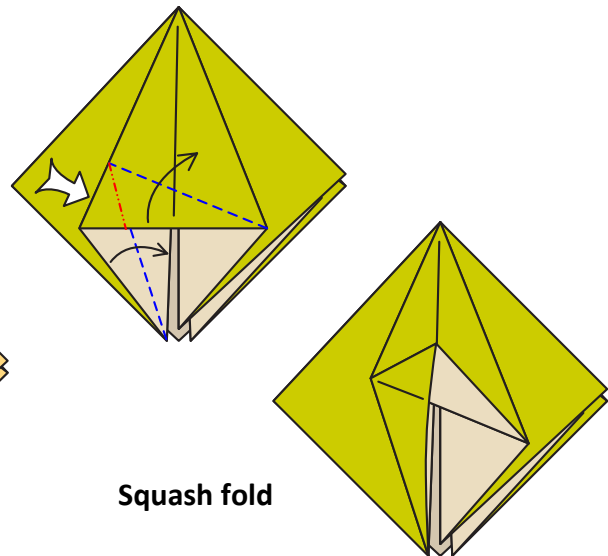
Outside reverse fold



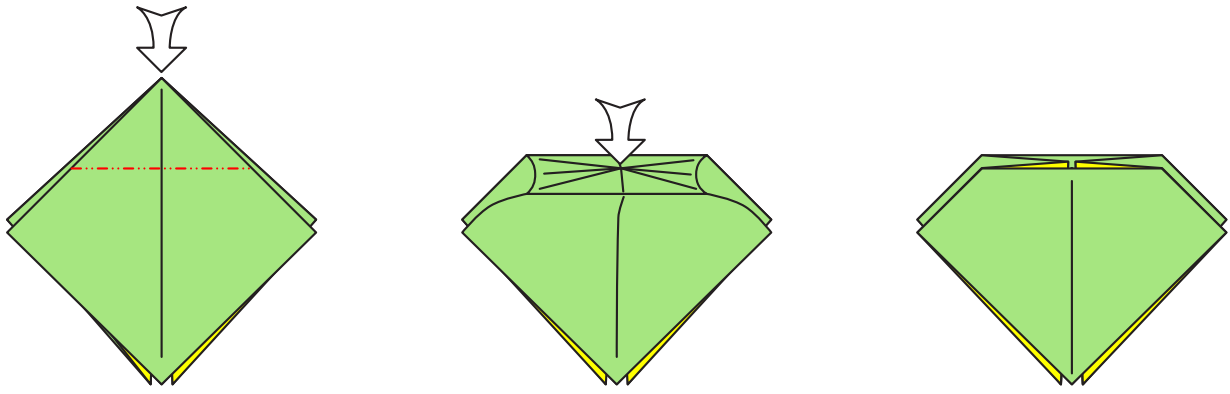
Rabbit ear fold



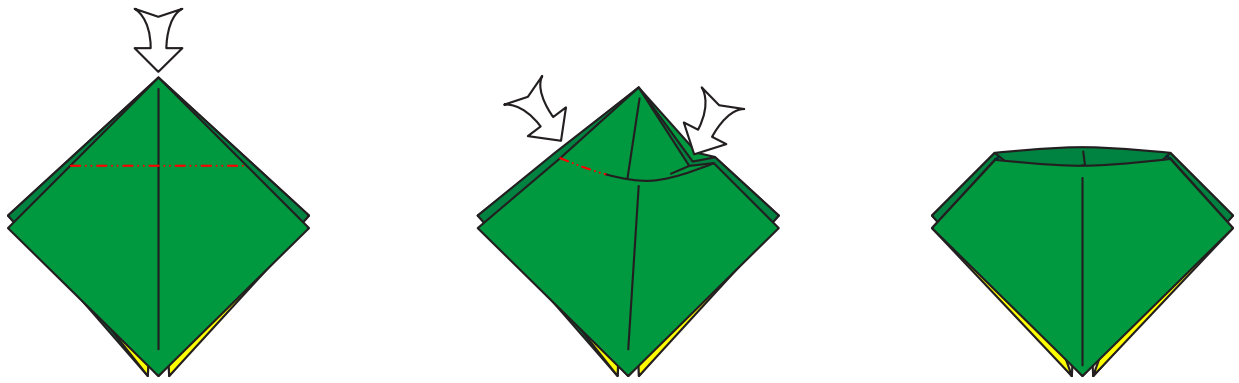
Squash fold



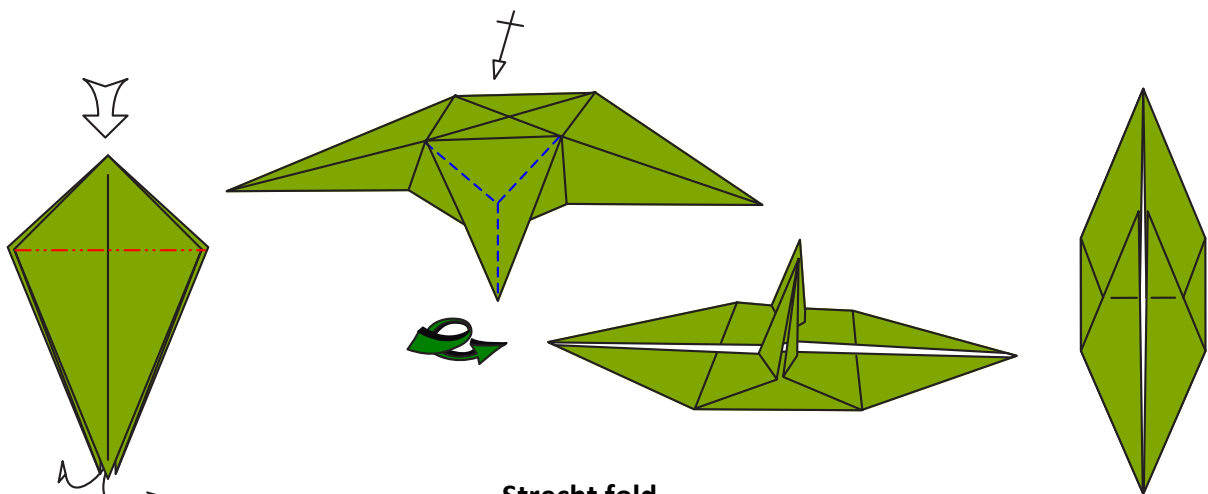
Squash fold



Open sink



Closed sink



Strecht fold



*The challenge  
of creating  
action models*



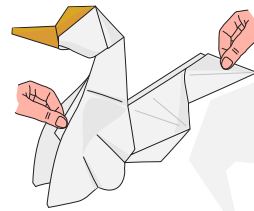
IT MOVES

From my point of view, creating moving models is much more difficult than any other type of origami. The challenge is double: On the one hand, it is necessary to ensure that the folded model is a recognizable representation of the real figure. Secondly, said model must be made to move a part according to the figure. Thus, the birds flap their wings, the frogs jump and the magical rabbits come out of the hat.

Then other drawbacks appear: folded models deteriorate over time and resin or other elements cannot be added to preserve them because they lose their essence (motion). In addition, the models do not work with all papers.

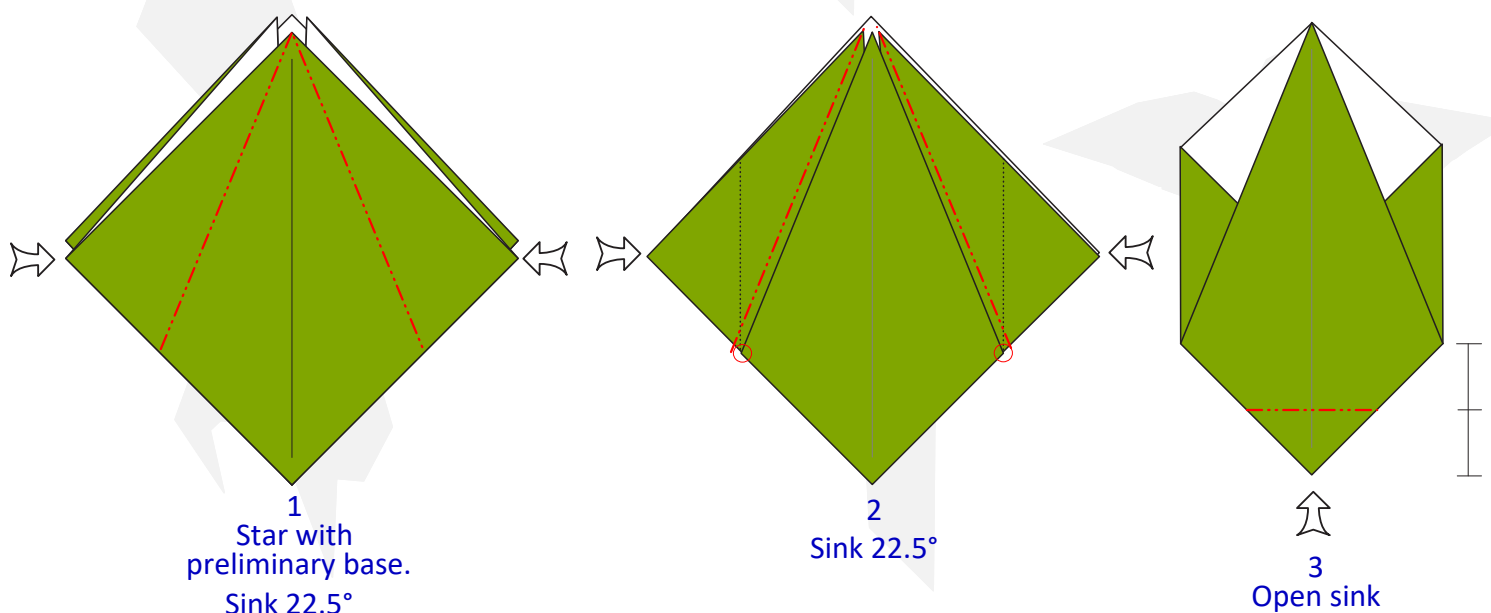
My way of creating this type of origami is to find a mechanism that allows the desired motion and then insert that mechanism into a base with which the desired model can be obtained.

Let's see two examples:

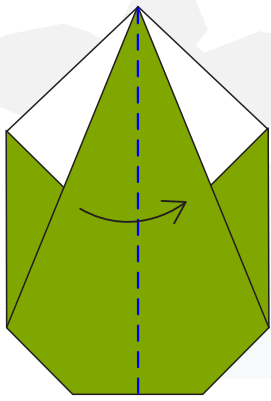


### Example 1: The ugly duckling wants to fly

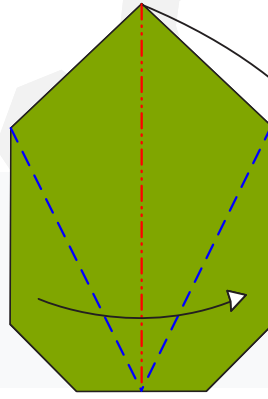
The original idea was to start from a Bird Base that works very well for flapping birds: One head tip, one tail tip and 2 wing tips. The Bird Base must be modified a bit to give the desired bird shape.



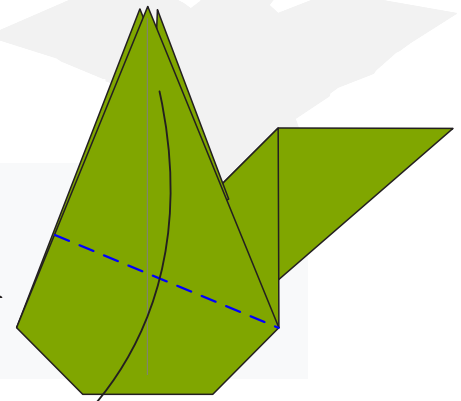




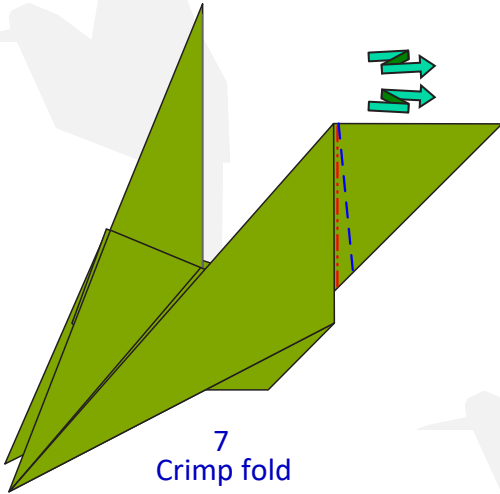
4 Valley fold and turn over



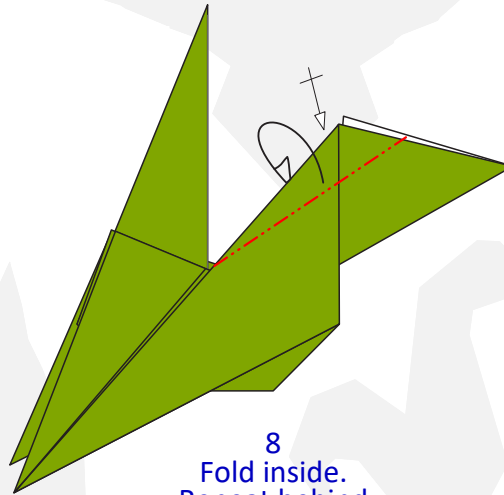
5 Pre-crease and fold



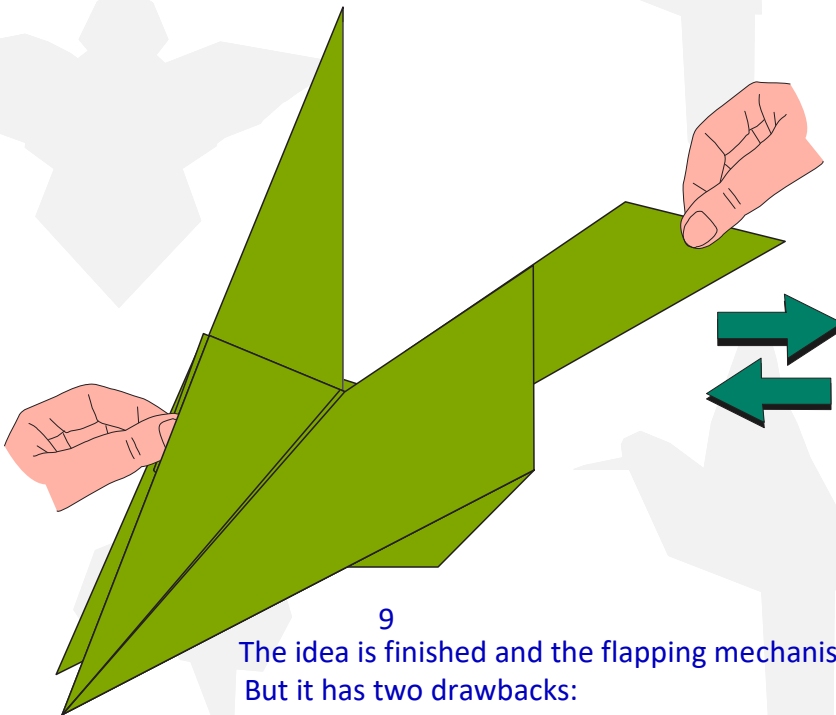
6 Valley fold. Repeat behind



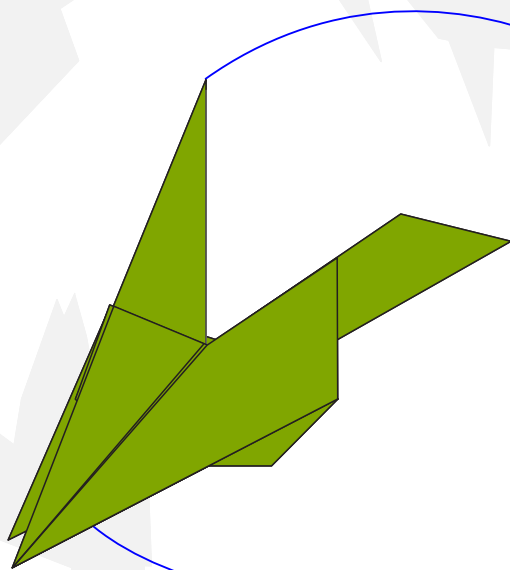
7 Crimp fold



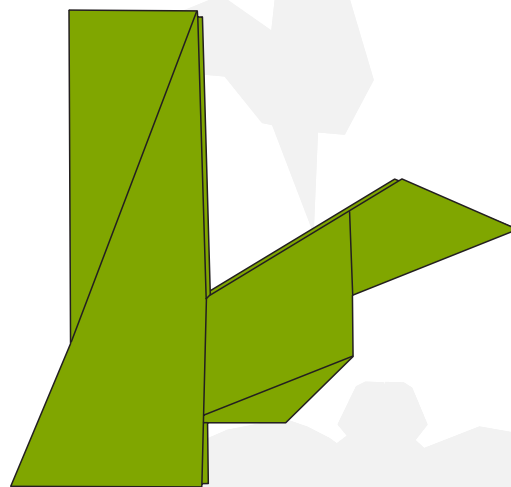
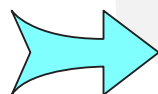
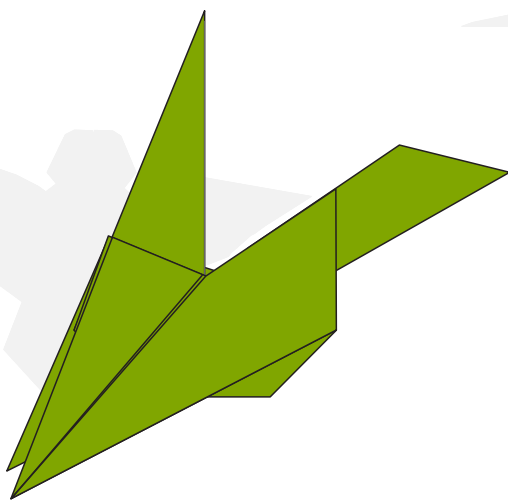
8 Fold inside. Repeat behind



9 The idea is finished and the flapping mechanism works fine. But it has two drawbacks:

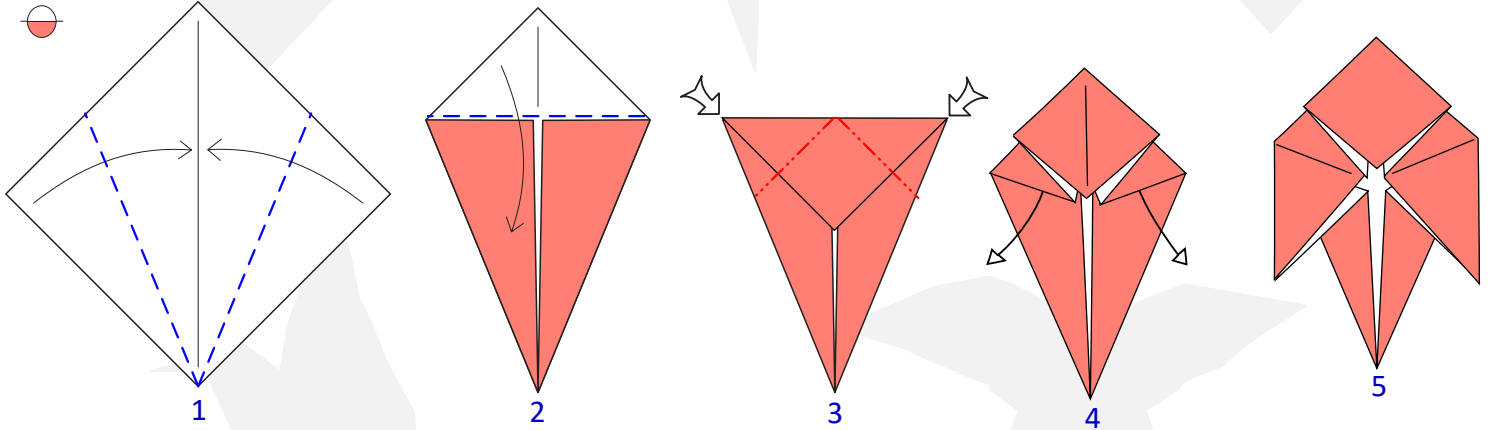
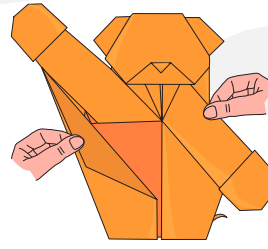


The head and wings are very simple.  
You can add some paper and get  
a modified Bird Base.

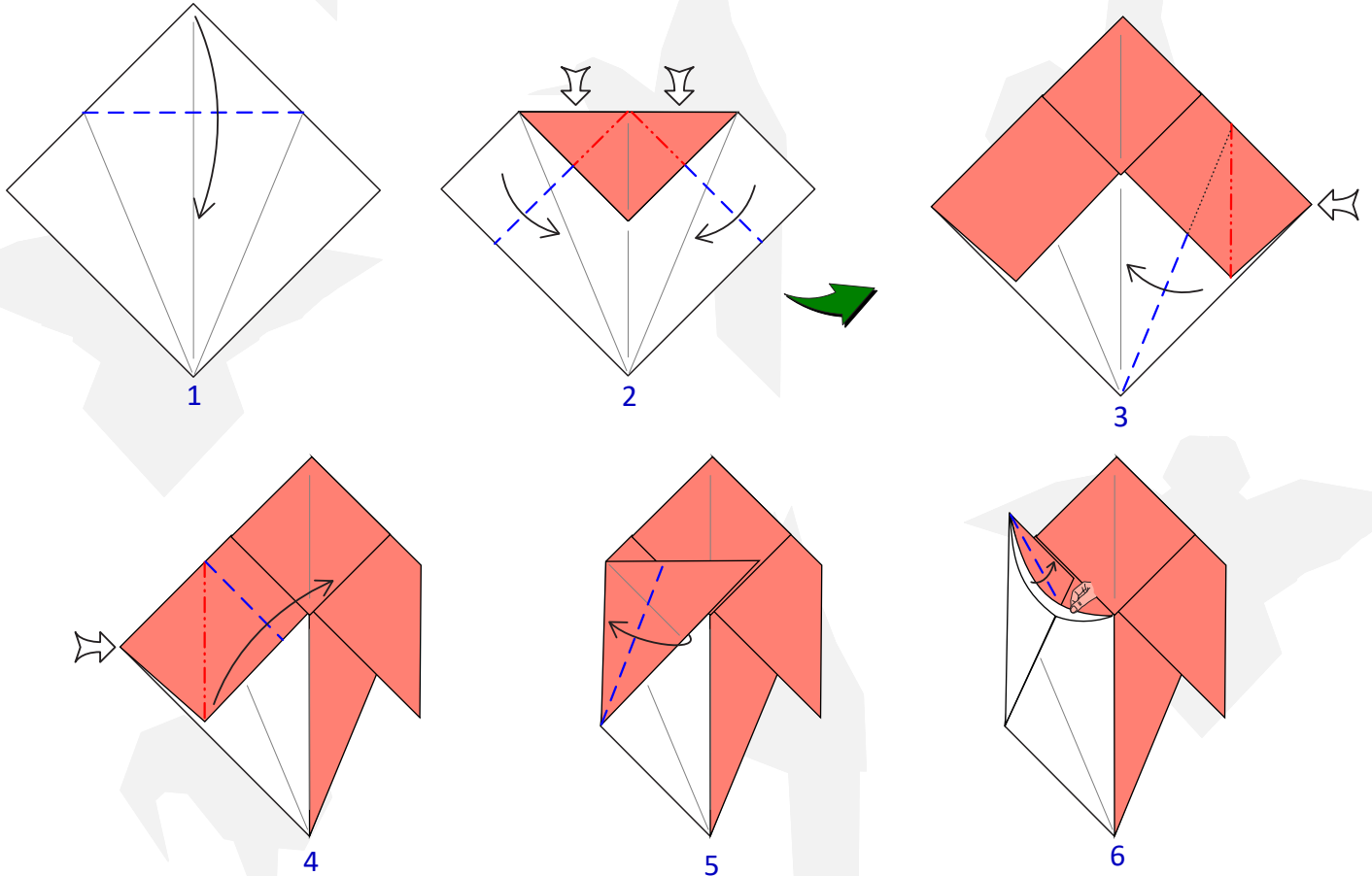


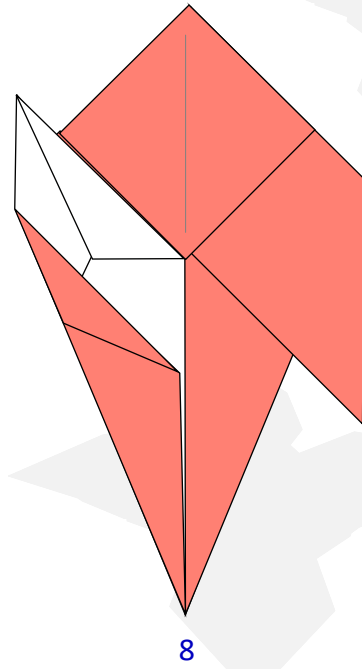
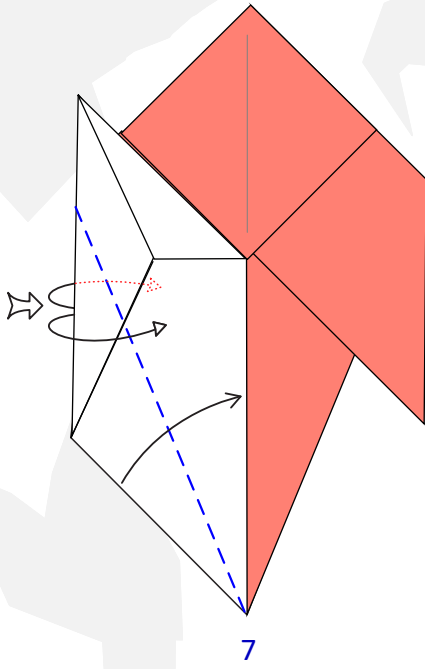
This way we can give more detail to the head and wings.  
(See pages 150 - 155)

## Example 2: Beckoning waving lucky dog

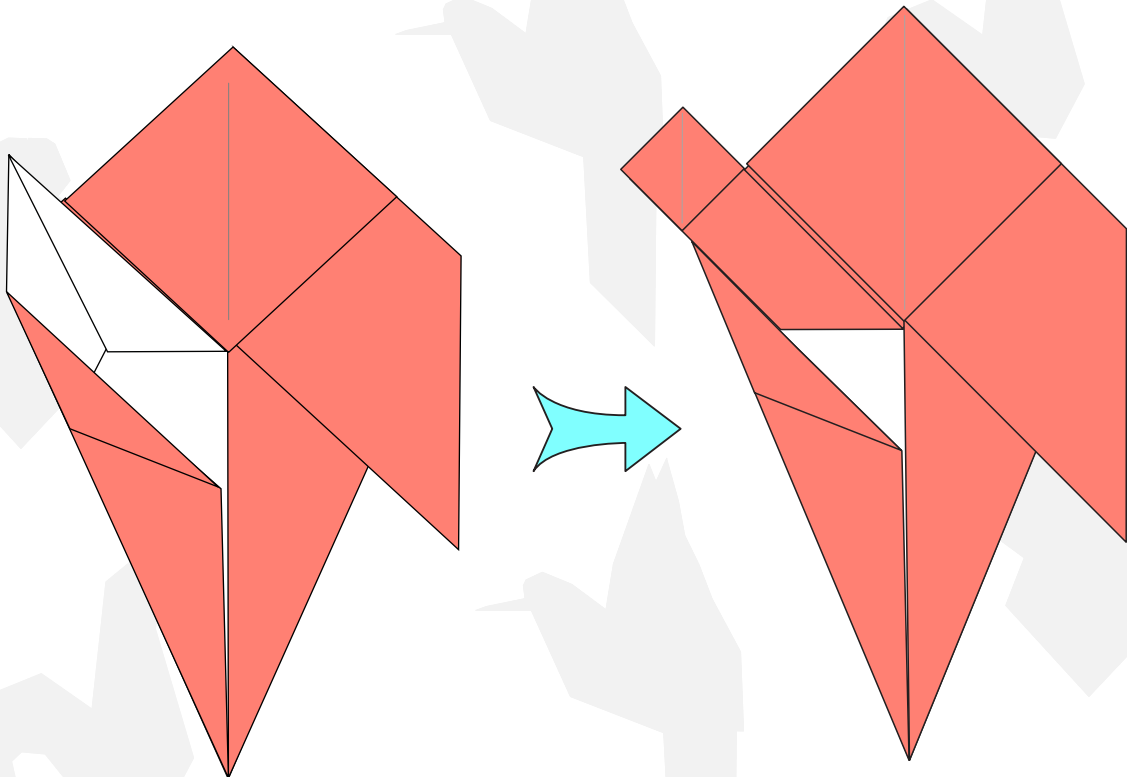


This base seemed very convenient for the model. You should only insert the action mechanism for it to move a hand.

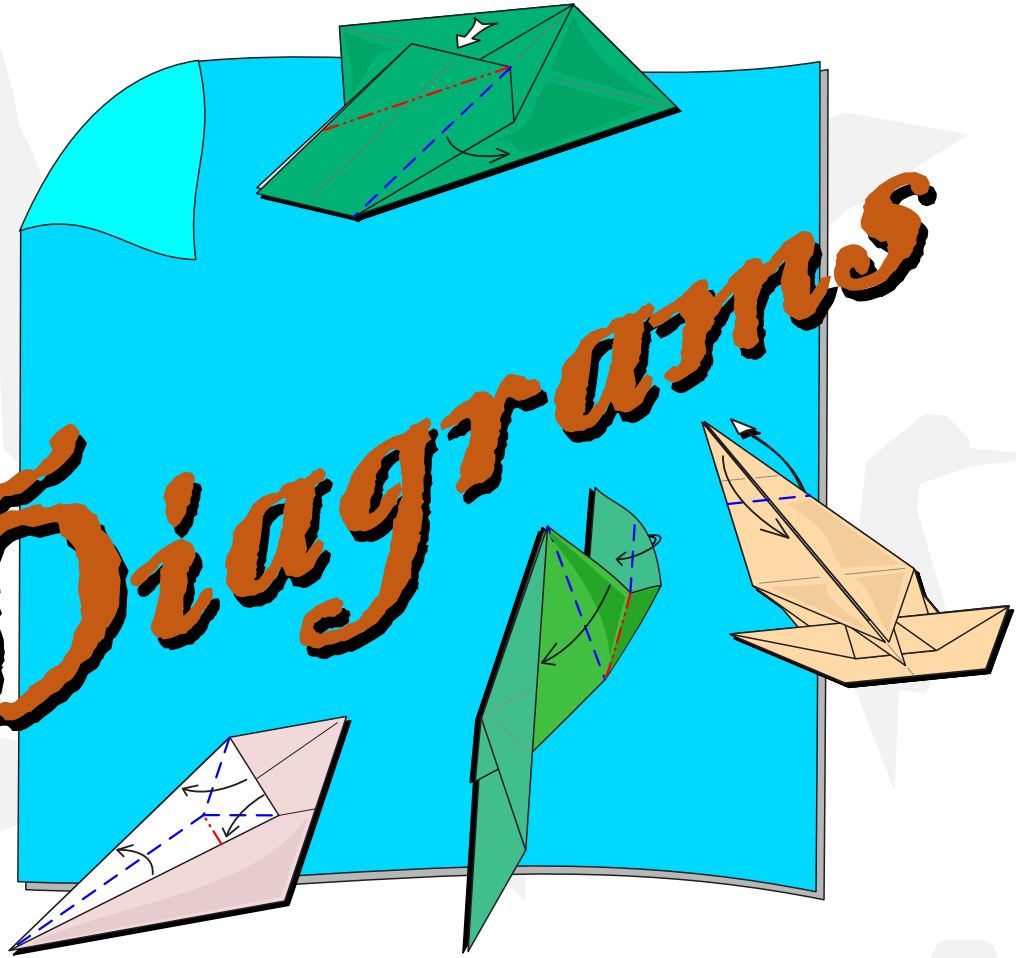




The mechanism to move the hand works well, but I decided to add some paper to give volume to the hand.

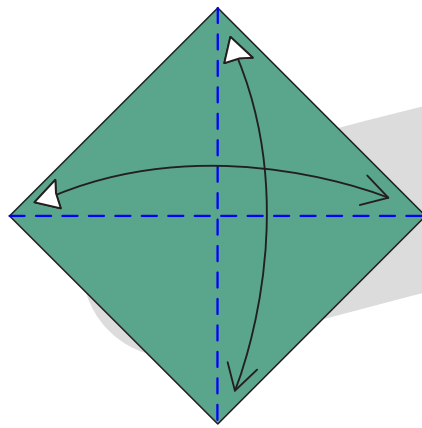
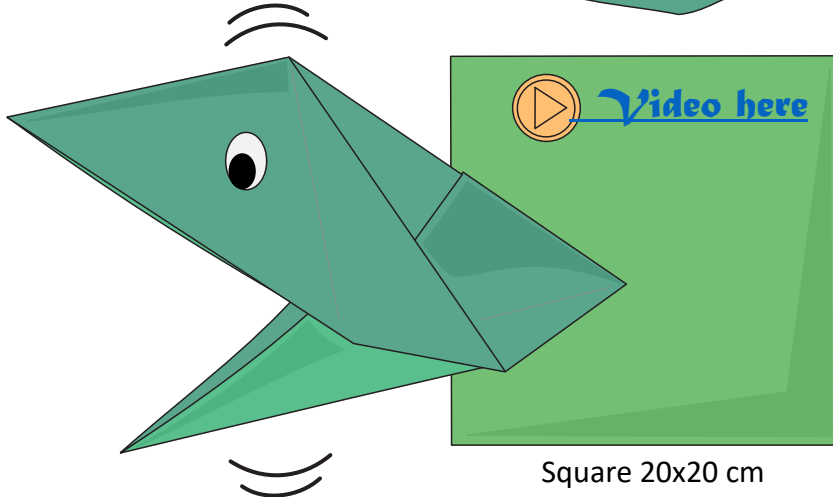
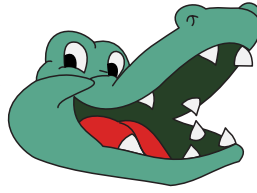


# Diagrams

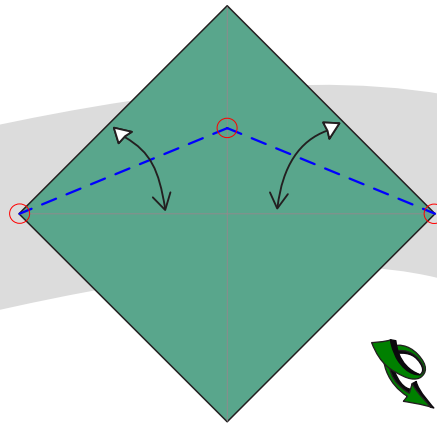


IT MOVES

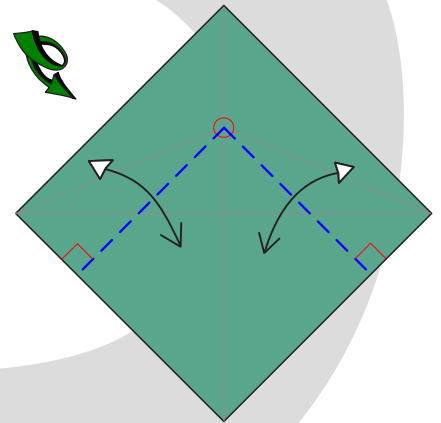
# Nibbler



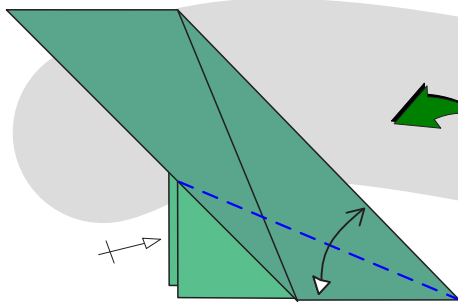
1  
Precrease the diagonals



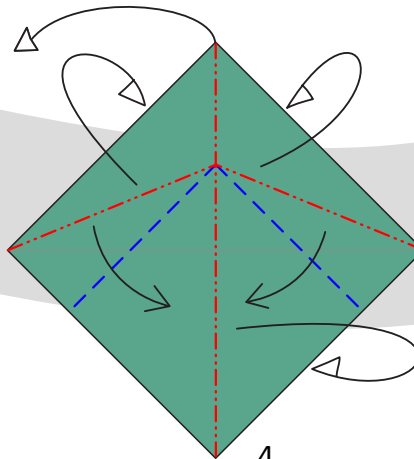
2  
Precrease 22.5° and turn over



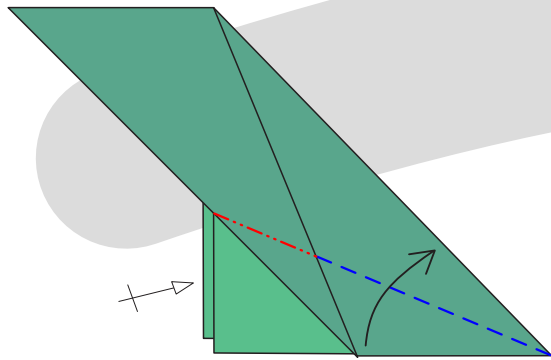
3  
Precrease (45°)



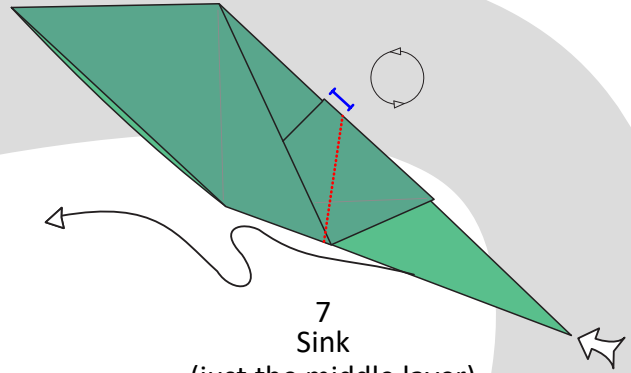
5  
Precrease 22.5°. Repeat behind



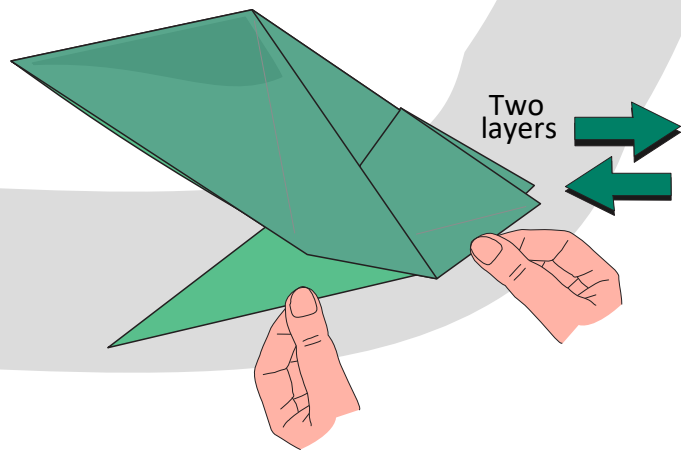
4  
Fold by the marks as show



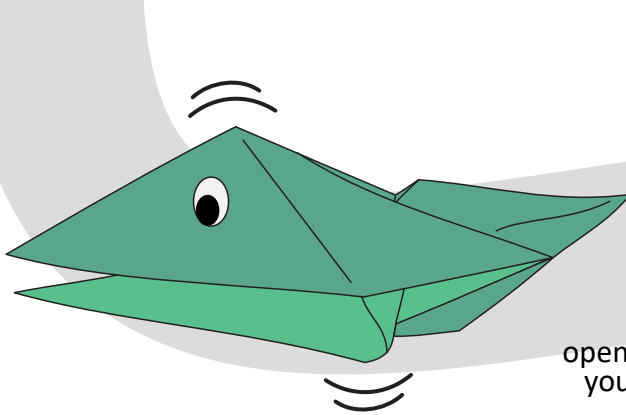
6  
Sink and valley fold  
as show.  
Repeat behind



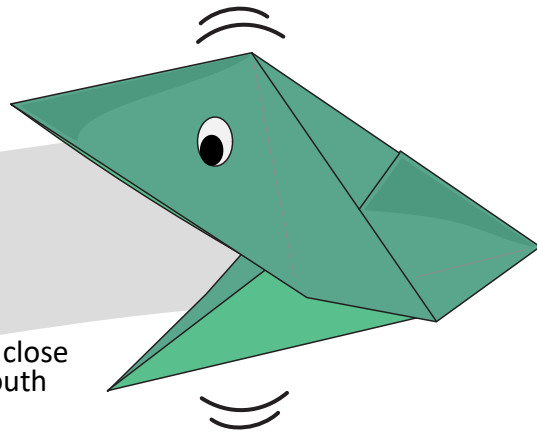
7  
Sink  
(just the middle layer)



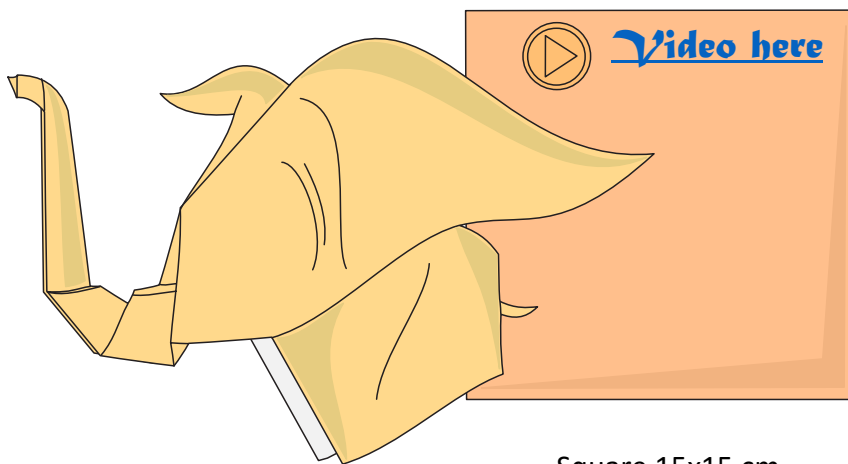
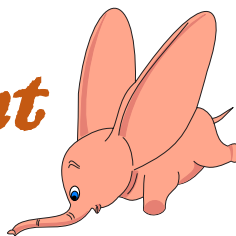
8  
Hold as shown and pull  
to close and open mouth



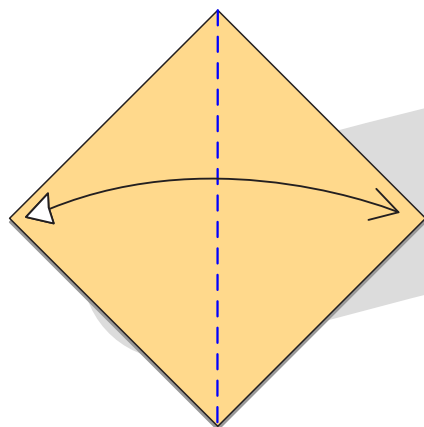
9  
open and close  
your mouth



# a Dumb elephant

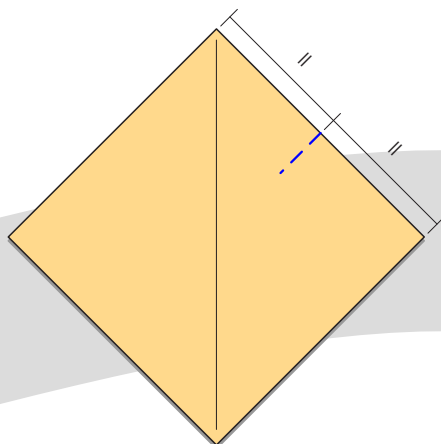


Square 15x15 cm



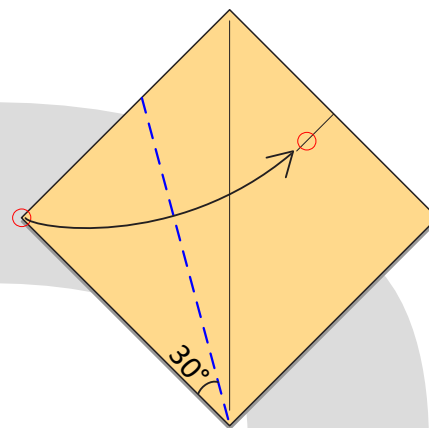
1

Precrease the diagonal



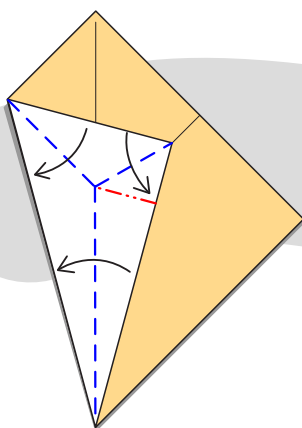
2

Pinch in half



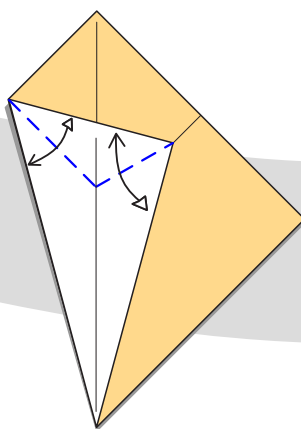
3

Valley fold as show (30°)



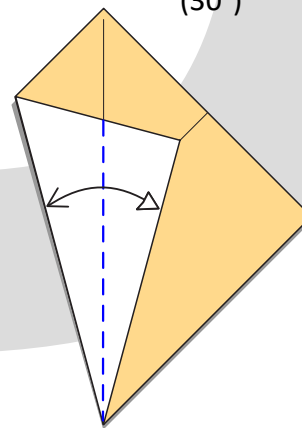
6

Rabbit ear



5

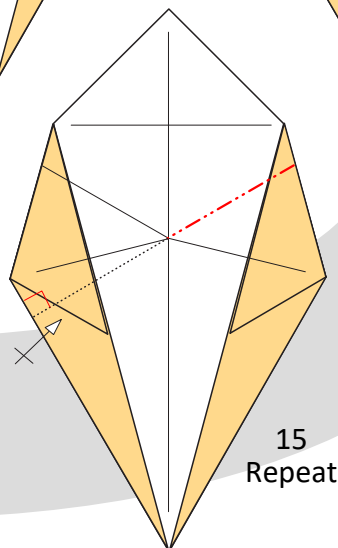
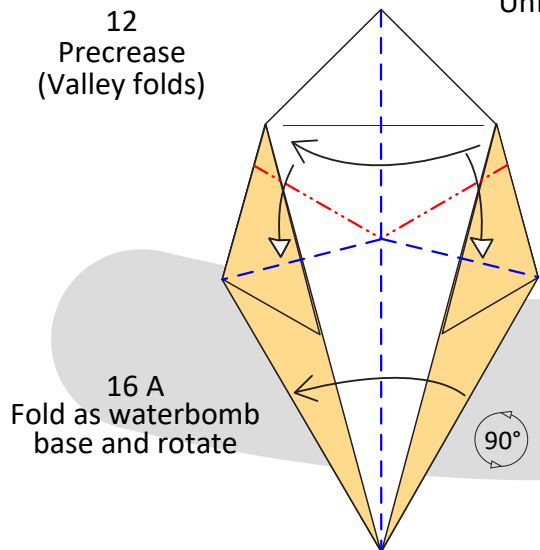
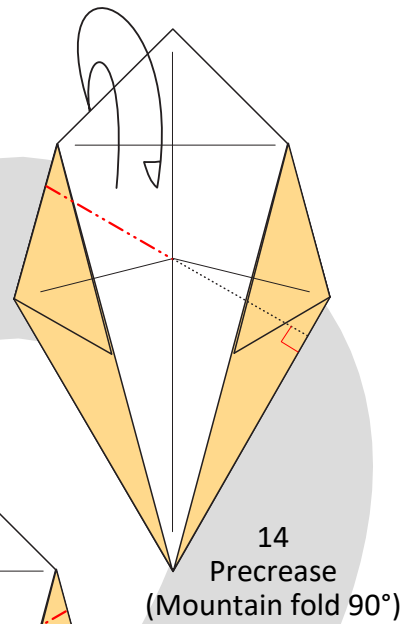
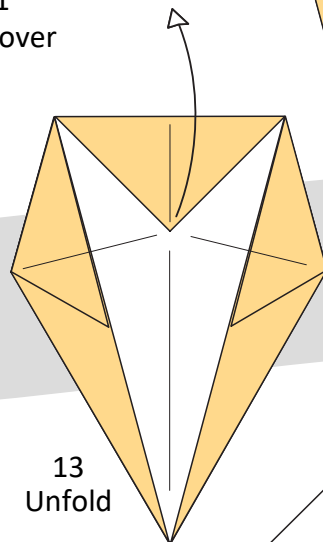
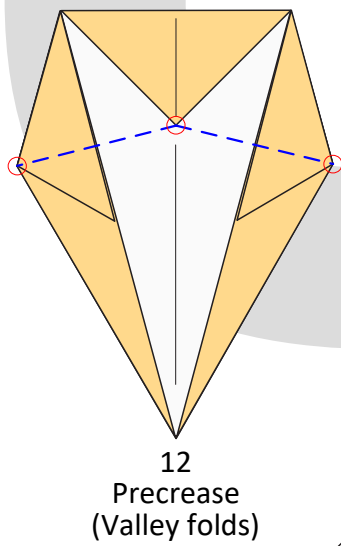
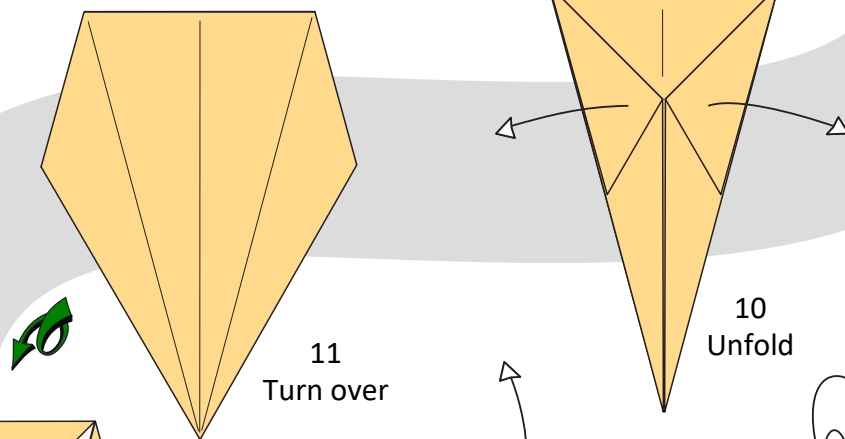
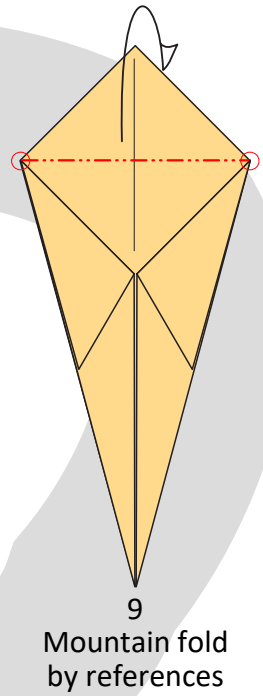
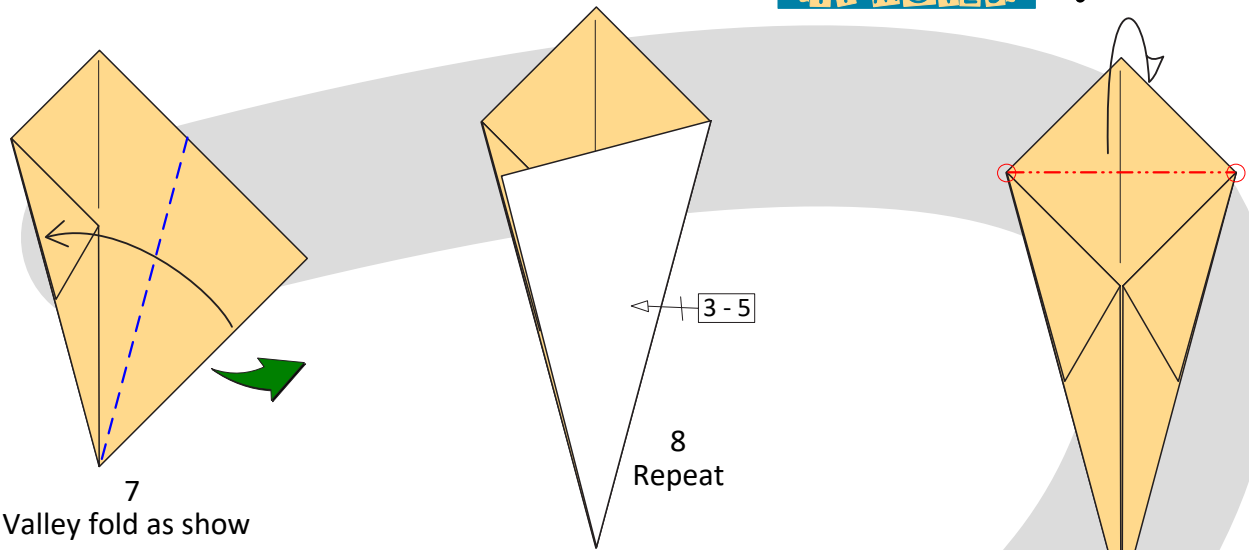
Precrease

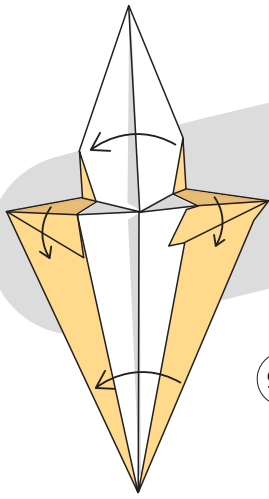


4

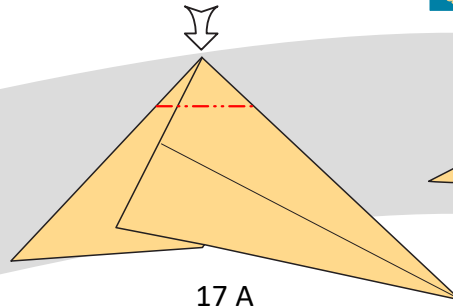
Precrease



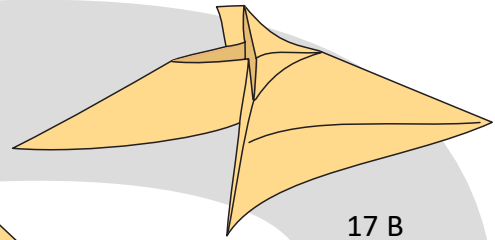




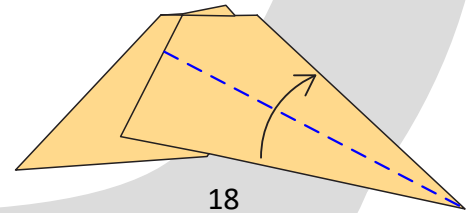
16 B  
Intermediate step



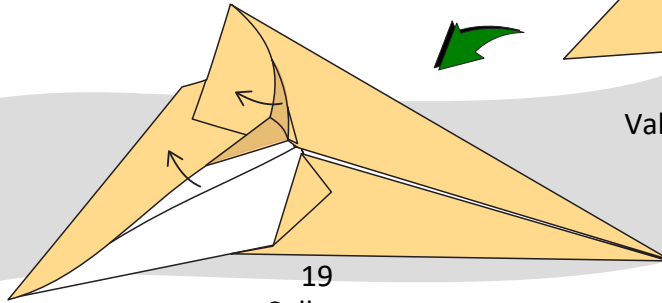
17 A  
Open sink



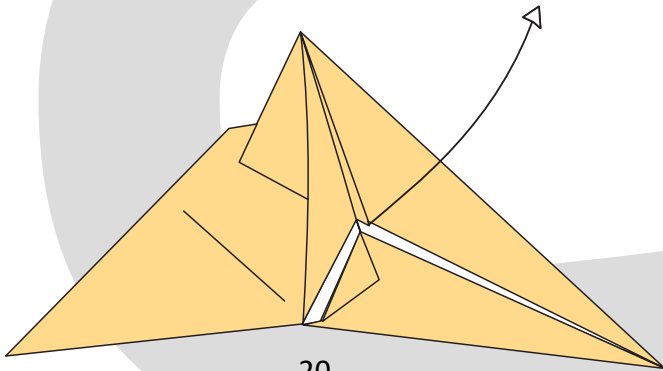
17 B  
Intermediate step



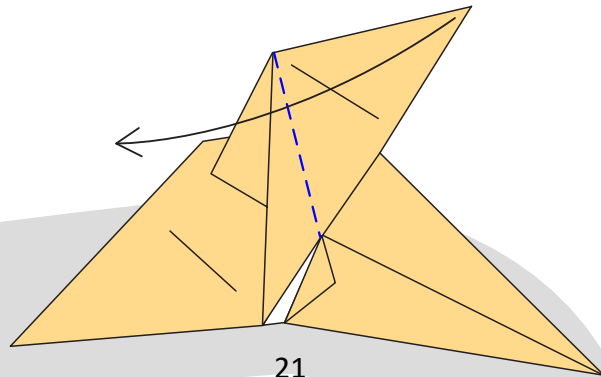
18  
Valley fold in this layer



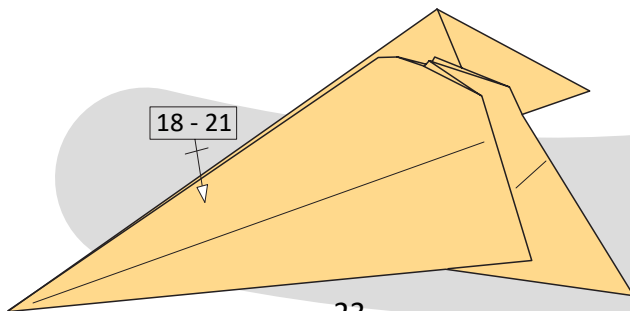
19  
Collapse



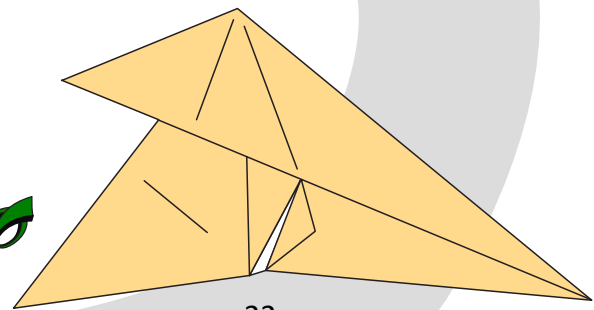
20  
Unsink



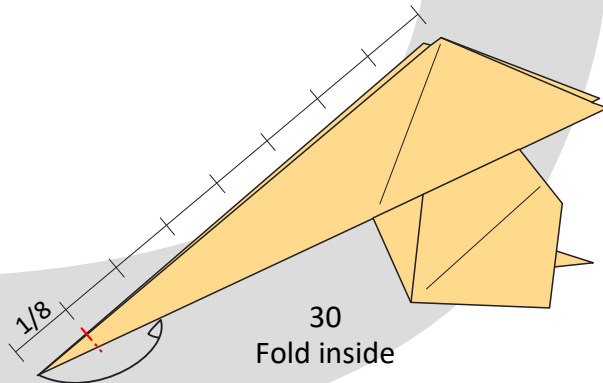
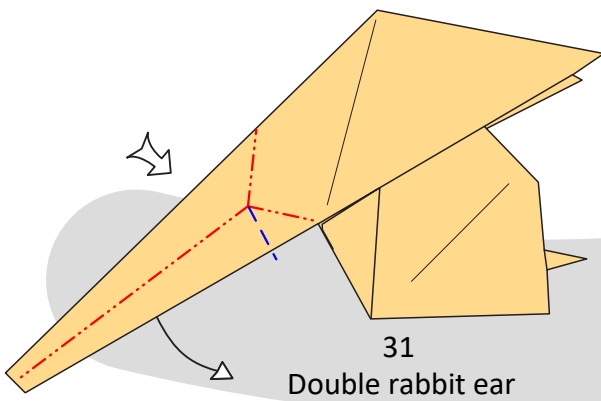
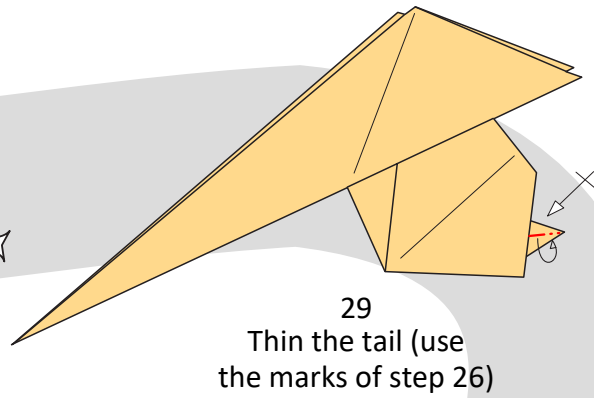
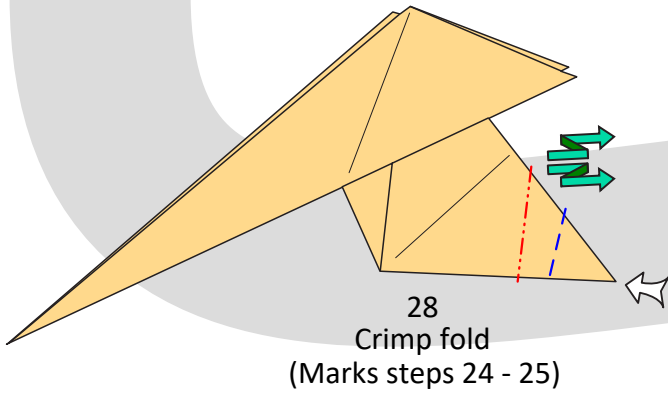
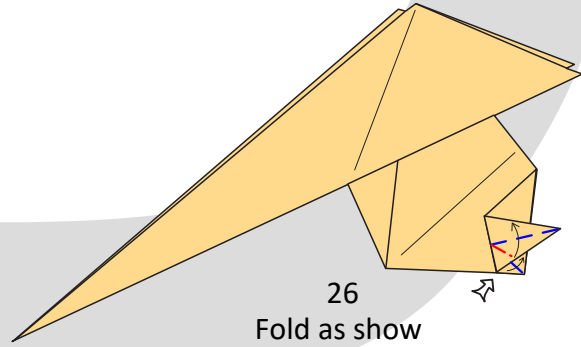
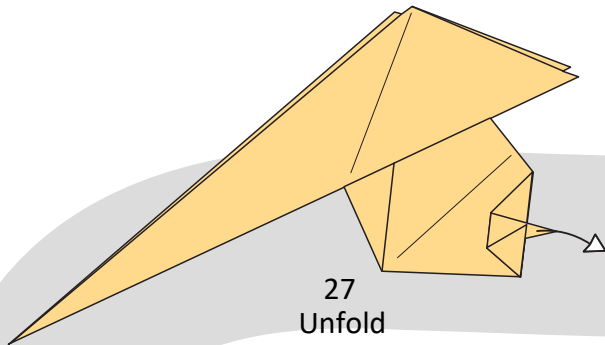
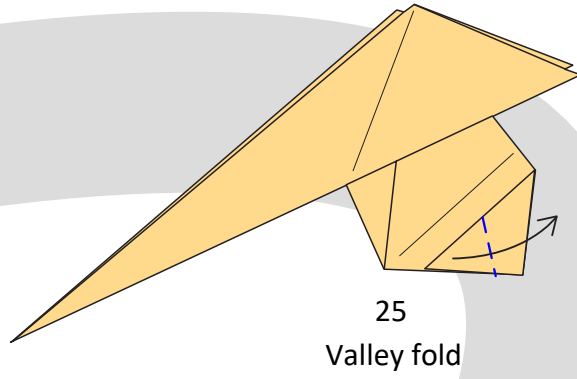
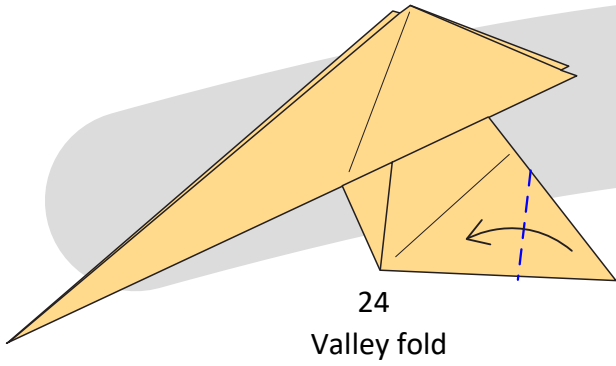
21  
Valley fold

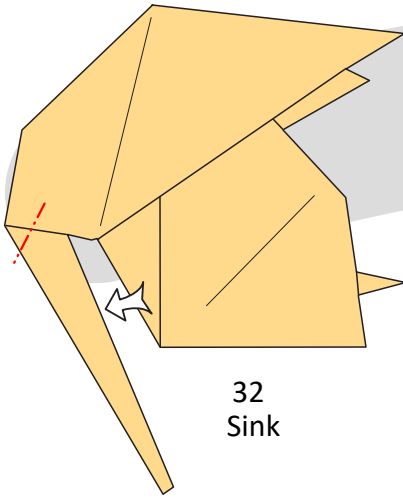


23  
Repeat

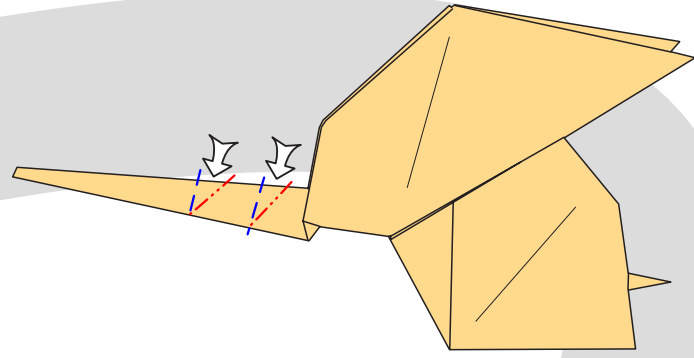


22  
Turn over

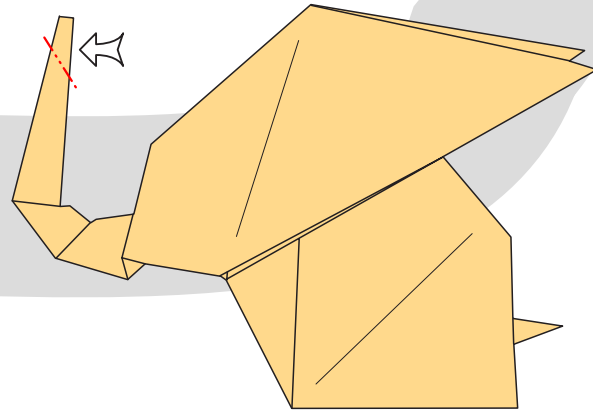




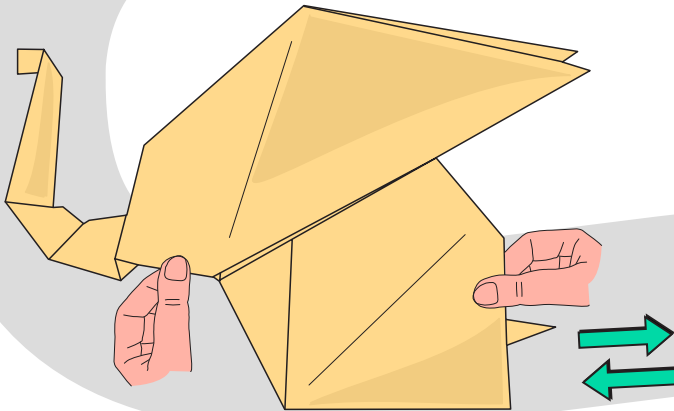
32  
Sink



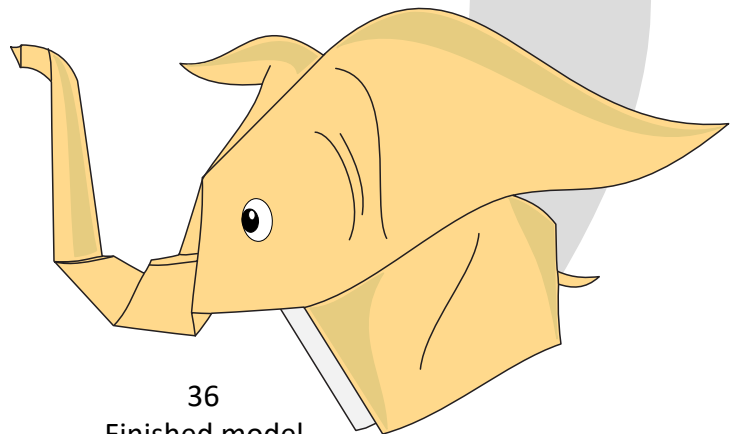
33  
Crimp folds



34  
Sink

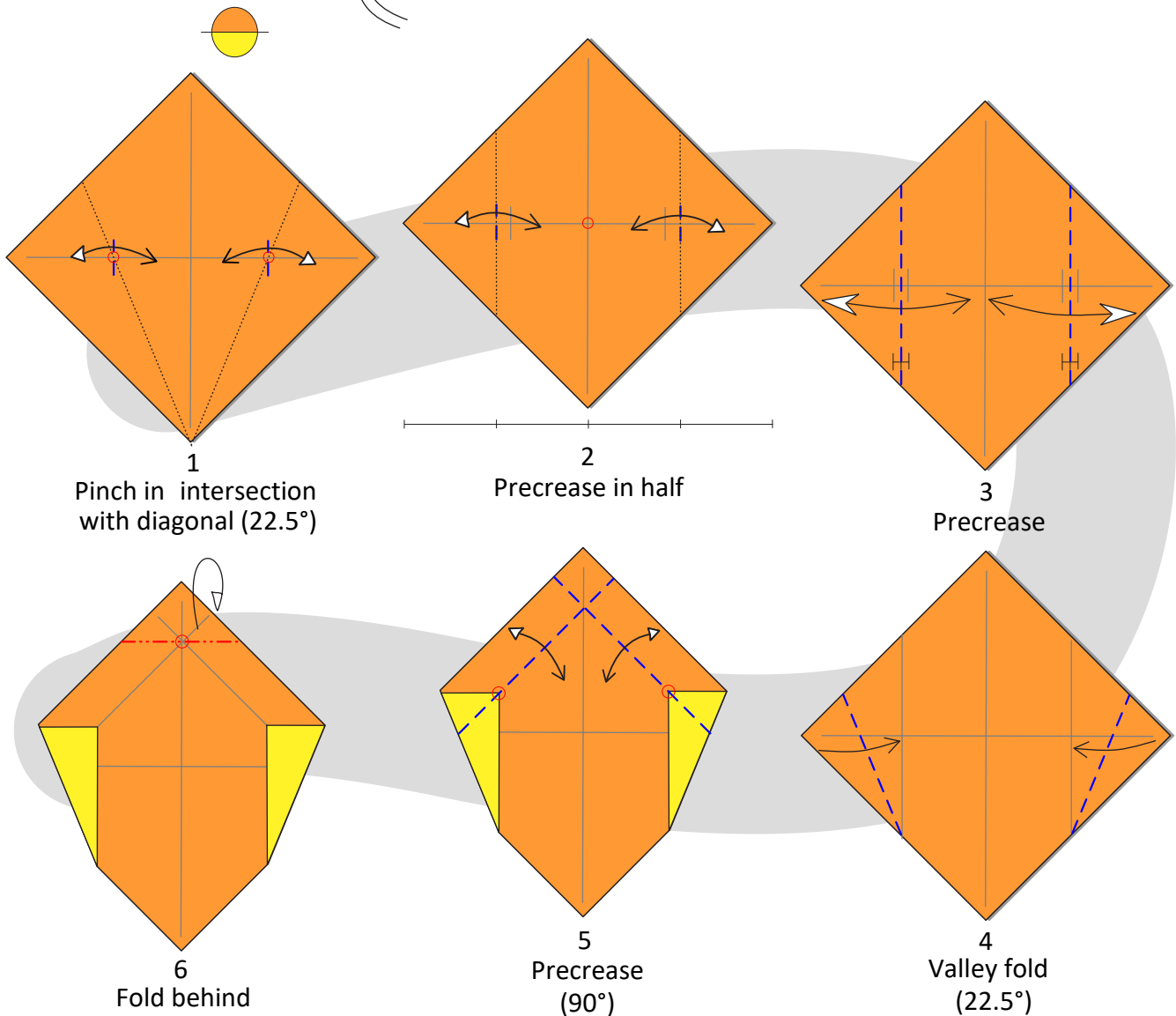
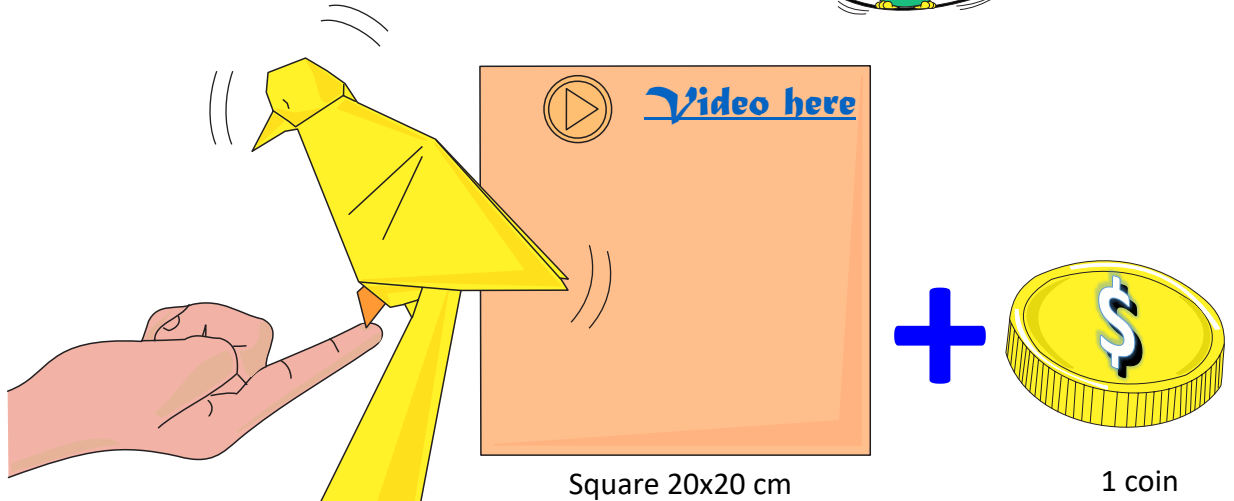


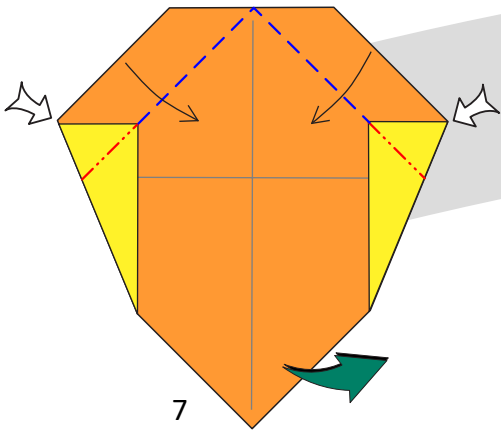
35  
It moves ears  
(flapping with ears)



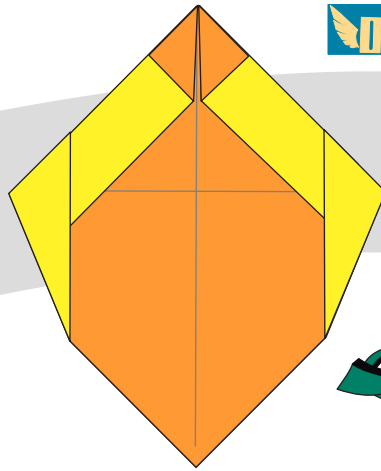
36  
Finished model

# Bird in money balance

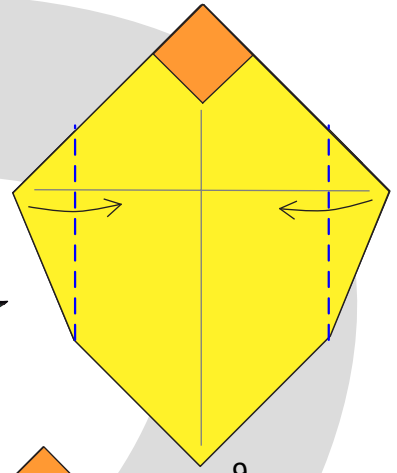




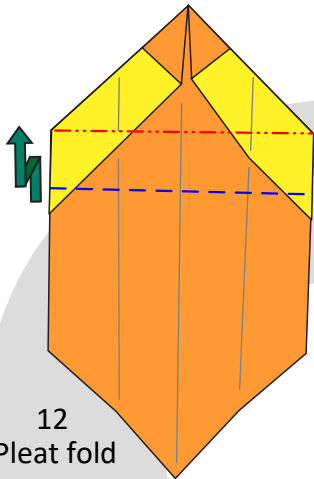
7  
Valley fold and sink  
as show



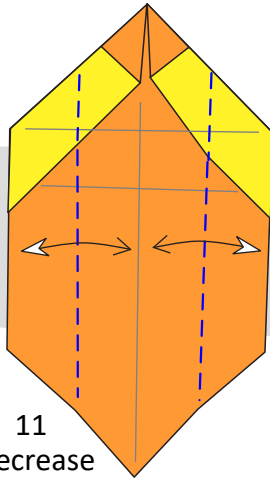
8  
Turn over



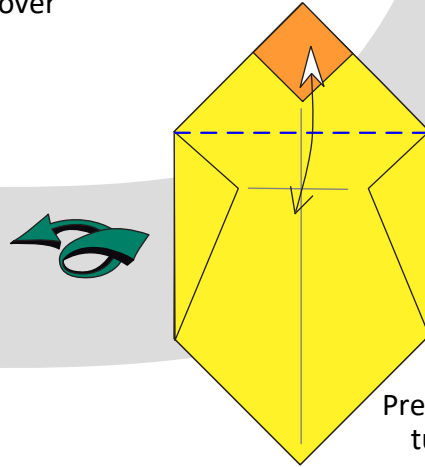
9  
Valley folds



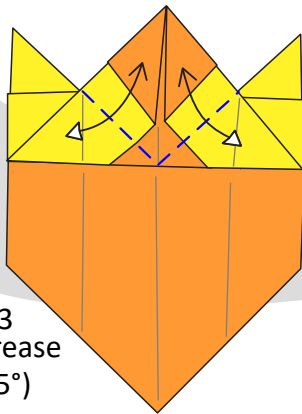
12  
Pleat fold



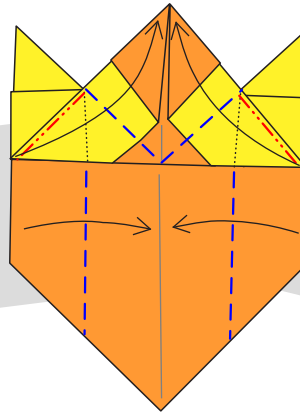
11  
Precrease



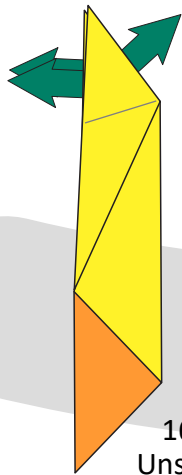
10  
Precrease and  
turn over



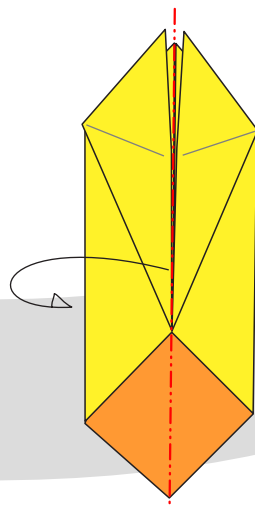
13  
Precrease  
(45°)



14  
Fold by the marks  
as show

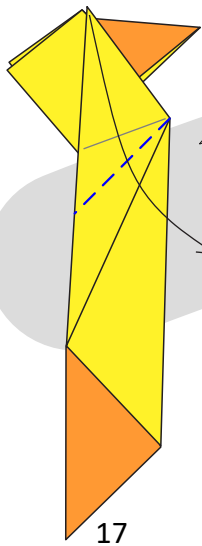


16  
Unsink

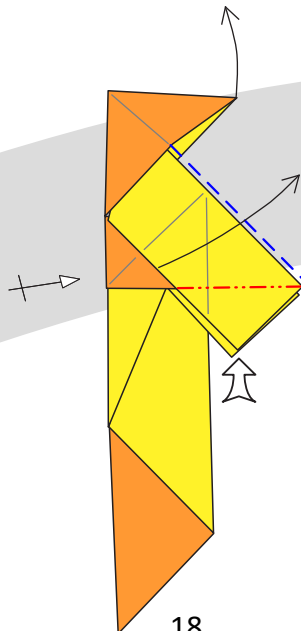


15  
Mountain fold

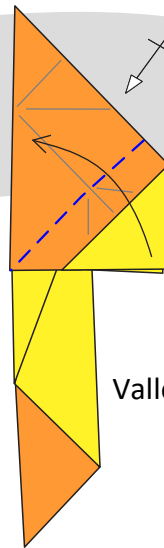




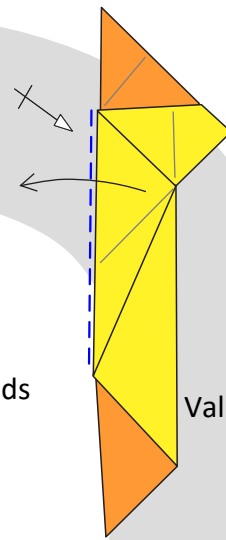
17 Valley folds



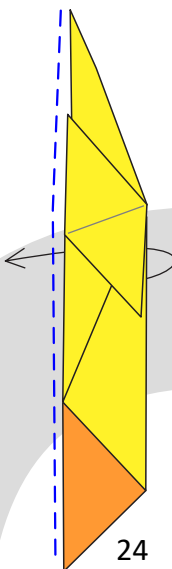
18 Fold by the marks as show



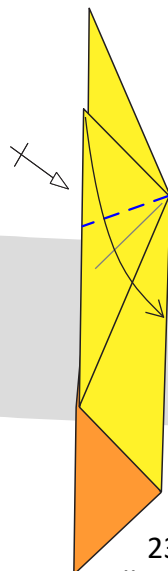
19 Valley folds



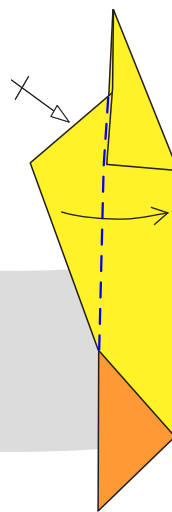
20 Valley folds



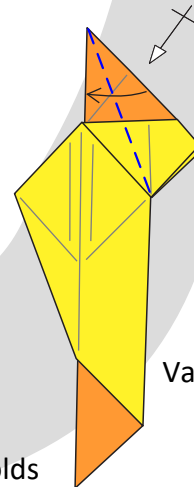
24 Open



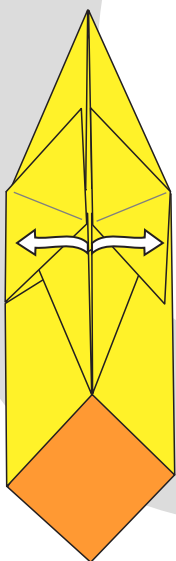
23 Valley folds



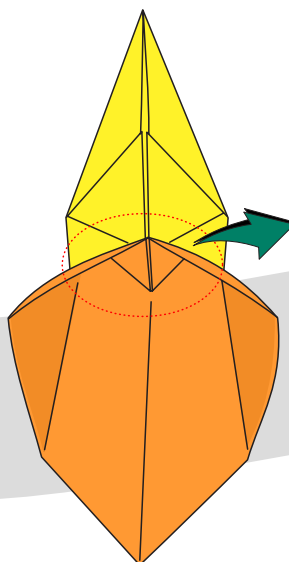
22 Valley folds



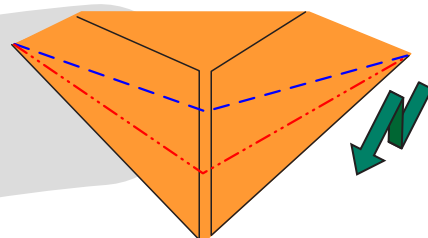
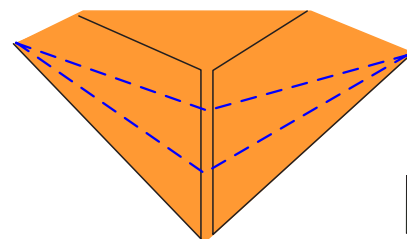
21 Valley folds (22.5°)



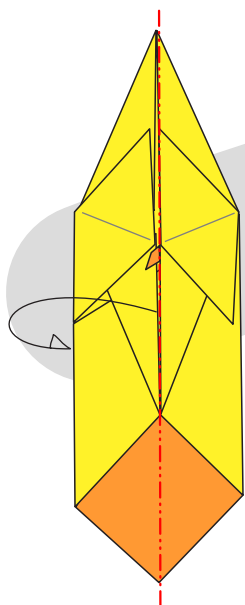
25 Open the model



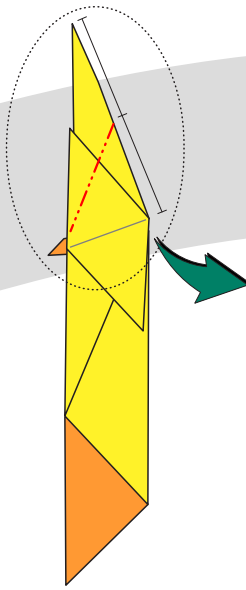
26 Amplified view



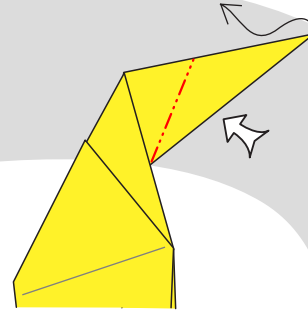
27 Precrease and fold (internally) and then close



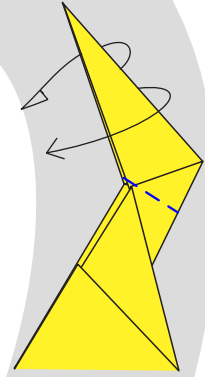
28 Mountain fold



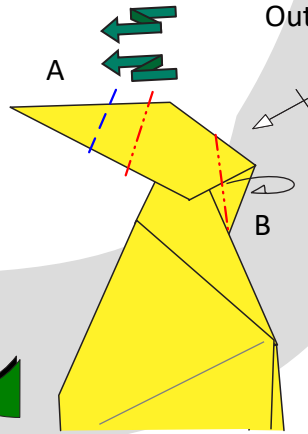
29 Precrease and sink



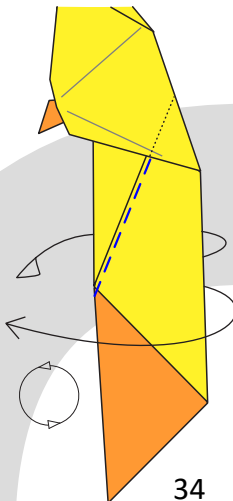
30 Sink



31 Outside reverse fold

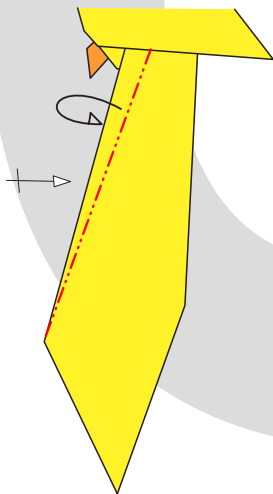


32 A. Crimp fold  
B. Fold behind (inside)

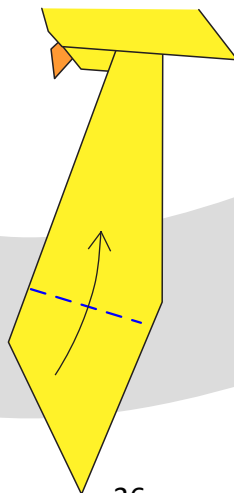


33 Precrease and crimp fold

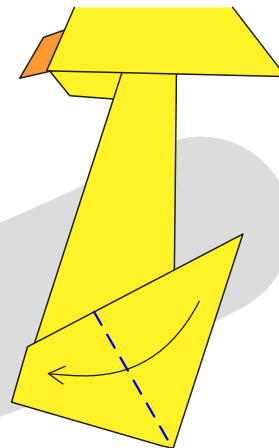
You can modify this fold to change the inclination



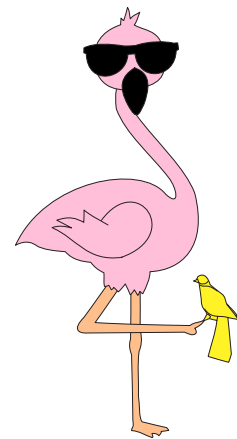
34 Thin the layers



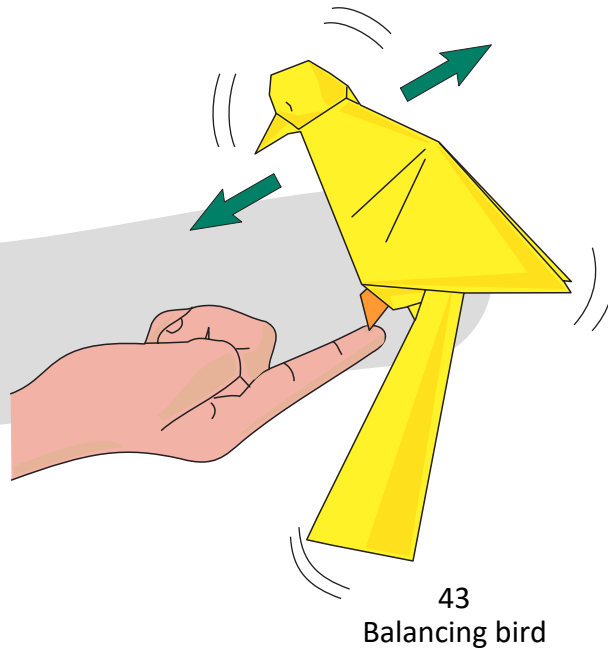
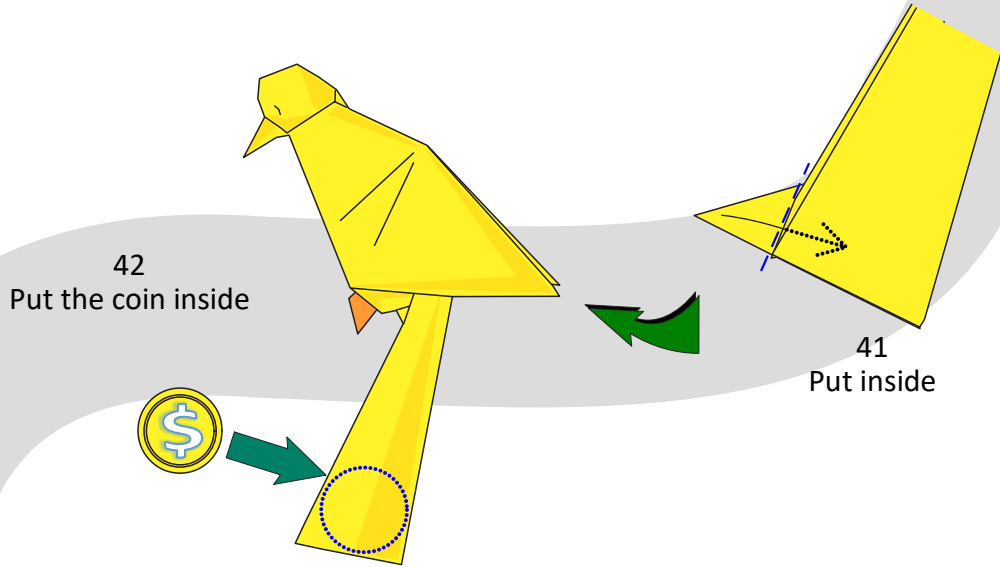
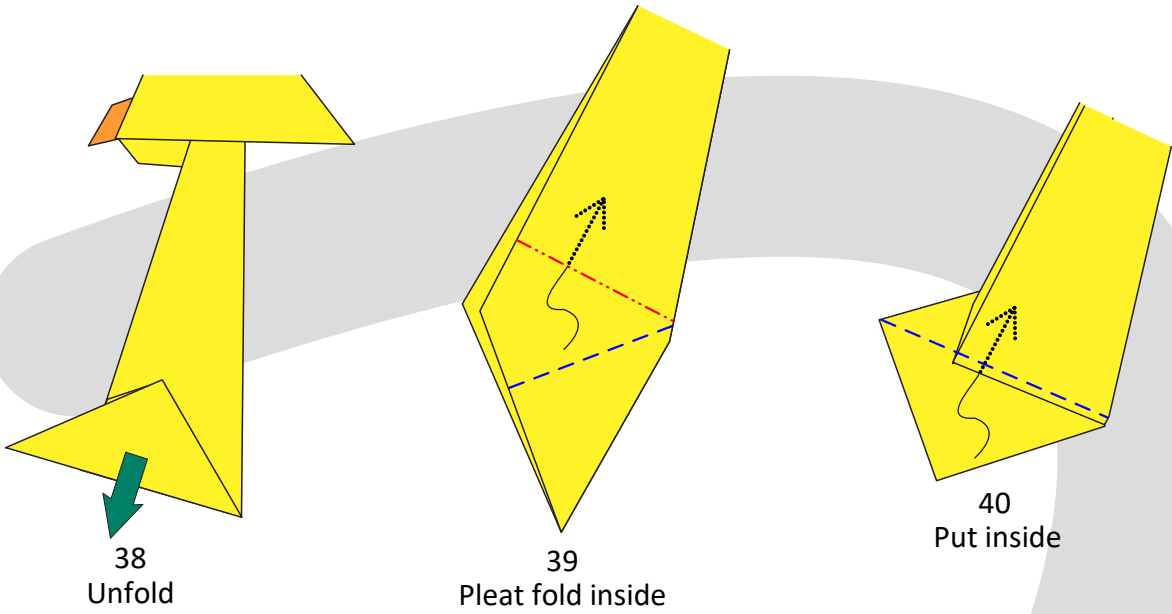
35 Valley fold



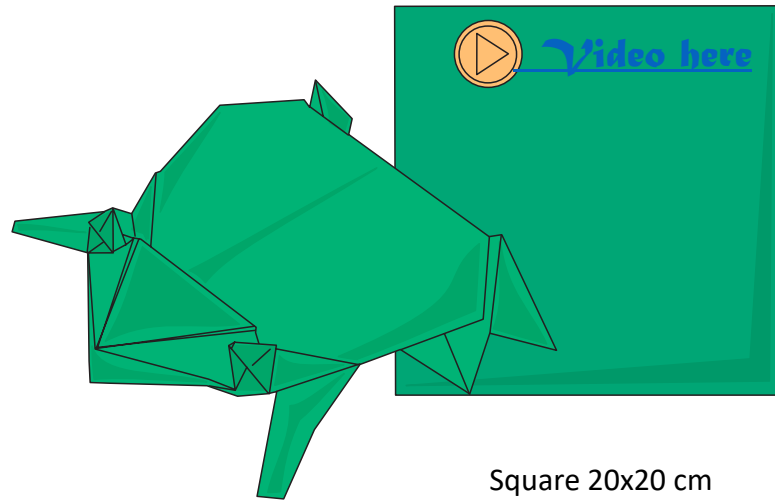
36 Valley fold (45°)



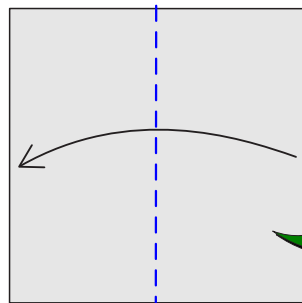




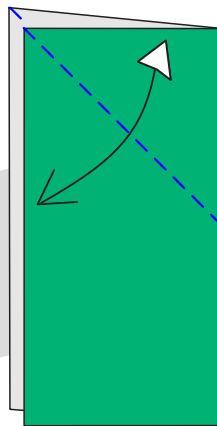
# Don't be a paper; be a frog that jump



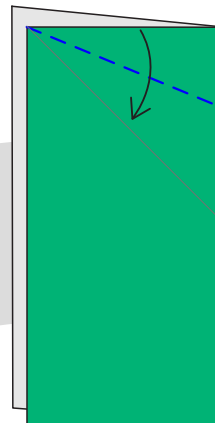
Square 20x20 cm



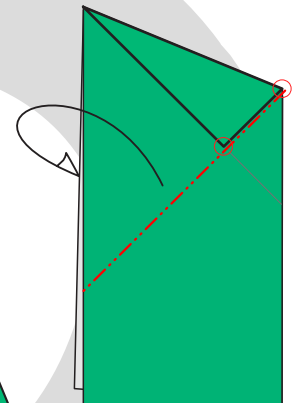
1  
Valley fold in half



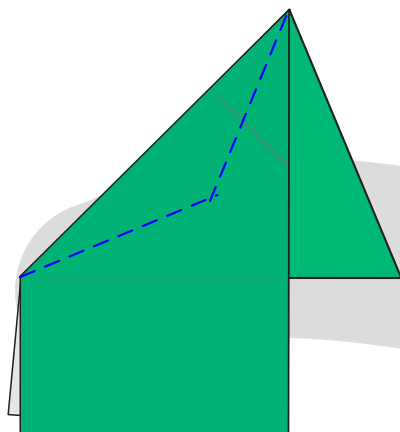
2  
Precrease (45°)



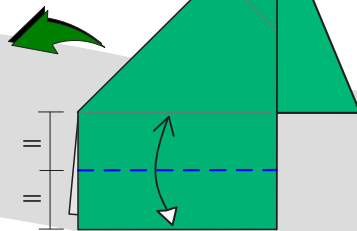
3  
Valley fold (22.5°)



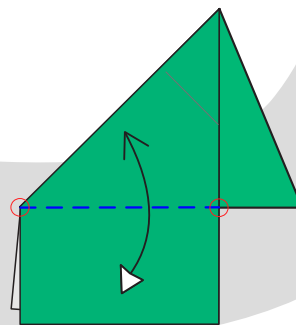
4  
Mountain fold as show



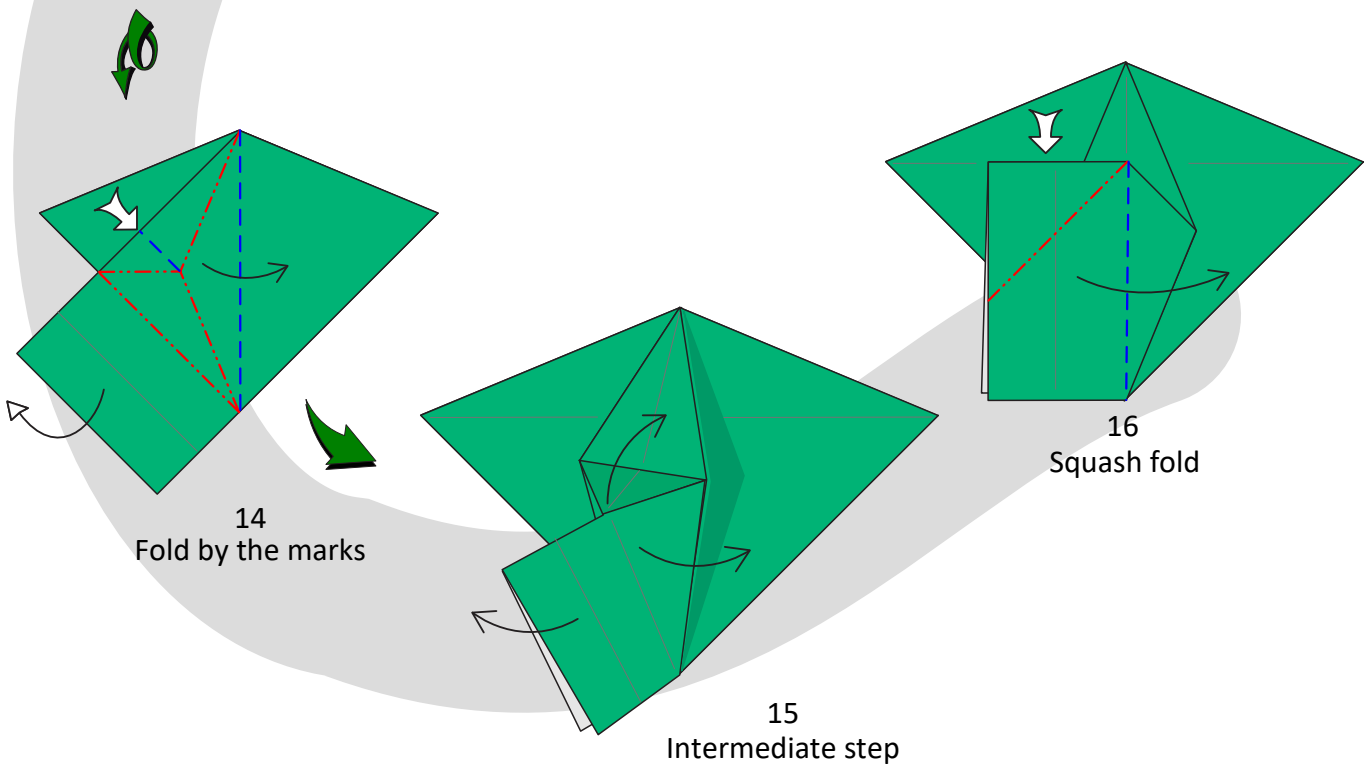
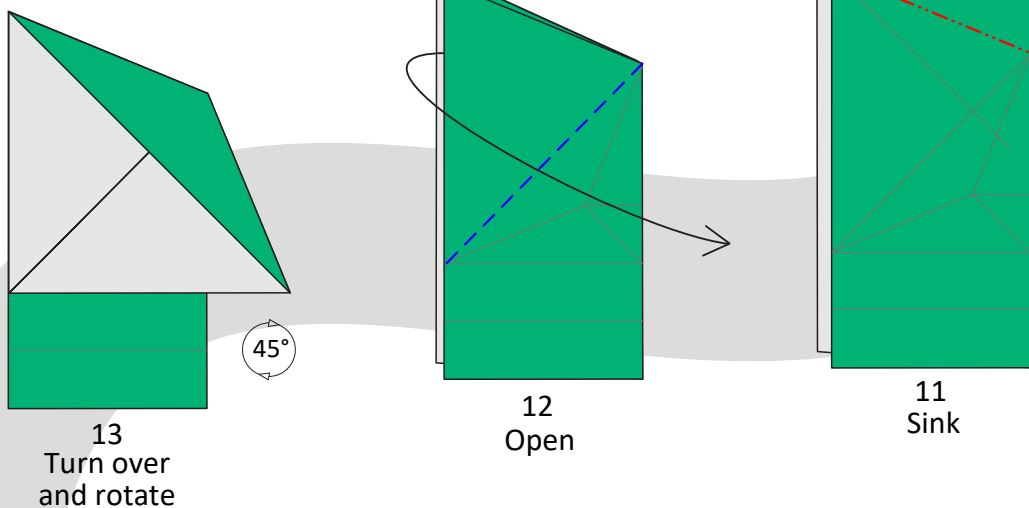
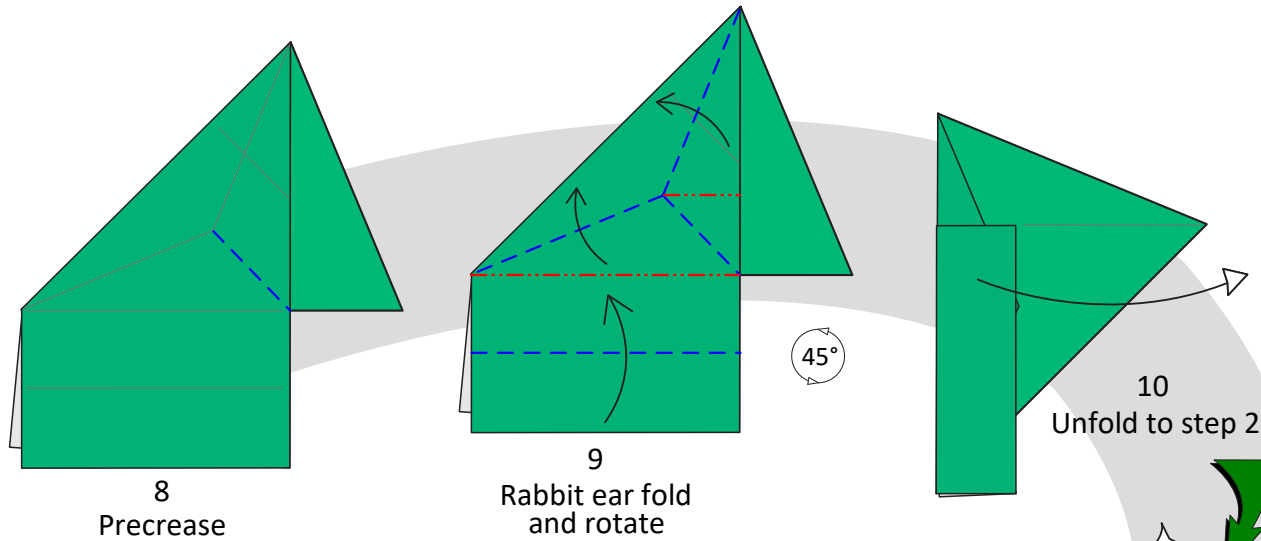
7  
Precrease (22.5°)

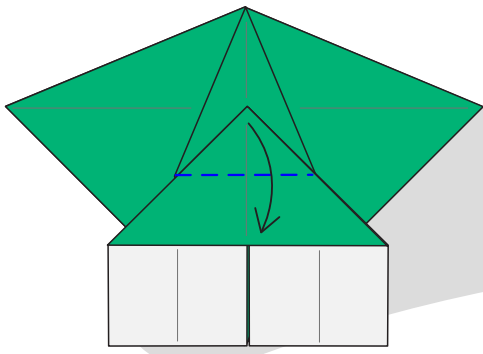


6  
Precrease in half

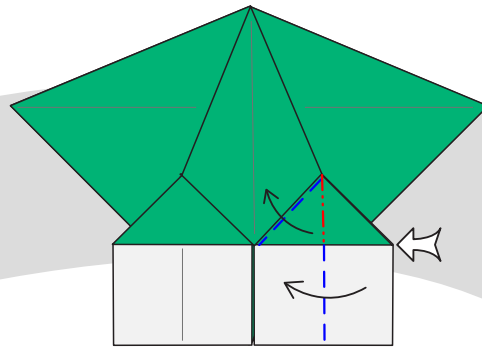


5  
Precrease by references

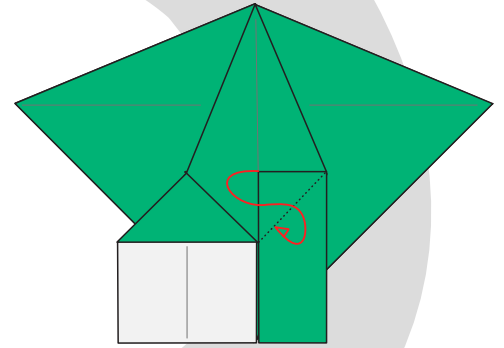




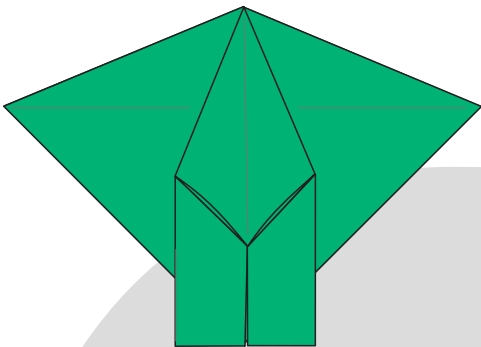
17  
Valley fold



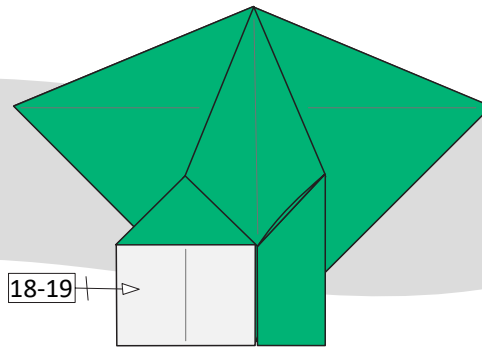
18  
Sink and fold



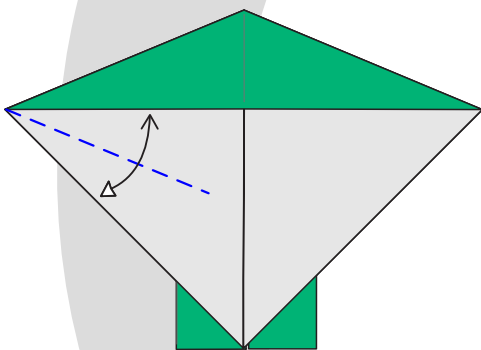
19  
Put in pocket



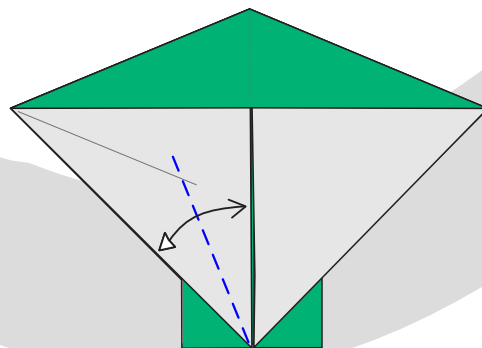
21  
Turn over



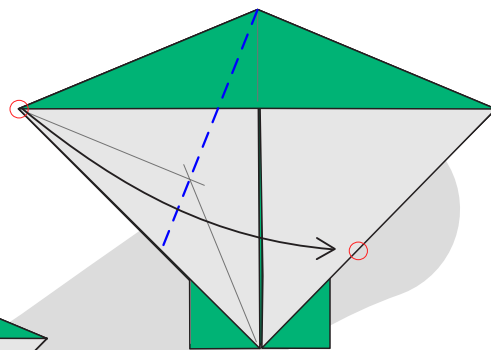
20  
Repeat



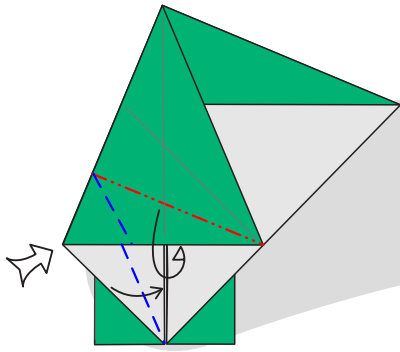
22  
Precrease  
(22.5°)



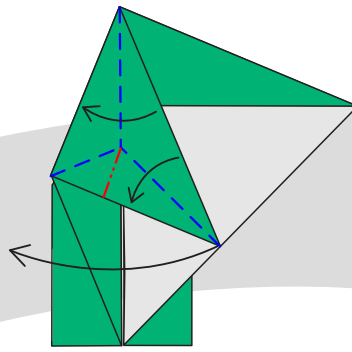
23  
Precrease  
(22.5°)



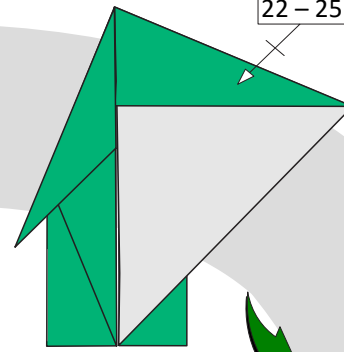
24  
Valley fold



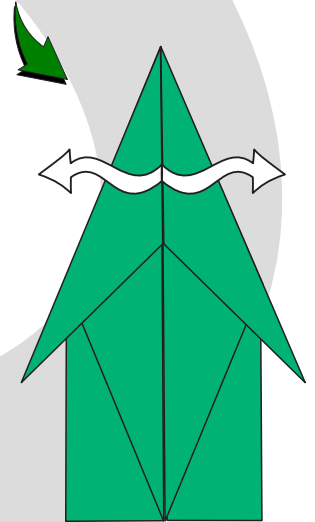
25  
Fold by the marks



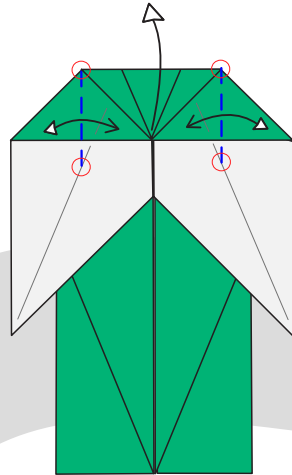
26  
Create and fold  
the rabbit ear



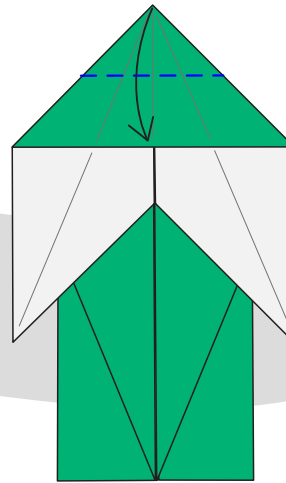
27  
Repeat



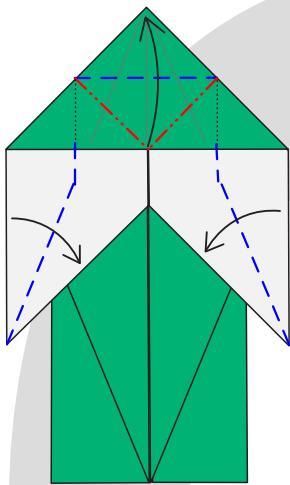
28  
Unsink



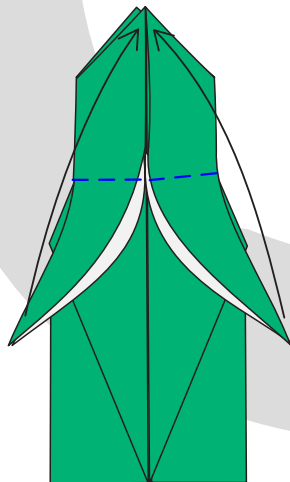
30  
Precrease  
and unfold



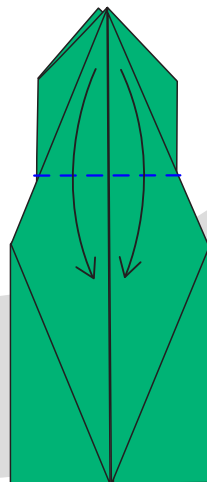
29  
Valley fold  
in half



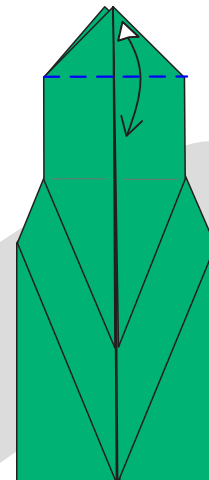
31  
Fold by the marks



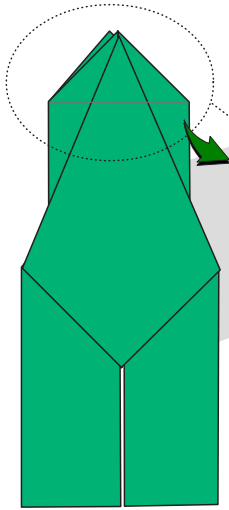
32  
Valley folds



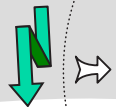
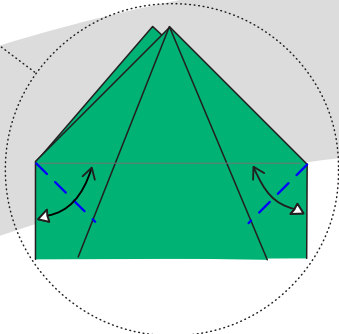
33  
Valley folds

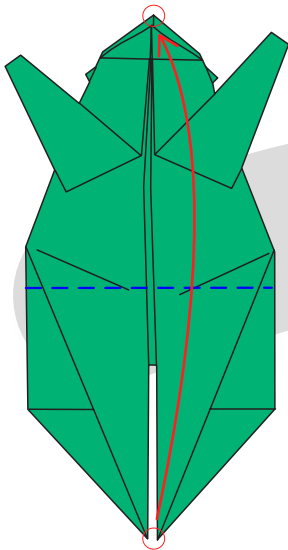


34  
Precrease and  
turn over

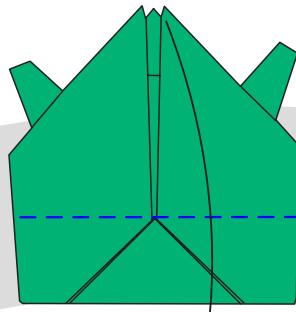


35  
Precrease

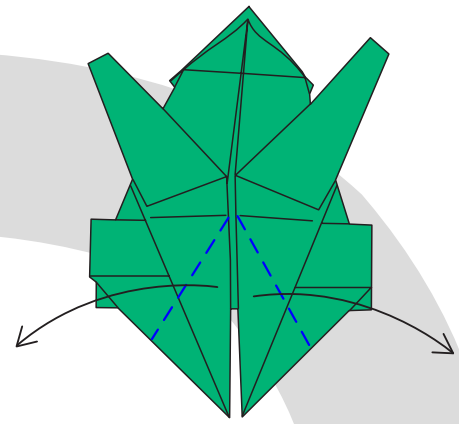




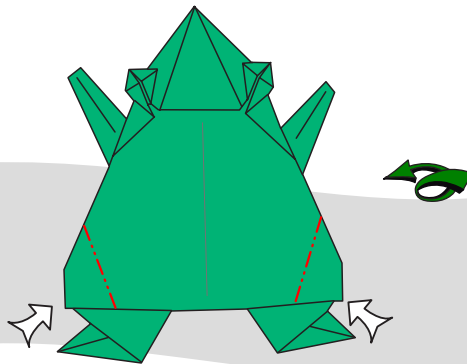
43  
Valley fold



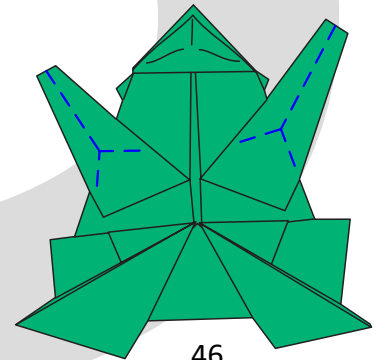
44  
Valley fold



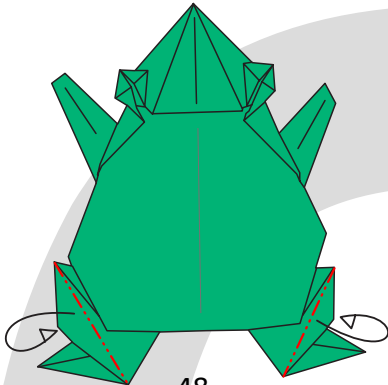
45  
Valley folds



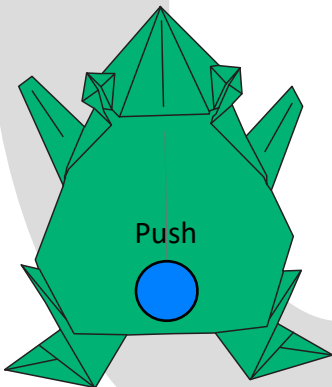
47  
Sink



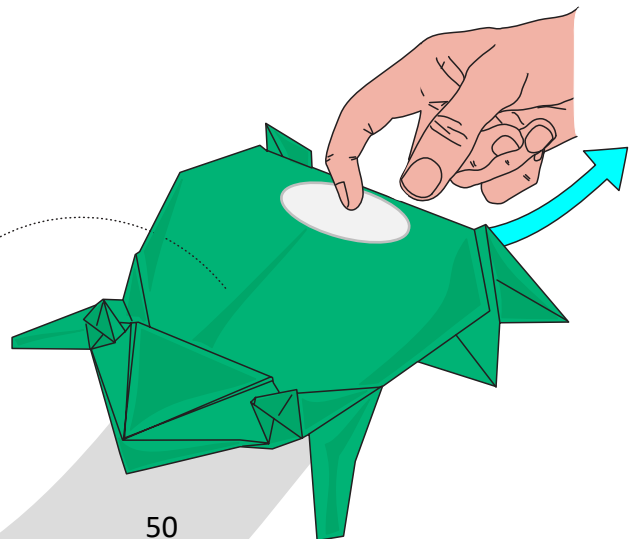
46  
Precrease and  
Turn over



48  
Fold behind

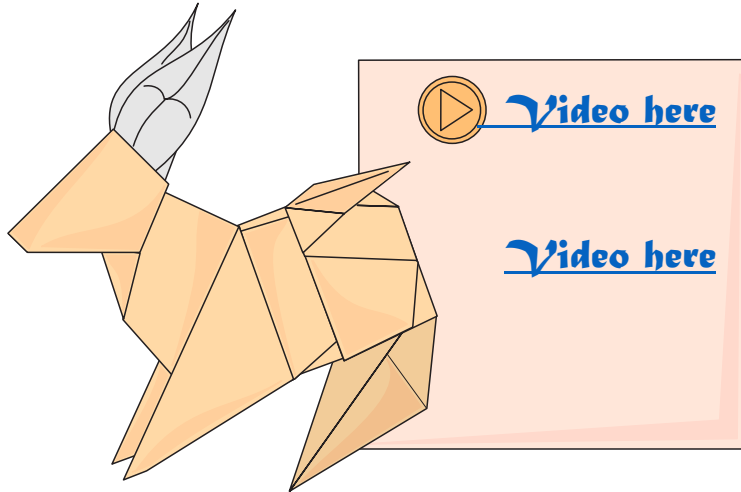
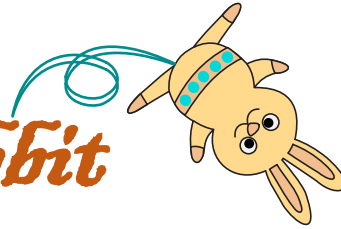


49  
Change of view

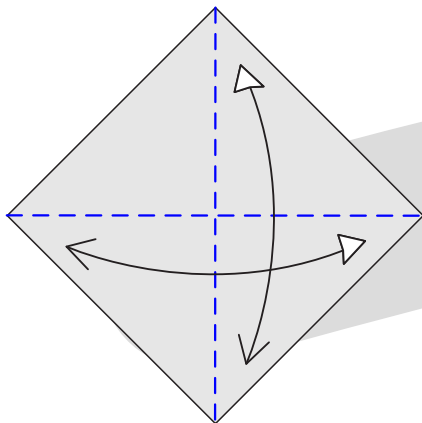


50  
The Frog jumps

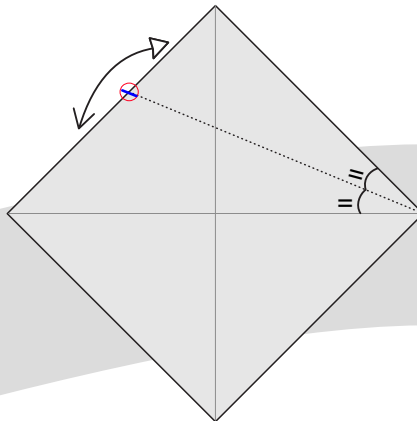
# Somersaulting rabbit



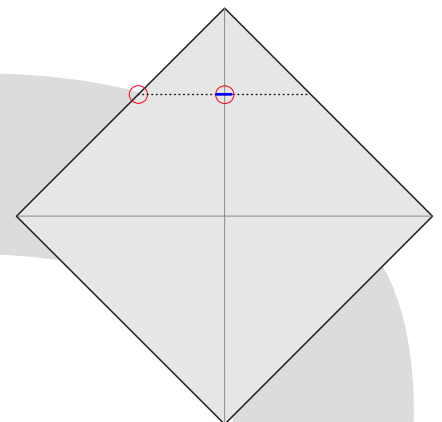
Square 20x20 cm



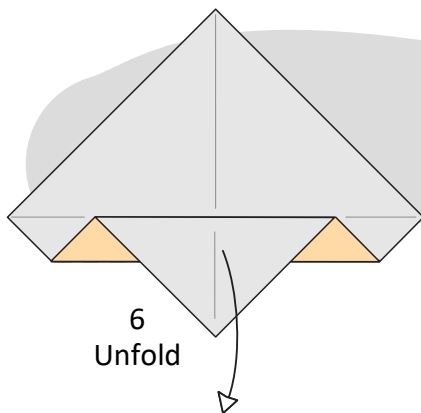
1  
Precrease  
the diagonals



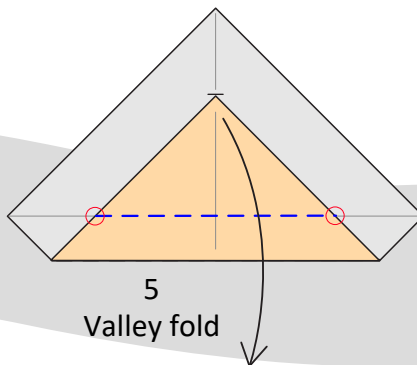
2  
Pinch on Edge



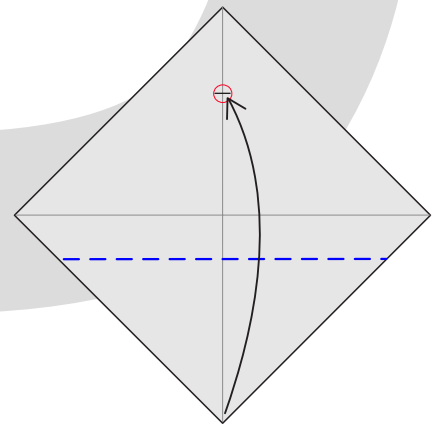
3  
Pinch in intersection  
with diagonal



6  
Unfold

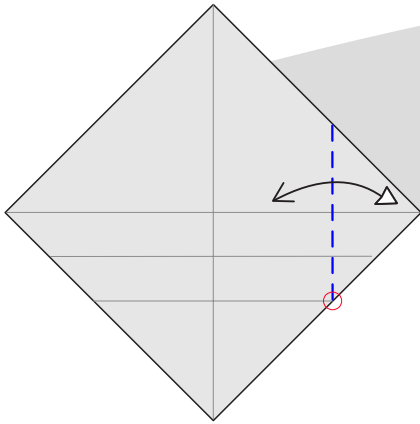


5  
Valley fold

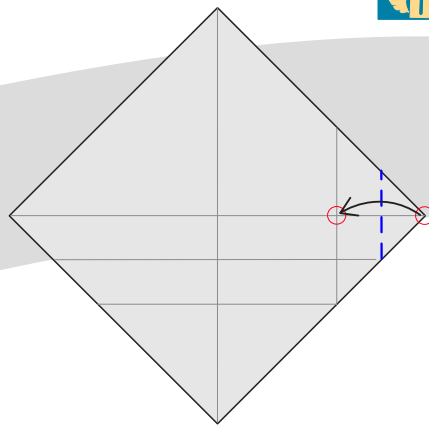


4  
Valley fold

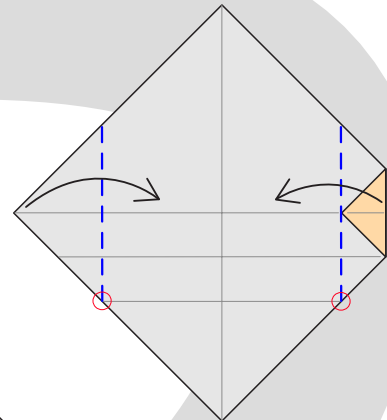




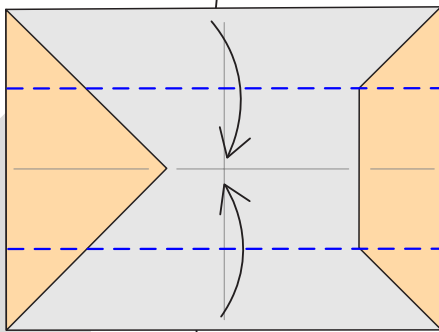
7  
Precrease



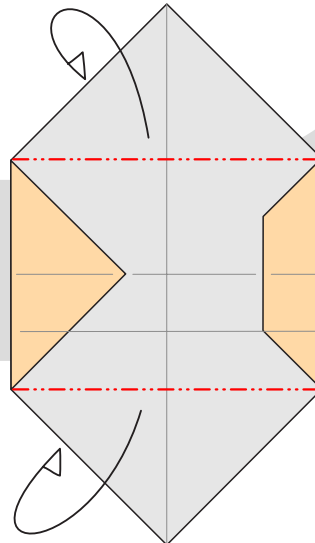
8  
Valley fold



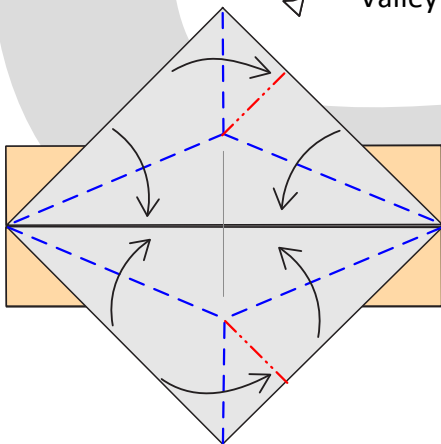
9  
Valley folds



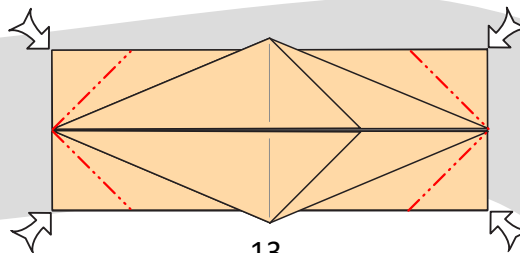
11  
Valley folds  $\frac{1}{4}$



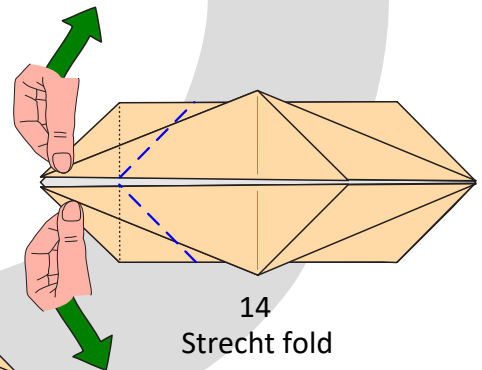
10  
Mountain folds



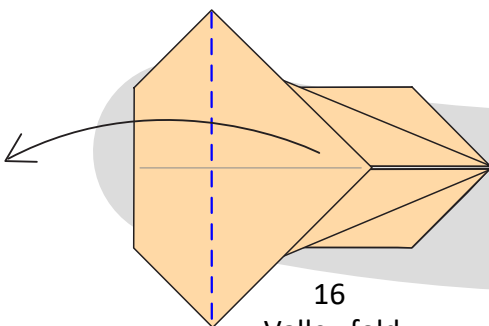
12  
Create and fold  
the rabbit ears



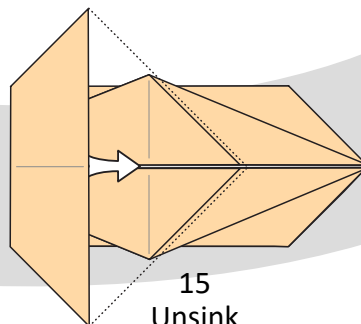
13  
Create 45° and sink



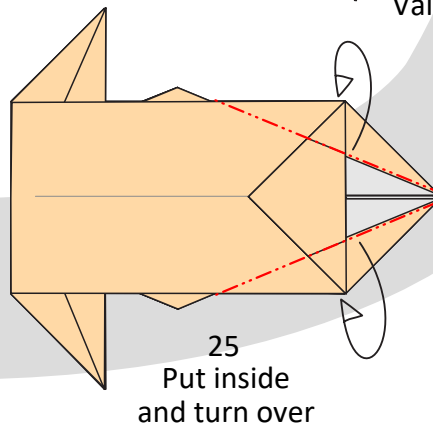
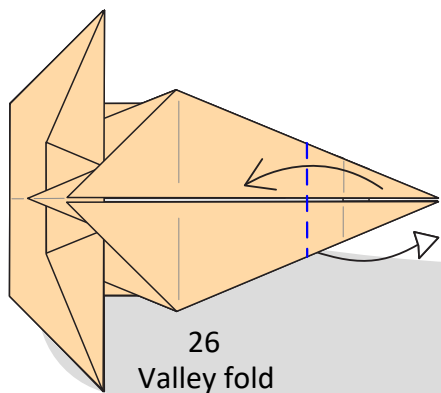
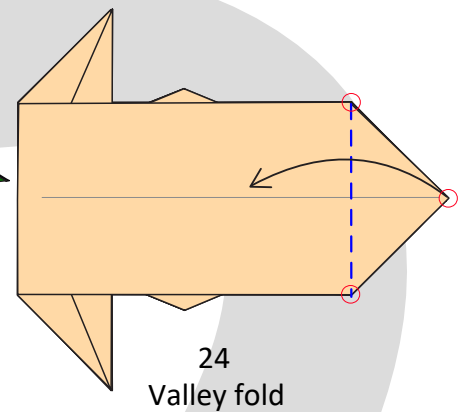
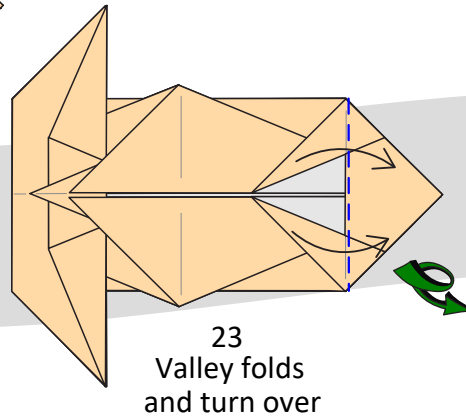
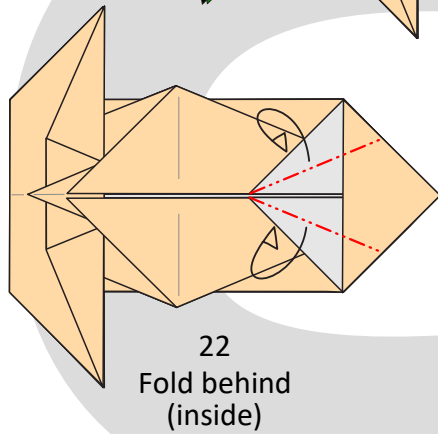
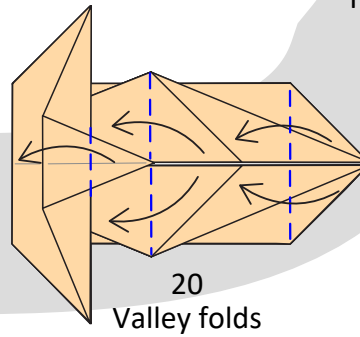
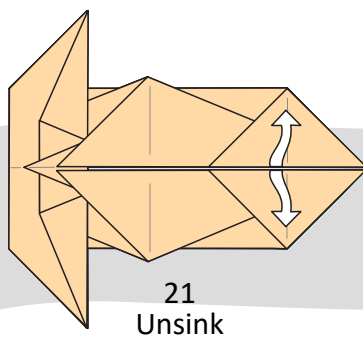
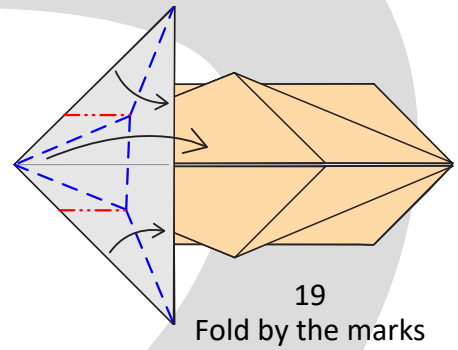
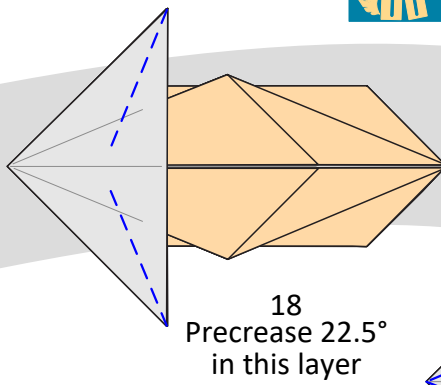
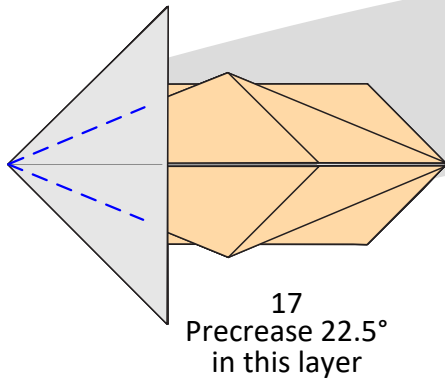
14  
Stretch fold

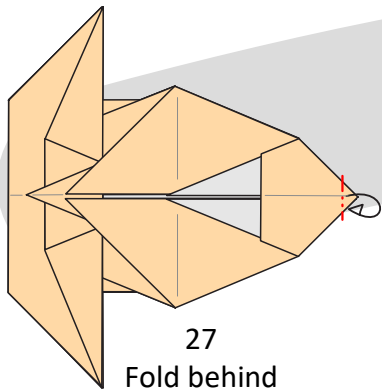


16  
Valley fold

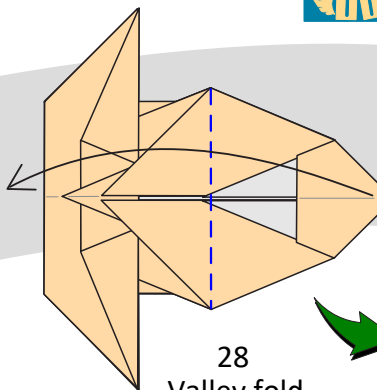


15  
Unsink

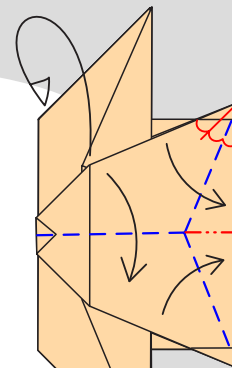




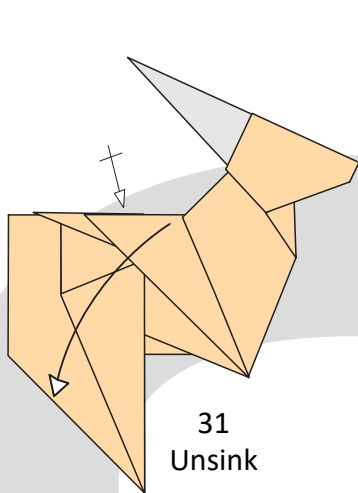
27  
Fold behind



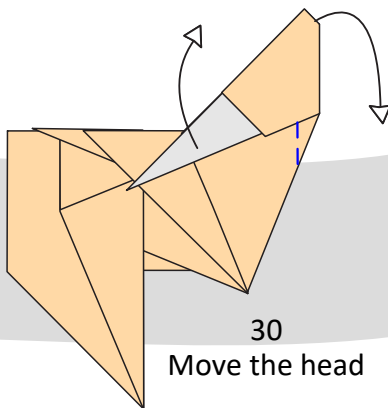
28  
Valley fold



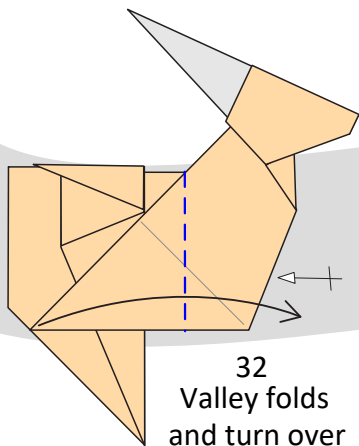
29  
Fold by the marks  
(1/3 Angle)



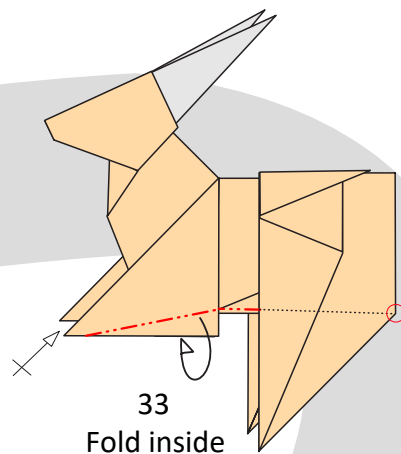
30  
Move the head



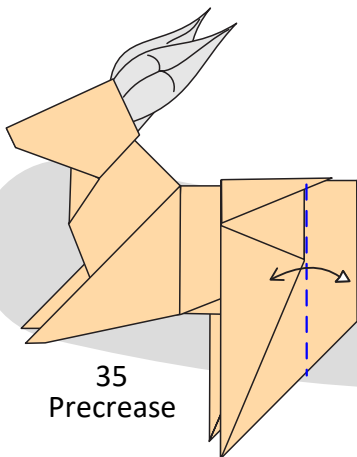
31  
Unsink



32  
Valley folds  
and turn over

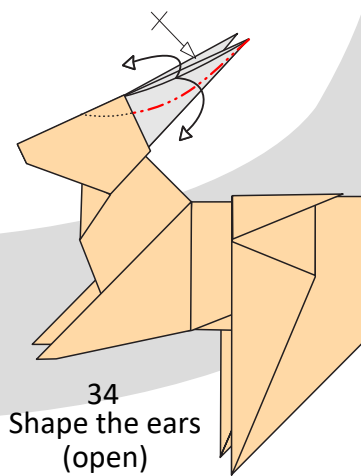


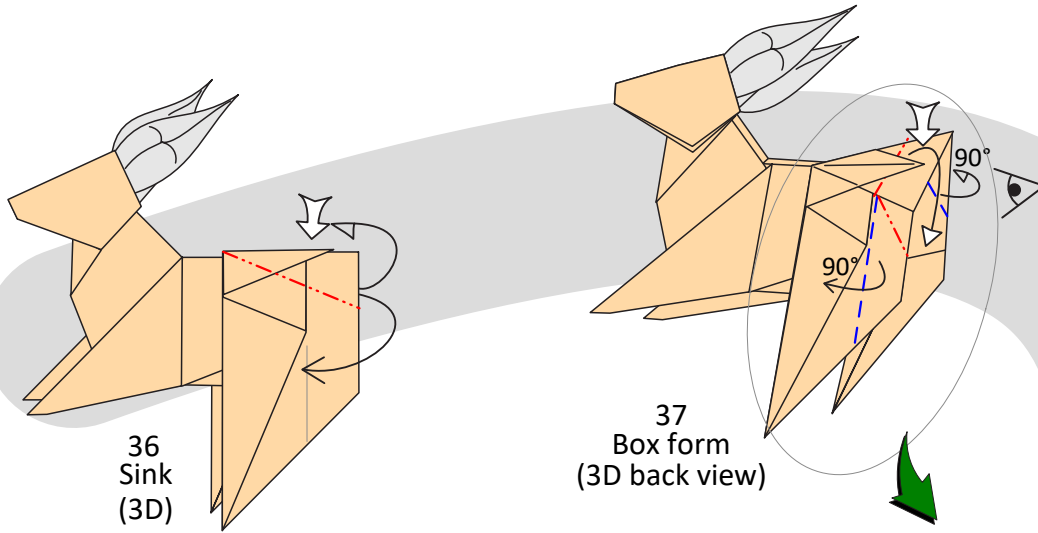
33  
Fold inside



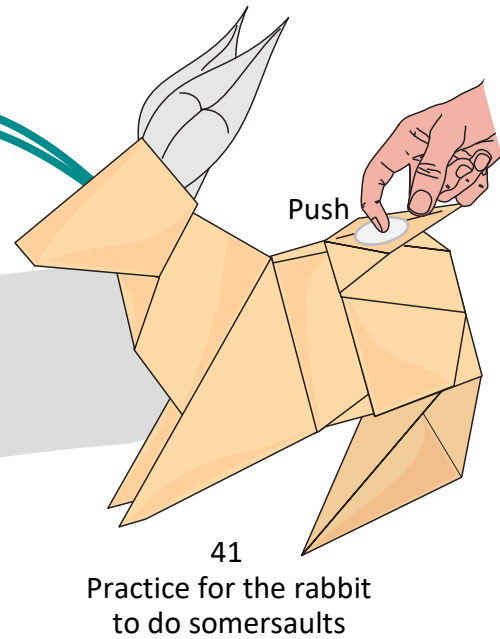
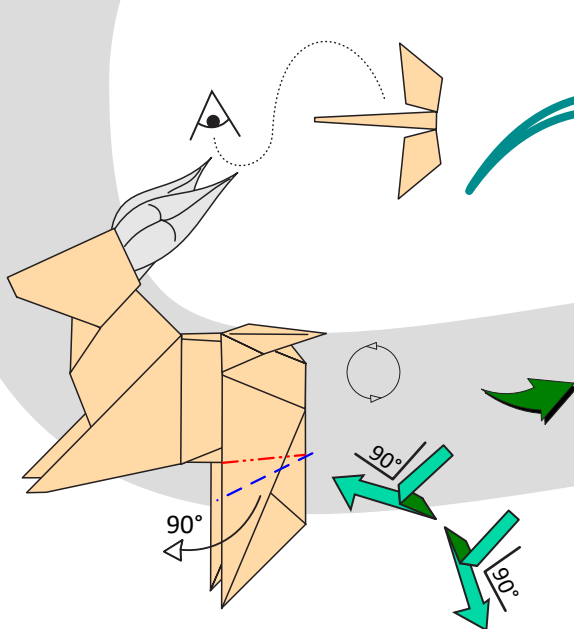
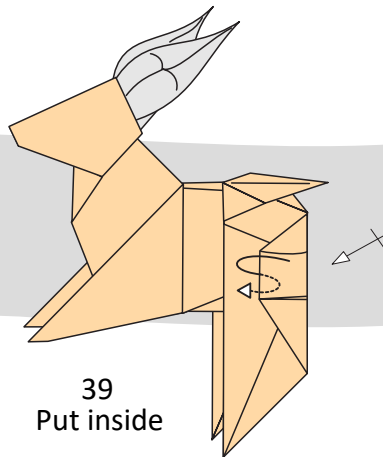
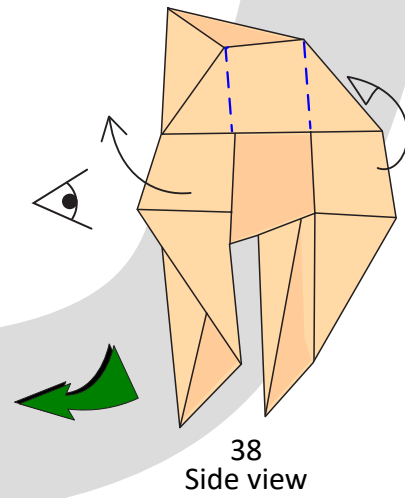
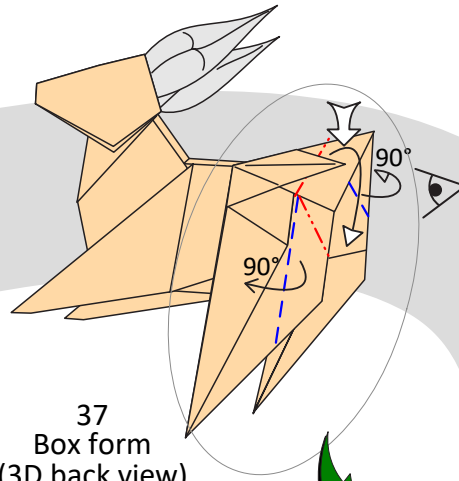
34  
Shape the ears  
(open)

35  
Precrease





37 Box form (3D back view)

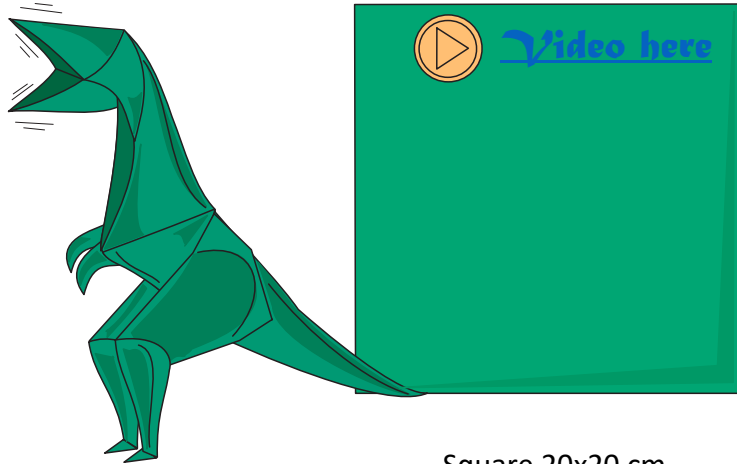


Push

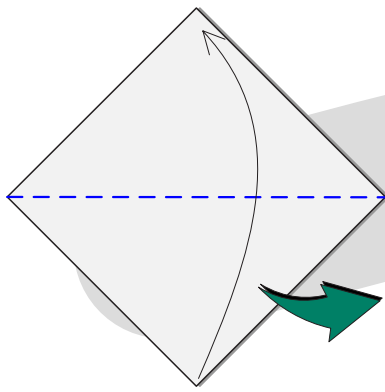
# The talkative dinosaur



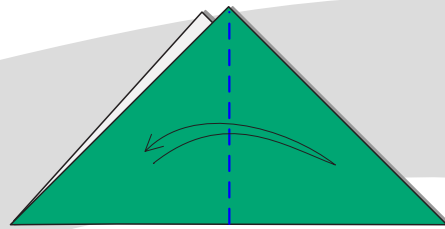
Inspired by the model: "Baby Bird" by Juan Gimeno



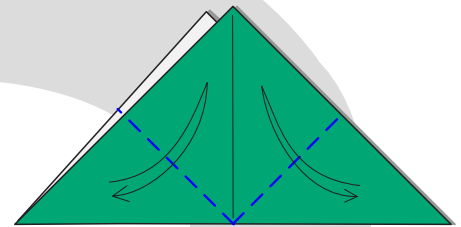
Square 20x20 cm



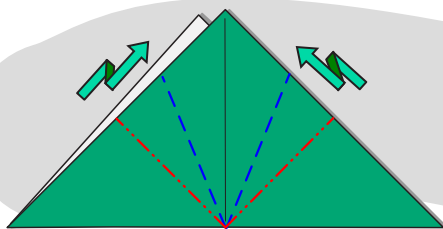
1  
Fold by the diagonal



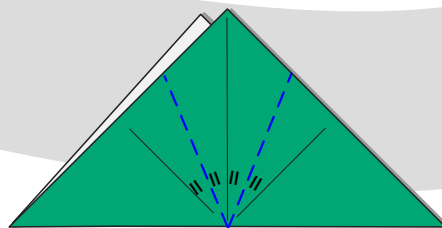
2  
Precrease in half



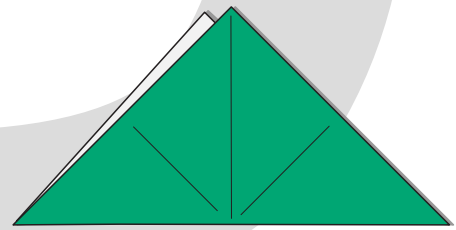
3  
Precrease (Valley folds)



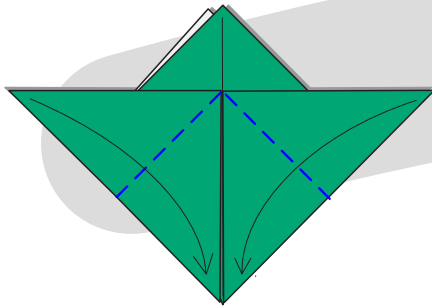
6  
Pleat folds



5  
Precrease (valley folds)

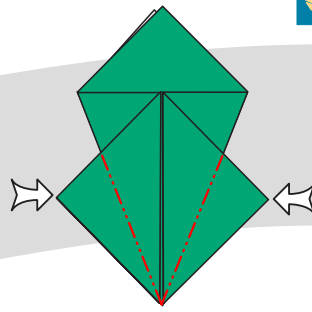


4  
Turn over



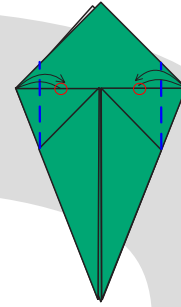
7

Valley folds (45°)



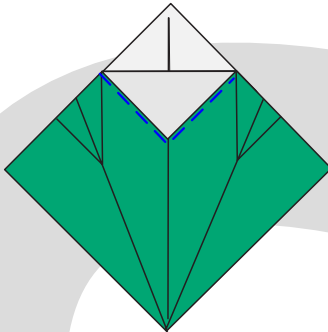
8

Precrease and sink



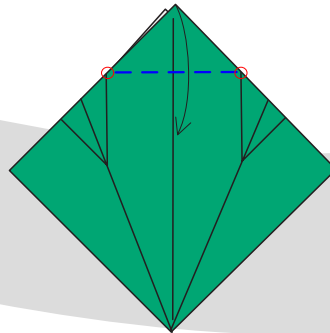
9

Precrease



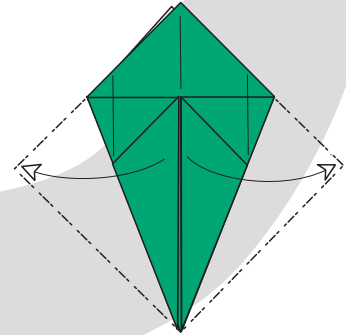
12

Precrease (Valley folds)



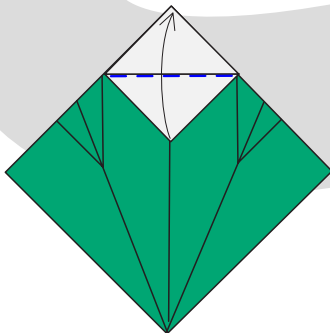
11

Fold by references



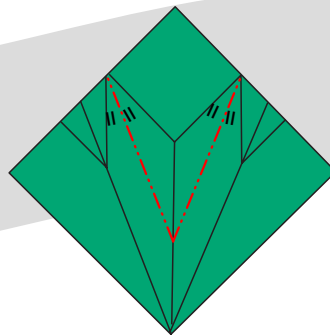
10

Unfold



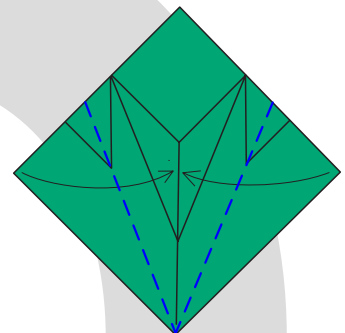
13

Unfold



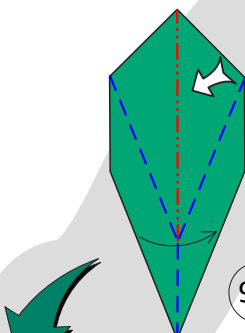
14

Precrease (Mountain folds)



15

Fold by the marks



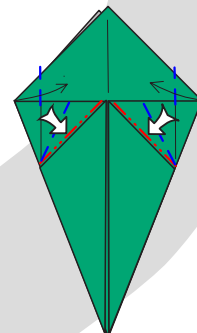
18

Fold by the marks and rotate 90°



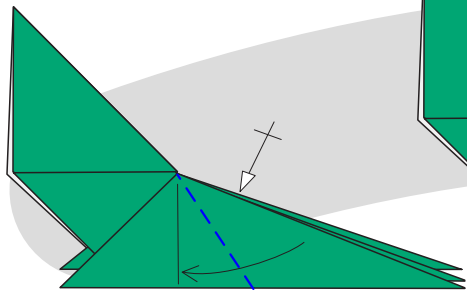
17

Turn over

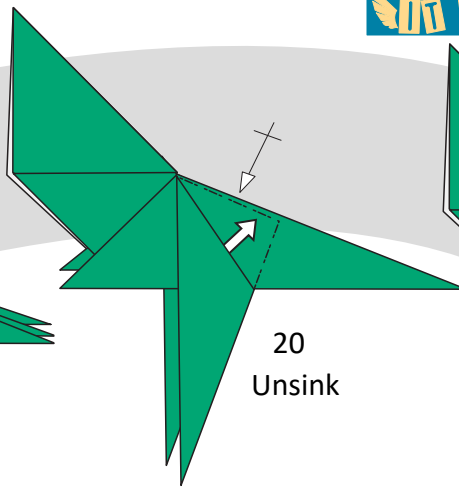


16

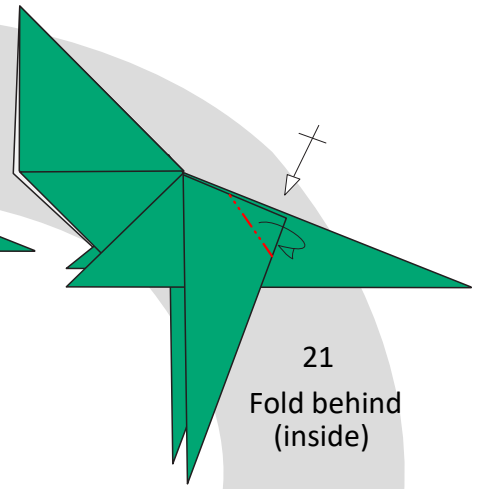
Fold by the marks



19 Valley folds



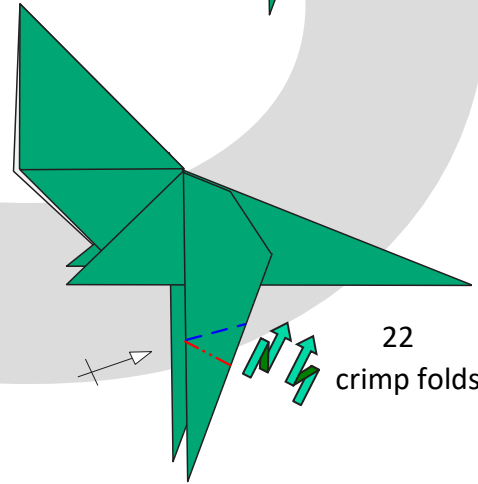
20 Unsink



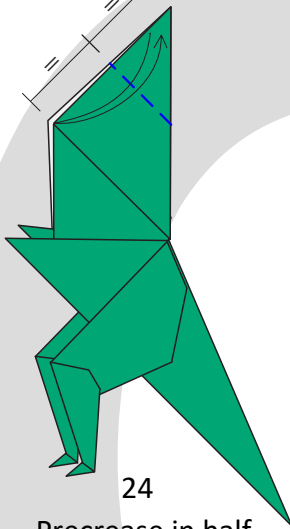
21 Fold behind (inside)



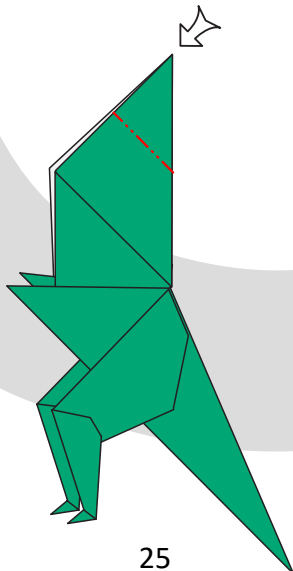
23 Shape the paw



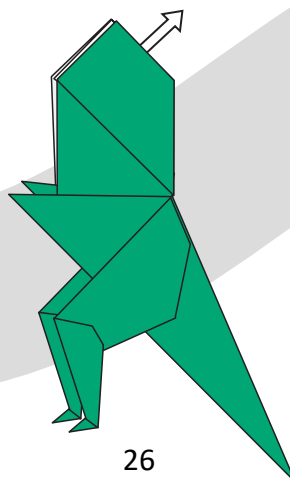
22 crimp folds



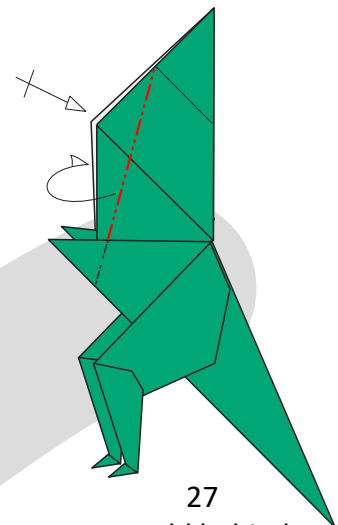
24 Precrease in half



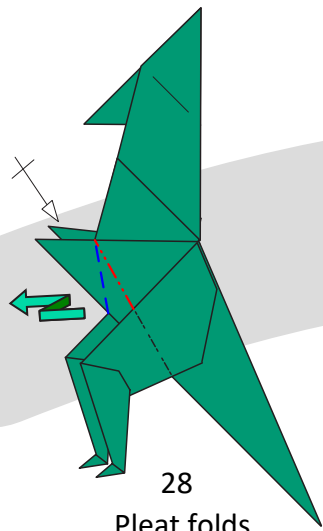
25 Sink (two layers)



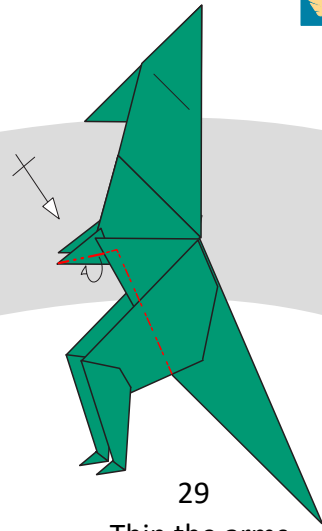
26 Unsink (one layer)



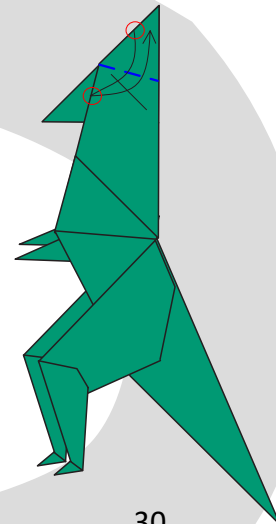
27 Fold behind (inside)



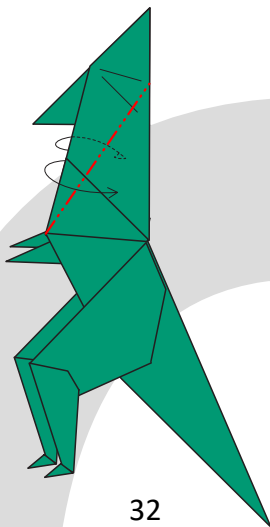
28  
Pleat folds



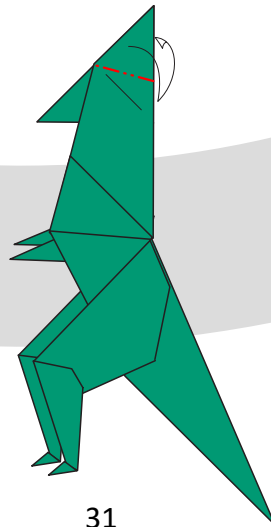
29  
Thin the arms



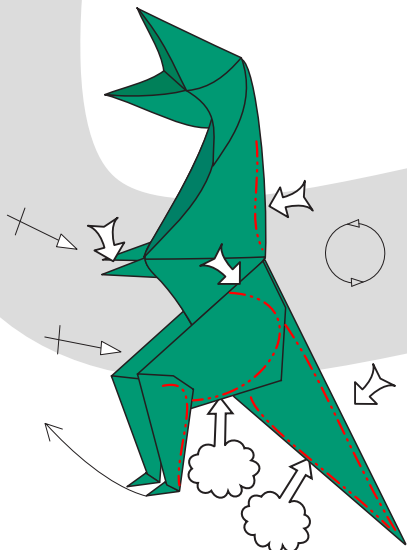
30  
Precrease (Valley fold)



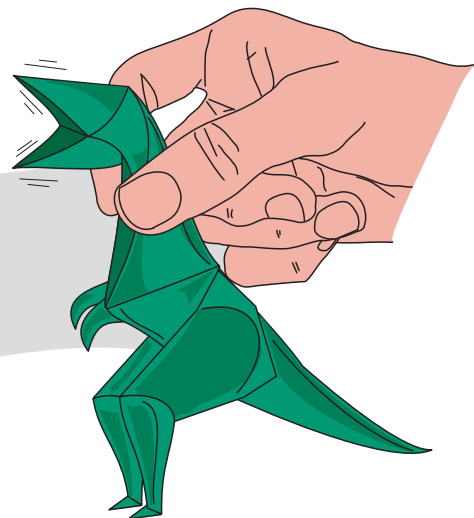
32  
Reverse fold



31  
Precrease (Mountain fold)



33  
3D shape the rest of model



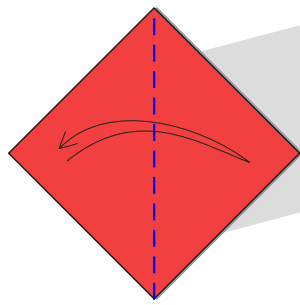
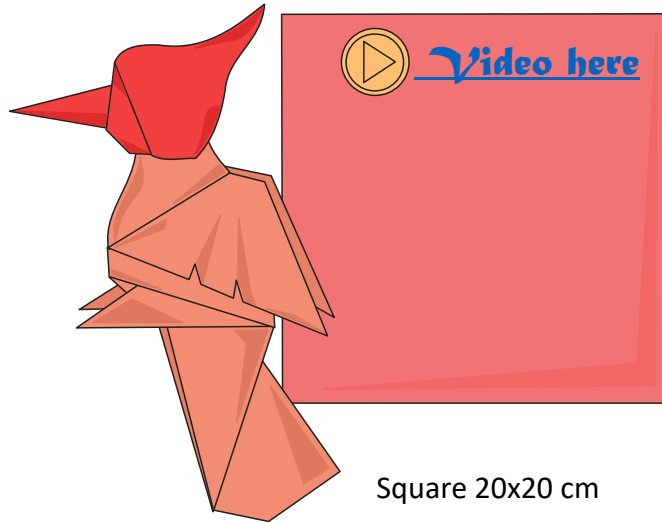
34  
Pressing as shown, Will open and close the mouth



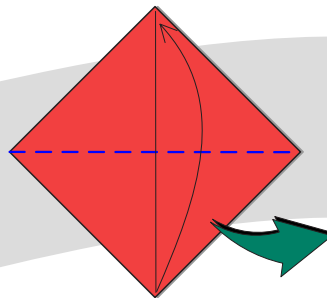
# The woodpecker of yes



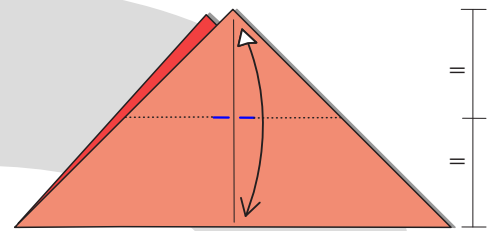
Inspired by the model: "Barking Dog" by Paul Jackson



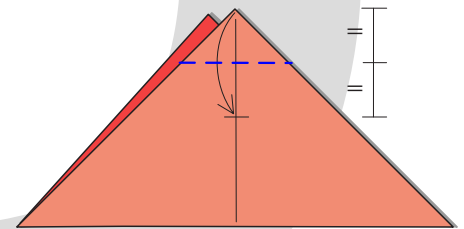
1  
Precrease the diagonal



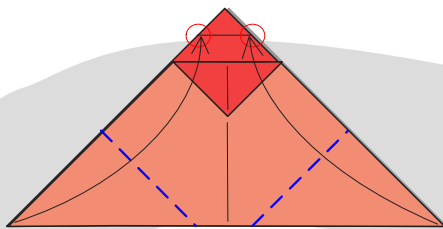
2  
Fold by the diagonal



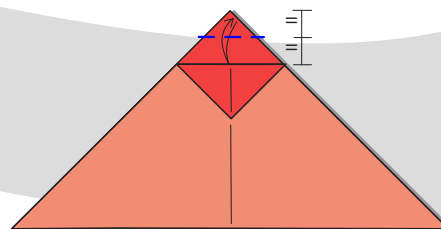
3  
Precrease in half



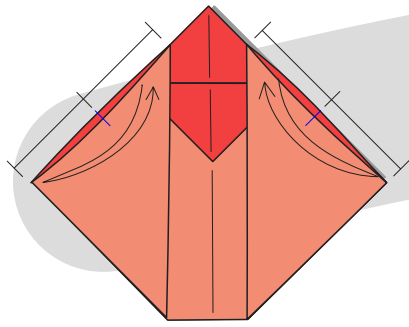
4  
Fold in half



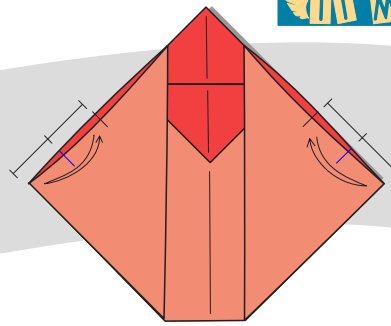
6  
Fold by the marks



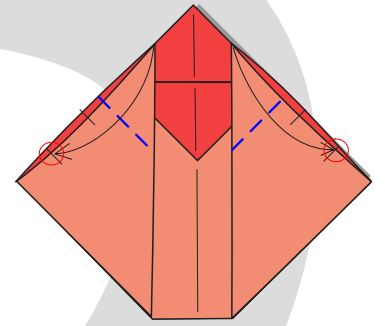
5  
Precrease in half



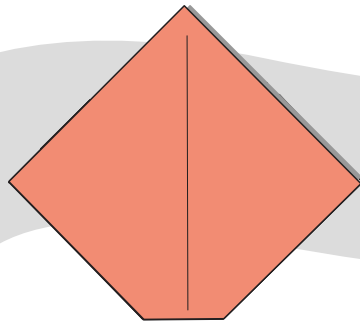
7  
Precrease in half



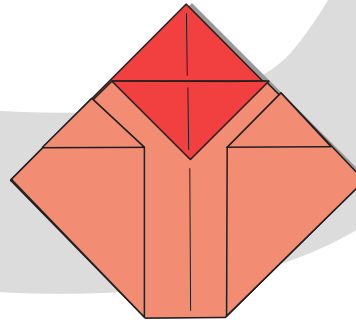
8  
Precrease



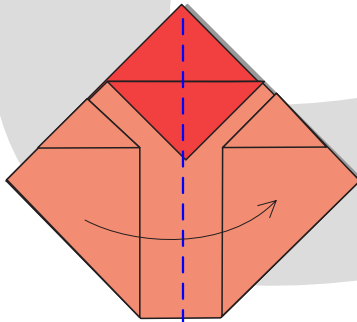
9  
Fold as show



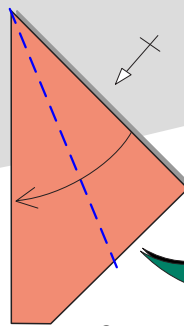
11  
Turn over



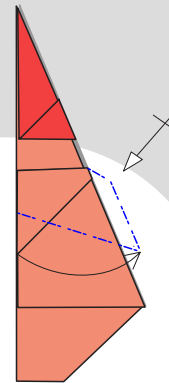
10  
Turn over



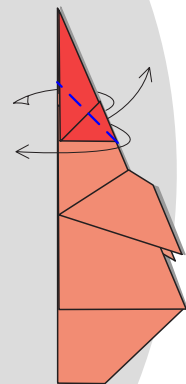
12  
Valley fold in half



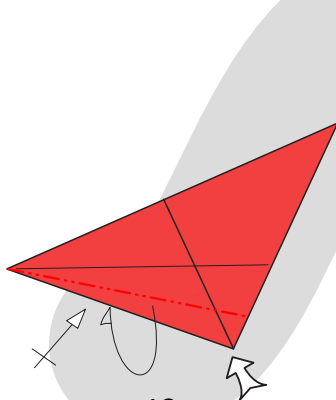
13  
Valley folds



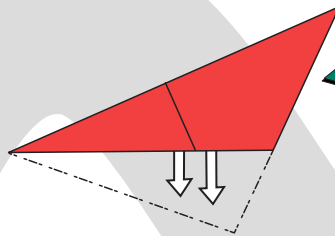
14  
Scroll the layers



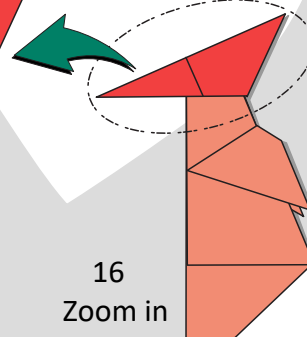
15  
Outside reverse fold



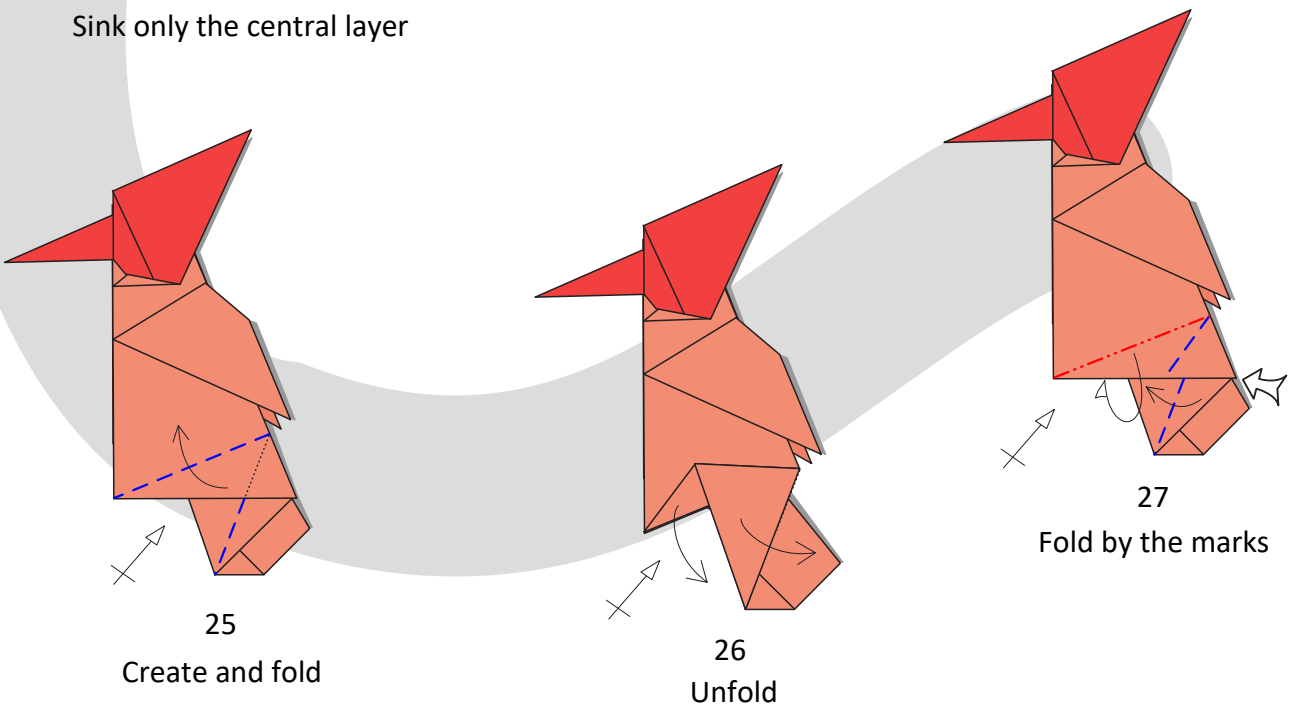
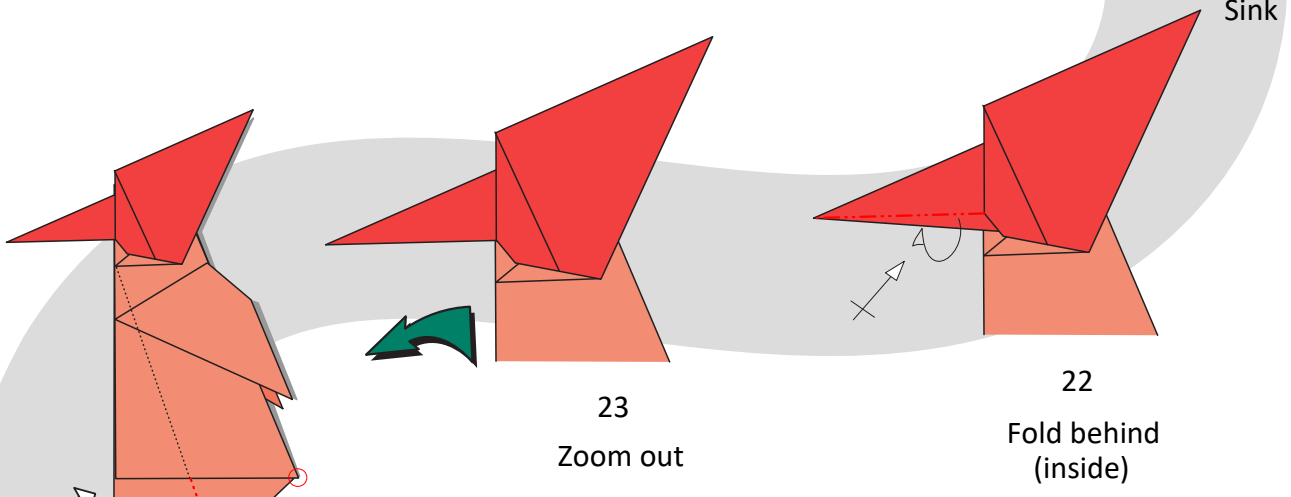
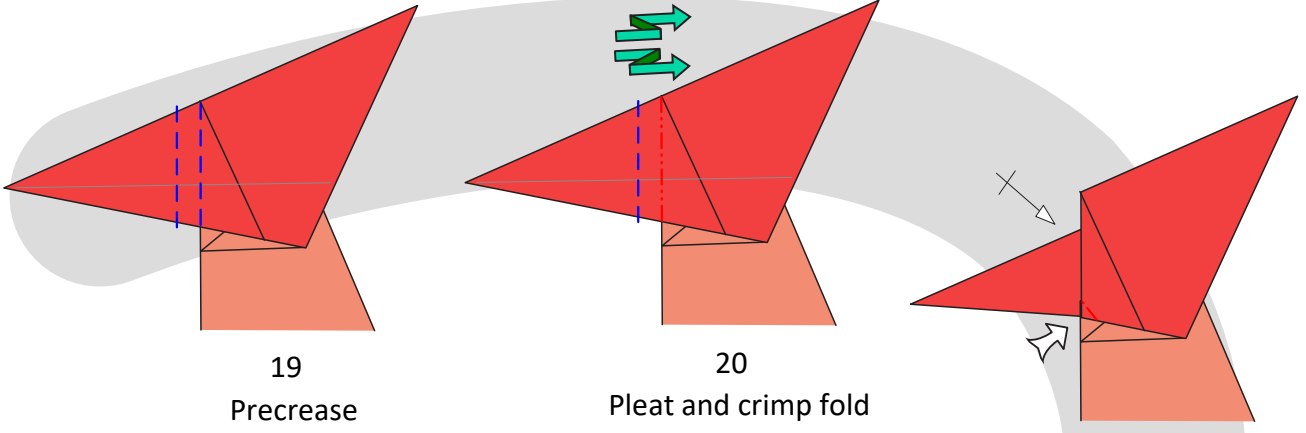
18  
Fold behind  
(inside)

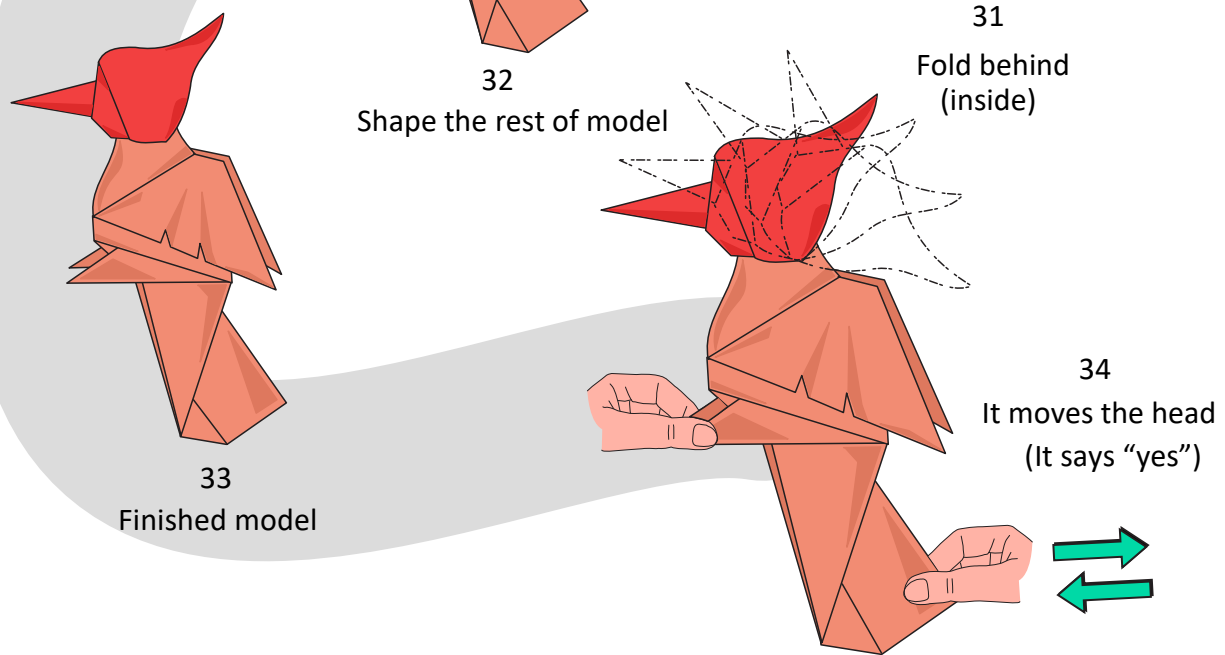
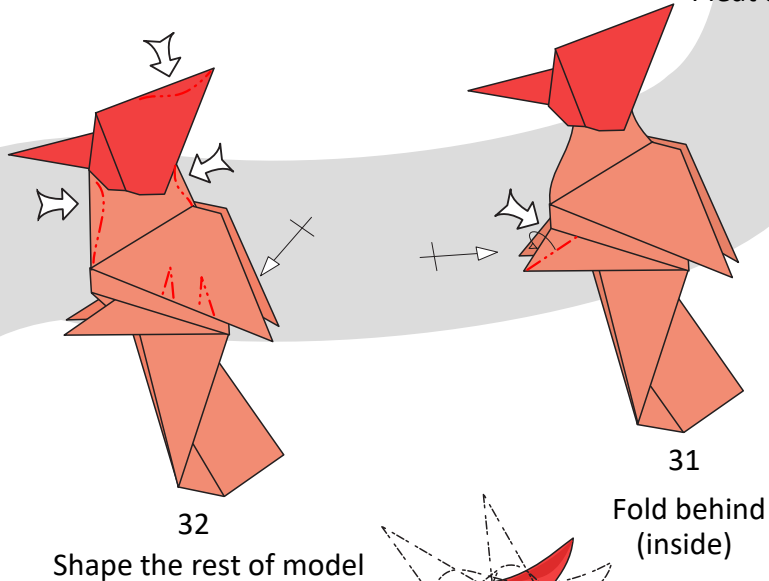
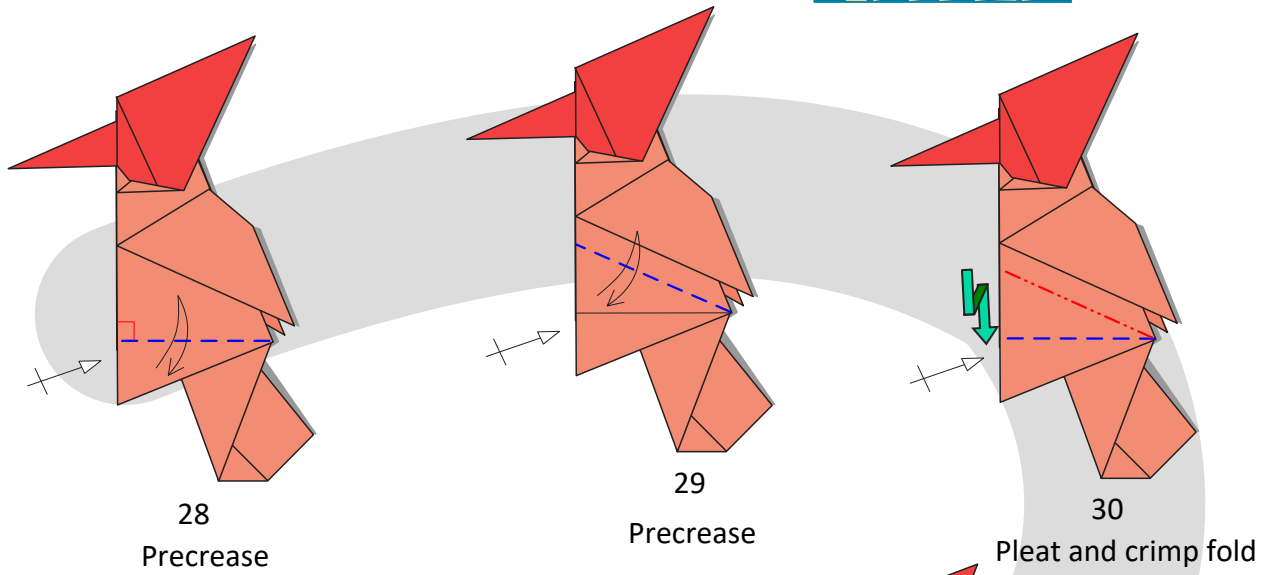


17  
Unsink

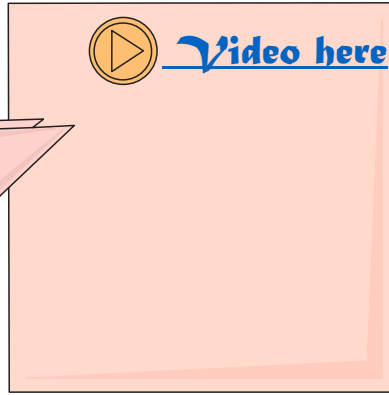
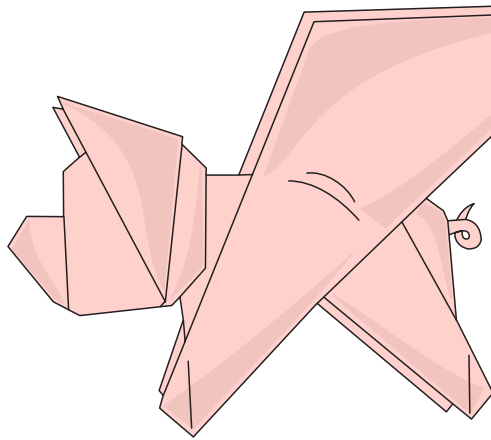


16  
Zoom in

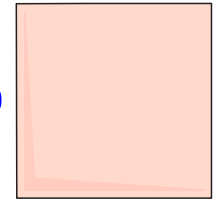
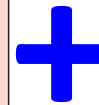




# When pigs fly

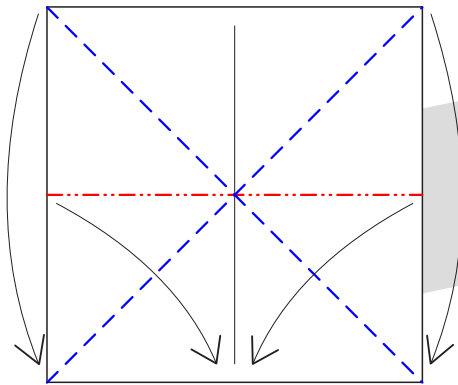


Body: Square 20x20 cm



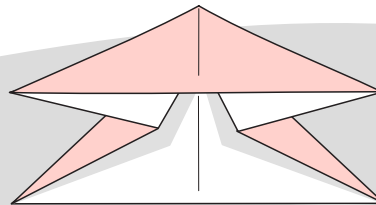
Head: Square 10x10 cm

## BODY



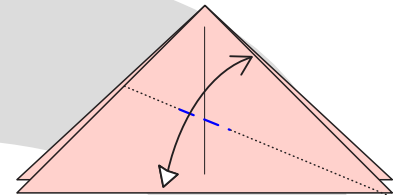
1

Fold by the marks



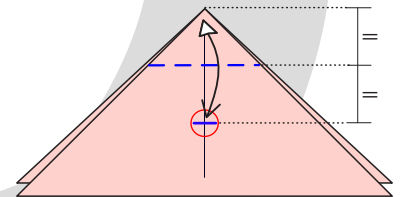
2

Water bomb base



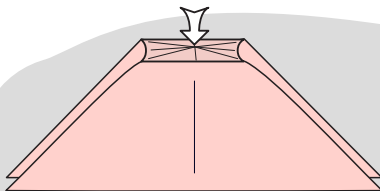
3

Precrease



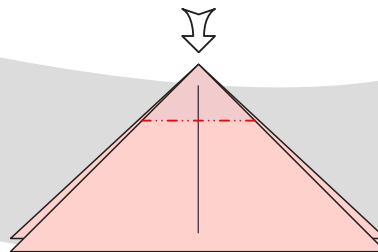
4

Precrease in half



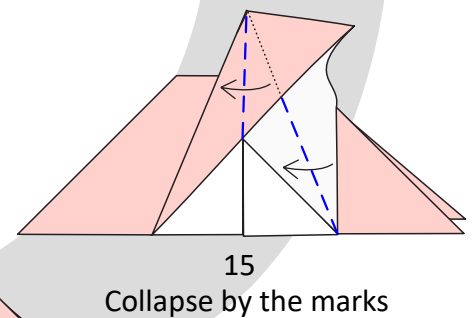
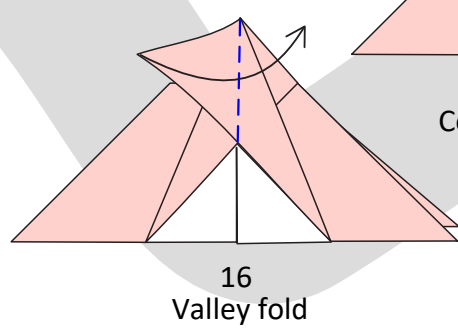
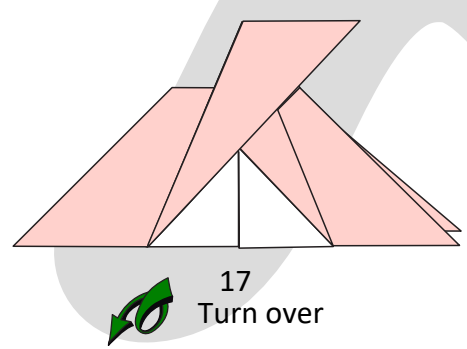
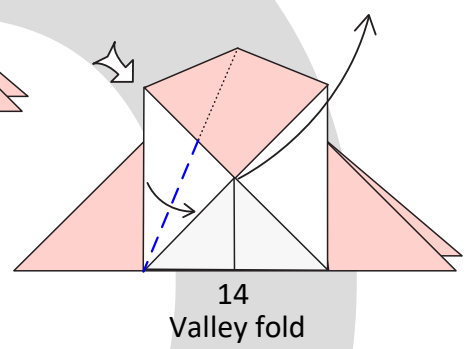
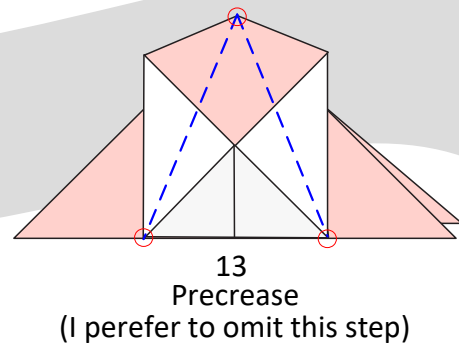
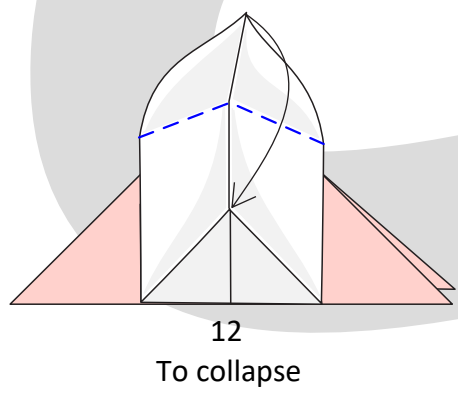
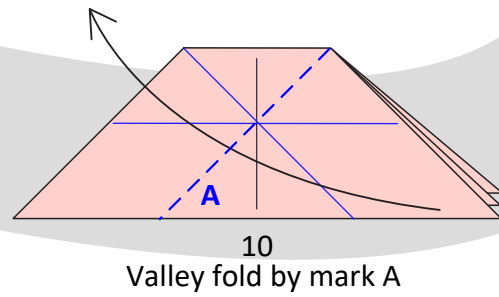
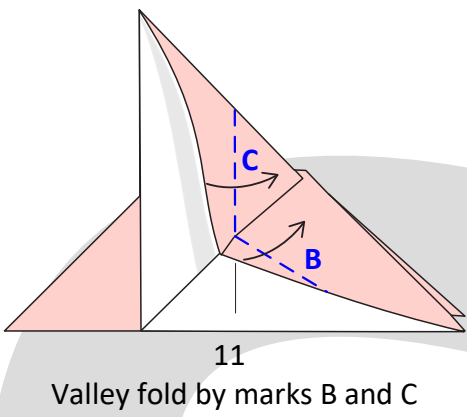
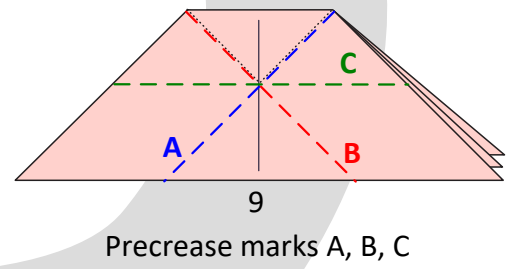
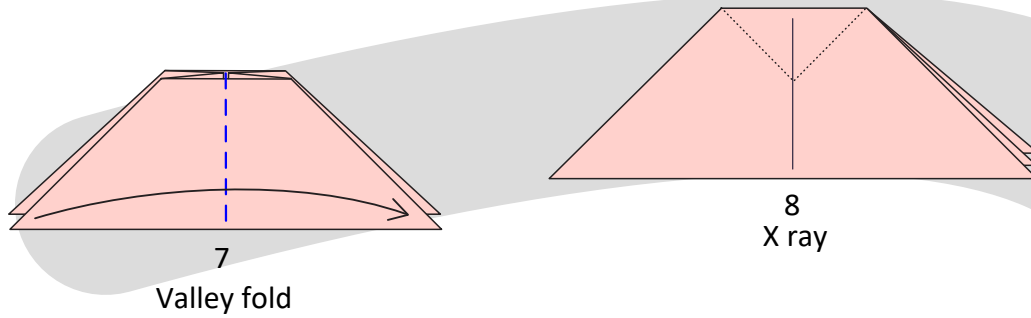
5

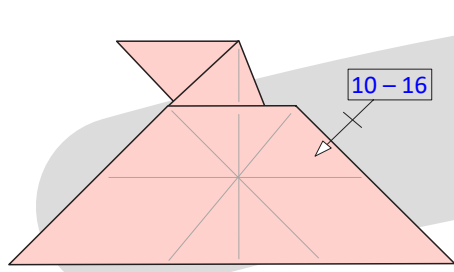
Open Sink



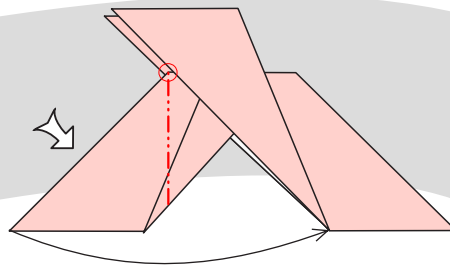
6

Open Sink

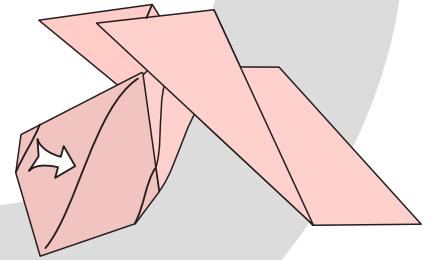




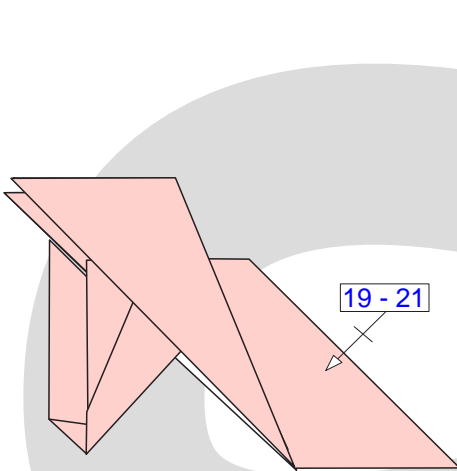
18 Repeat



19 Sink

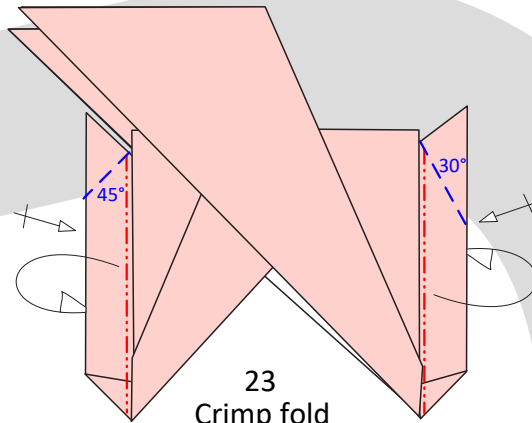


20 Intermediate step

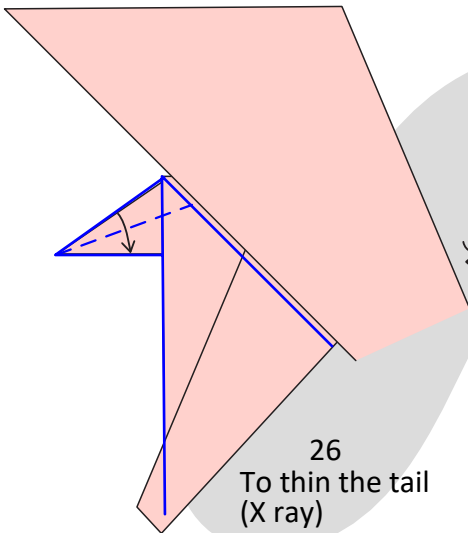


21 Reverse sink

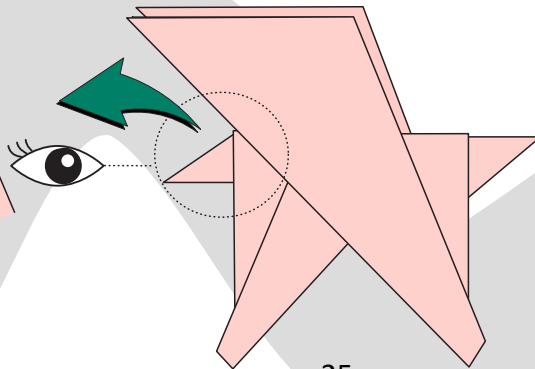
22 Repeat



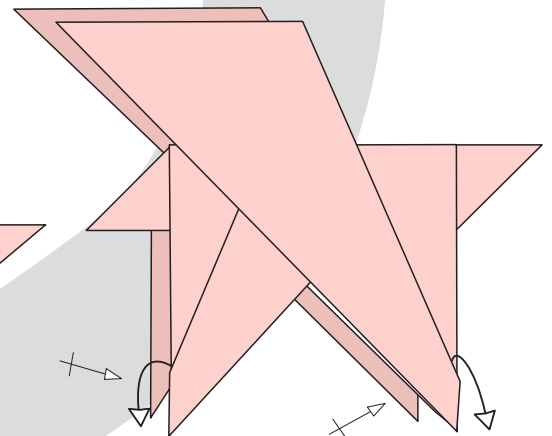
23 Crimp fold



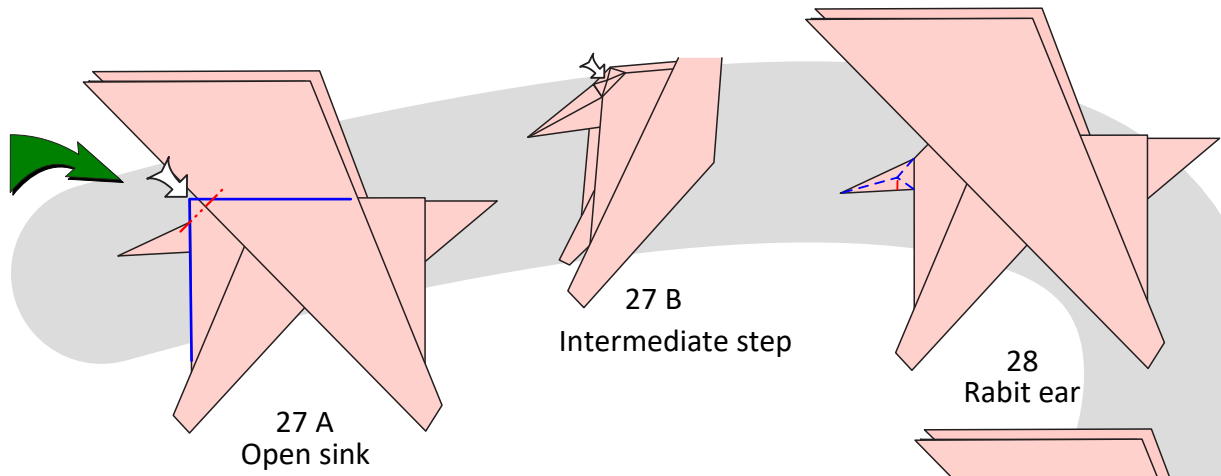
24 Unsink



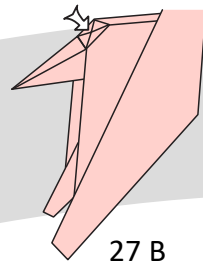
25 Magnified view



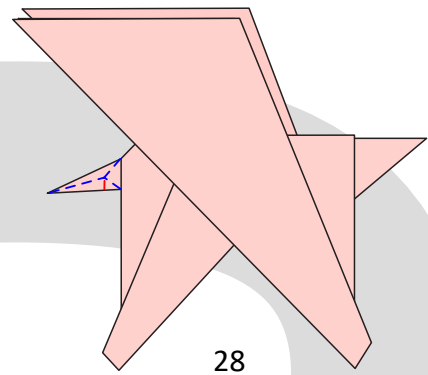
26 To thin the tail (X ray)



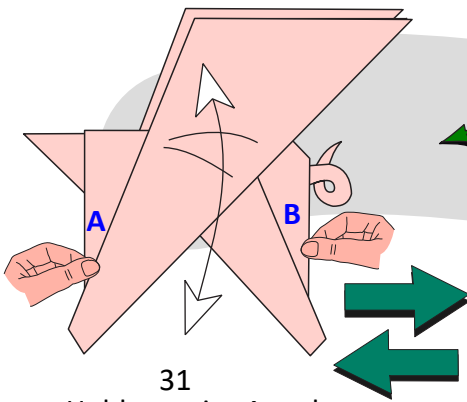
27 A  
Open sink



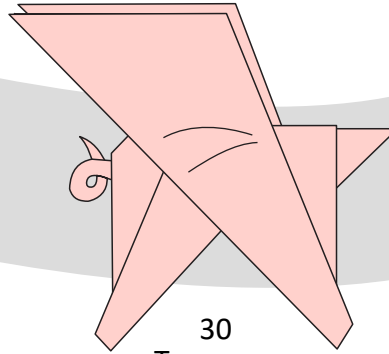
27 B  
Intermediate step



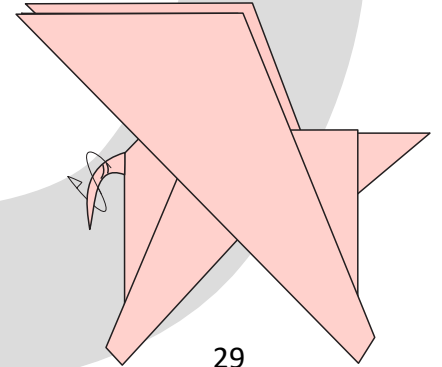
28  
Rabbit ear



31  
Hold to point A and  
pull point B to free  
move wings

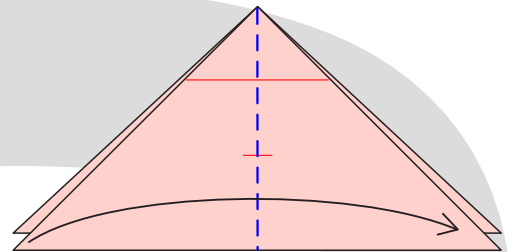
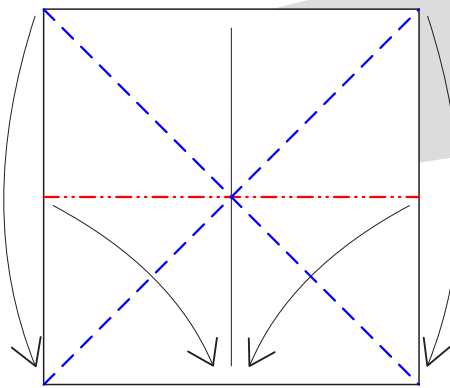


30  
Turn over

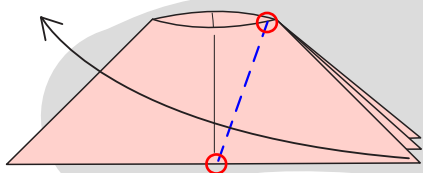


29  
Screw the tail

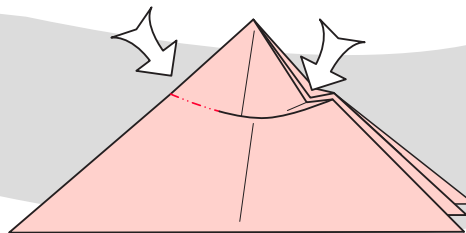
**HEAD**



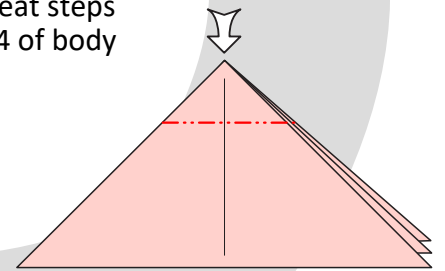
1  
Repeat steps  
1 – 4 of body



4  
Valley fold

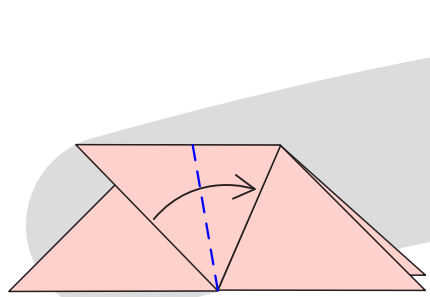


3  
Intermediate step

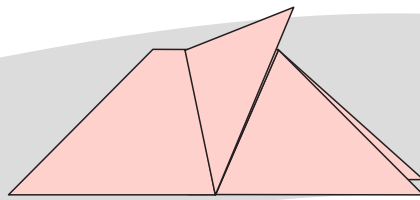


2  
Closed sink

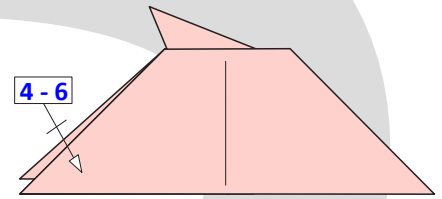




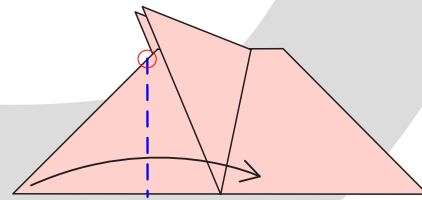
5  
Valley fold in half



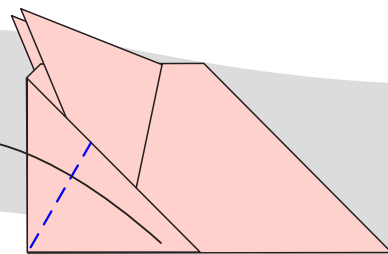
6  
Turn over



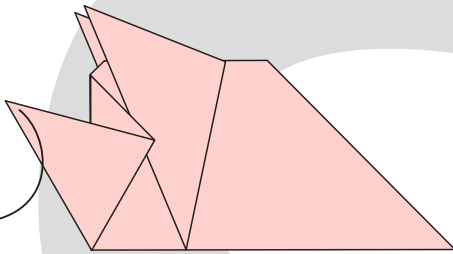
7  
Repeat



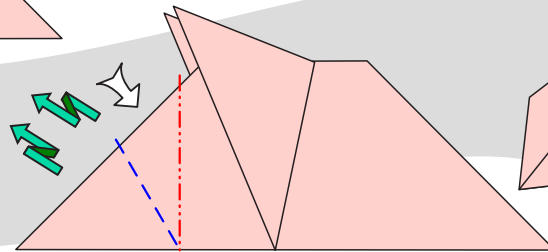
8  
Valley fold



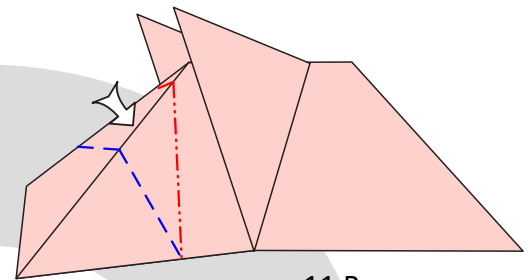
9  
Valley fold 30°



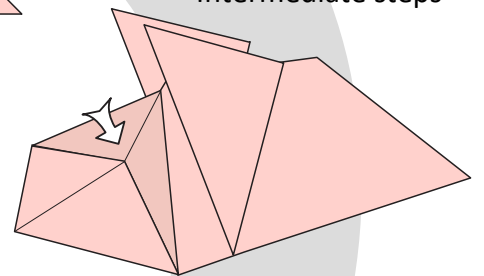
10  
Unfold



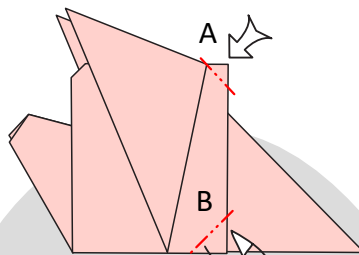
11 A  
Crimp fold



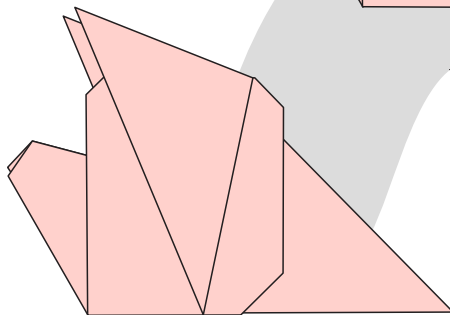
11 B  
Intermediate steps



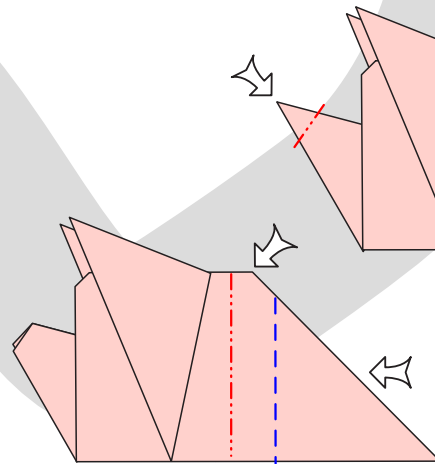
12  
Sink



14  
A) Sink  
B) Fold behind (inside)



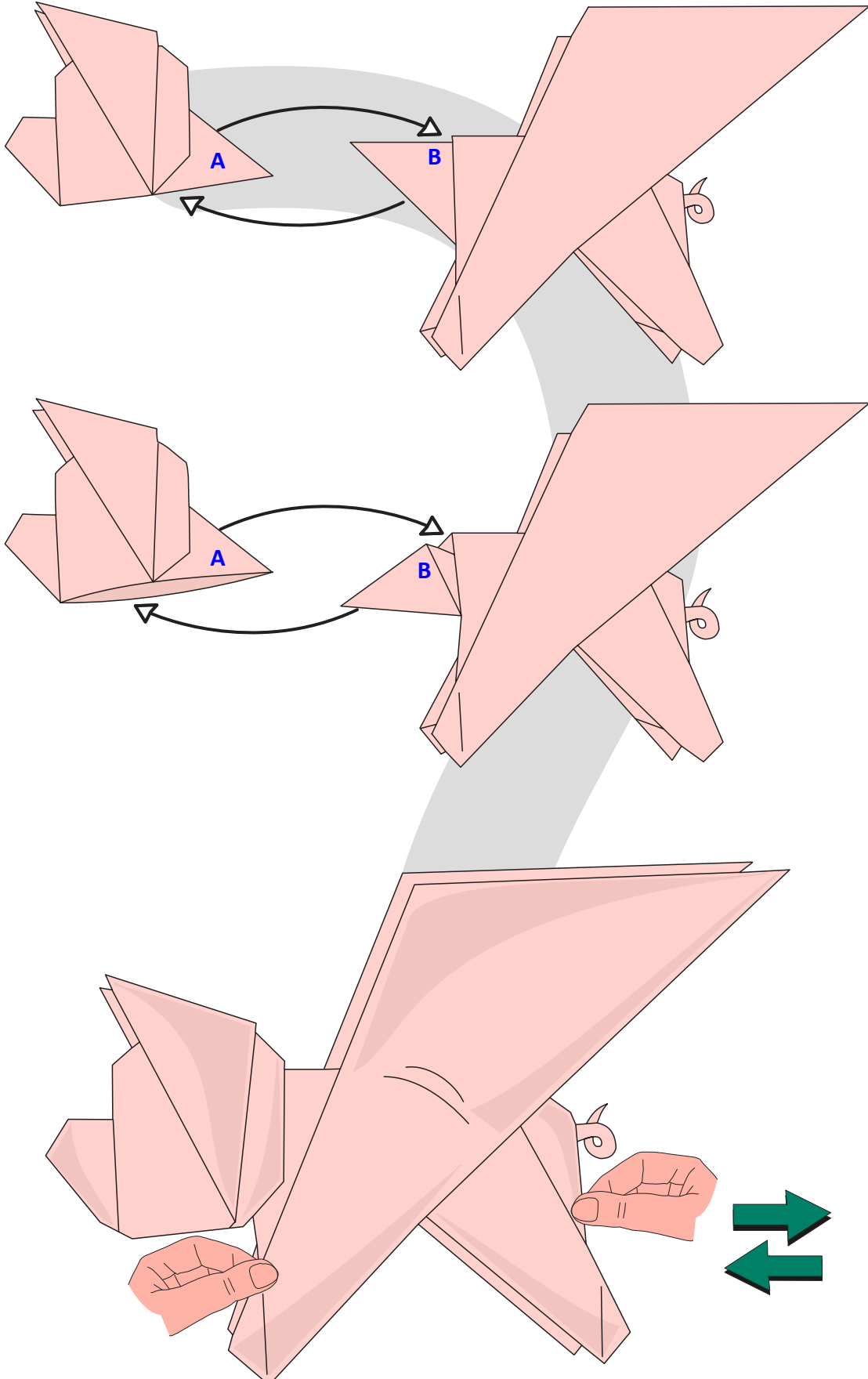
15  
Finished head



13  
Crimp fold

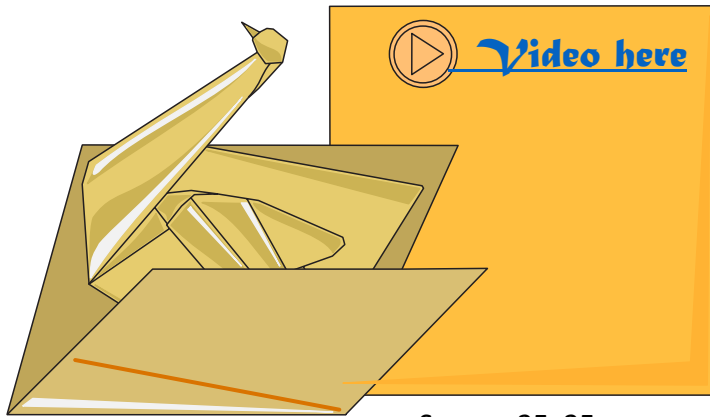
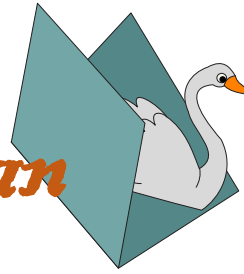


ASSEMBLY

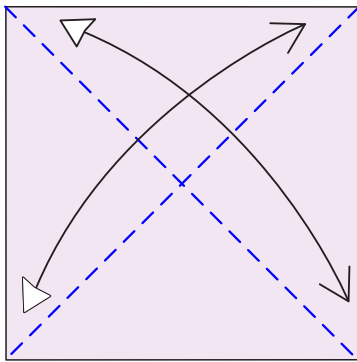


Flapping pig

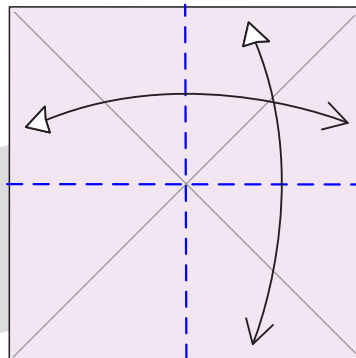
# Card turns Swan



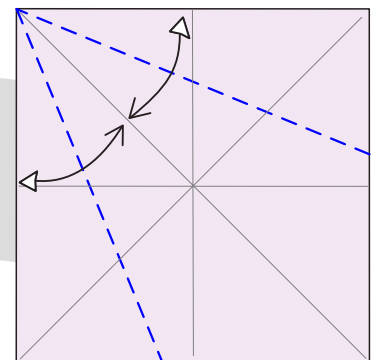
Square 25x25 cm



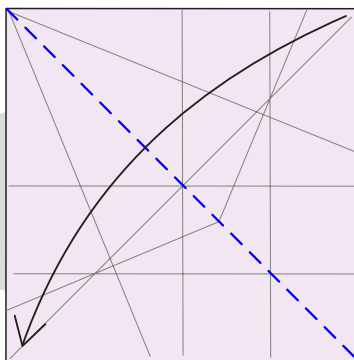
1  
Precrease diagonals



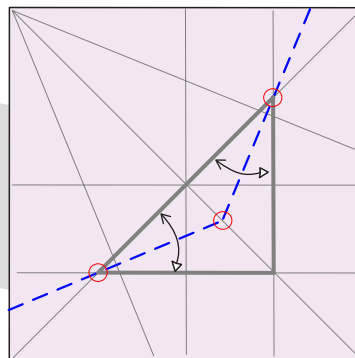
2  
Precrease in half



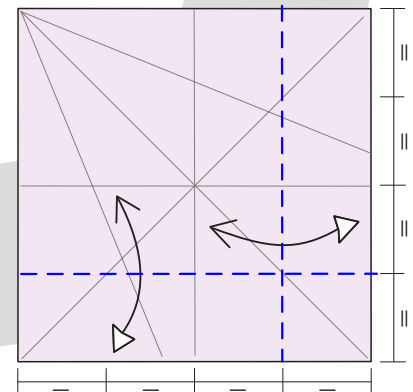
3  
Precrease 22.5°



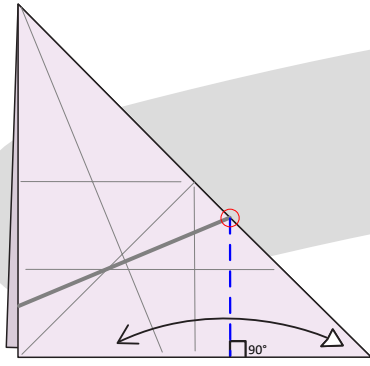
6  
Valley fold



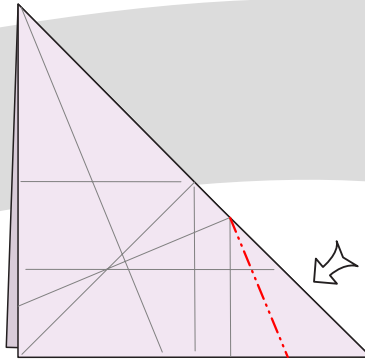
5  
Precrease as show



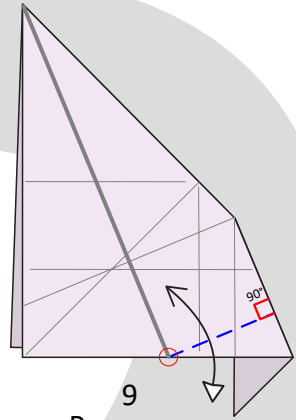
4  
Precrease 1/4



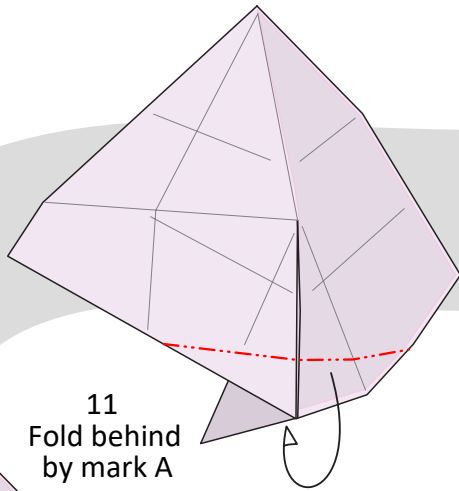
7  
Precrease 90°



8  
Precrease and  
sink 22.5°

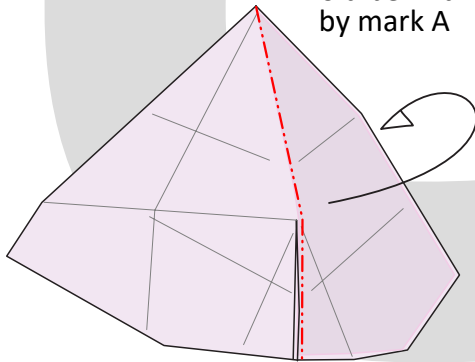


9  
Precrease  
(90°)

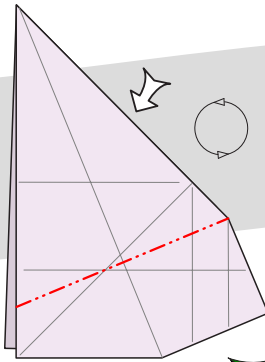


10  
Open  
(Do not unfold)

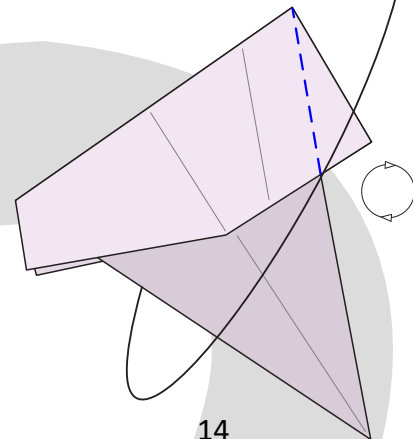
11  
Fold behind  
by mark A



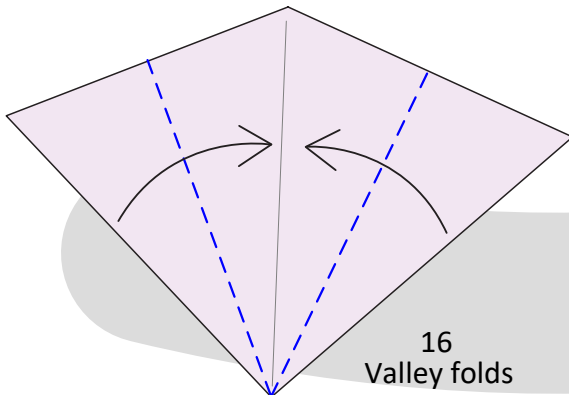
12  
Close



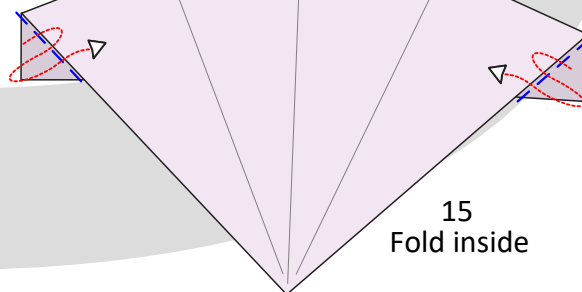
13  
Sink and rotate



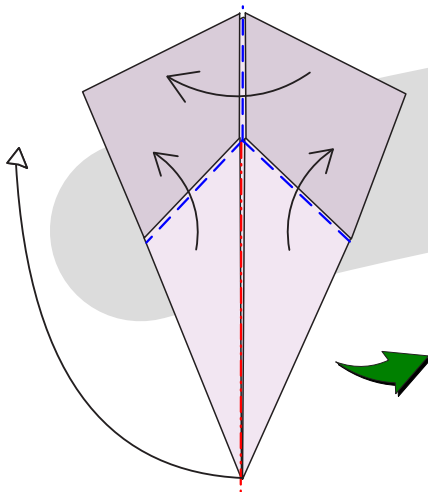
14  
Open and rotate



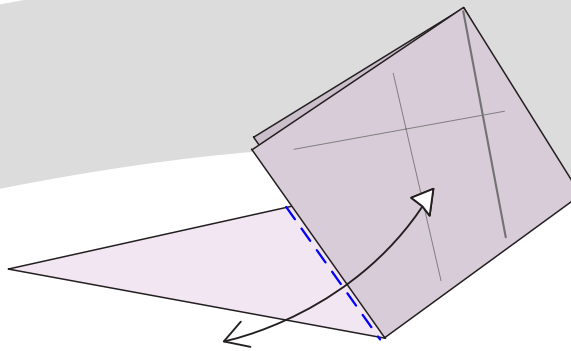
15  
Valley folds



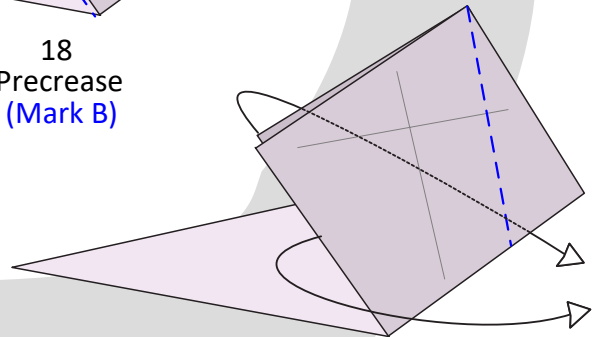
16  
Fold inside



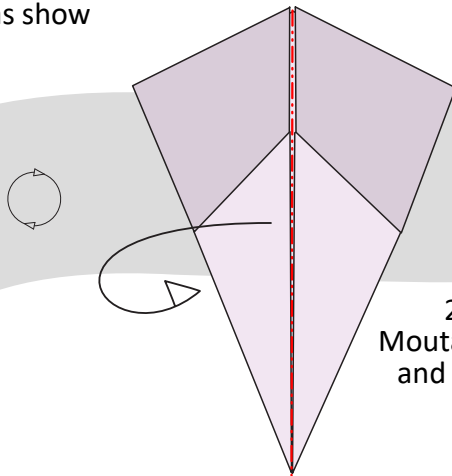
17 Fold as show



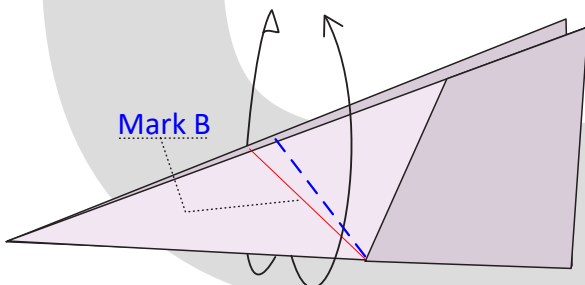
18 Precrease (Mark B)



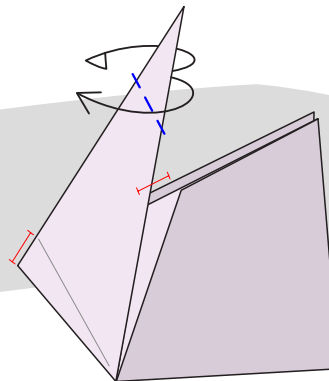
19 Open



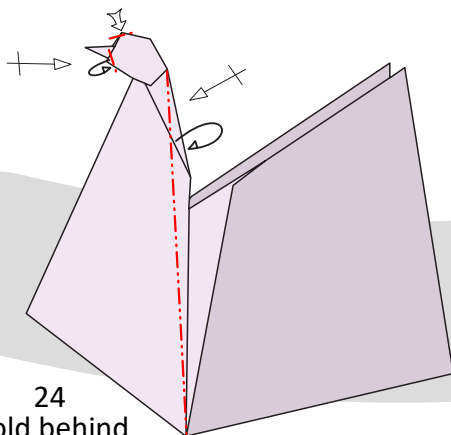
20 Mountain fold and rotate



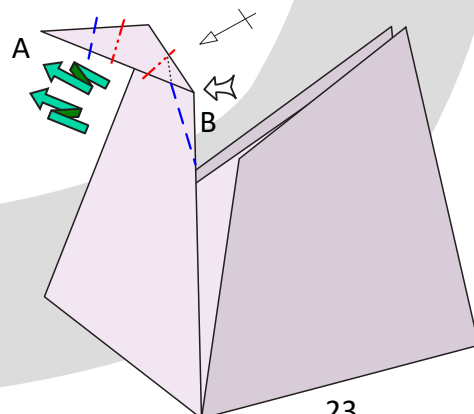
21 Outside reverse fold



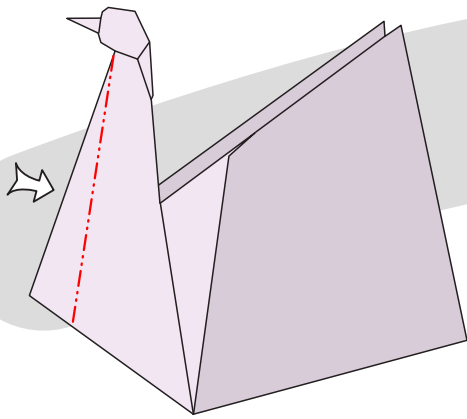
22 Outside reverse fold



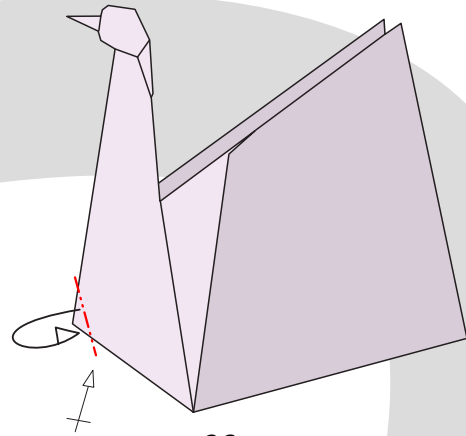
24 Fold behind (inside)



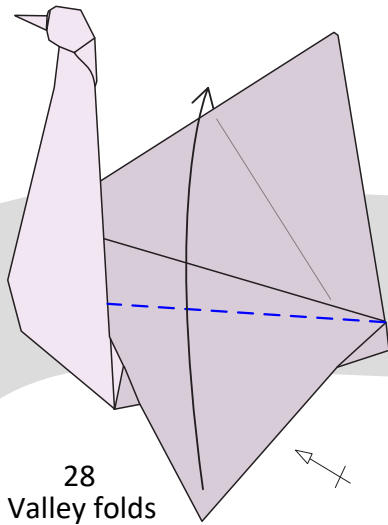
23 A) Crimp fold B) Sink



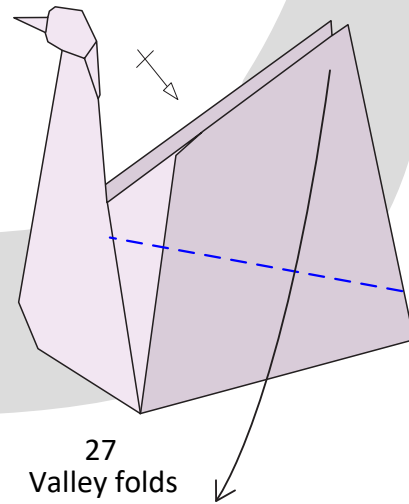
25  
Open sink



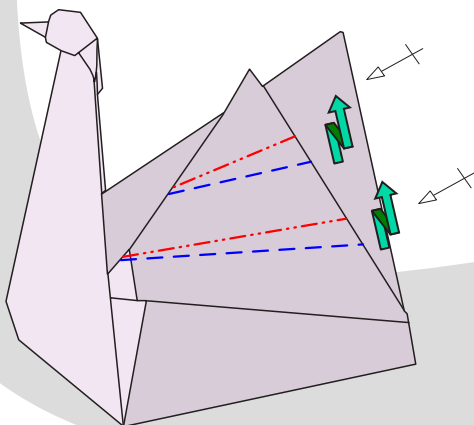
26  
Fold behind  
(inside)



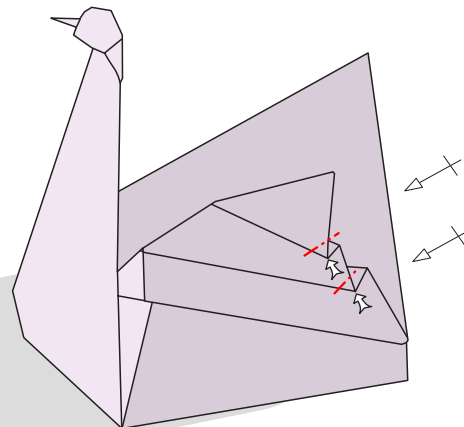
28  
Valley folds



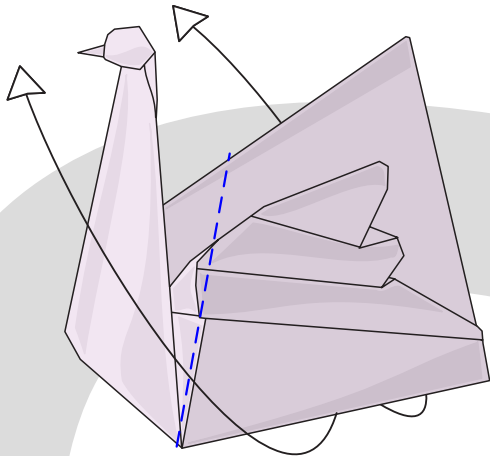
27  
Valley folds



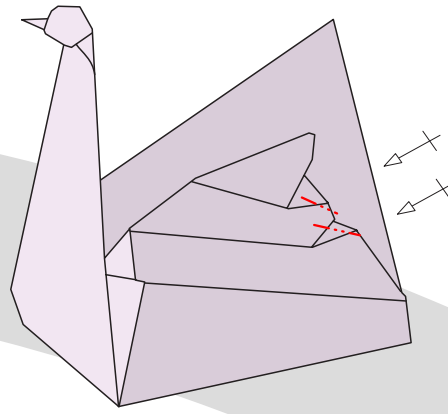
29  
Pleat folds



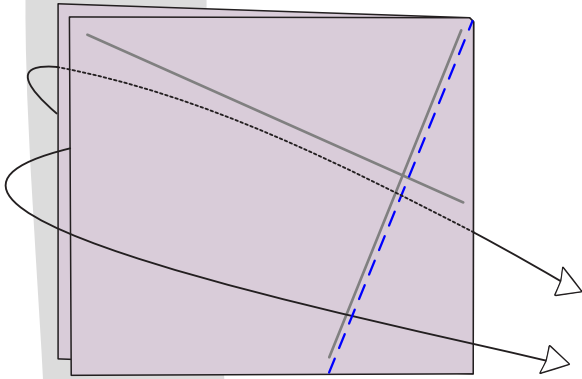
30  
Sink



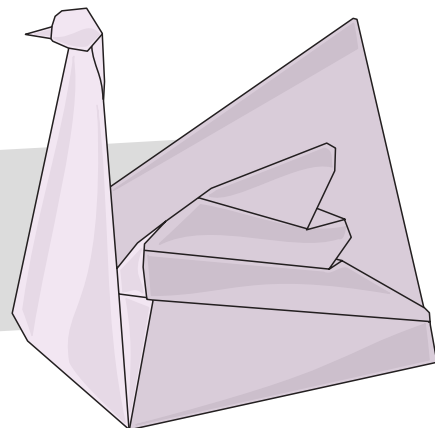
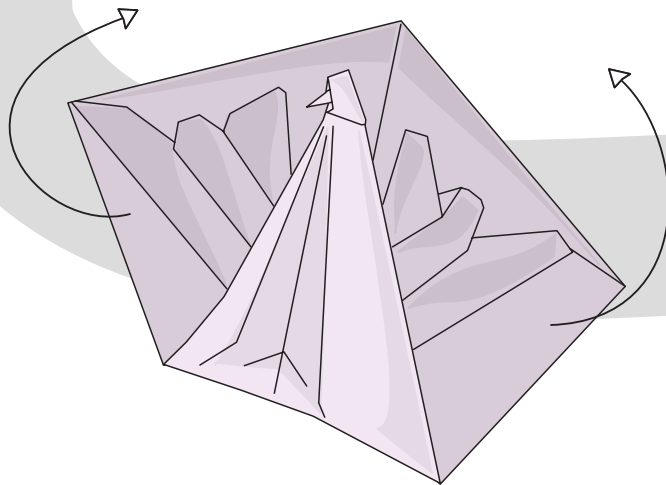
32  
Fold by marks  
Step 17  
(mark again)



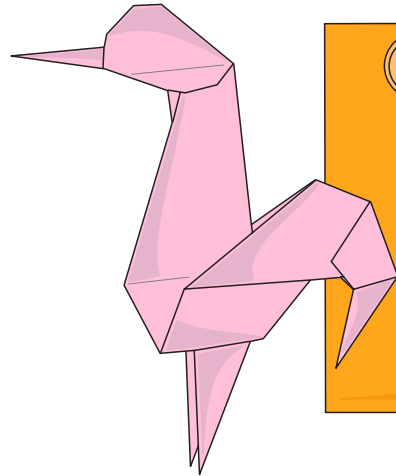
31  
Fold behind



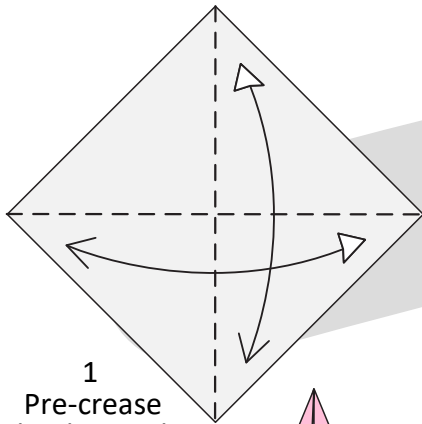
33  
The card turns in a swan



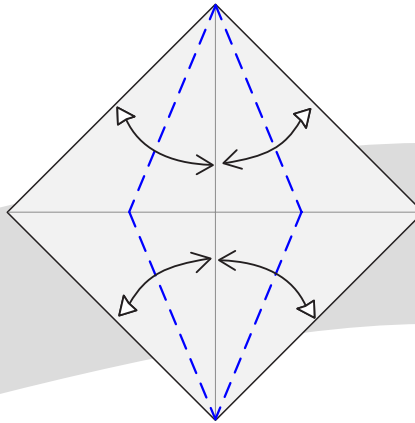
# Drinking Bird



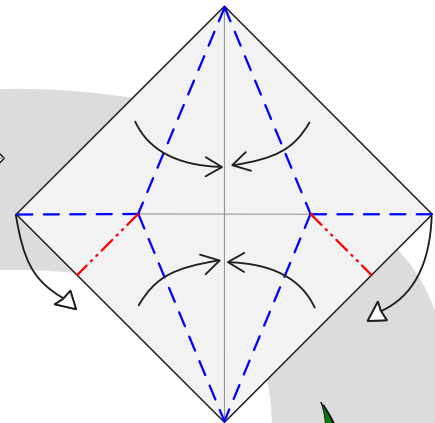
Square 20x20 cm



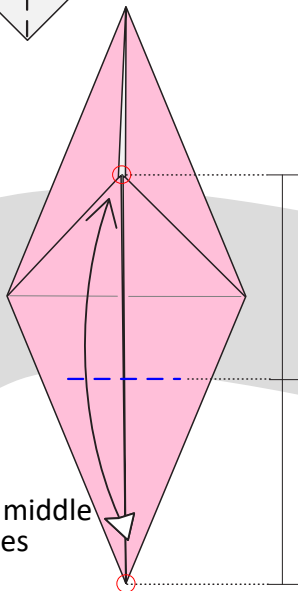
1 Pre-crease the diagonals



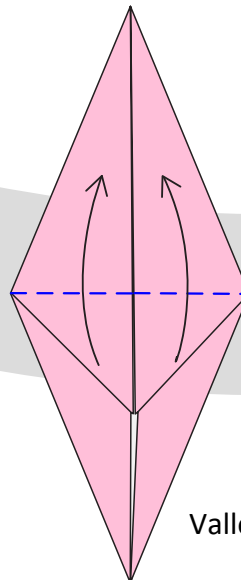
2 Precrease 22.5°



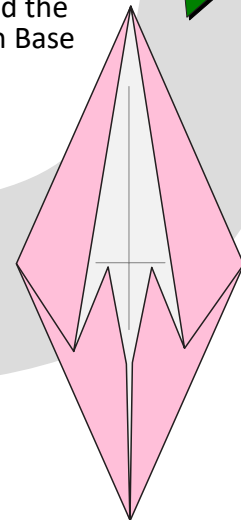
3 Fold the Fish Base



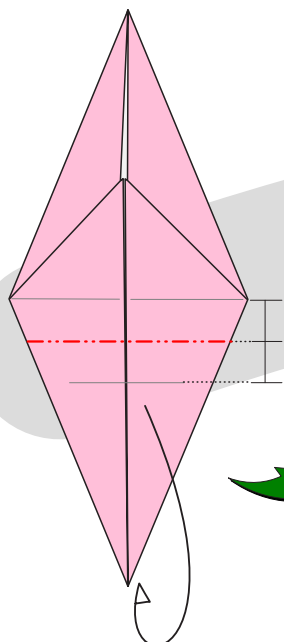
5 Precrease in the middle of references



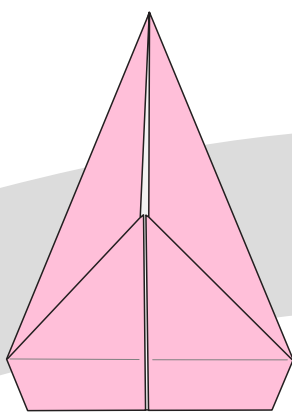
4 Valley folds



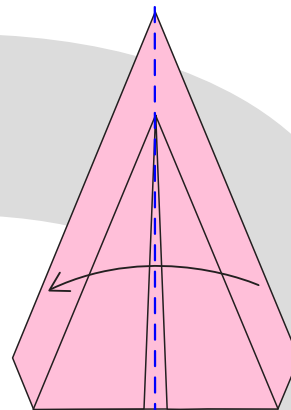




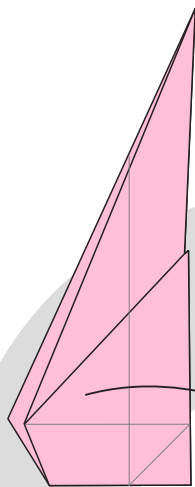
6 Mountain fold in half as show



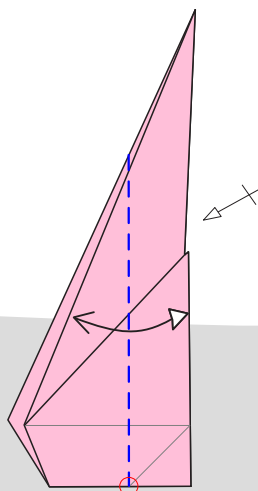
7 Turn over



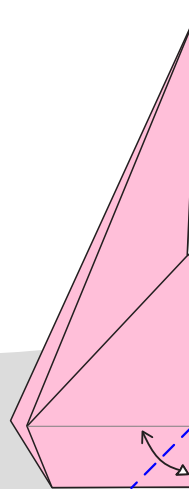
8 Valley fold



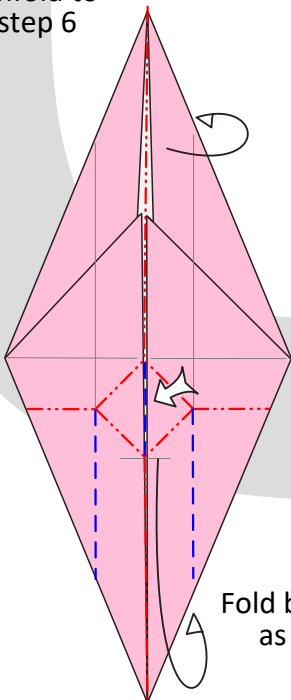
11 Unfold to step 6



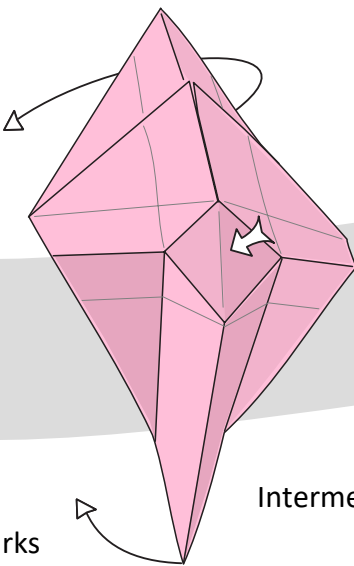
10 Precrease. Repeat behind



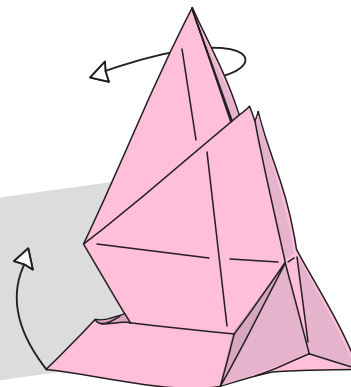
9 Precrease 45°

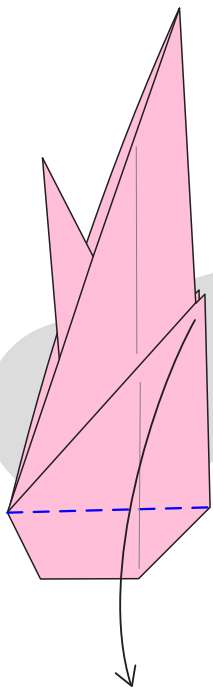


12 Fold by marks as show

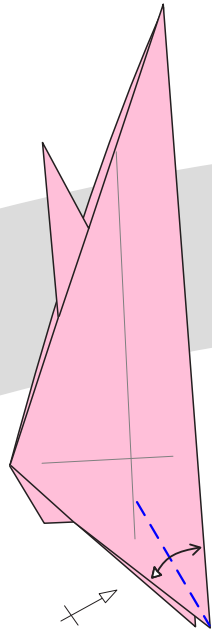


13 Intermediate steps

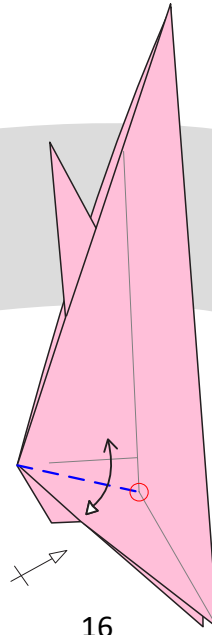




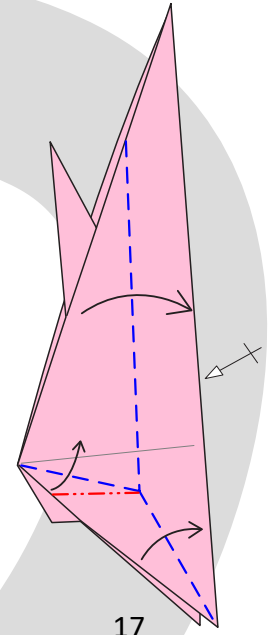
14 Valley fold. Repeat behind



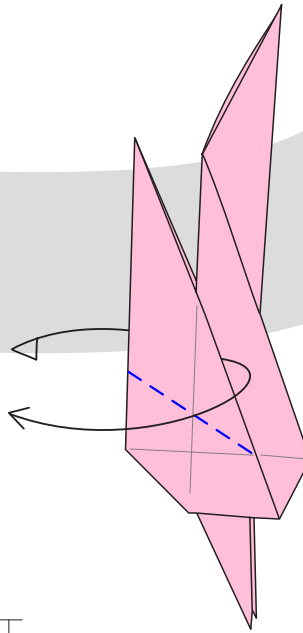
15 Precrease 22.5°. Repeat behind



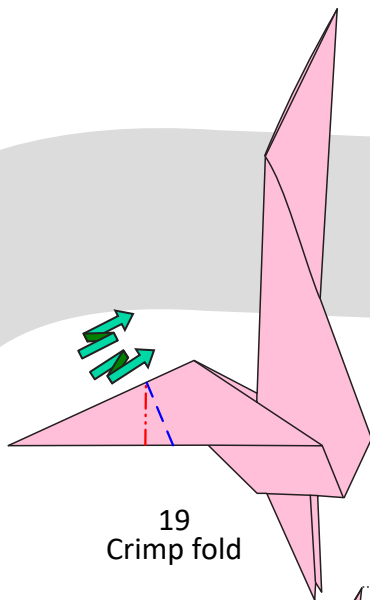
16 Precrease 22.5°. Repeat behind



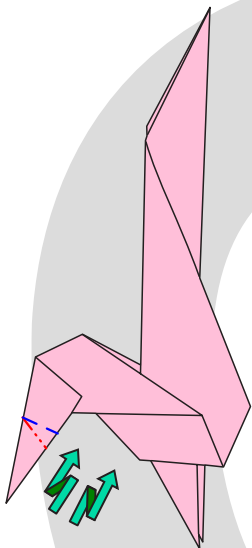
17 Fold by marks as Show. Repeat behind



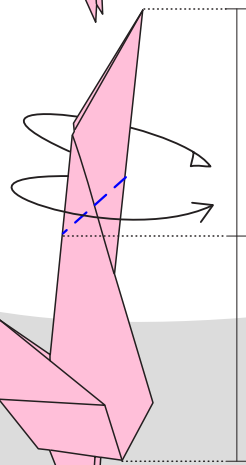
18 Outside reverse fold



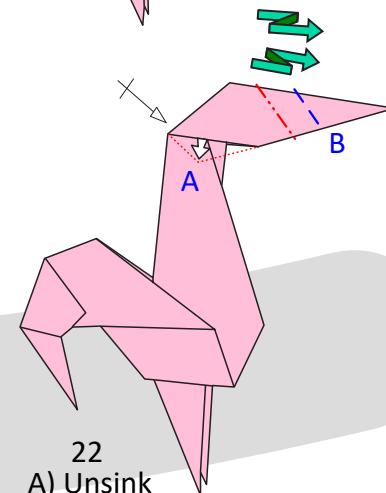
19 Crimp fold



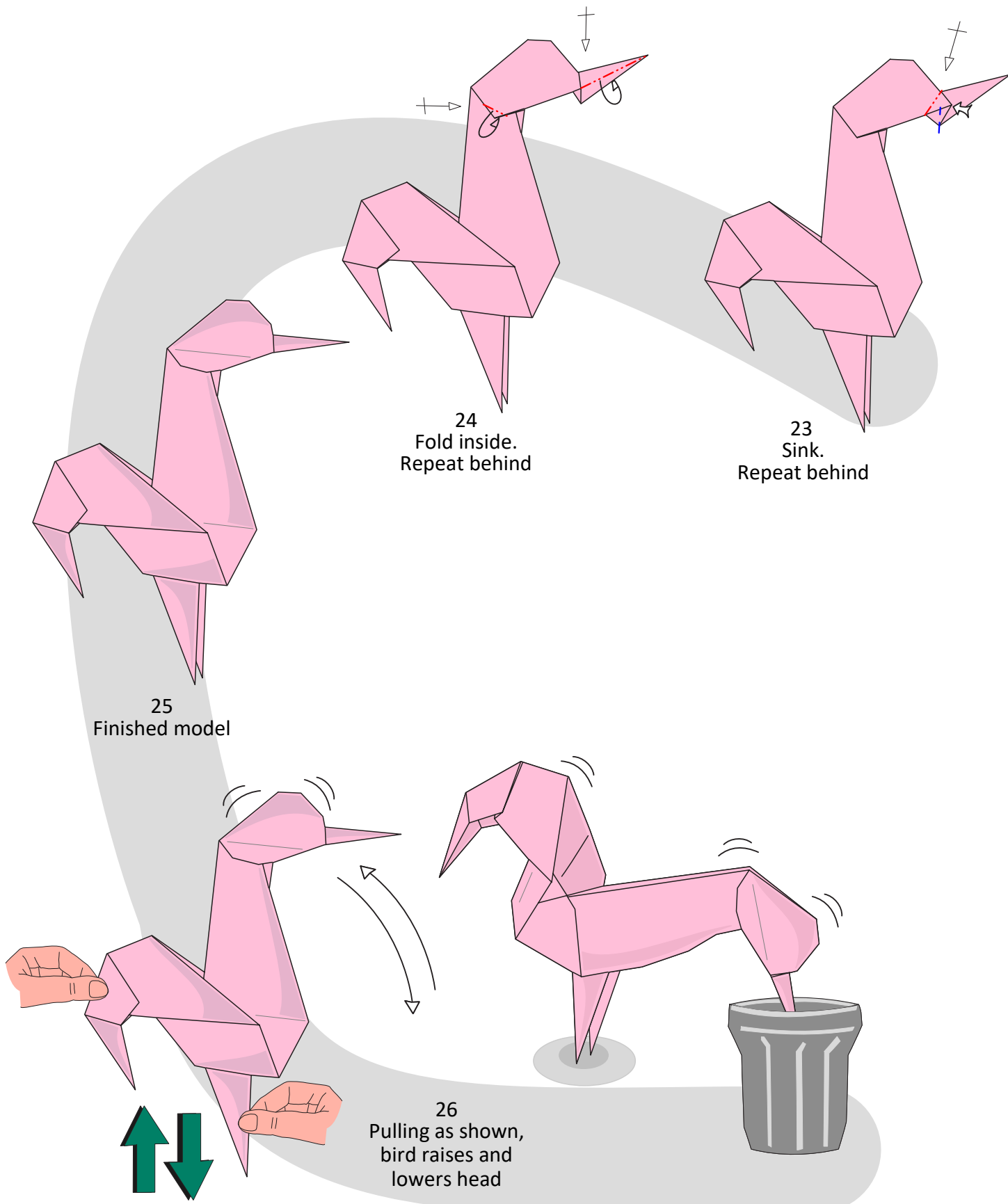
20 Crimp fold



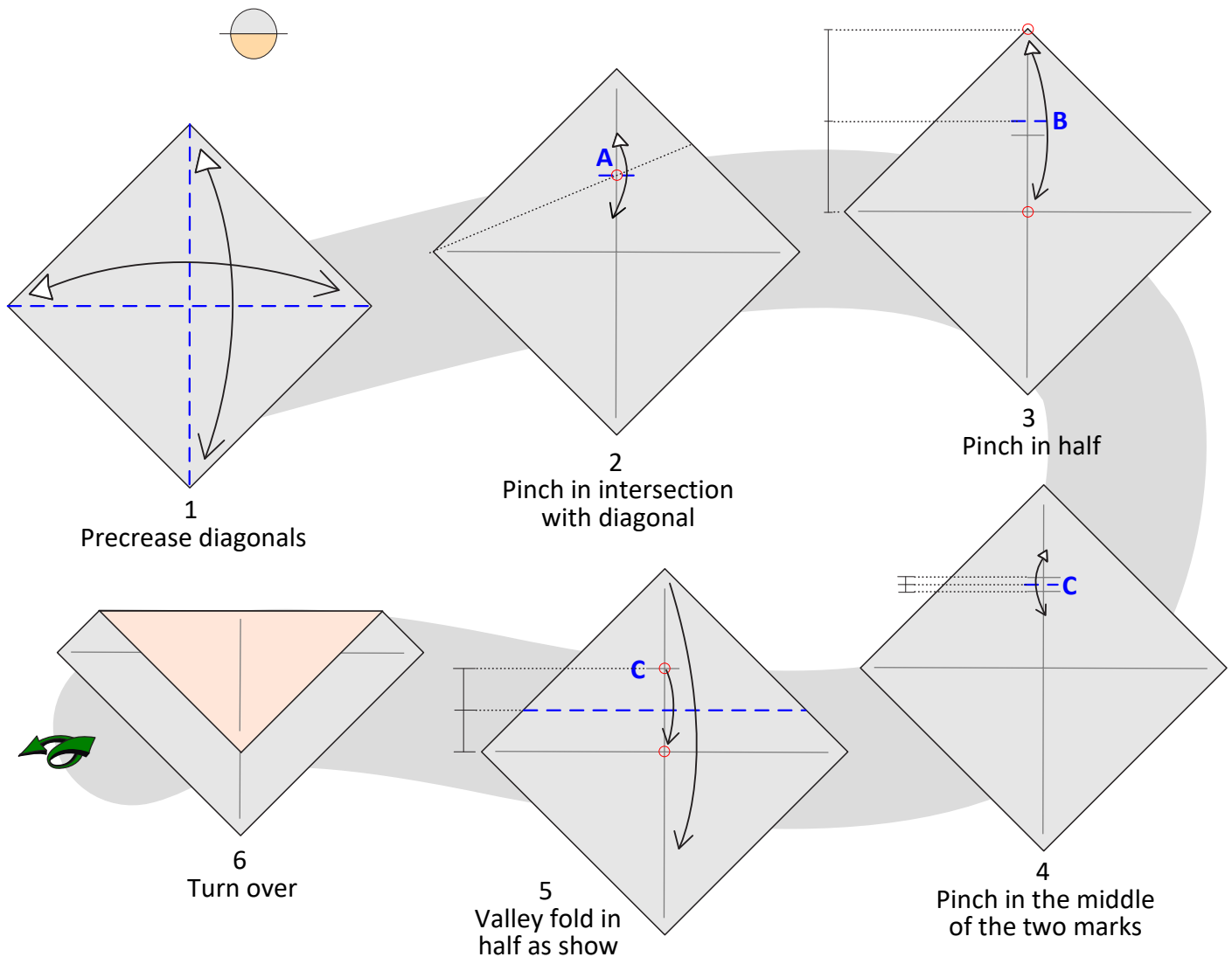
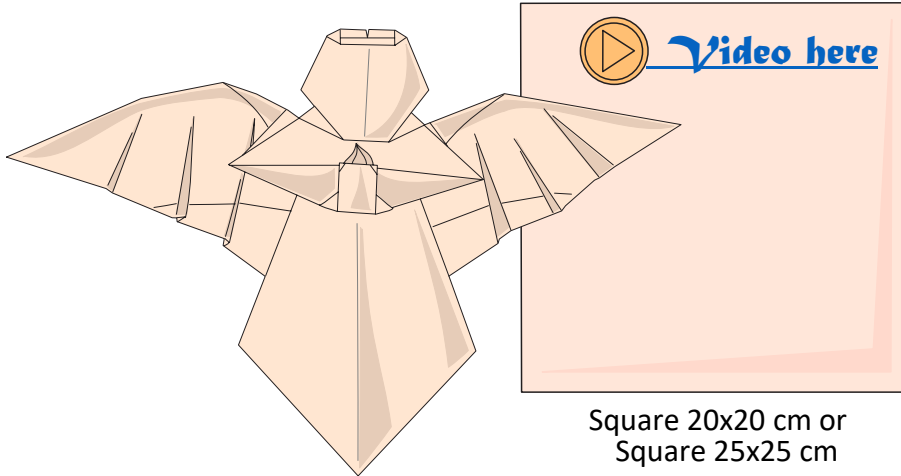
21 Outside reverse fold

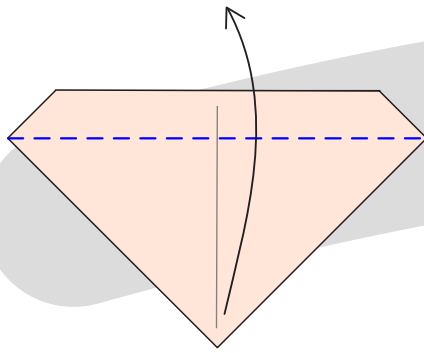


22 A) Unsink B) Crimp fold

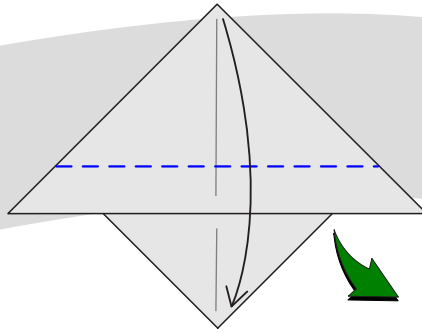


# To my angel up above

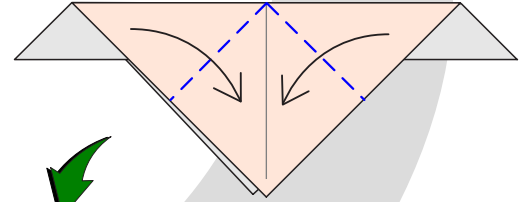




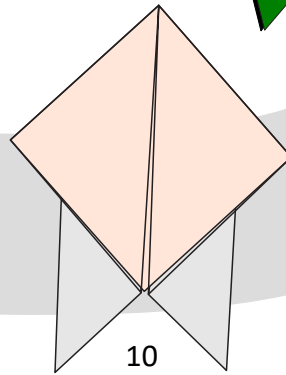
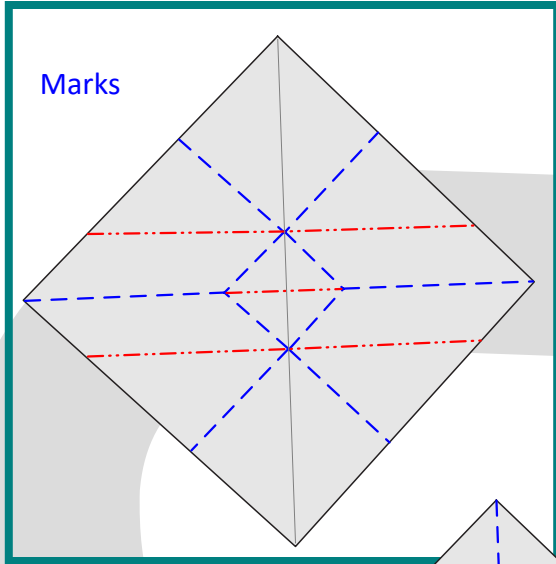
7 Valley fold



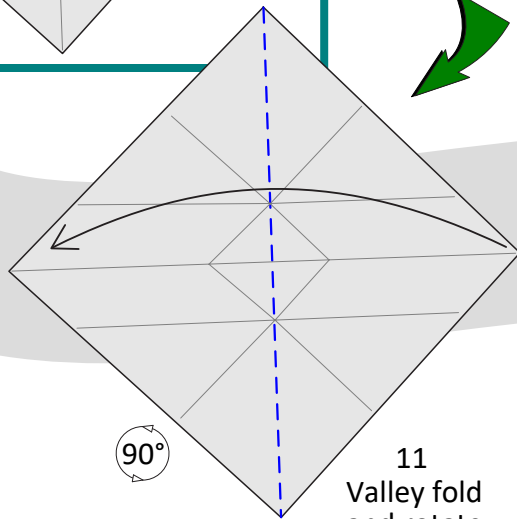
8 Valley fold



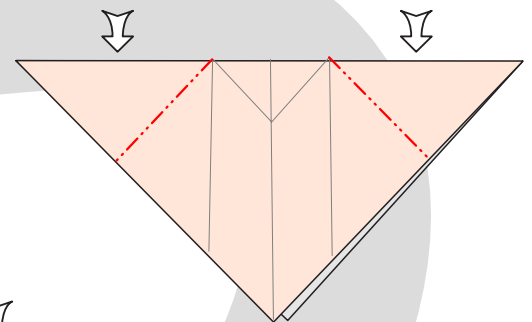
9 Valley folds 45°



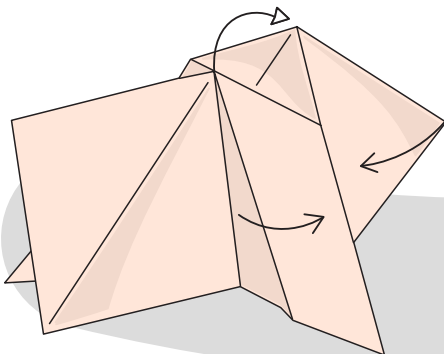
10 Unfold the whole model



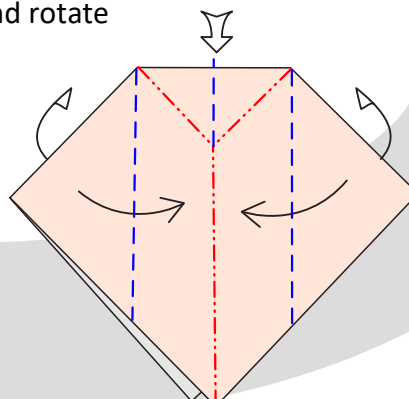
11 Valley fold and rotate



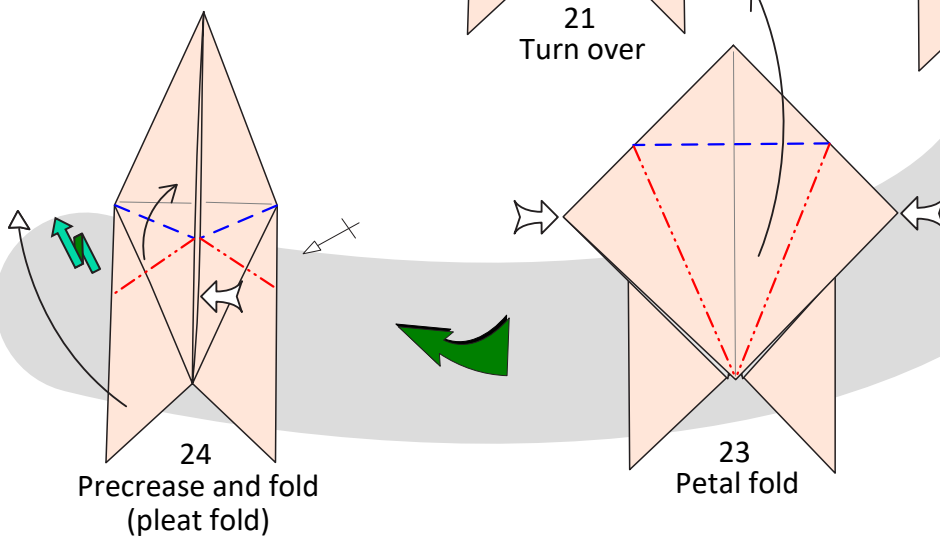
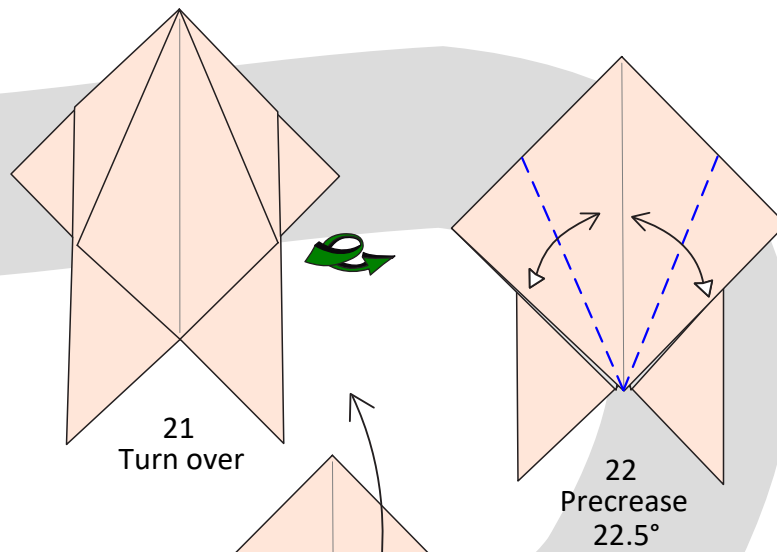
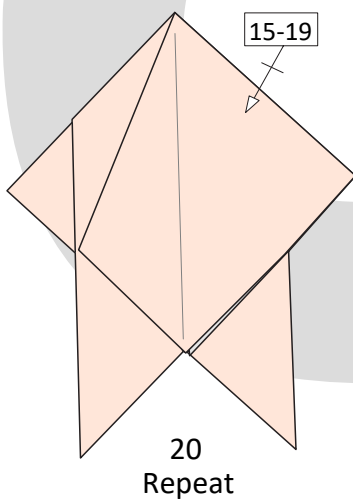
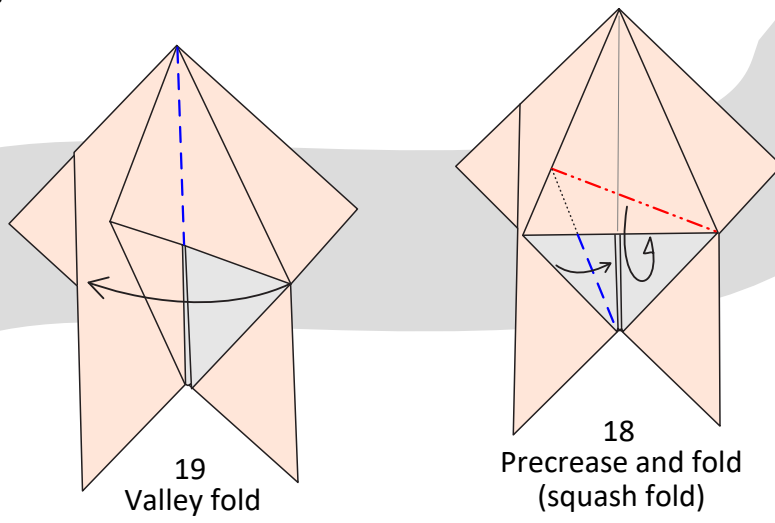
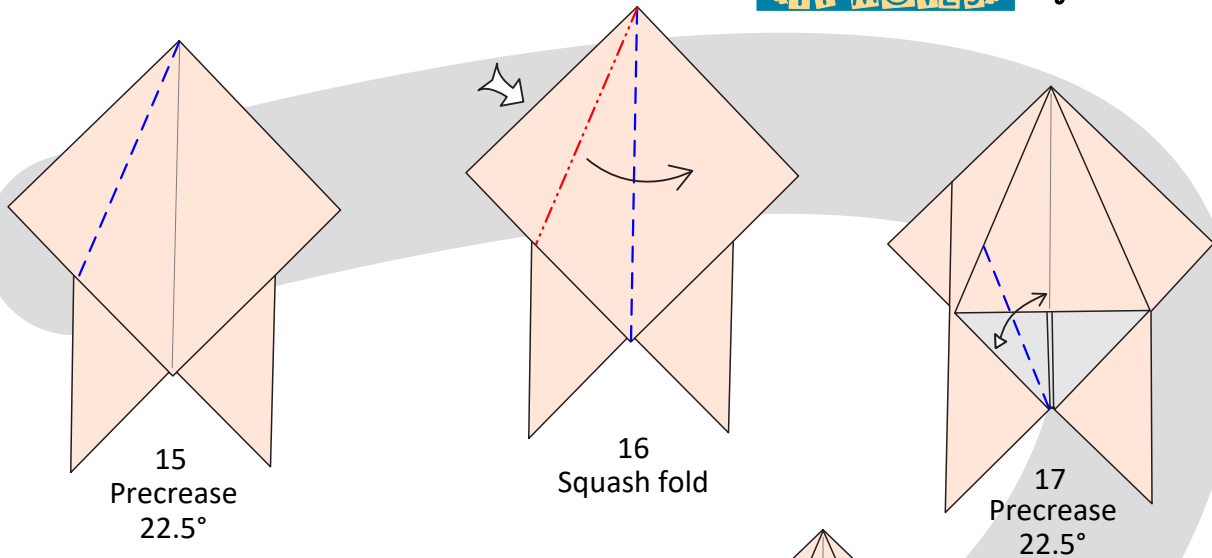
12 Sink

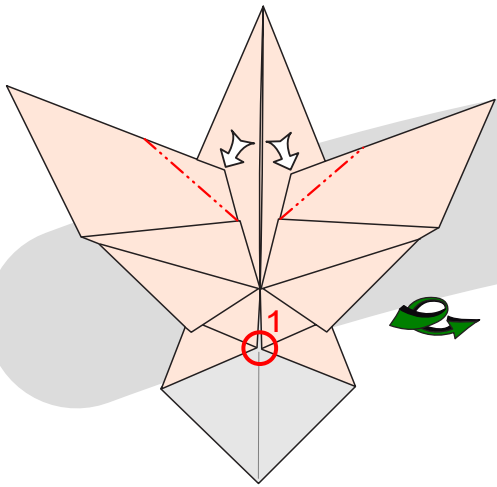


14 Intermediate step

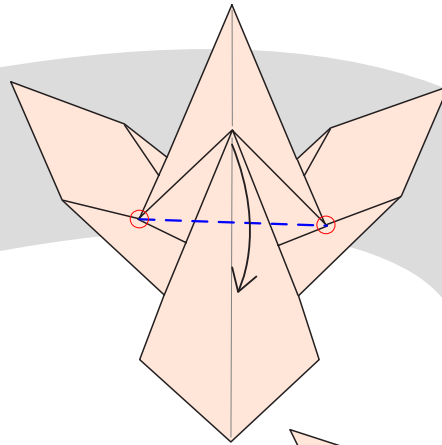


13 Sink and fold by the marks

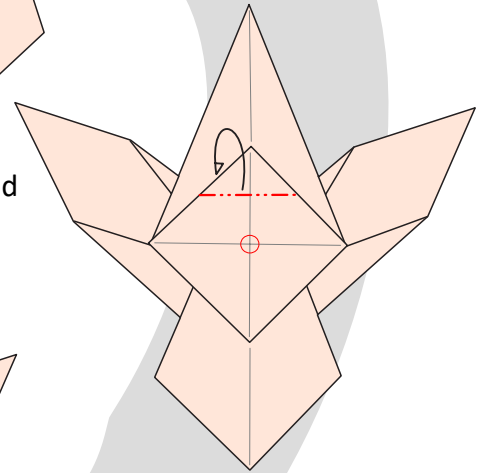




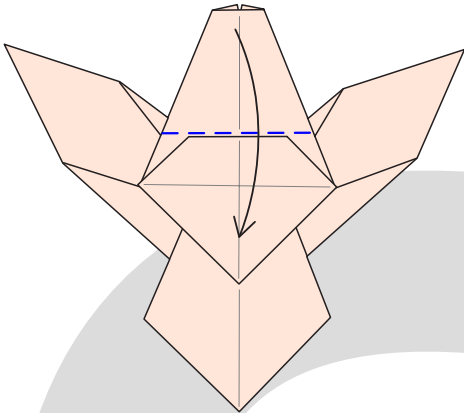
25 Sink and turn over (remember point 1)



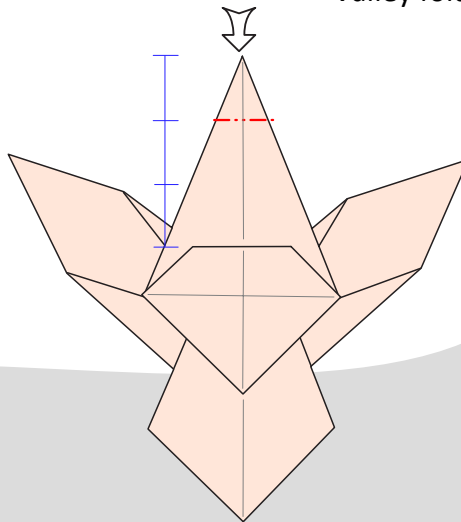
26 Valley fold



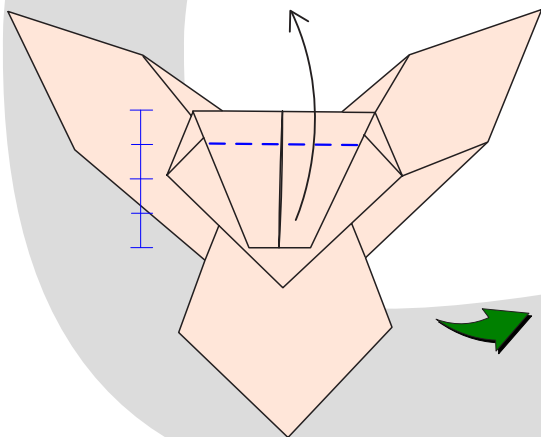
27 Fold behind



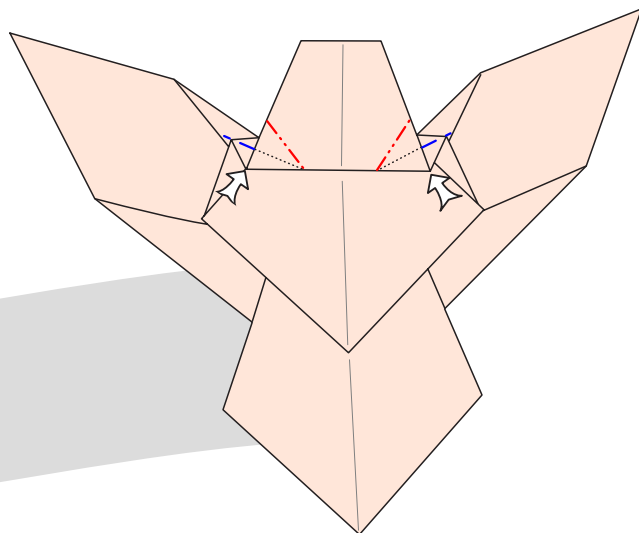
29 Valley fold



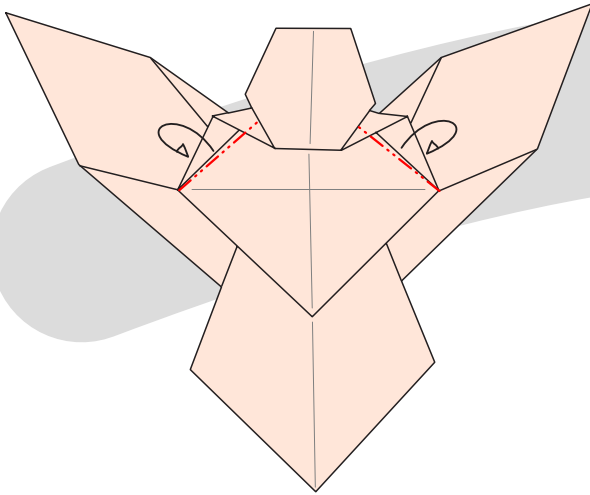
28 Open sink



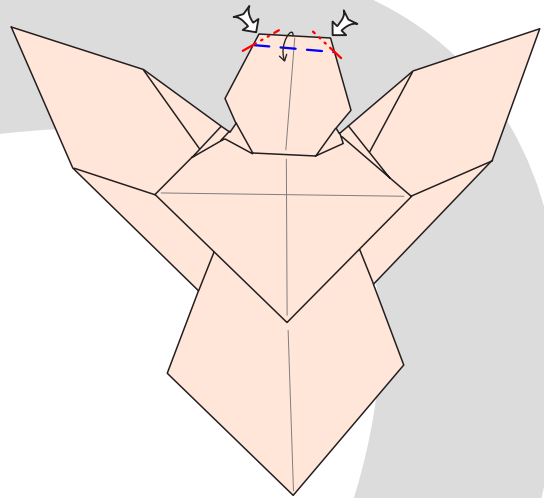
30 Valley fold



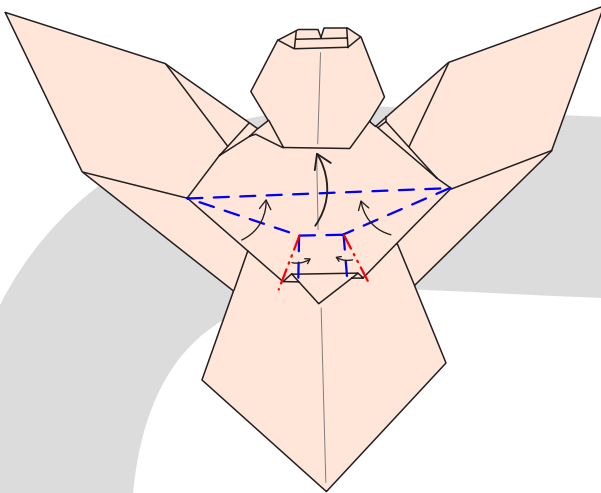
31 Sink and fold



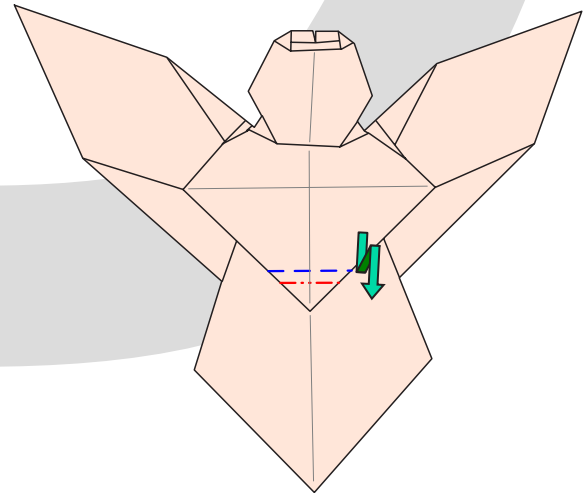
32  
Fold behind



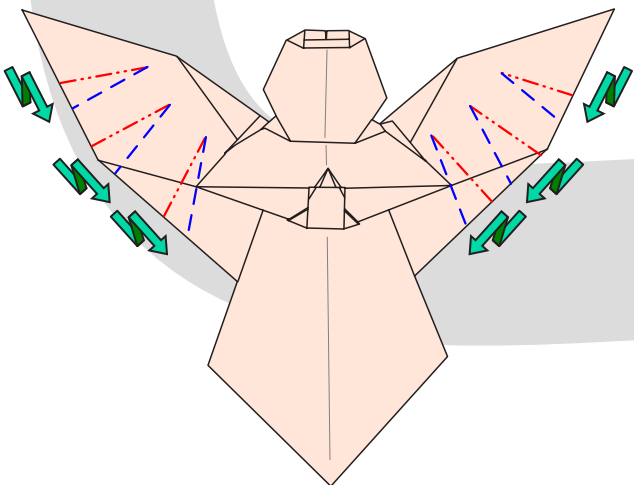
33  
Fold as show



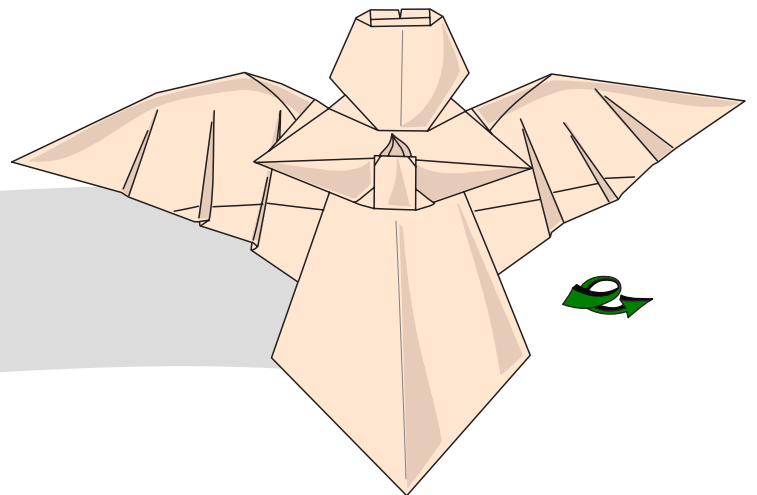
35  
Precrease and  
fold the rabbit  
ear as show



34  
Pleat fold

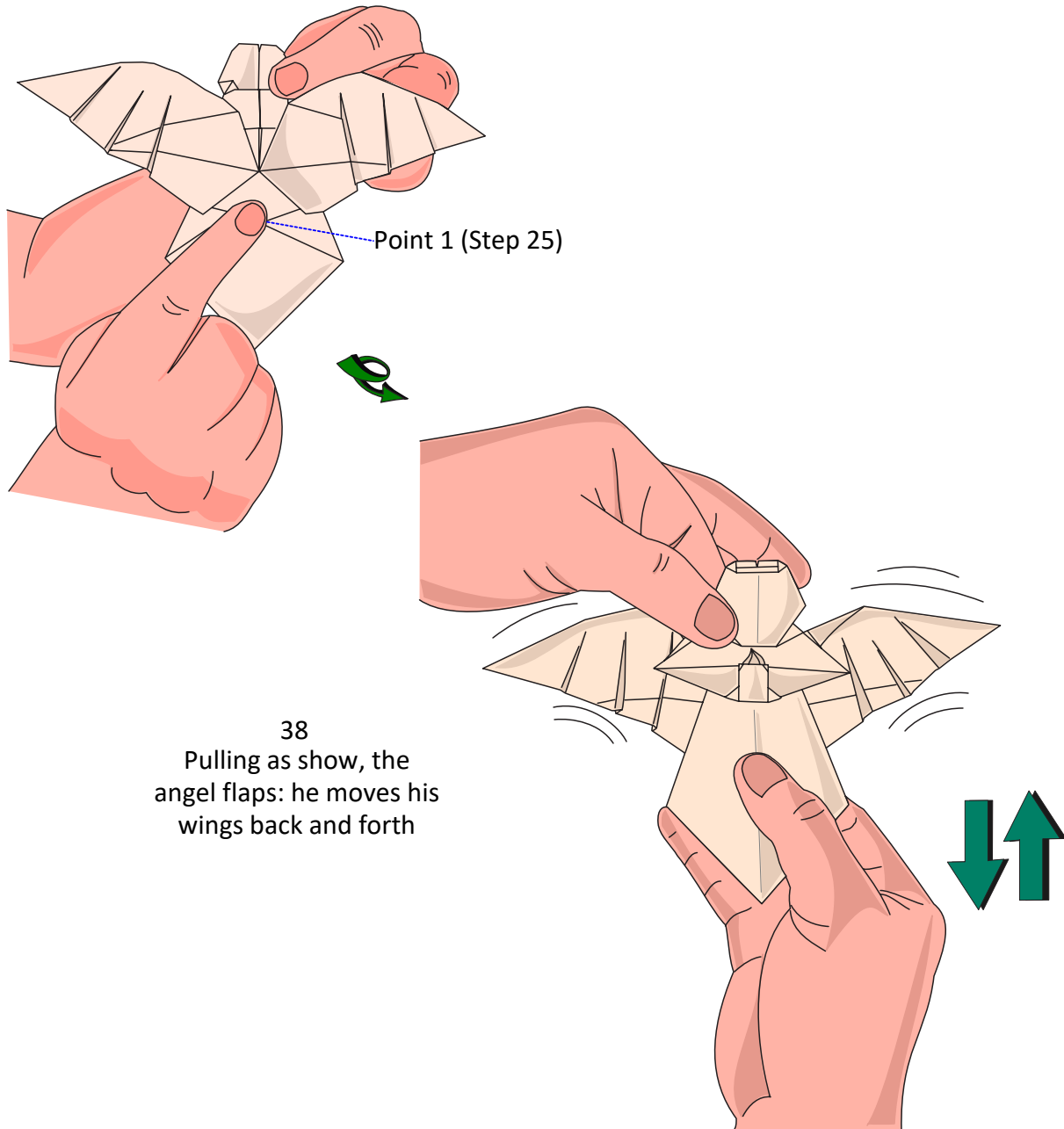


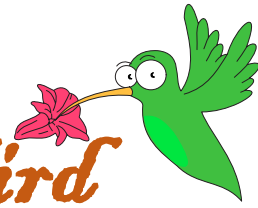
36  
Pleat folds



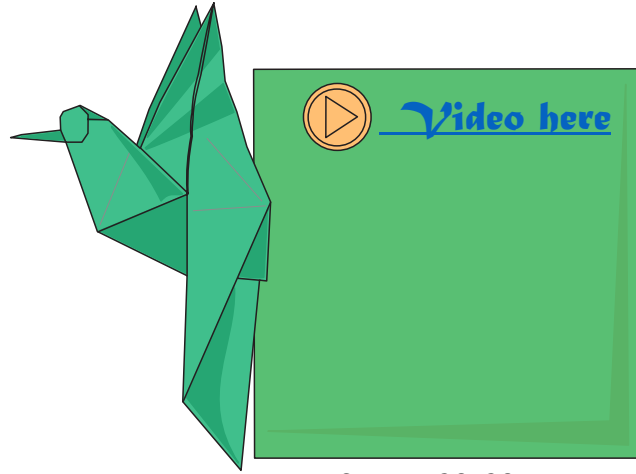
37  
Finished model



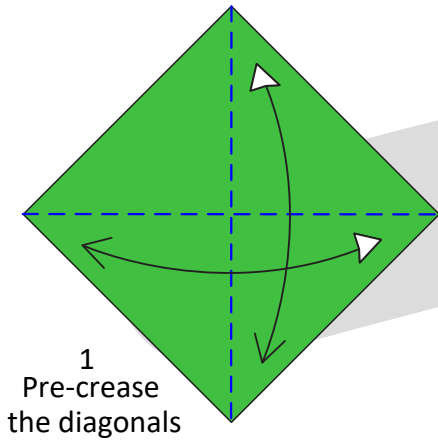




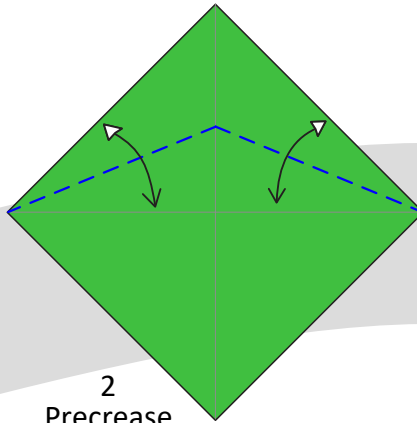
# Fly fast like hummingbird



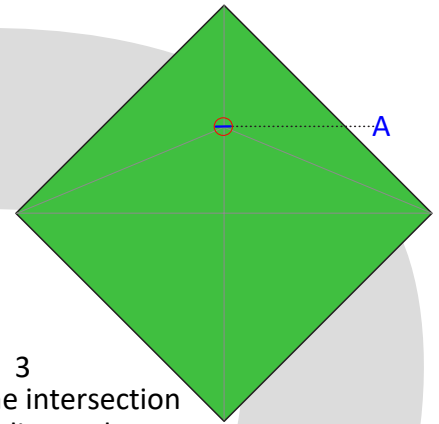
Square 20x20 cm



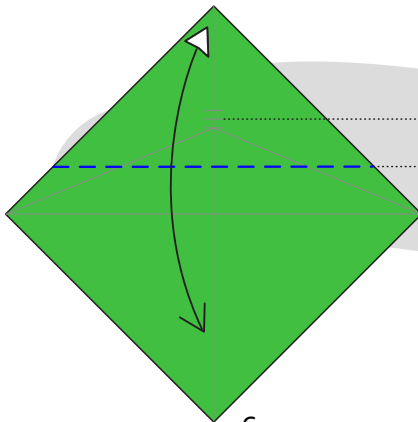
1 Pre-crease the diagonals



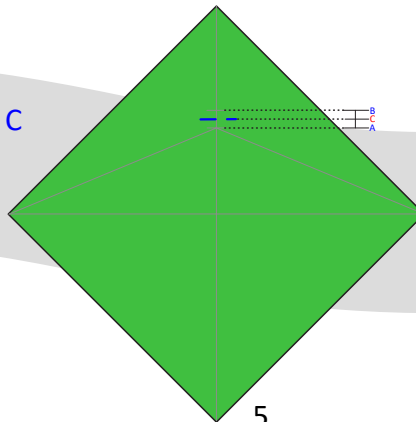
2 Precrease 22.5°



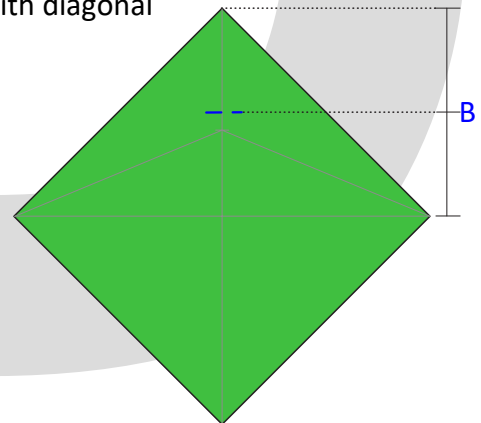
3 Pinch in the intersection with diagonal



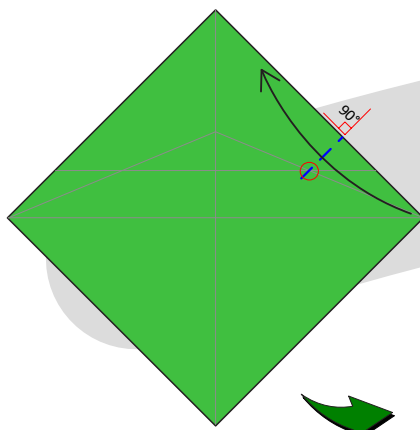
4 Pinch in half



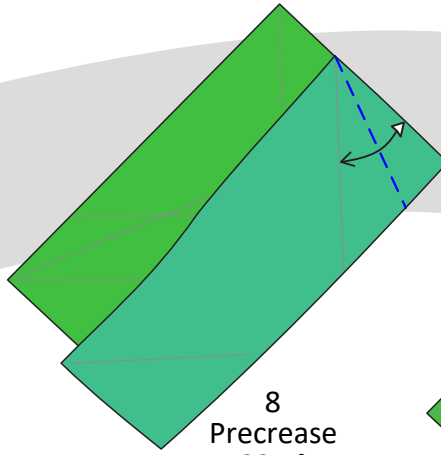
5 Pinch in the middle of two marks



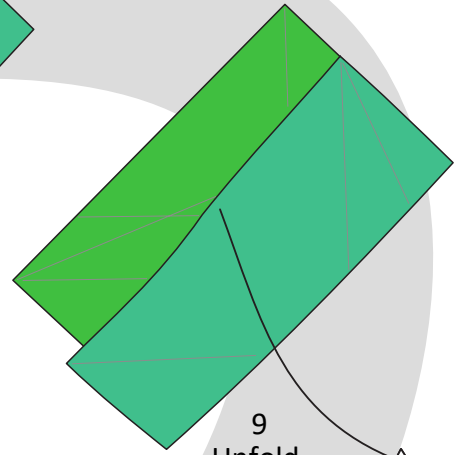
6 Pinch in middle



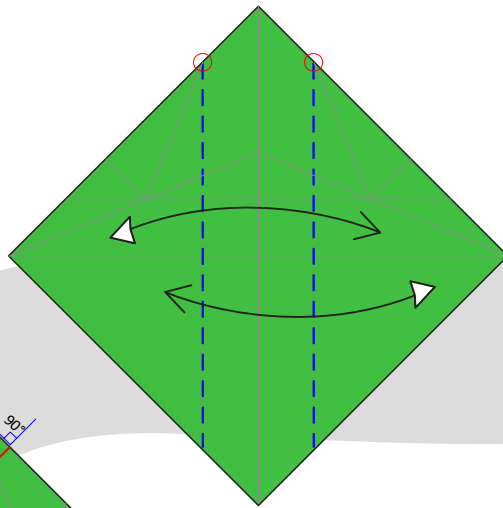
7 Valley fold (90°)



8 Precrease 22.5°

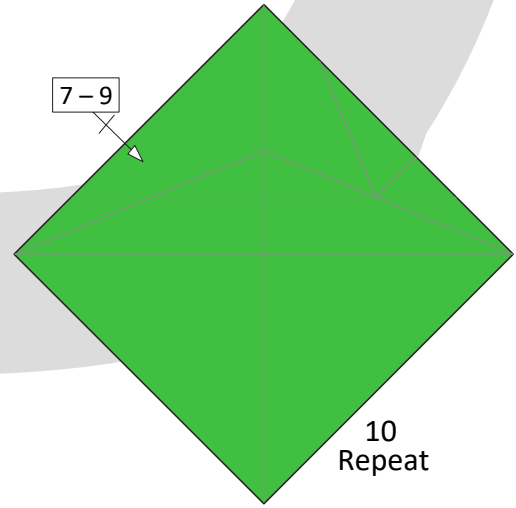


9 Unfold



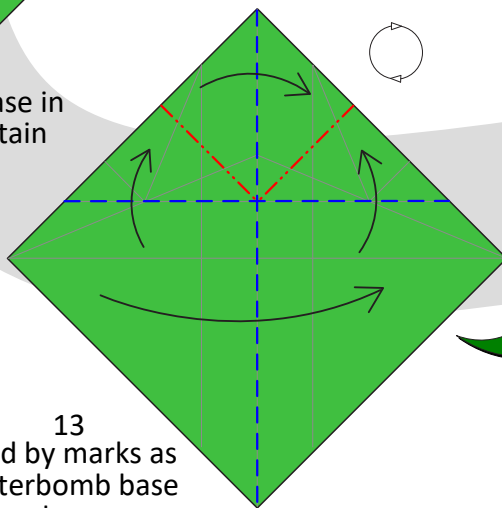
7-9

11 Precrease

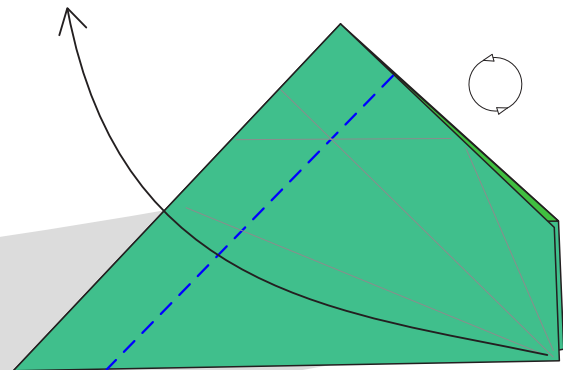


10 Repeat

12 Precrease in mountain

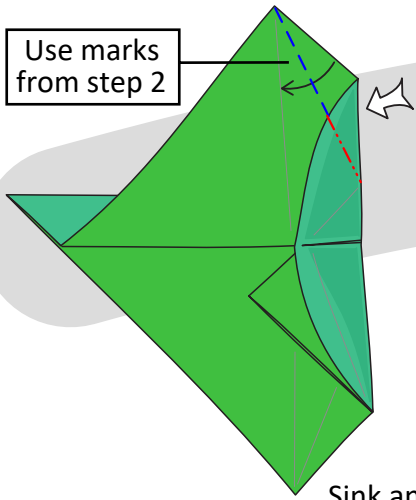


13 Fold by marks as waterbomb base and rotate

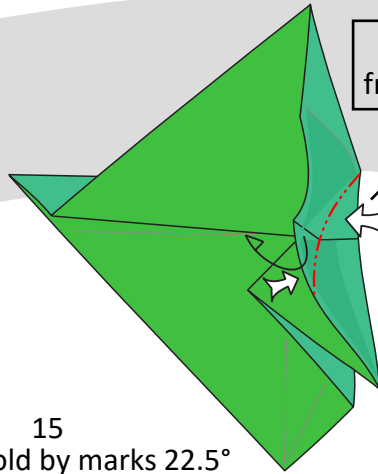


14 Valley fold

Use marks from step 2



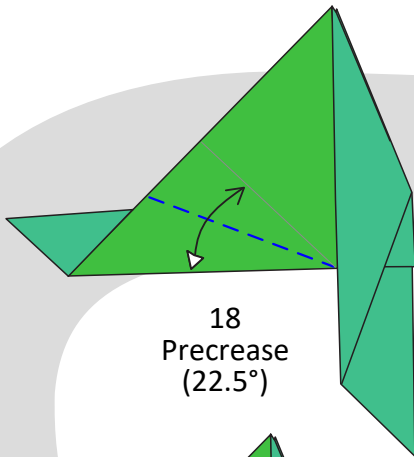
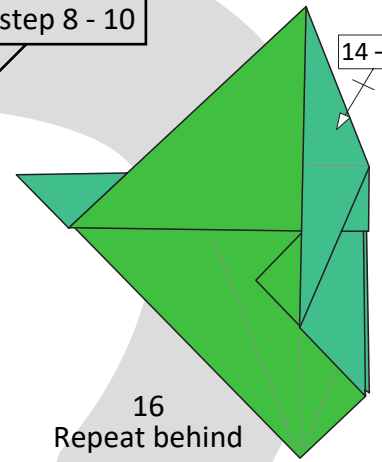
Use marks from step 8 - 10



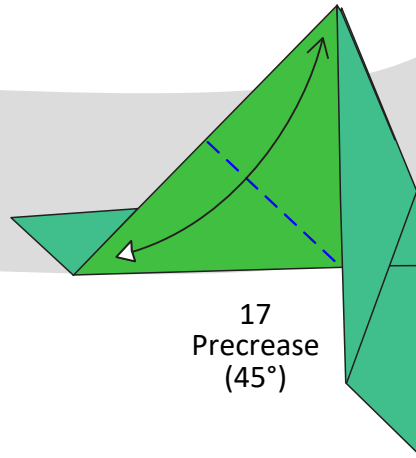
14 - 15

15 Sink and fold by marks 22.5° (intermediate steps)

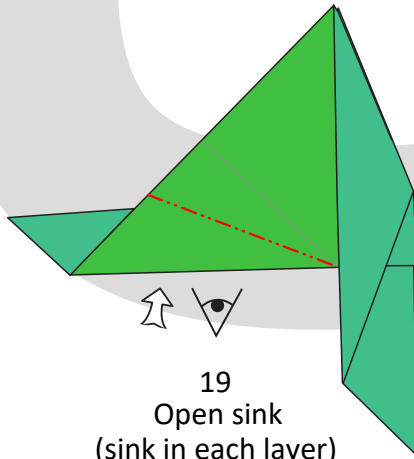
16 Repeat behind



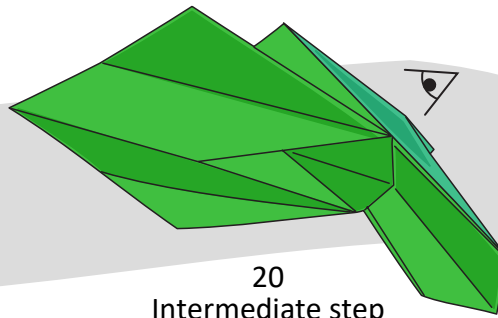
18 Precrease (22.5°)



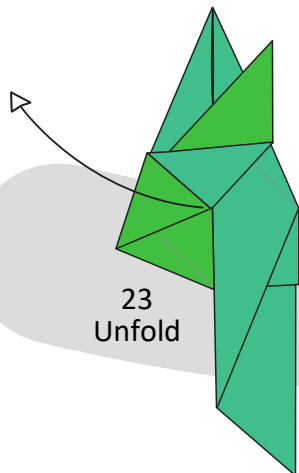
17 Precrease (45°)



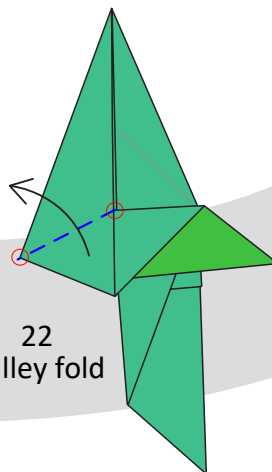
19 Open sink (sink in each layer)



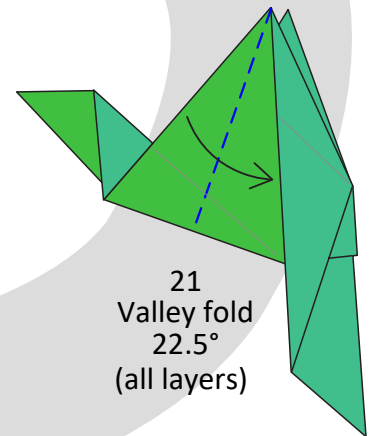
20 Intermediate step



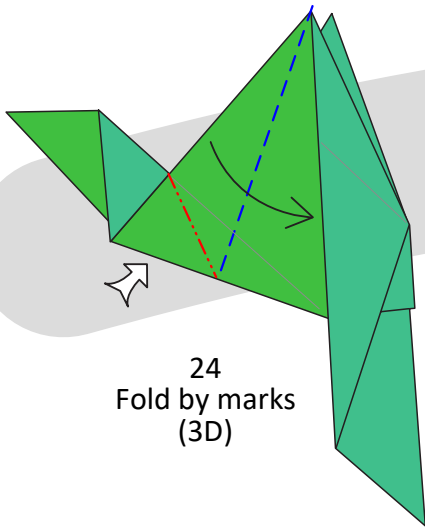
23 Unfold



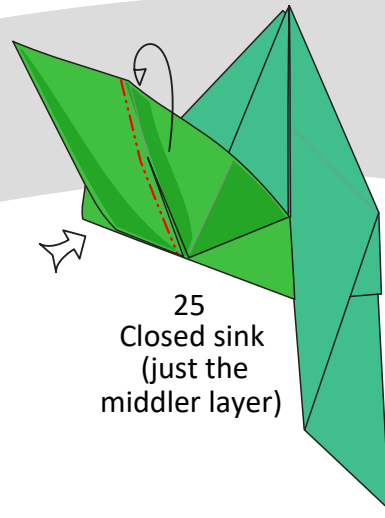
22 Valley fold



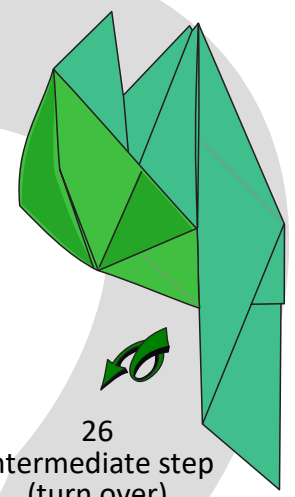
21 Valley fold 22.5° (all layers)



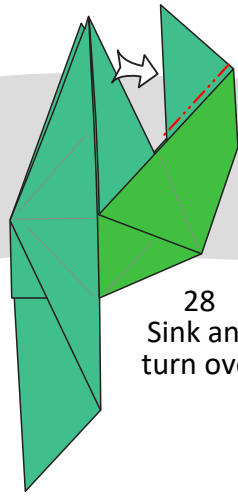
24 Fold by marks (3D)



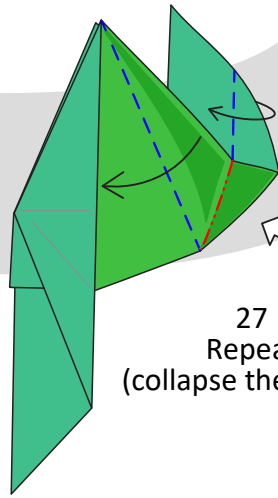
25 Closed sink (just the middle layer)



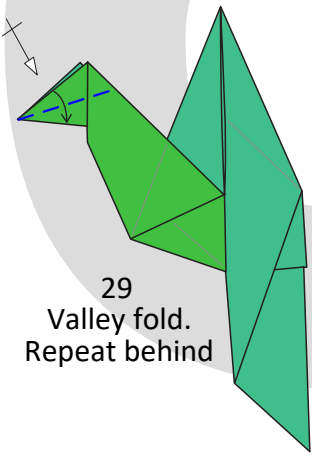
26 Intermediate step (turn over)



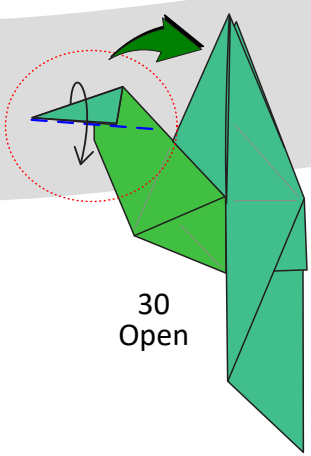
28 Sink and turn over



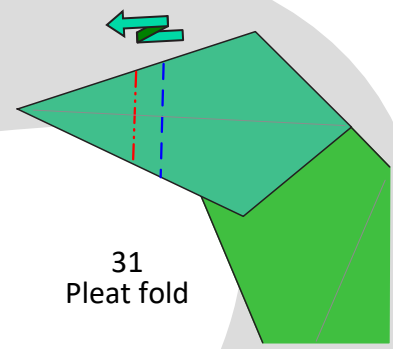
27 Repeat (collapse the layers)



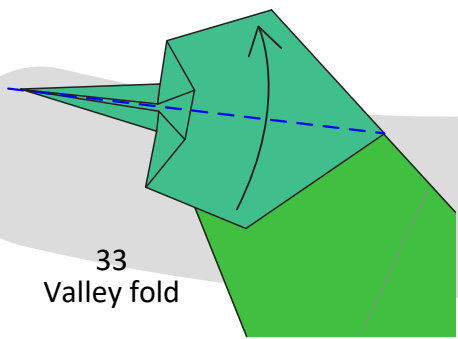
29 Valley fold. Repeat behind



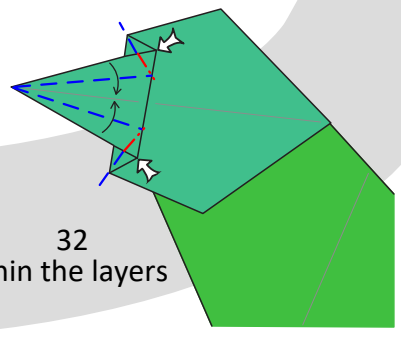
30 Open



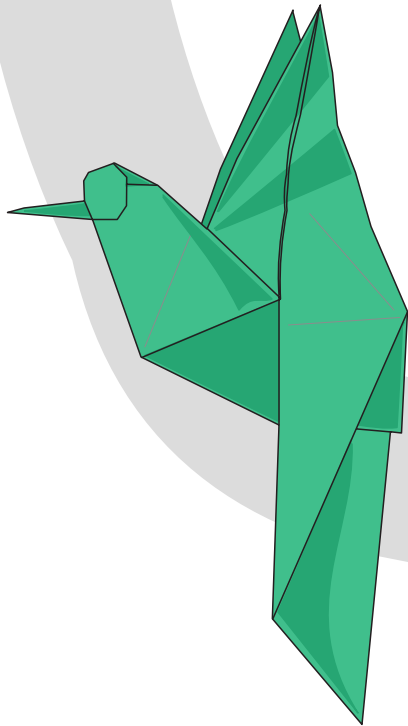
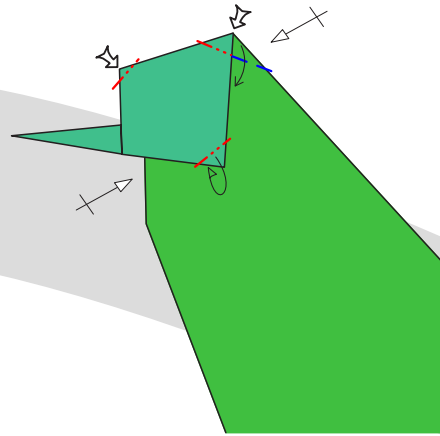
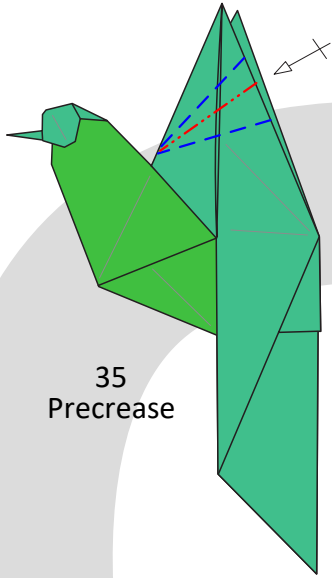
31 Pleat fold



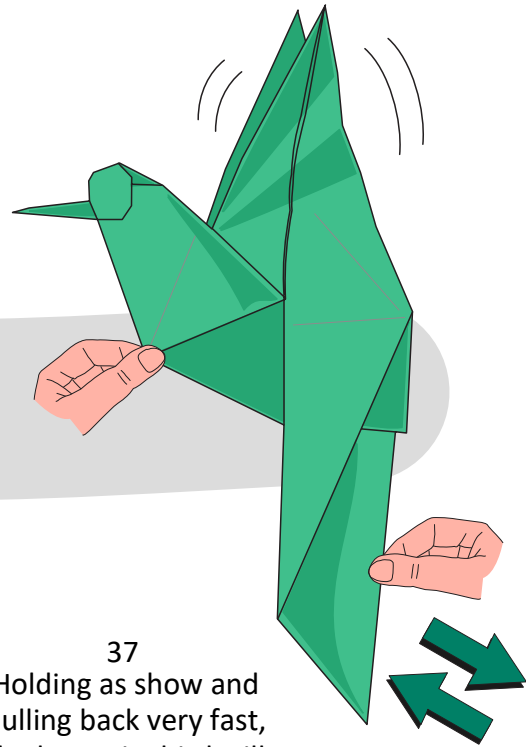
33 Valley fold



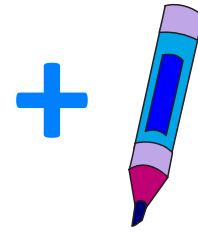
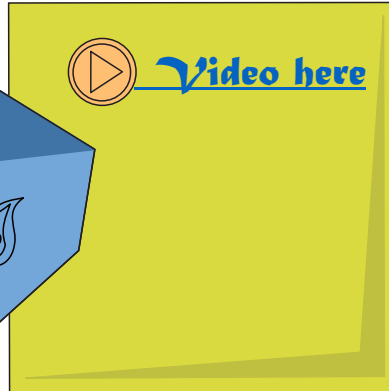
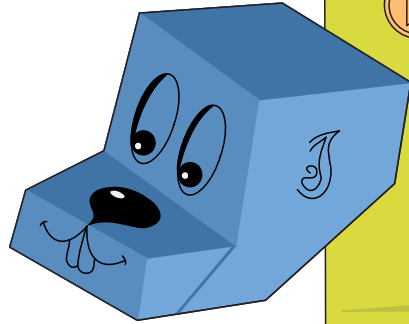
32 Thin the layers



36  
Finished model



# It moves (illusion)

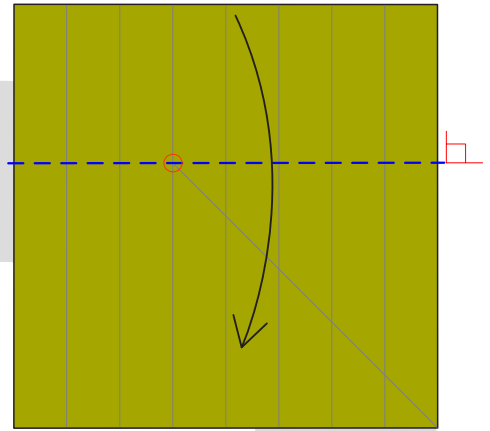
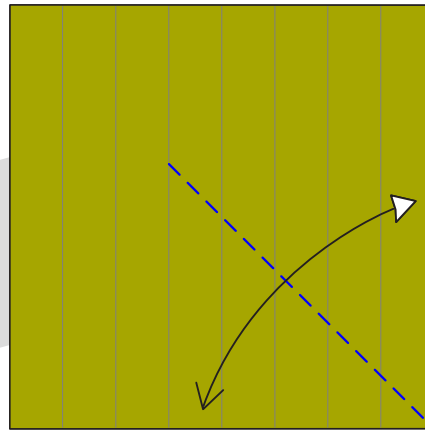
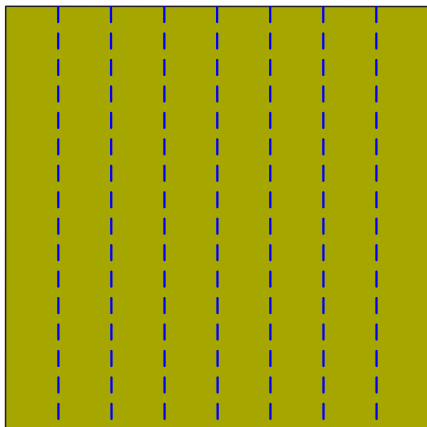


Square 15x15 cm

Permanente mark



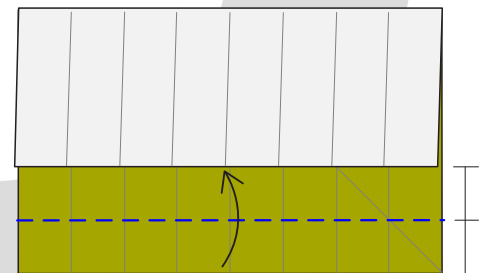
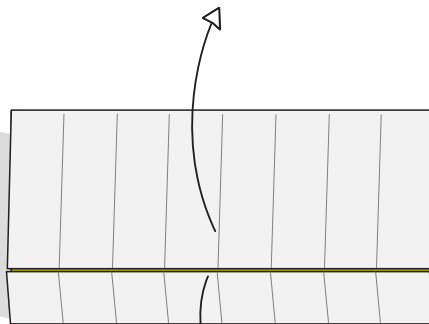
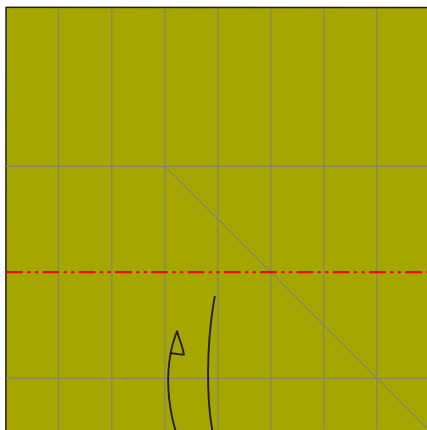
1 2 3



1  
Pre-crease  
(8 parts)

2  
Precrease 45°

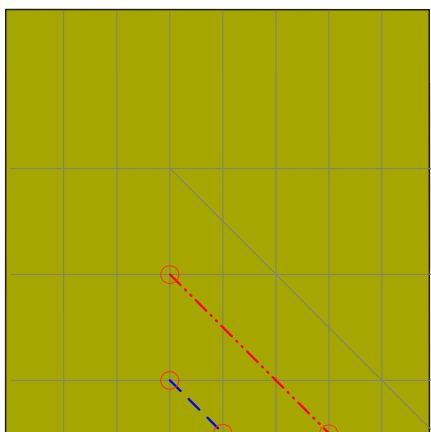
3  
Valley fold



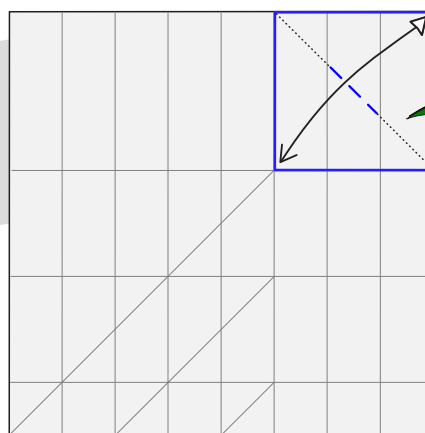
5  
Unfold

4  
Valley fold

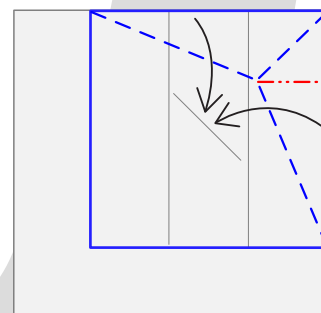
6  
Precrease in mountain



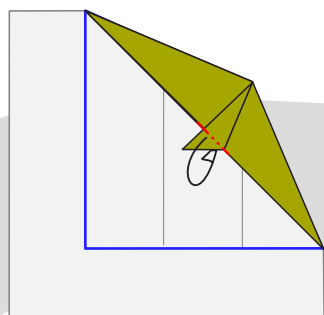
7  
Precrease as show  
and turn over



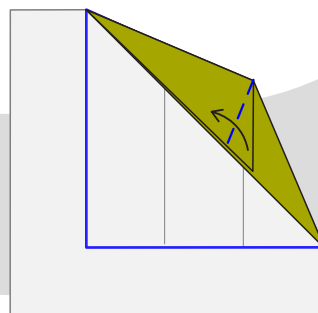
8  
Precrease



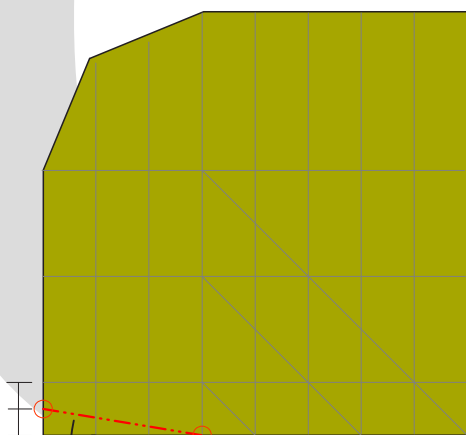
9  
Precrease and fold a  
rabbit ear as show



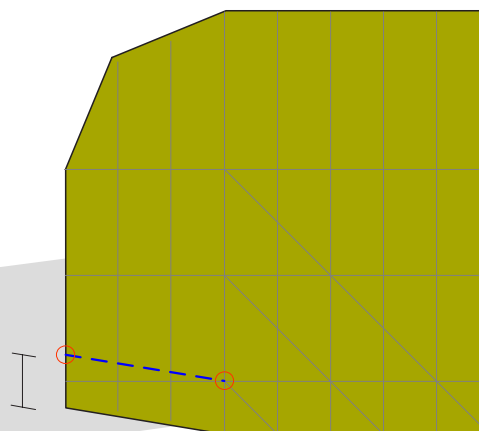
11  
Put inside and  
turn over



10  
Valley fold

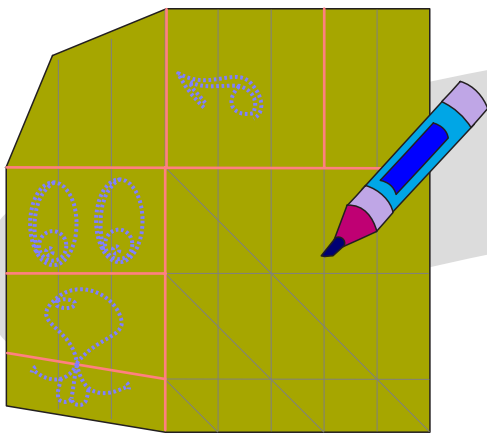


12  
Mountain fold

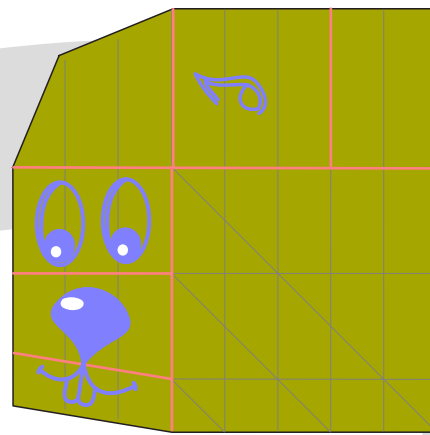


13  
Parallel fold in Valley  
(pre - crease)

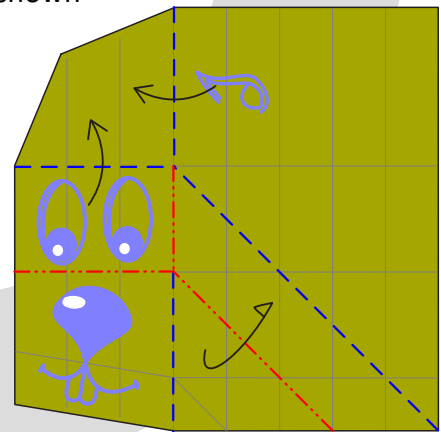




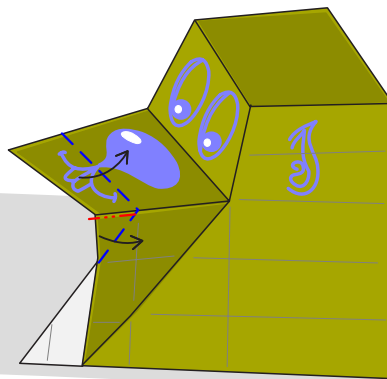
14A  
Draw eyes, nose,  
mouth and ear



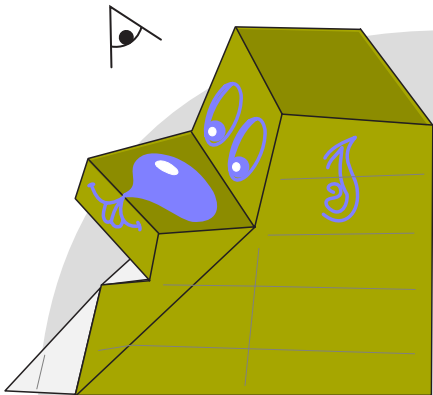
14B  
... as shown



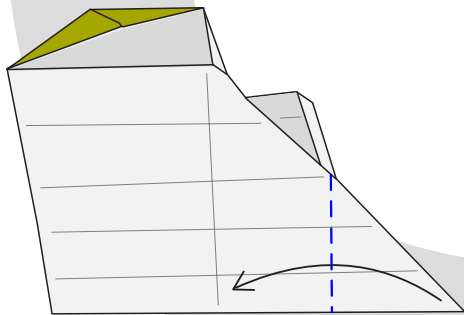
15  
3D folds as show  
(90°)



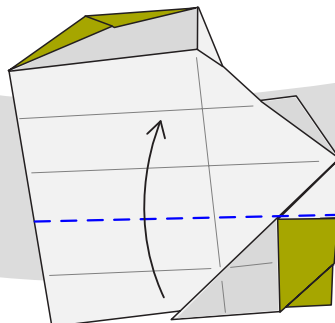
16  
Fold by marks  
as show (90°)



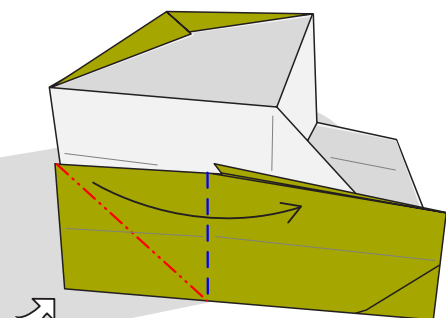
17  
See from behind



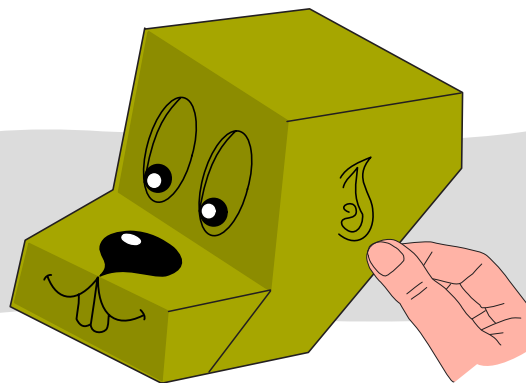
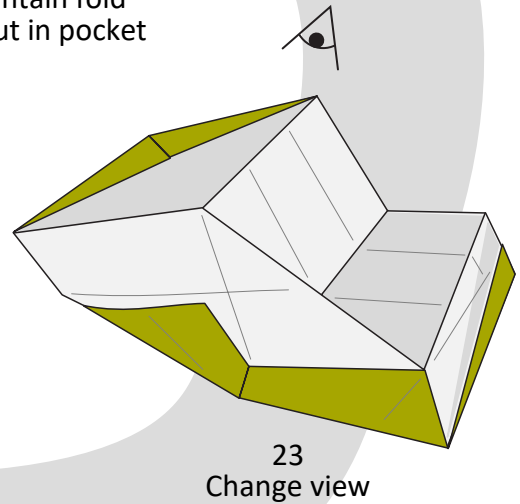
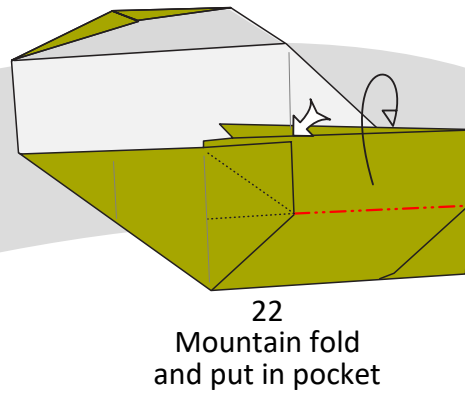
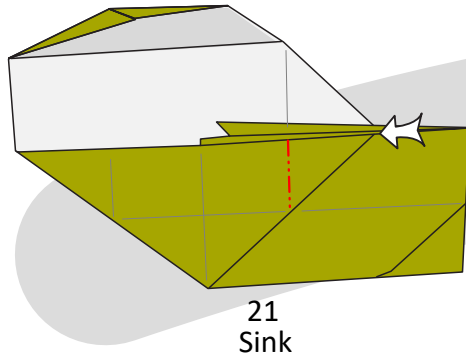
18  
Valley fold



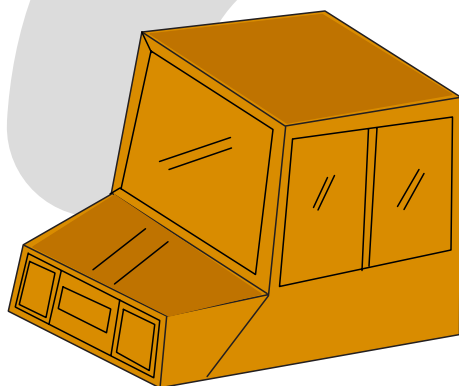
19  
Valley fold



20  
Sink and fold  
45°



*(The model is concave but the optical illusion makes it look convex and it seems to move as we move)*



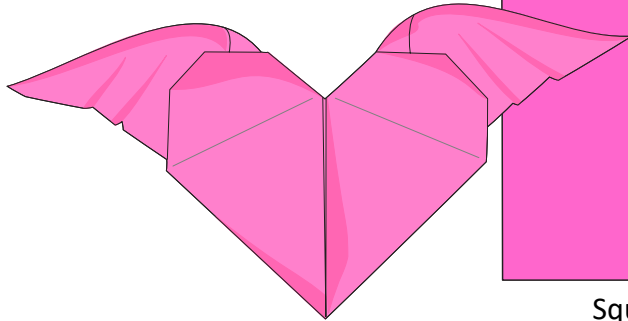
Use your imagination

### How does it work?

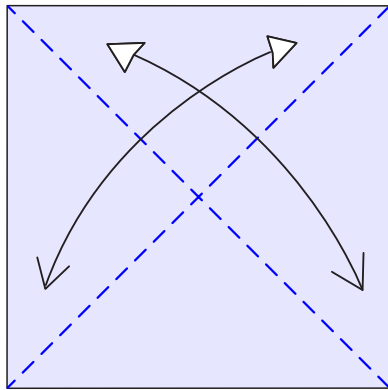
- 1) Close one eye.
- 2) Look at the adjacent corner of my eyes.
- 3) Blinks several times.
- 4) Slowly move your head to the right and to the left and then up and down.
- 5) Touching my eyes, nose, or sides of my head.
- 6) Look with your camera phone and move it slowly



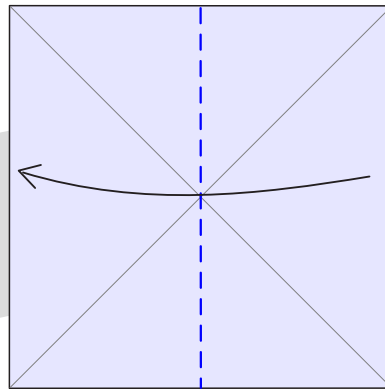
# Be Still my beating heart



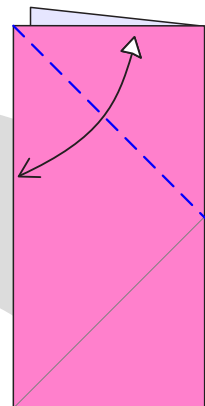
Square 20x20 cm



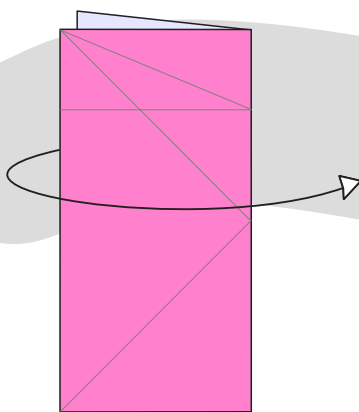
1  
Pre-crease  
the diagonals



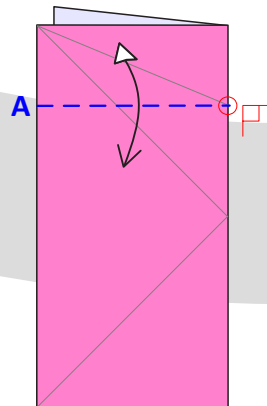
2  
Valley fold  
in half



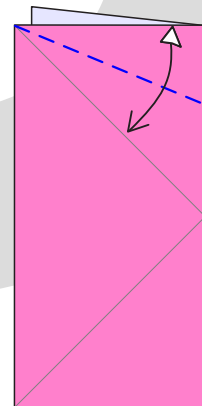
3  
Pre-crease  
45°



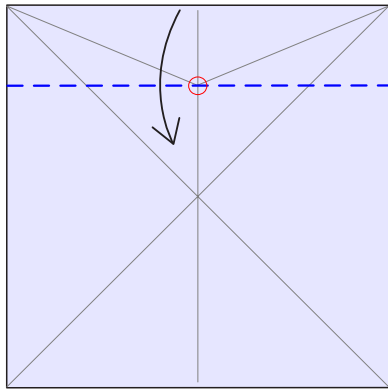
6  
Unfold



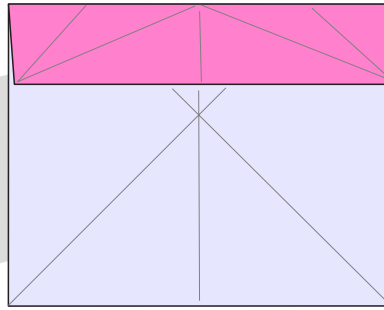
5  
Pre-crease  
90°



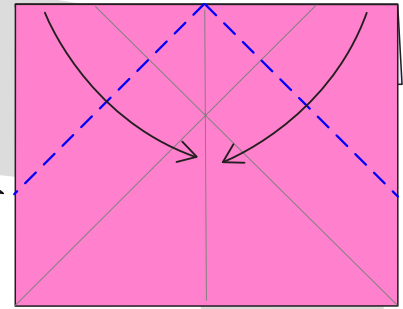
4  
Pre-crease  
22.5°



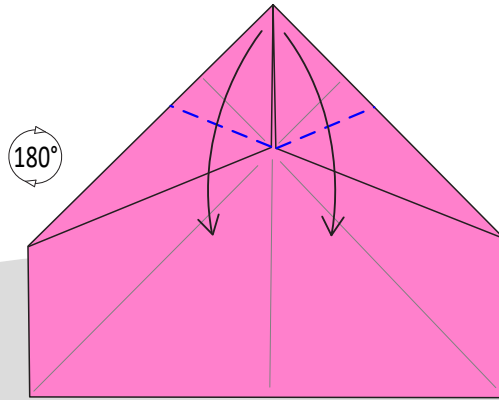
7  
Valley fold  
by mark A



8  
Turn over

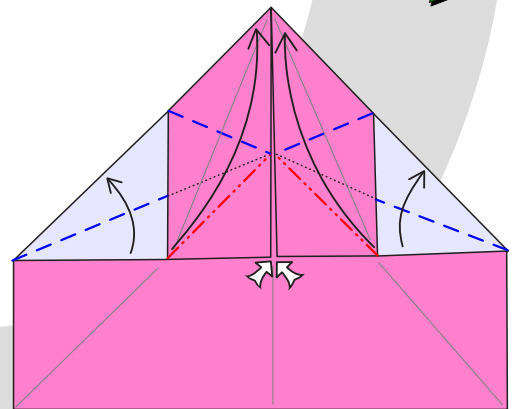


9  
Valley folds  
45°

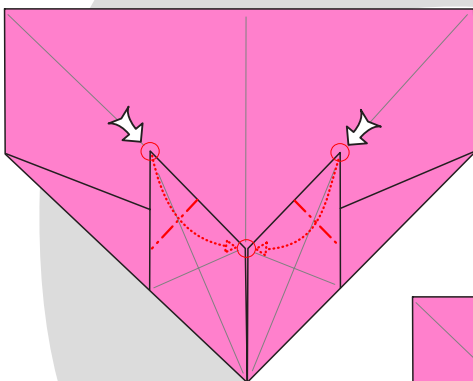


180°

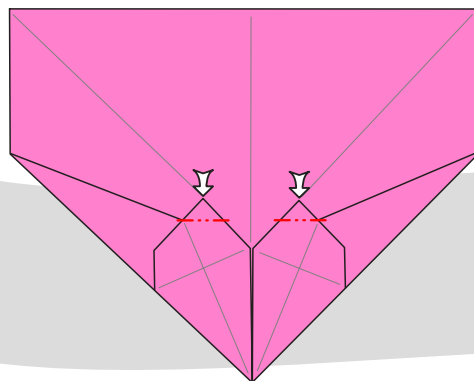
10  
Sink and Valley fold  
as shown



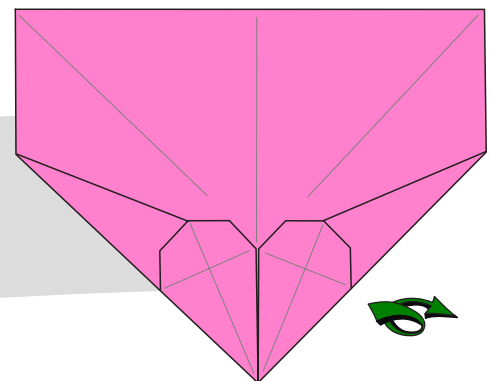
11  
Valley folds  
and rotate



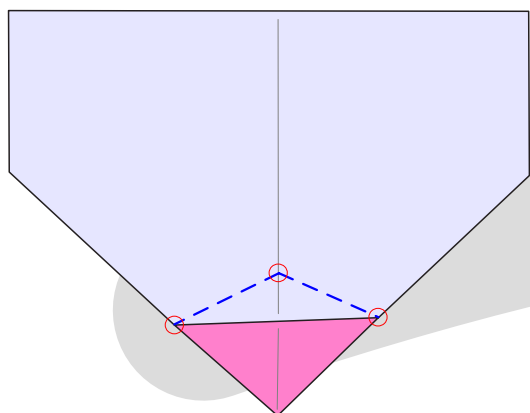
12  
Sink



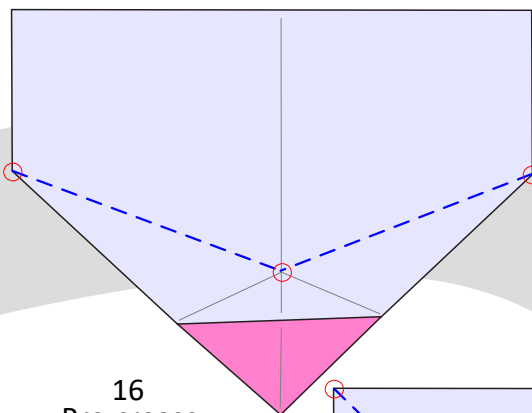
13  
Sink



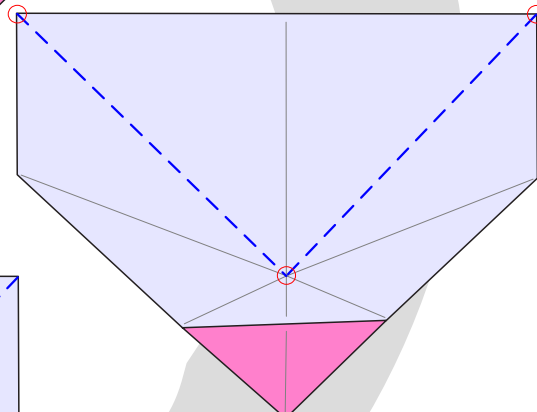
14  
Turn over



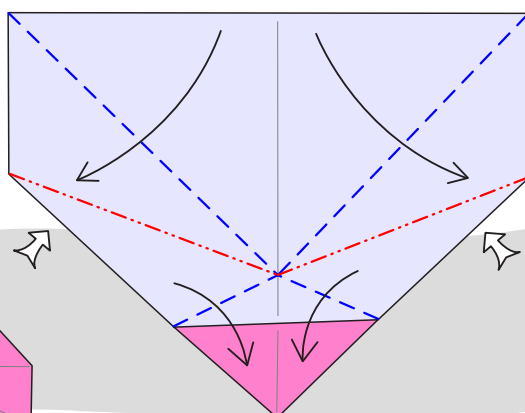
15  
Pre-crease  
(use the back stops)



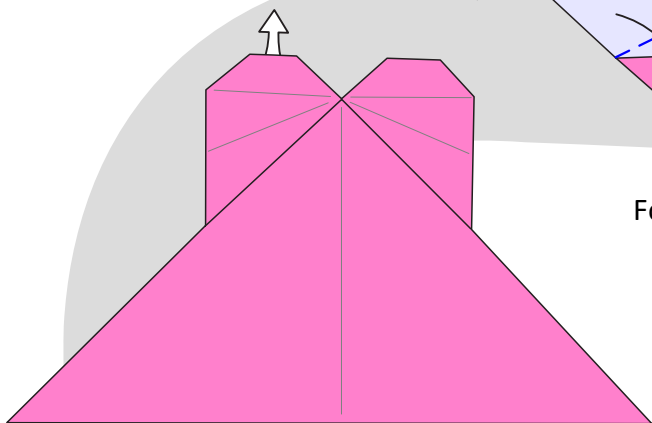
16  
Pre-crease



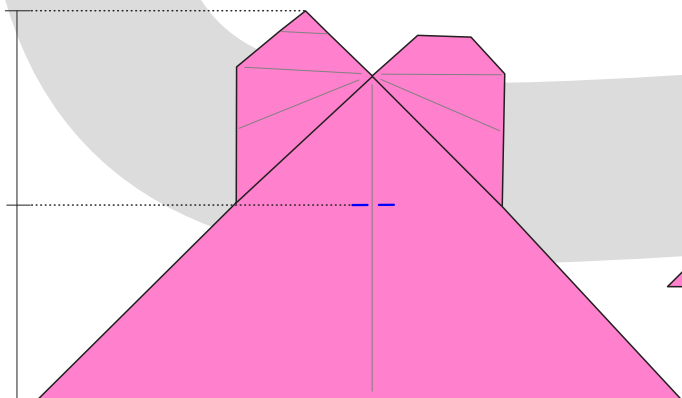
17  
Pre-crease



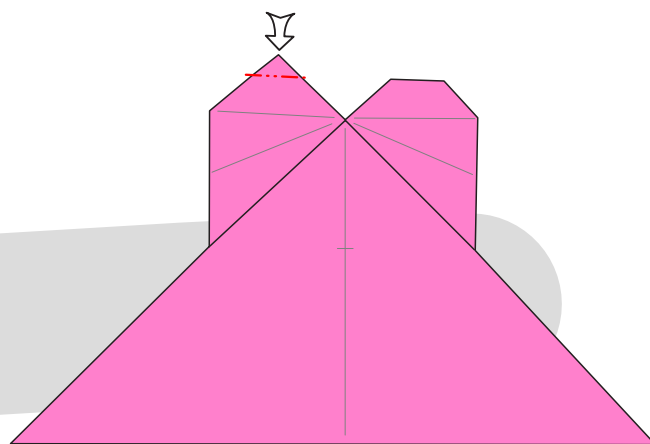
18  
Fold by marks  
as shown



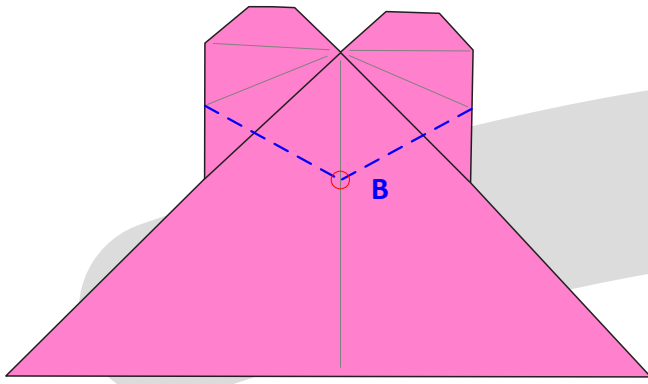
19  
Unsink



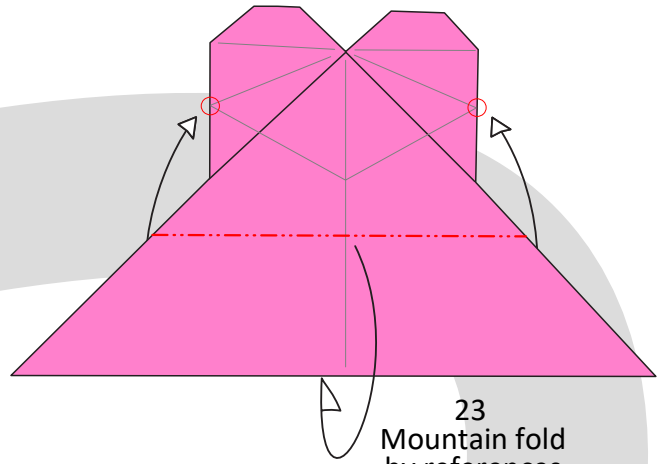
20  
Pinch in half



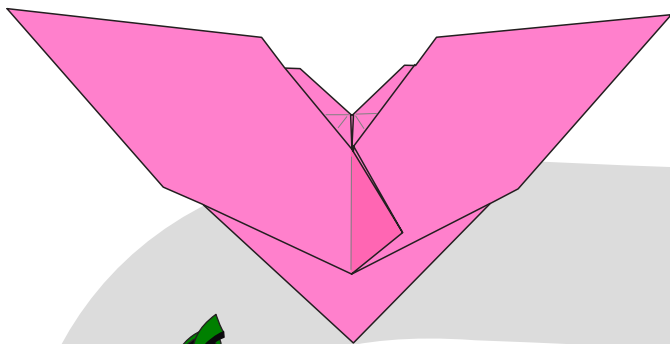
21  
Sink



22  
Pre-crease  
marks **B**



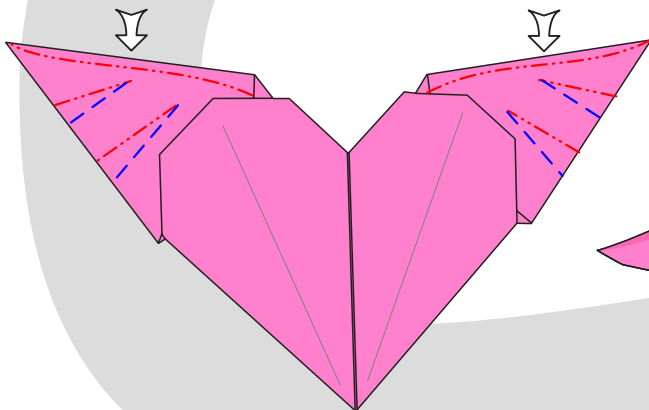
23  
Mountain fold  
by references



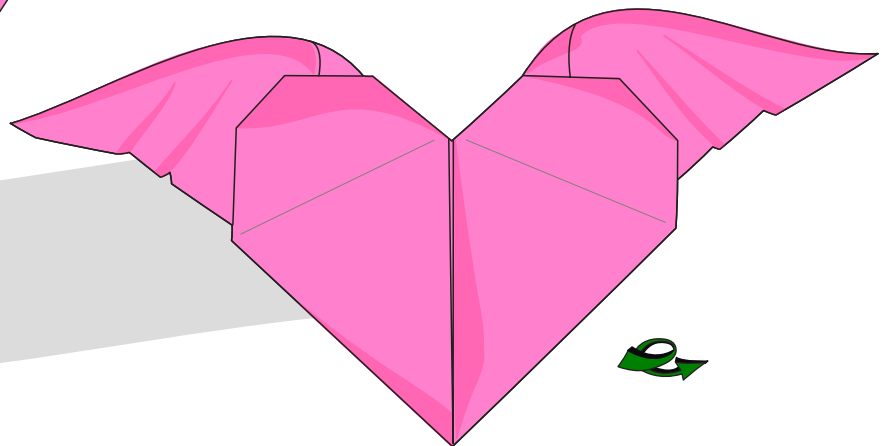
24  
Valley folds  
by marks **B**



25  
Turn over

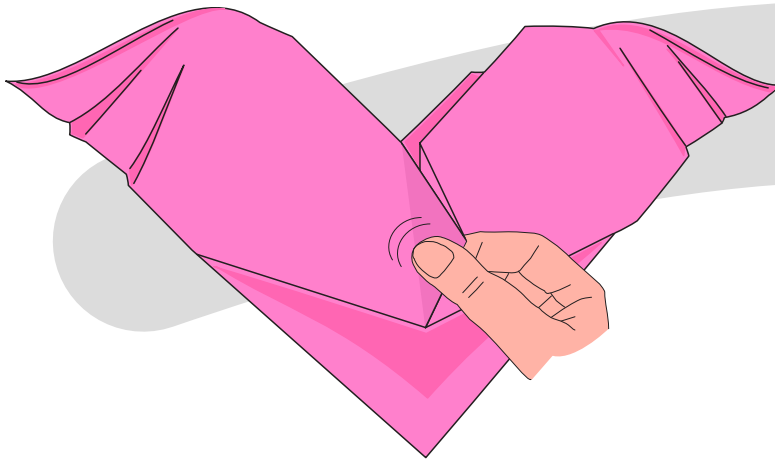


26  
Shape the wings

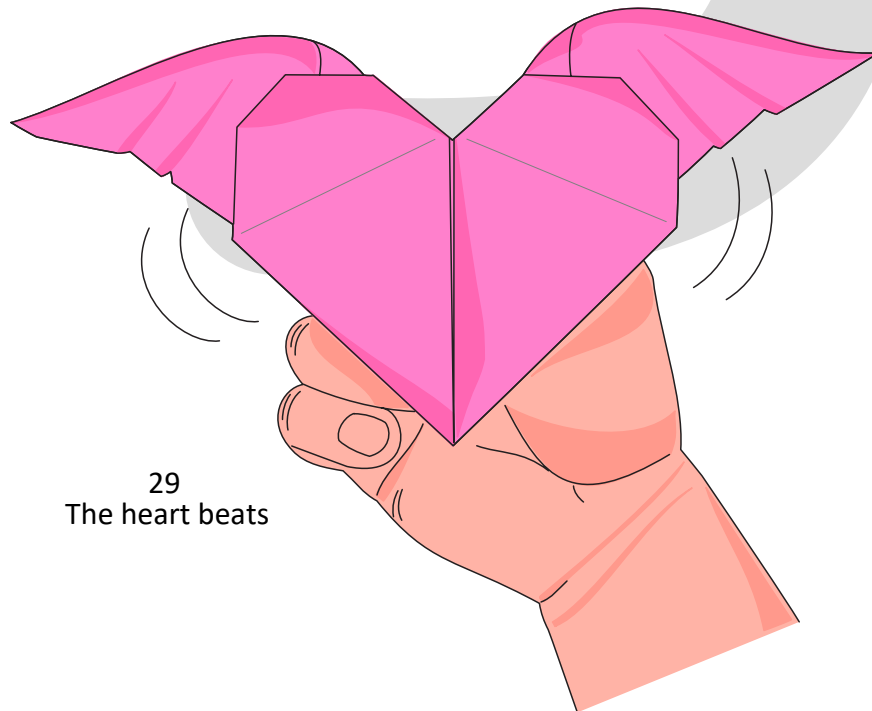


27  
Finished model!



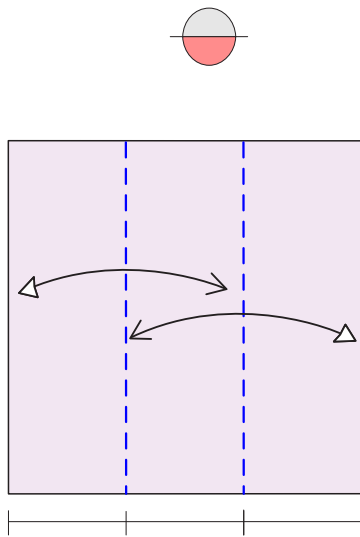
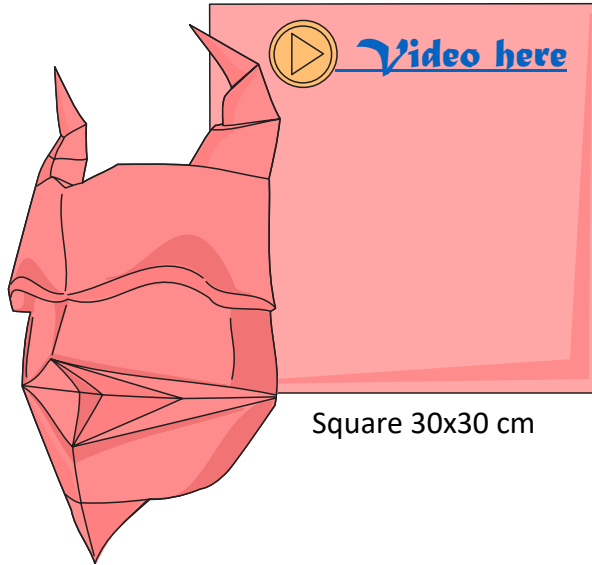


28  
Hold as shown with  
thumb and forefinger,  
and apply pressure

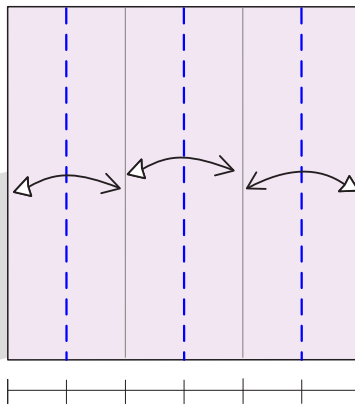


29  
The heart beats

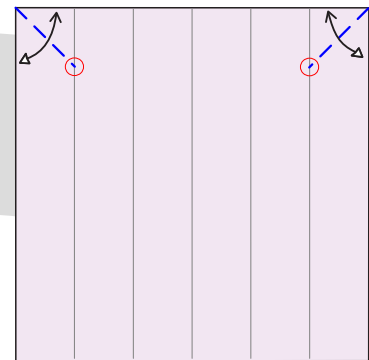
# When devil speaks



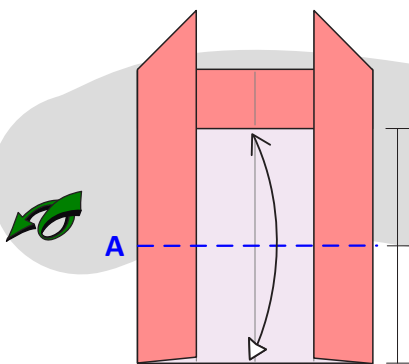
1  
Pre-crease  
in 3 parts



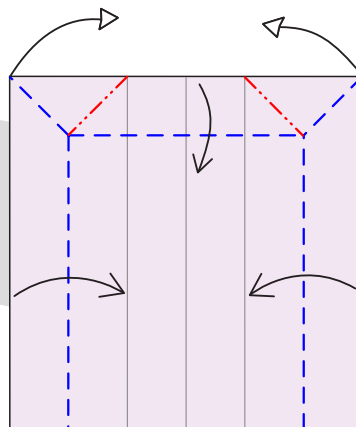
2  
Precrease  
(6 parts)



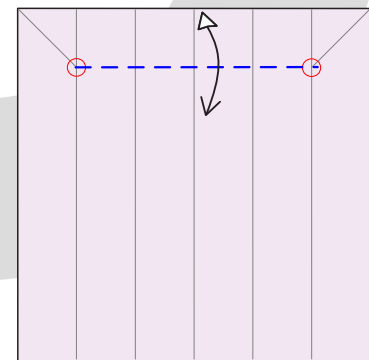
3  
Precrease  
45°



4  
Precrease and  
turn over

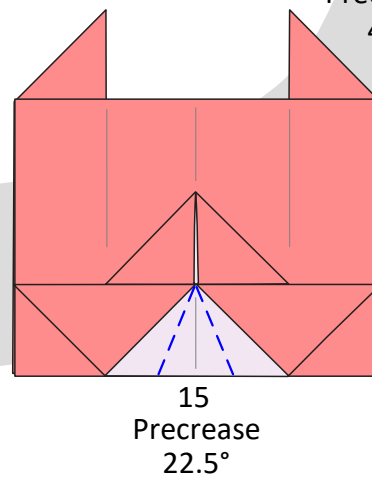
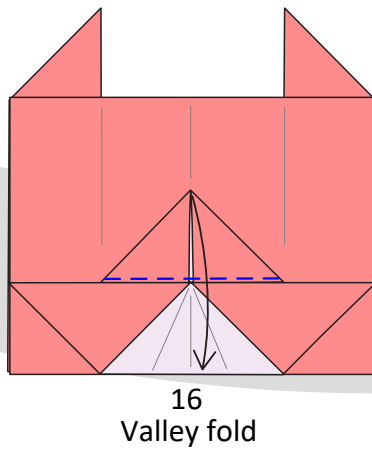
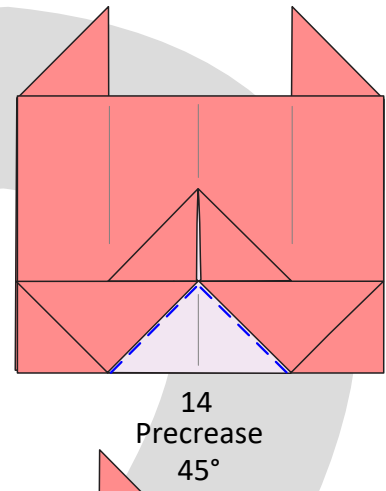
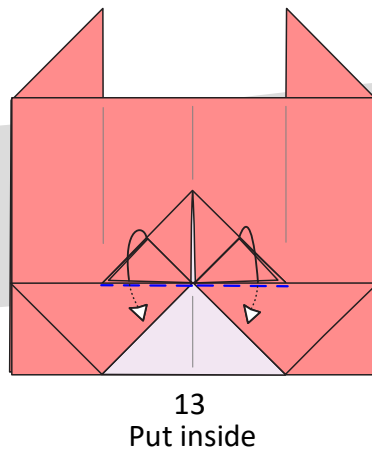
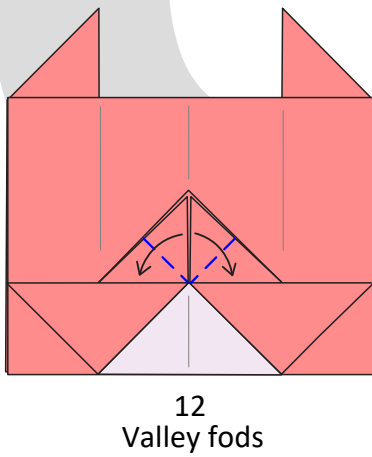
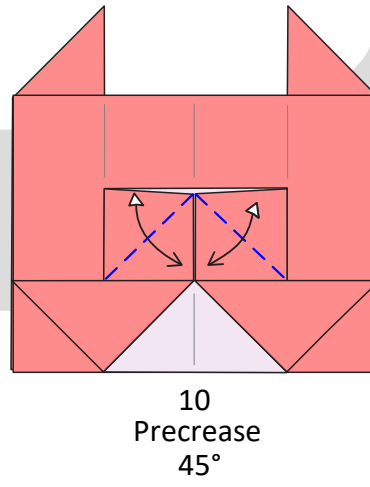
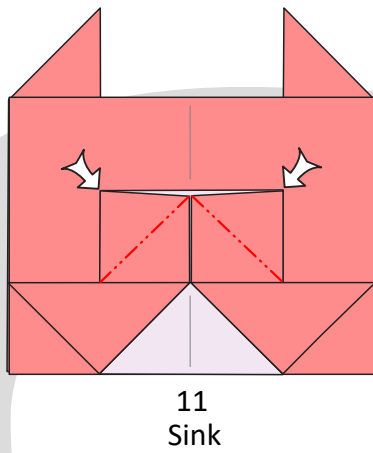
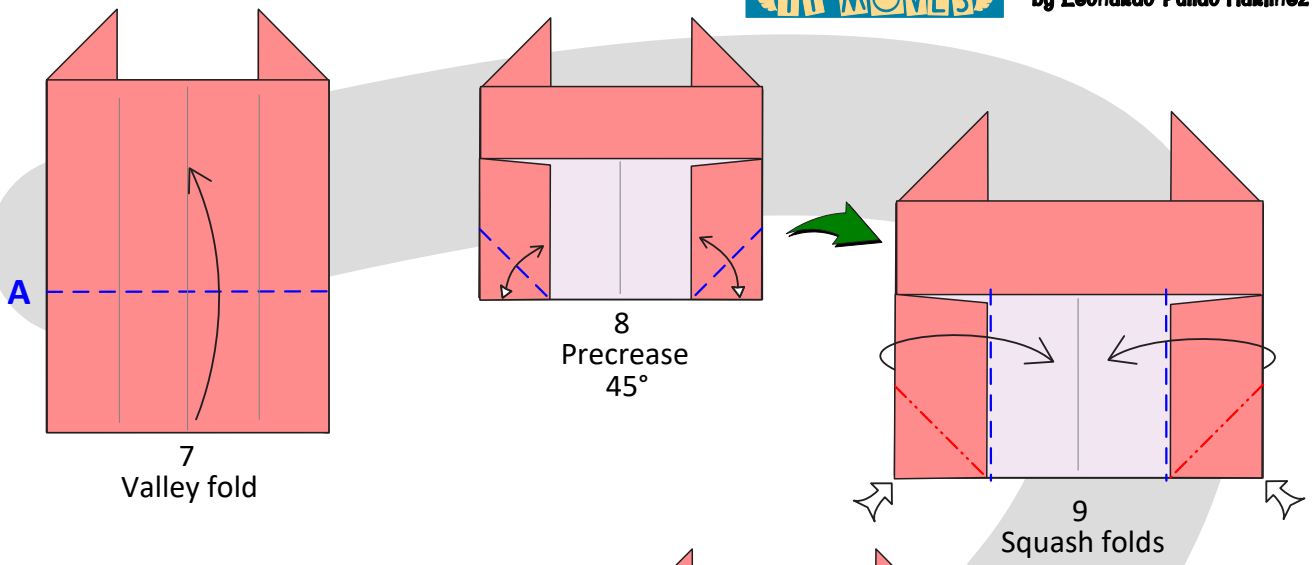


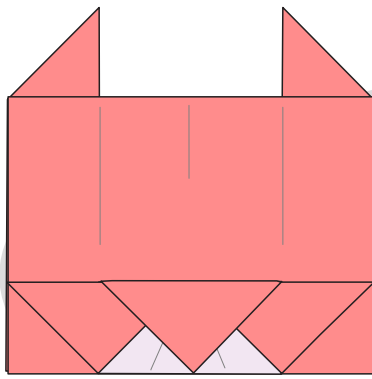
5  
Fold by marks  
as show



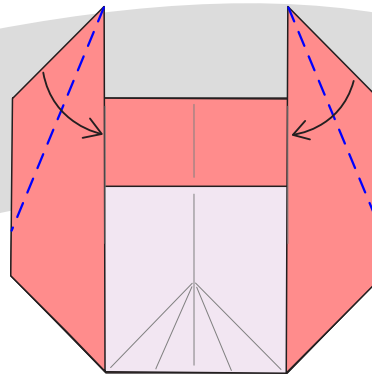
6  
Precrease in Valley



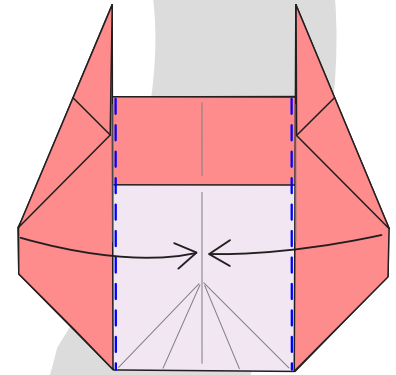




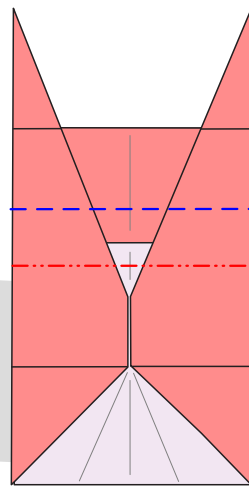
17  
Turn over



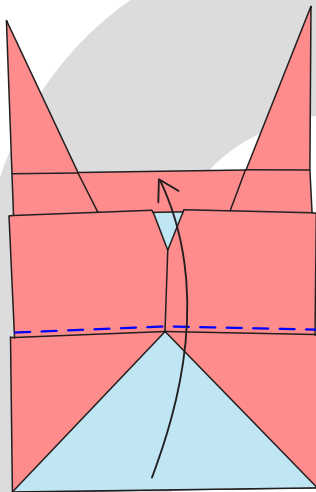
18  
Valley folds  
22.5°



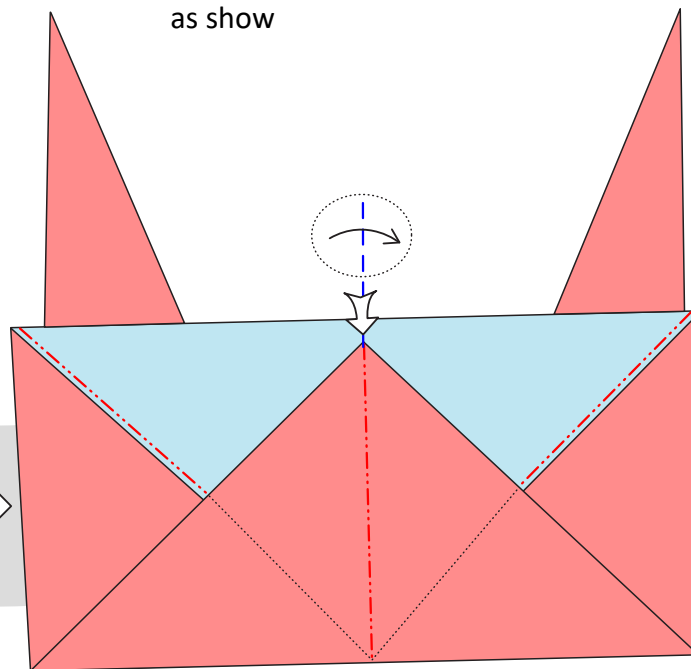
19  
Valley folds



20  
Pleat fold  
as show

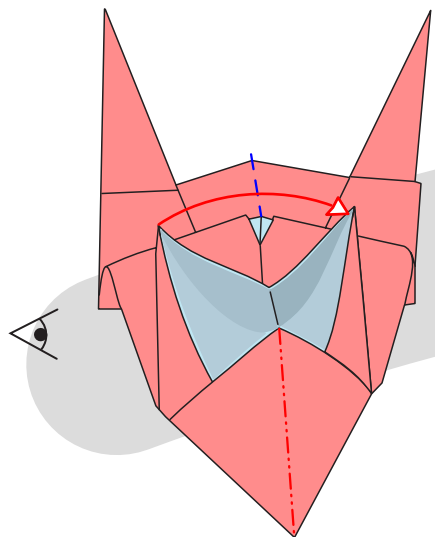


21  
Valley fold

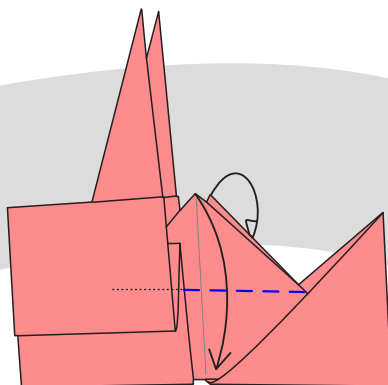


22  
Sink the middle layer at  
same time as folding  
in half as show  
(just do it)

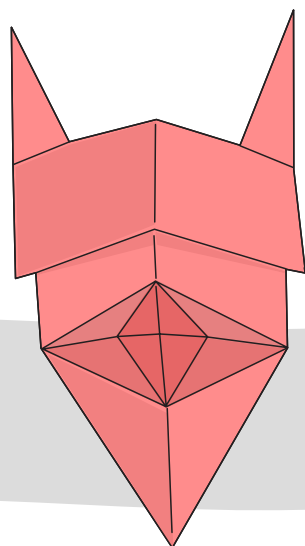




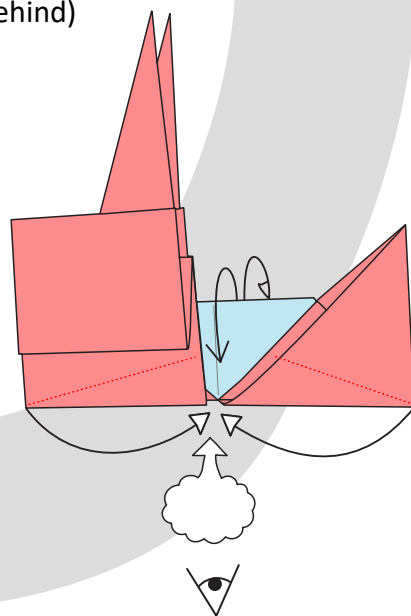
23  
Intermediate step



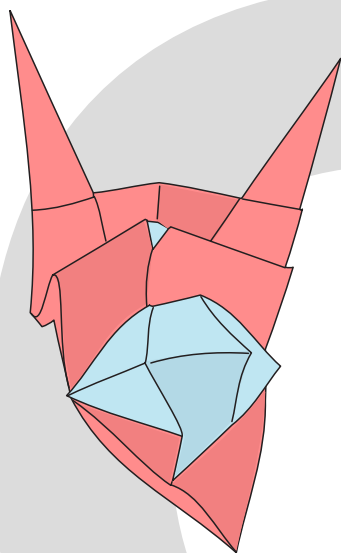
24  
Fold as show  
(mountain fold behind)



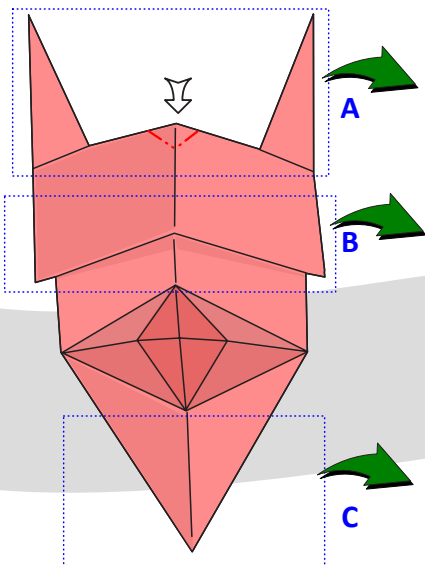
26  
Turn over



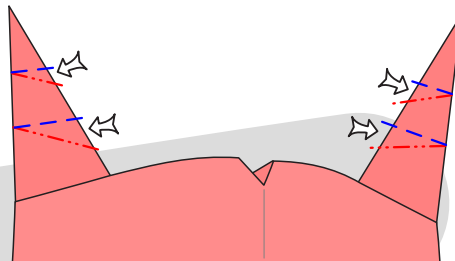
25  
Fold by marks  
(open the mouth as show)  
(use marks step 15)



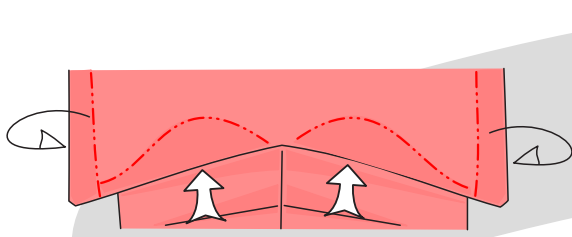
27  
Turn over



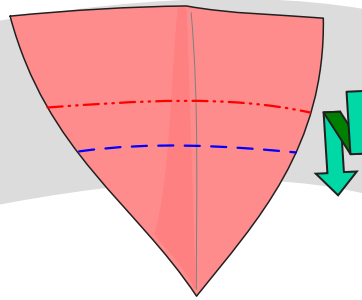
28  
Sink



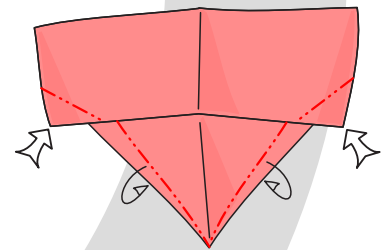
29  
A) Crimp folds



30  
B) Shape the eyes

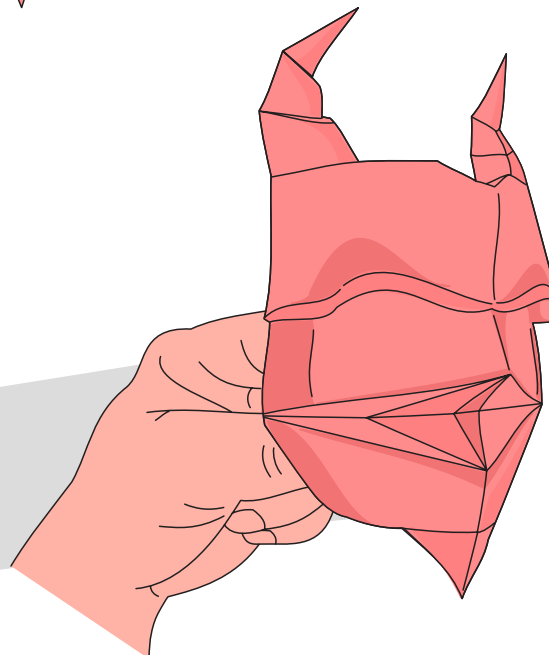
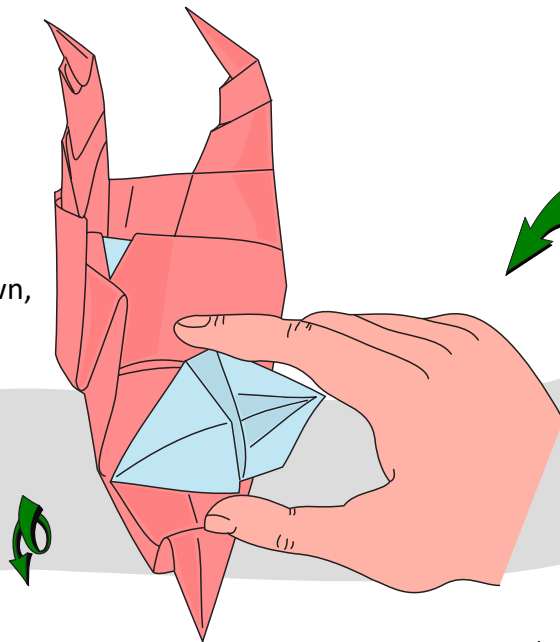


31  
C) Pleat fold



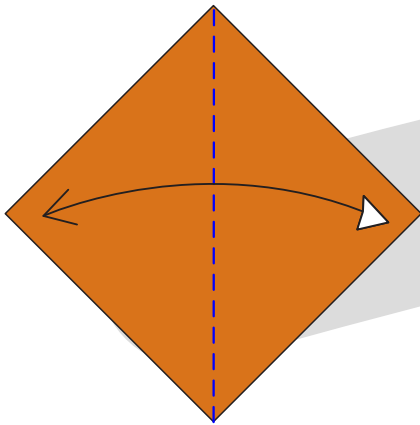
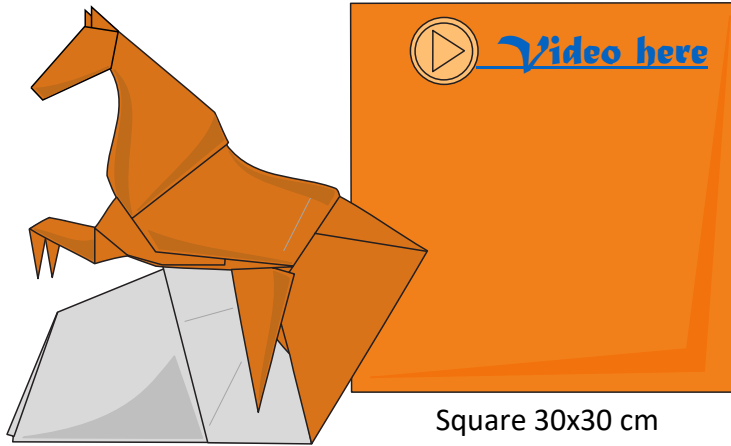
32  
Sink and fold behind

33  
Put the fingers as shown,  
and moving them,  
the devil's speaks

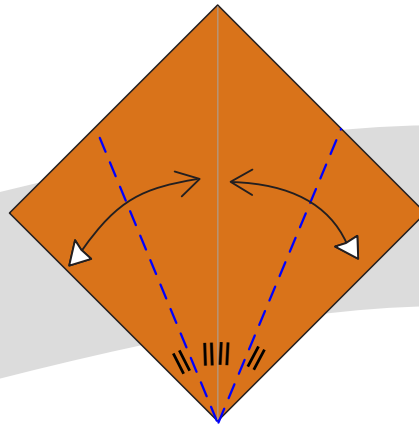


34  
Finished model

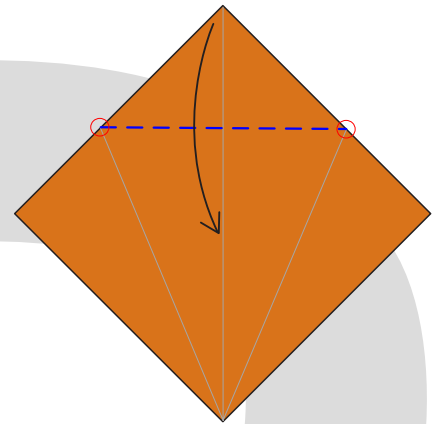
# Galloping horse statue



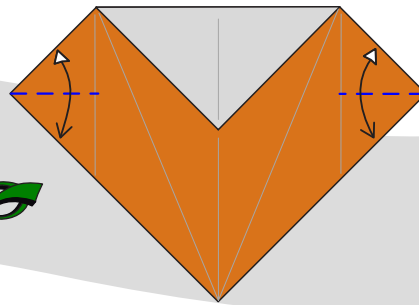
1  
Fold and unfold  
by diagonal



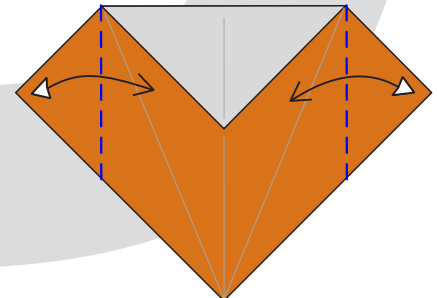
2  
Precrease 22.5°



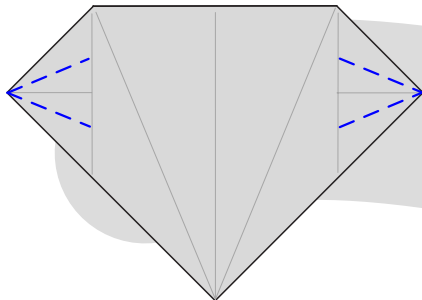
3  
Valley fold



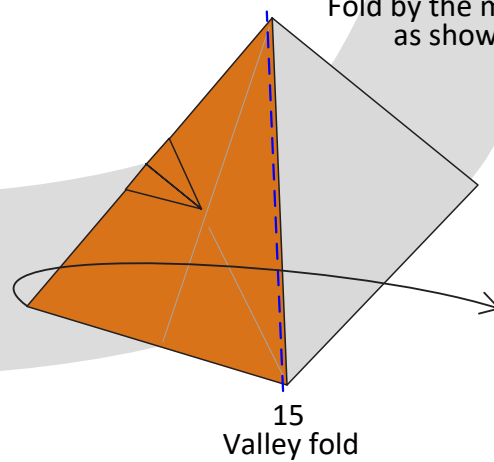
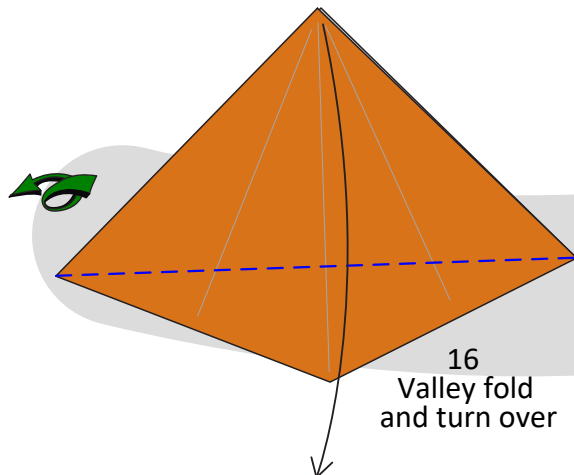
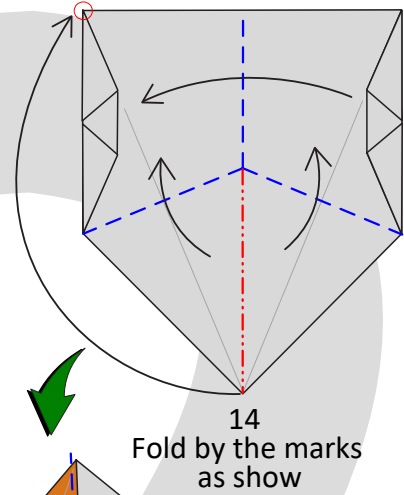
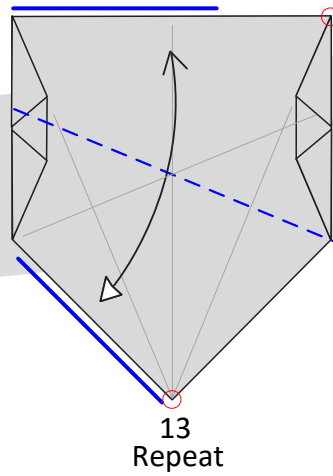
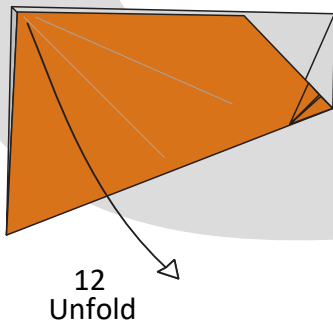
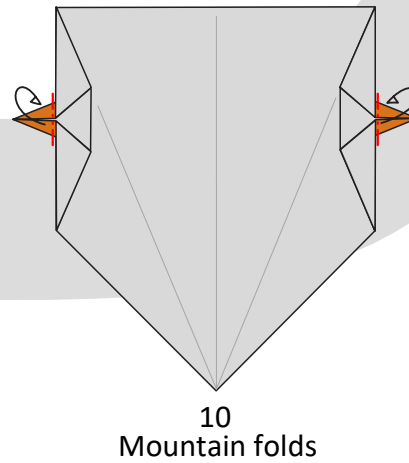
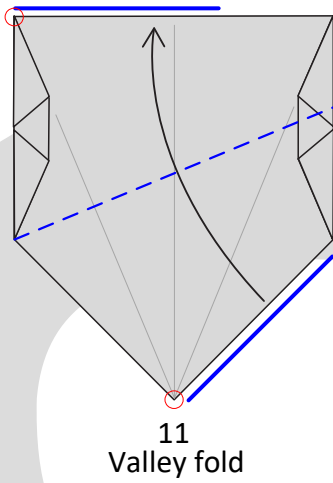
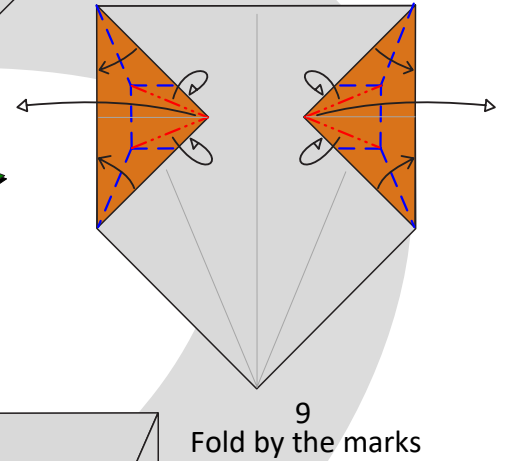
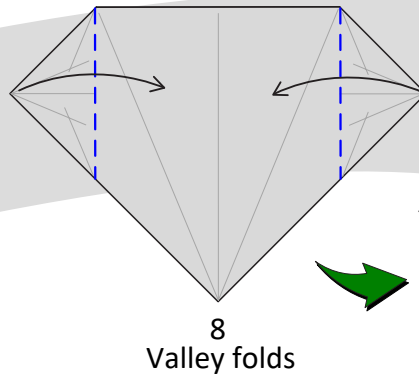
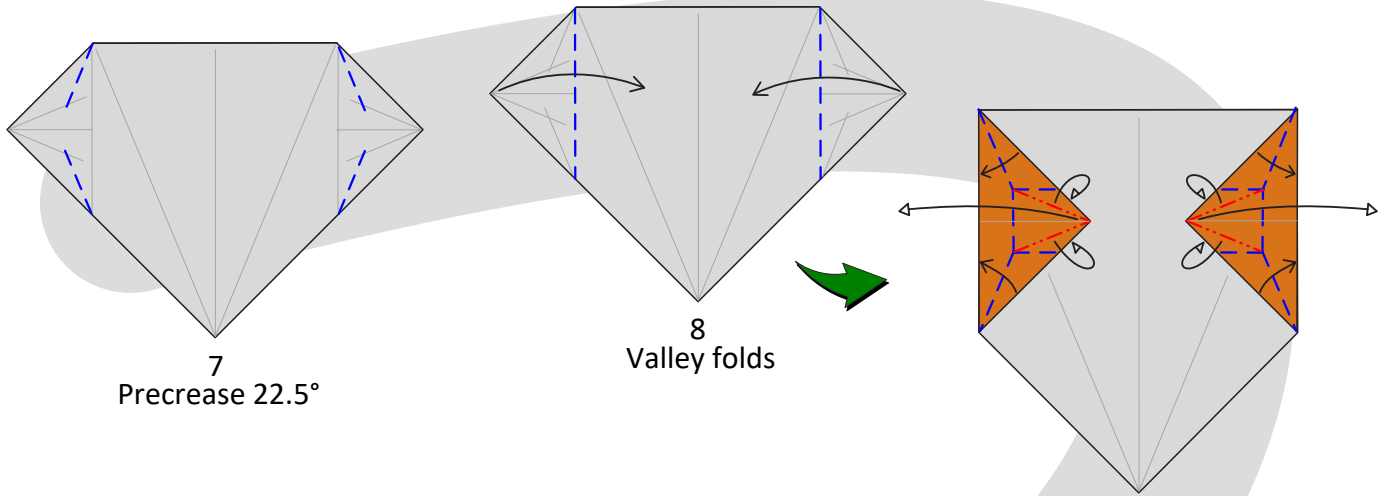
4  
Precrease  
and turn over

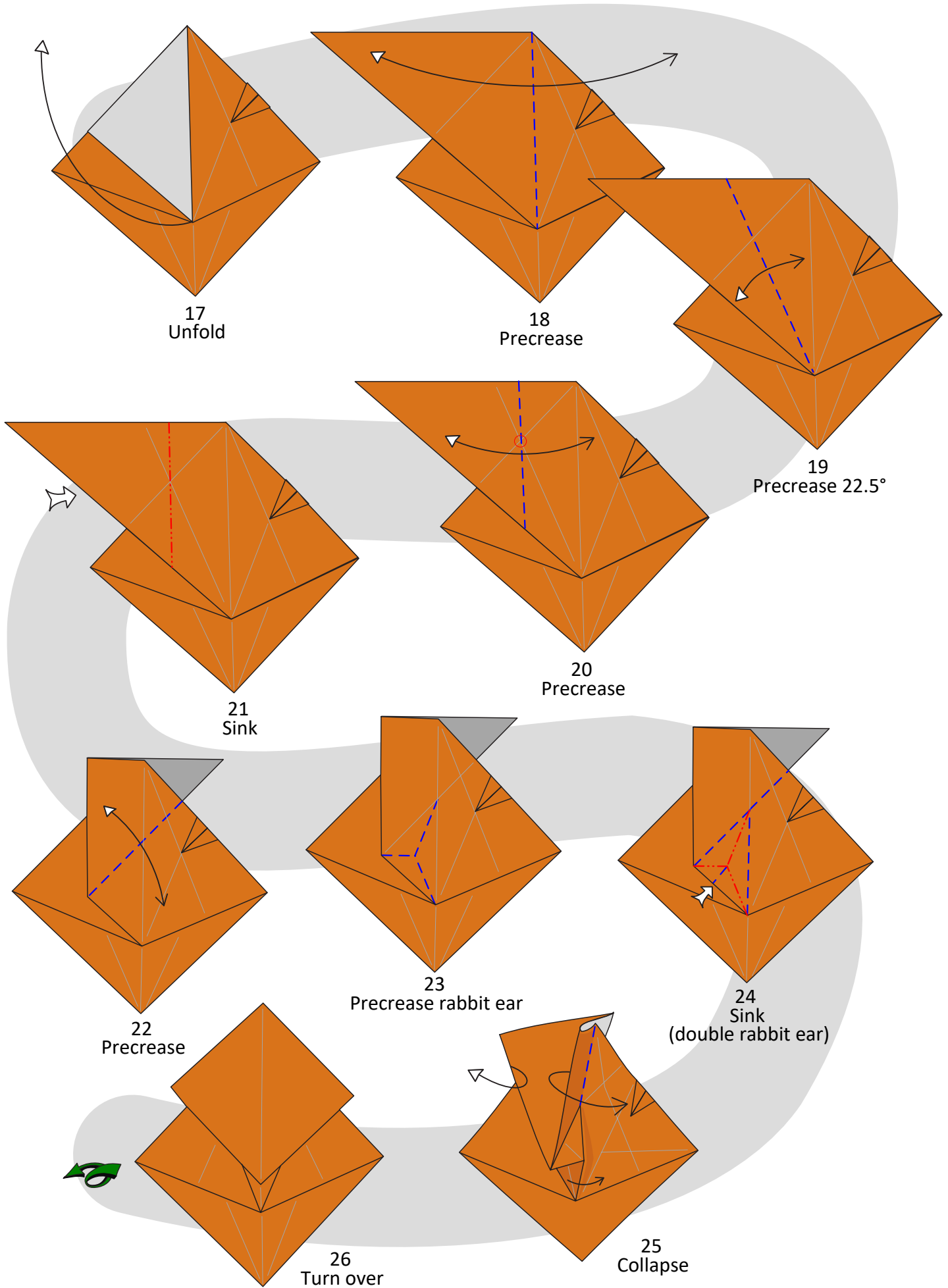


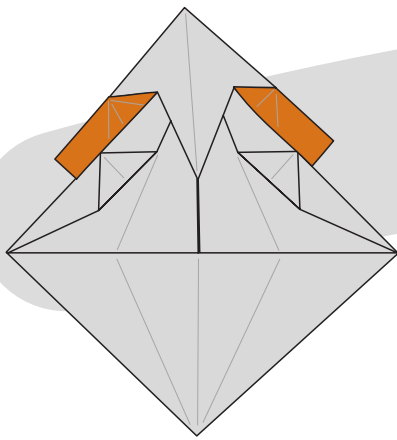
5  
Precrease



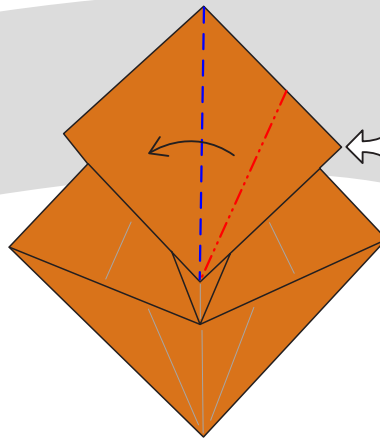
6  
Precrease 22.5°



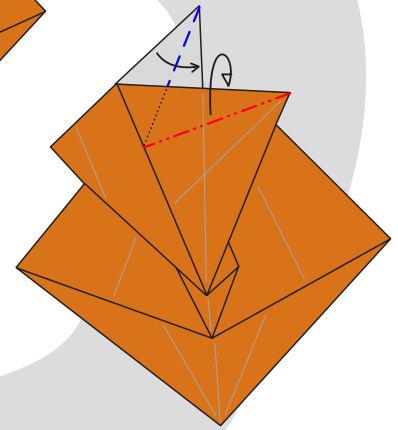




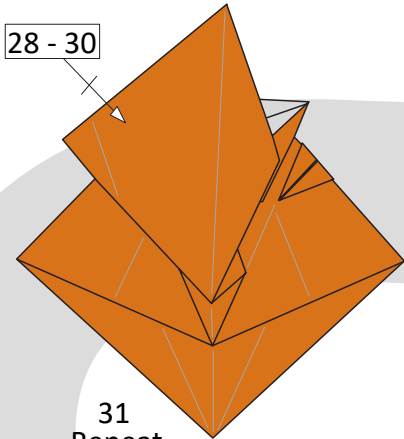
27  
Turn over



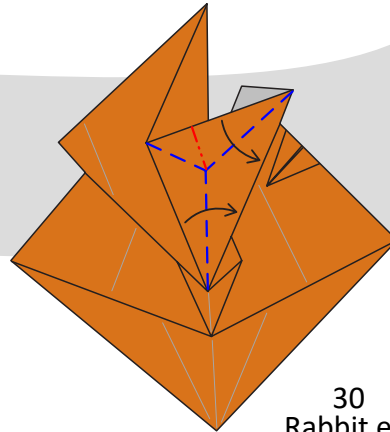
28  
Precrease and  
squash fold



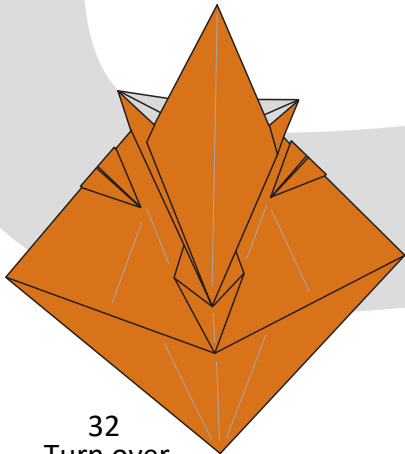
29  
Precrease and  
squash fold



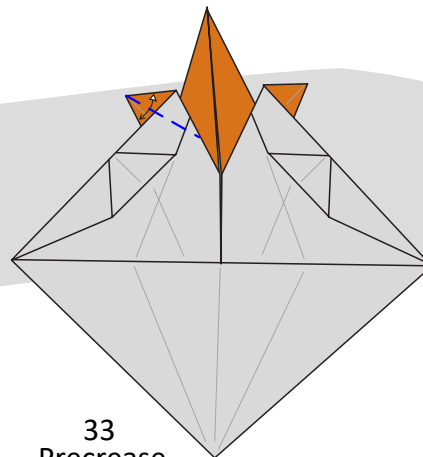
31  
Repeat



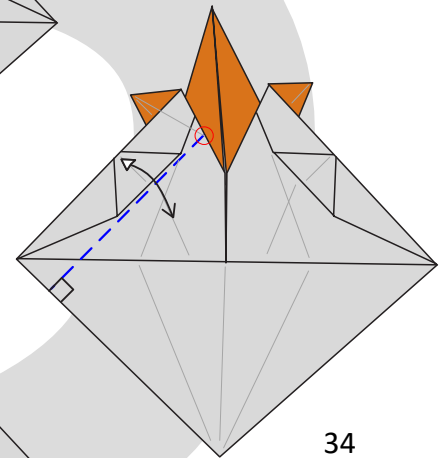
30  
Rabbit ear



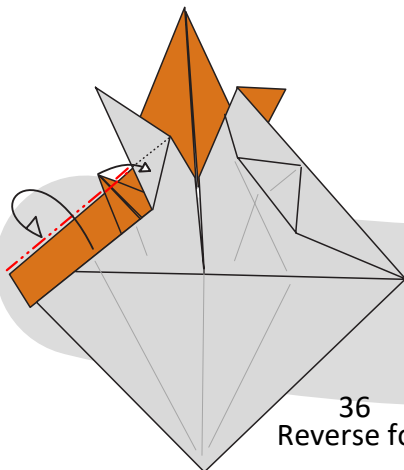
32  
Turn over



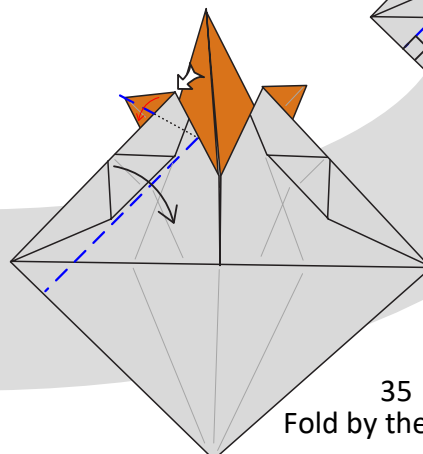
33  
Precrease



34  
Precrease

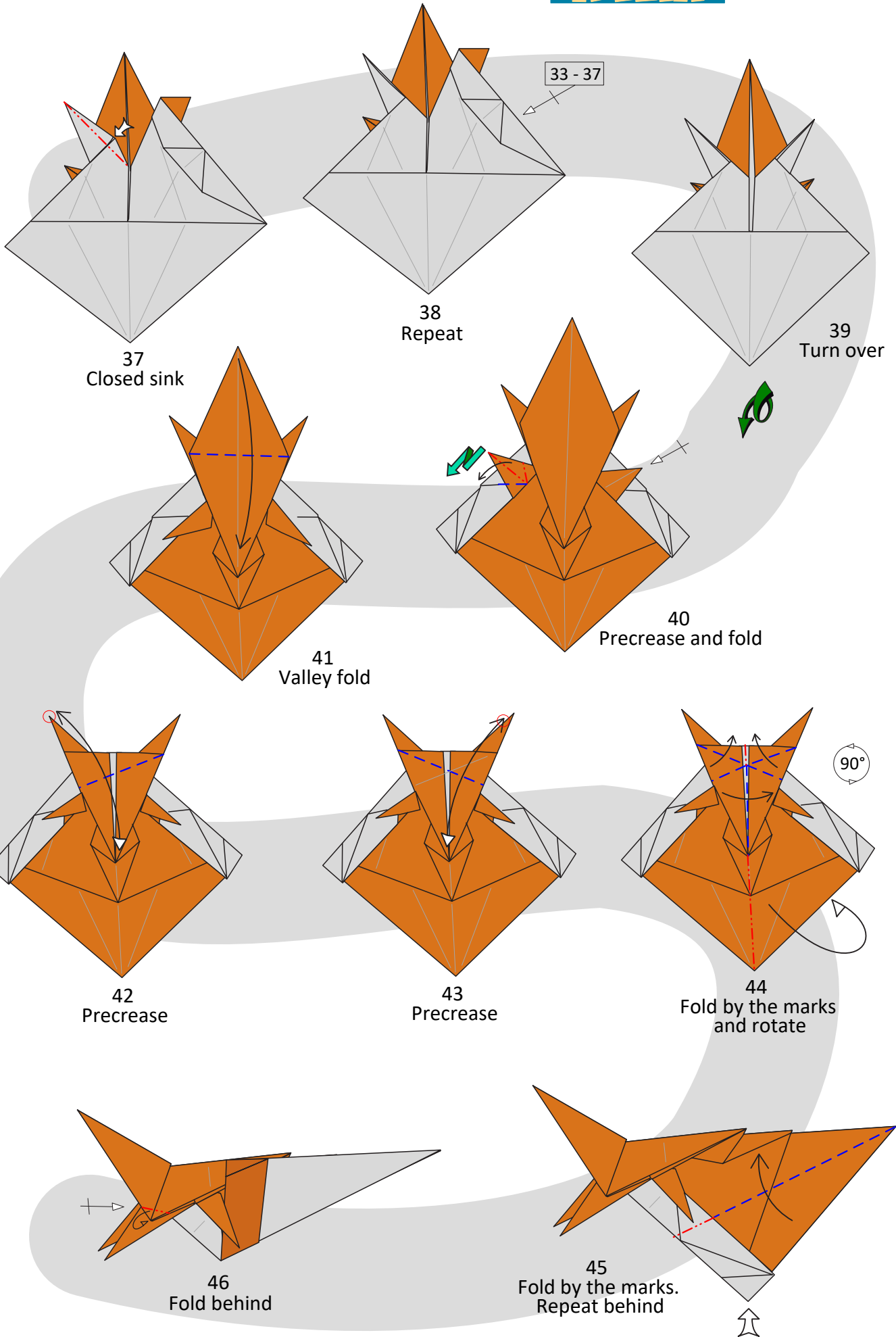


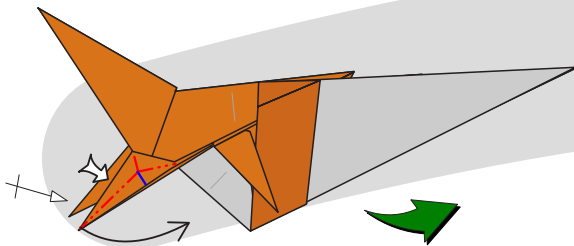
36  
Reverse fold



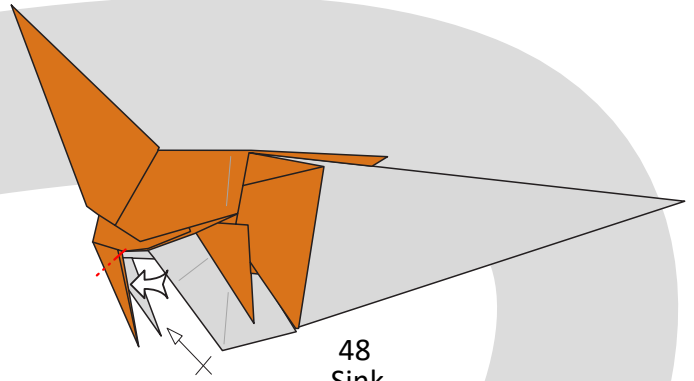
35  
Fold by the marks



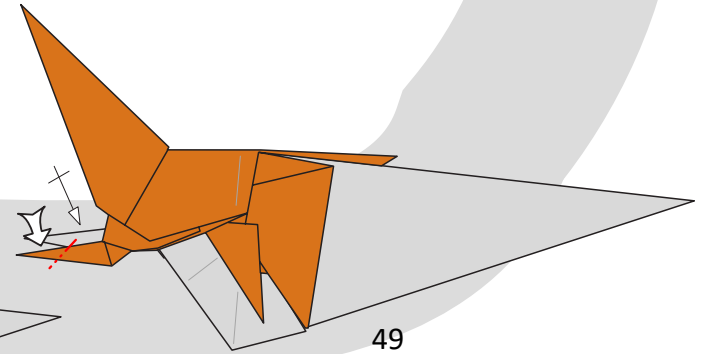




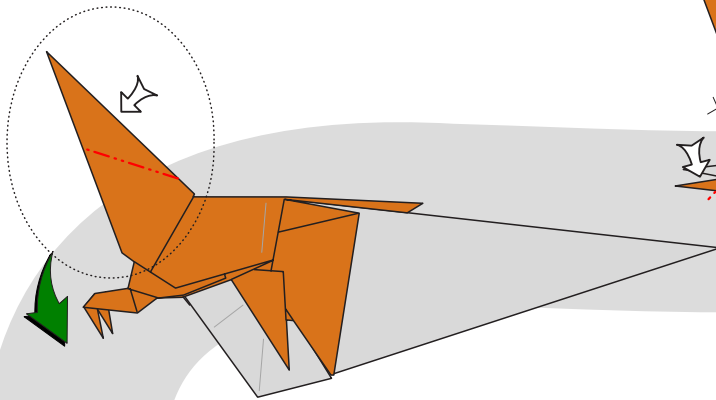
47  
Double rabbit ears



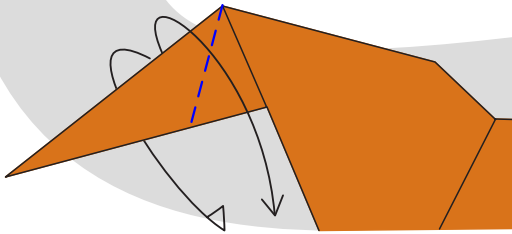
48  
Sink



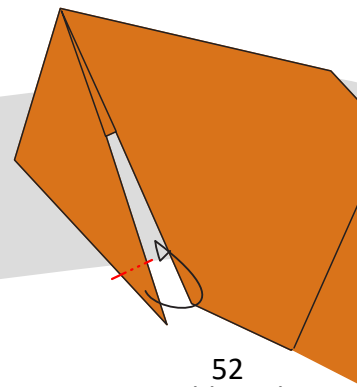
49  
Sink



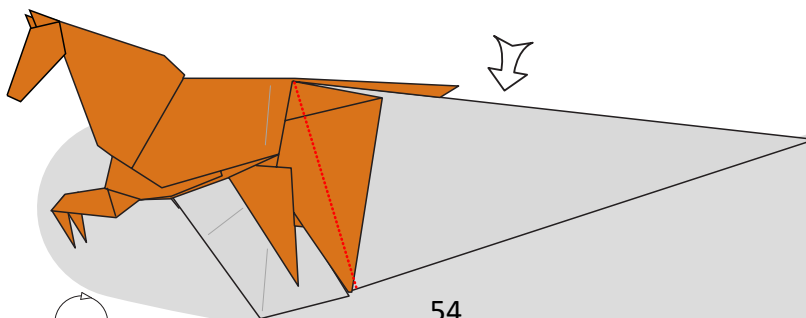
50  
Sink



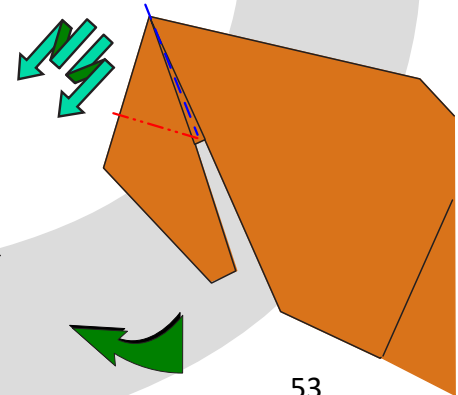
51  
Outside reverse fold



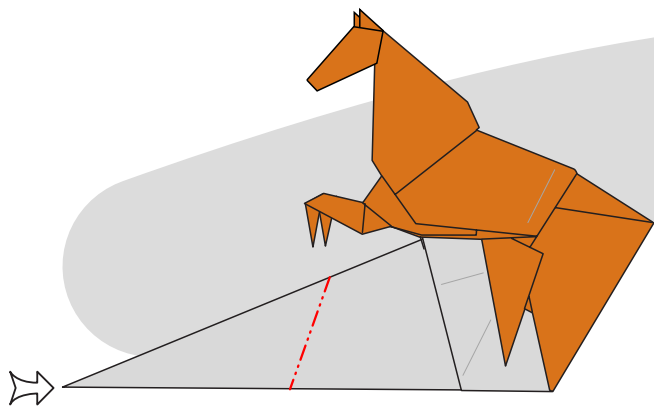
52  
Fold inside



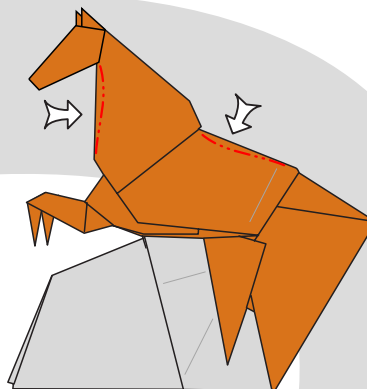
54  
Sink as show  
and rotate  
(in the middle layers)



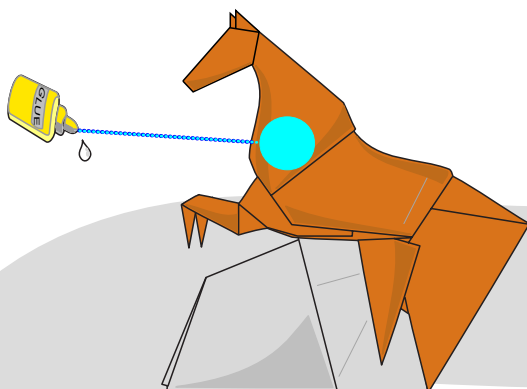
53  
Crimp folds



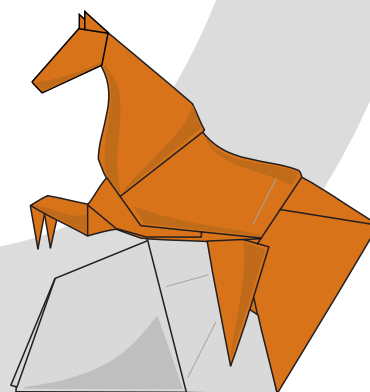
55 Sink



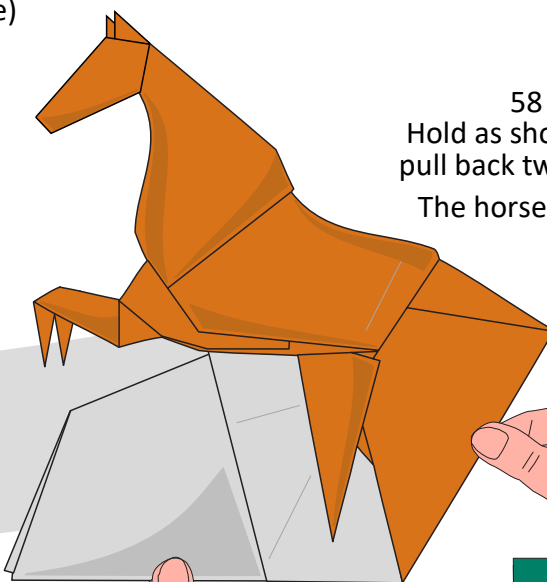
56 Shape the model



58  
(You can add glue internally here)

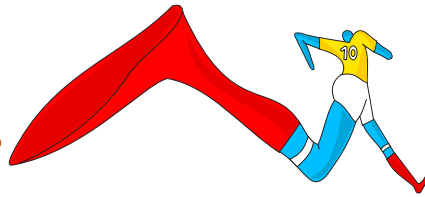


57 Finished model

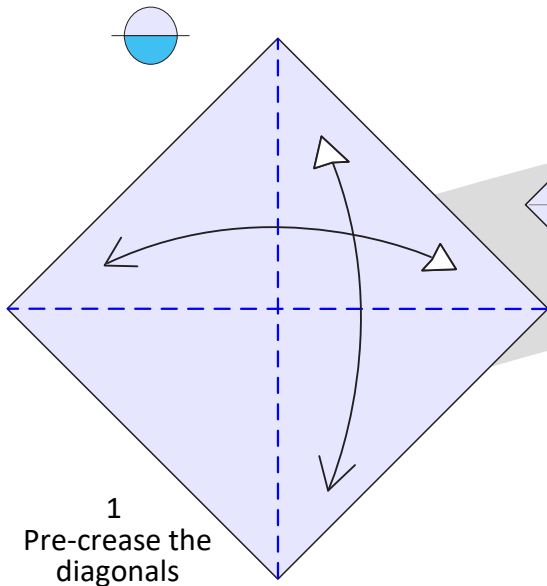
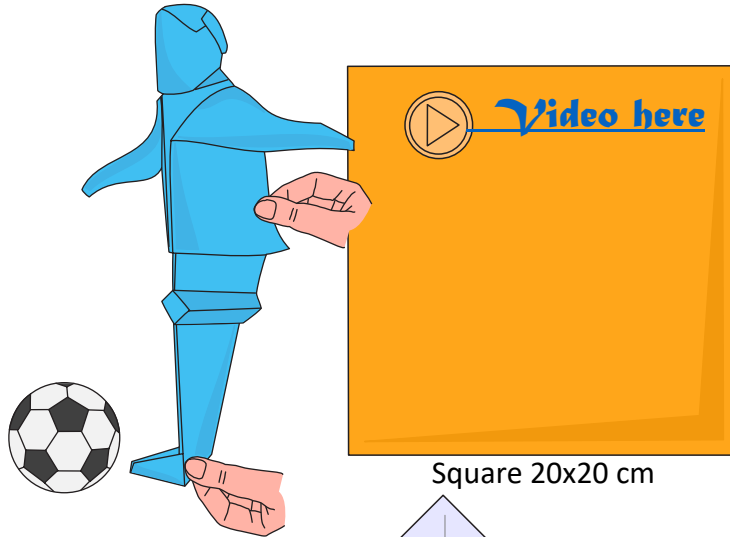


58 Hold as shown and pull back two layers. The horse gallops

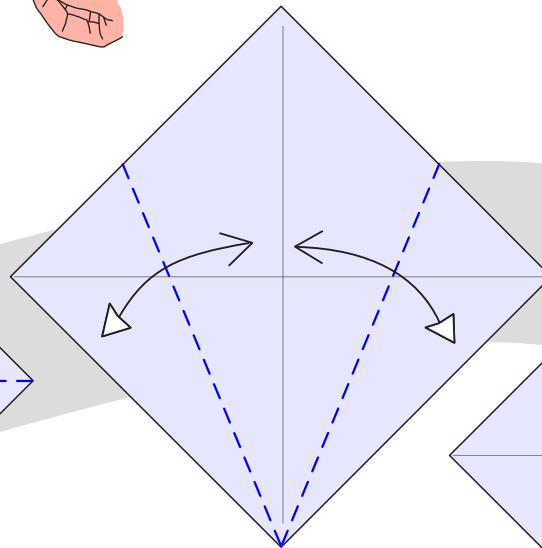
# I'm just a kicker



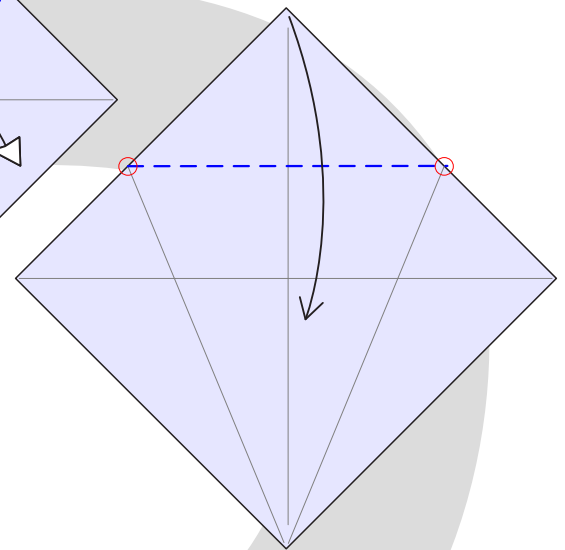
Inspired by "Soccer Player's Leg" by Isamu Sasagawa



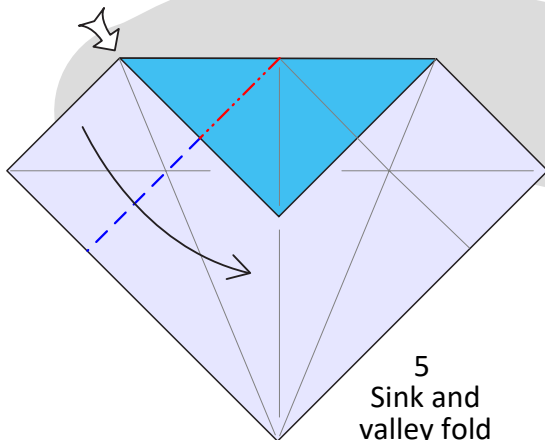
1  
Pre-crease the  
diagonals



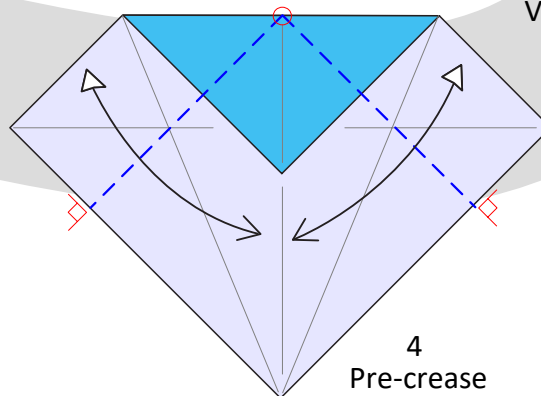
2  
Pre-crease  
22.5°



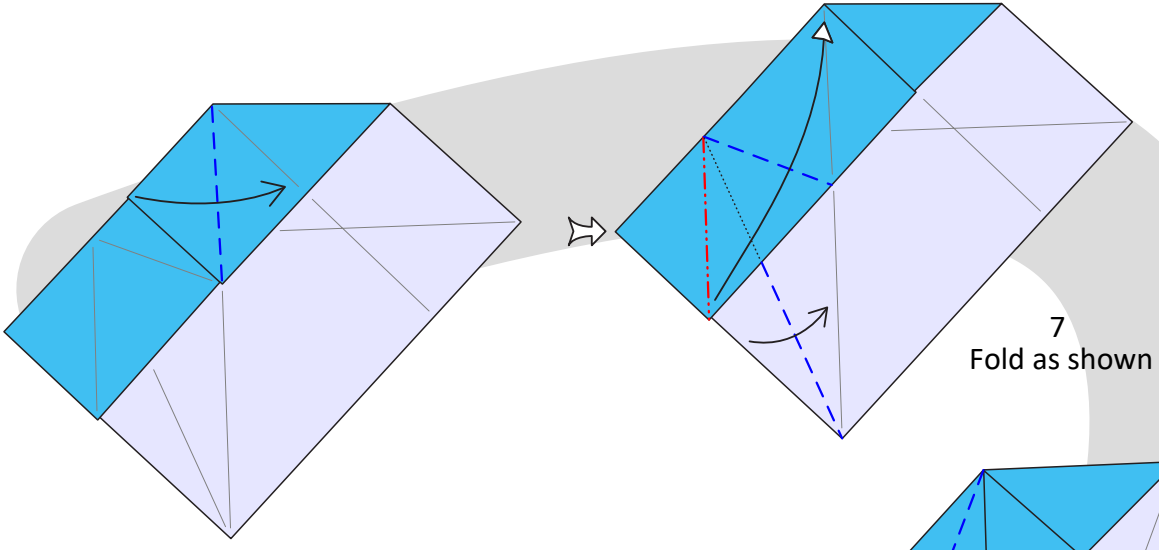
3  
Valley fold



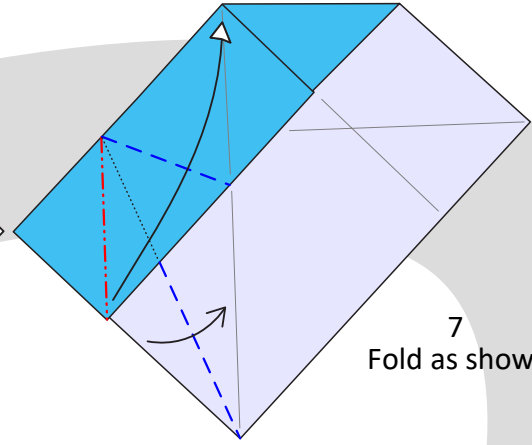
5  
Sink and  
valley fold



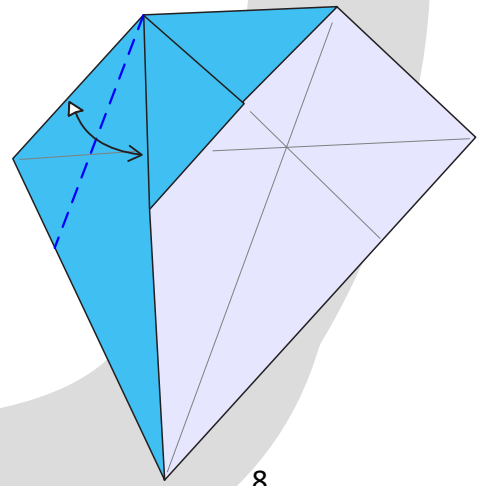
4  
Pre-crease



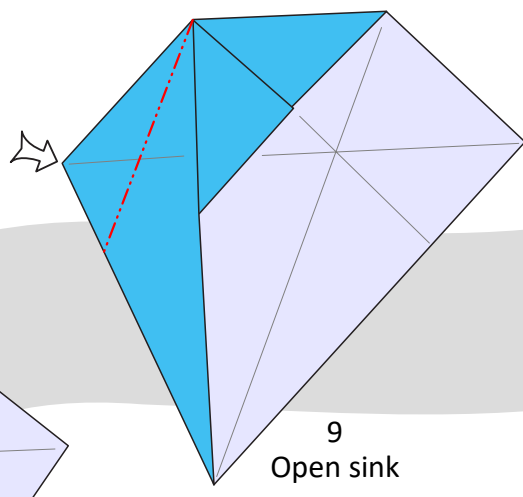
6  
Valley fold



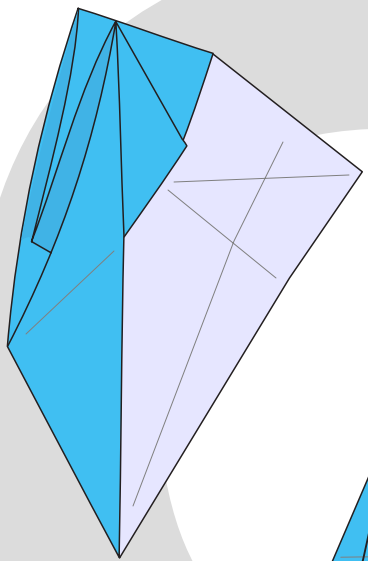
7  
Fold as shown



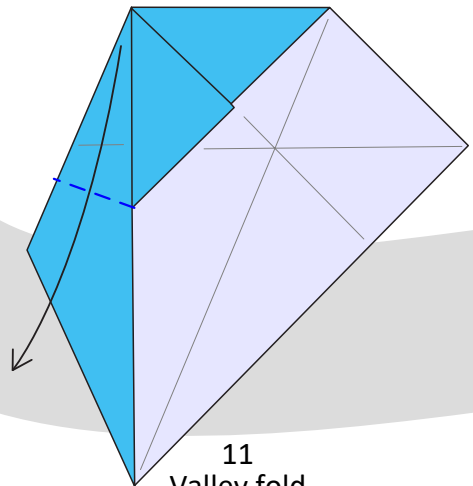
8  
Pre-crease  
22.5°



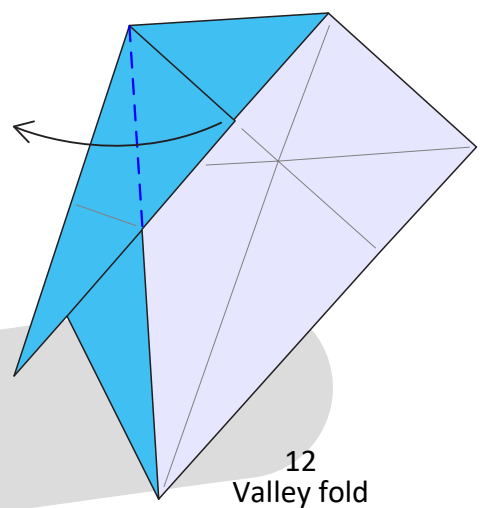
9  
Open sink



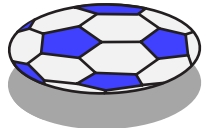
10  
Intermediate step

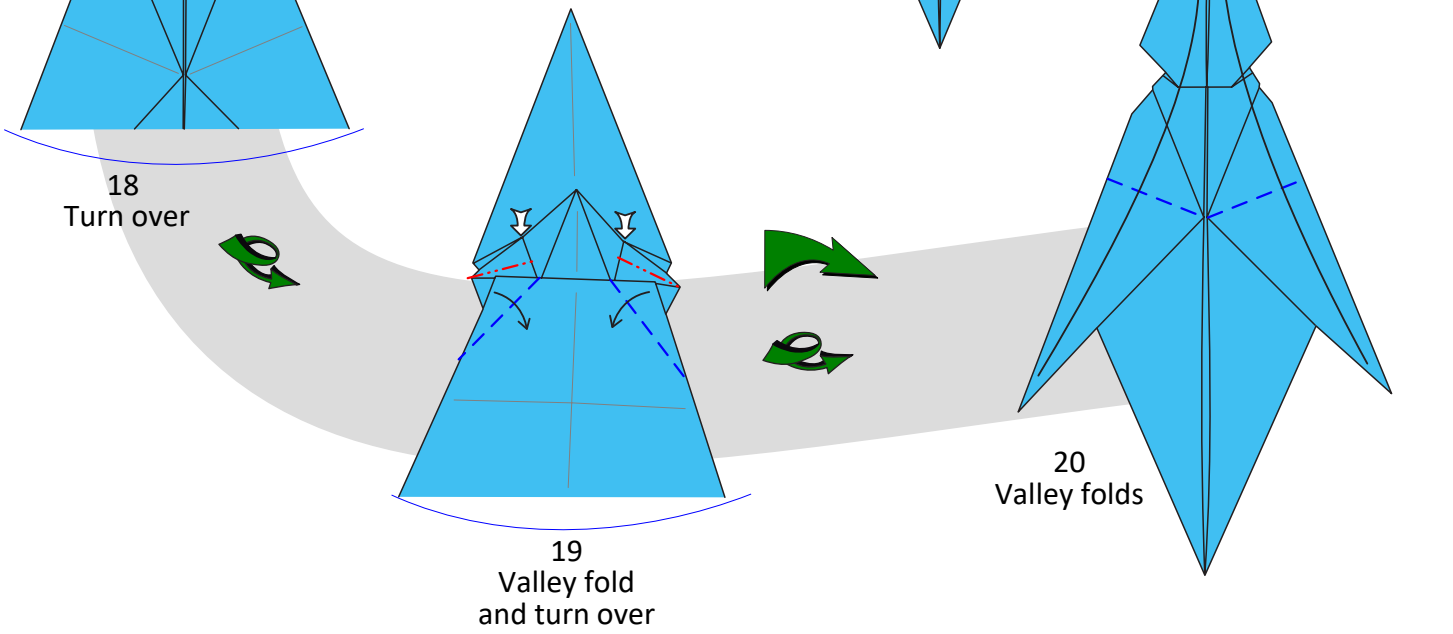
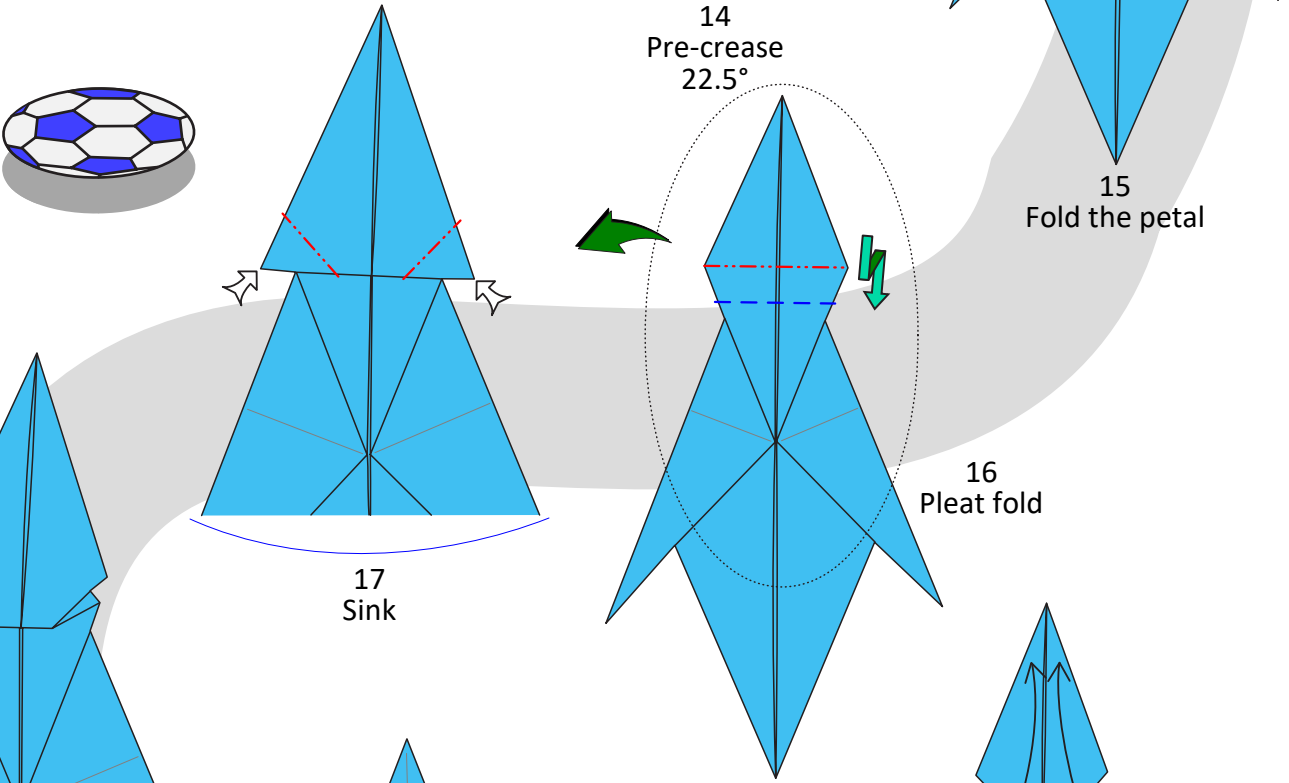
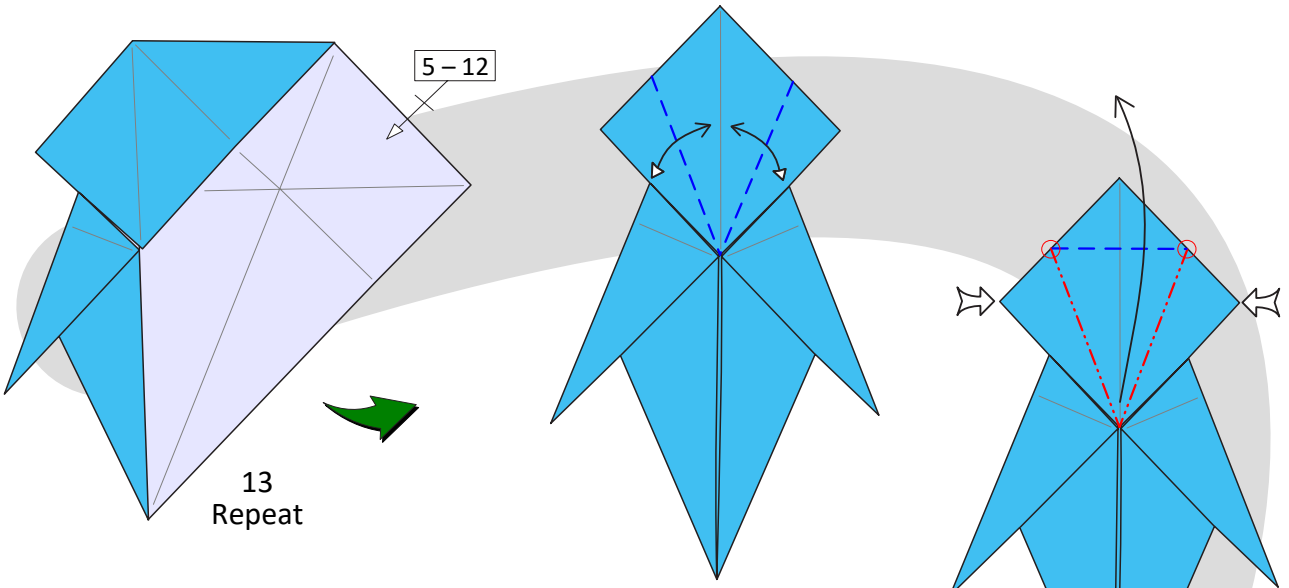


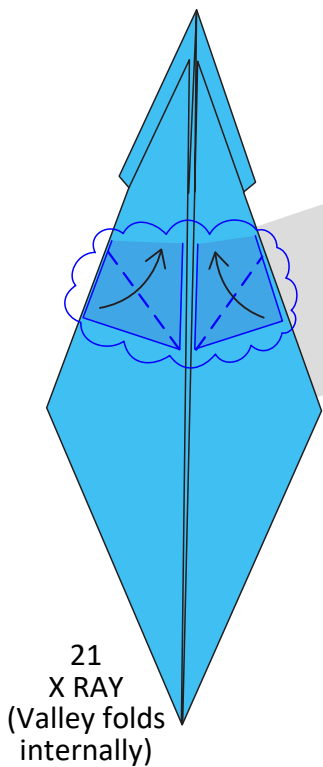
11  
Valley fold



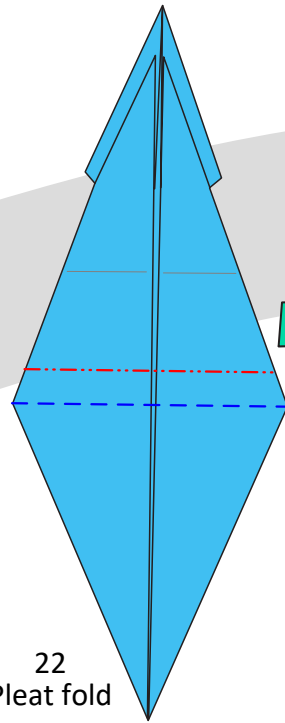
12  
Valley fold



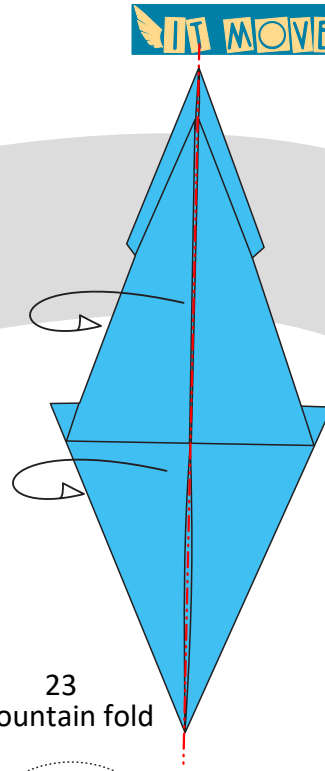




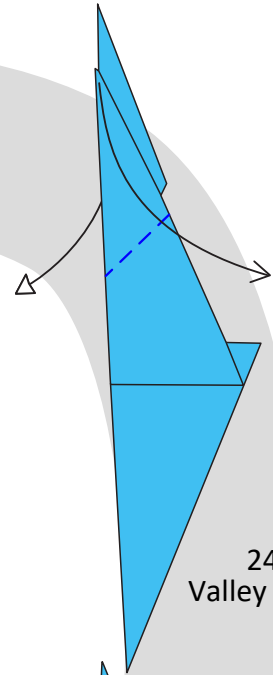
21  
X RAY  
(Valley folds  
internally)



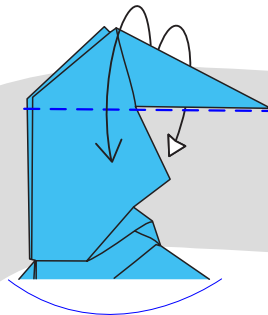
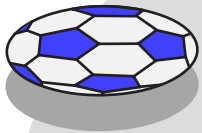
22  
Pleat fold



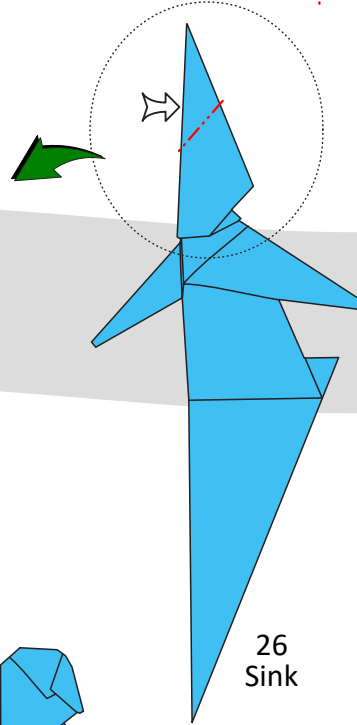
23  
Mountain fold



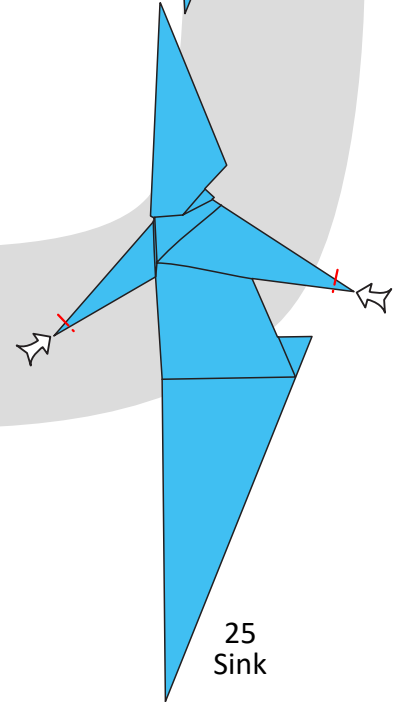
24  
Valley folds



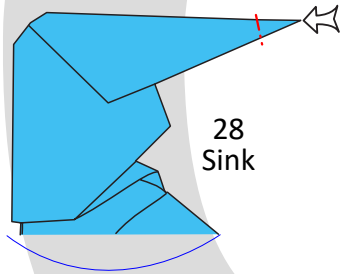
27  
Outside reverse  
fold



26  
Sink

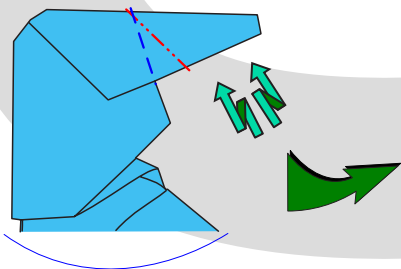


25  
Sink

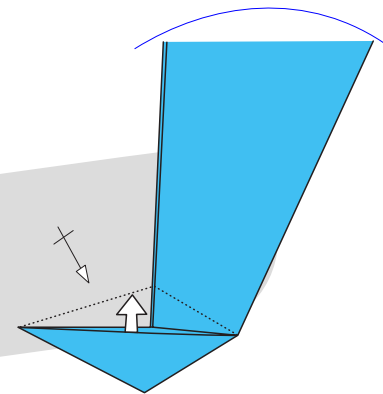
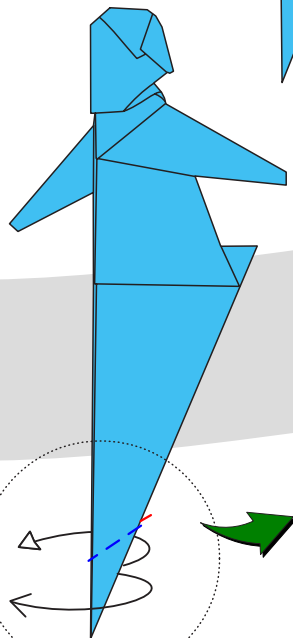


28  
Sink

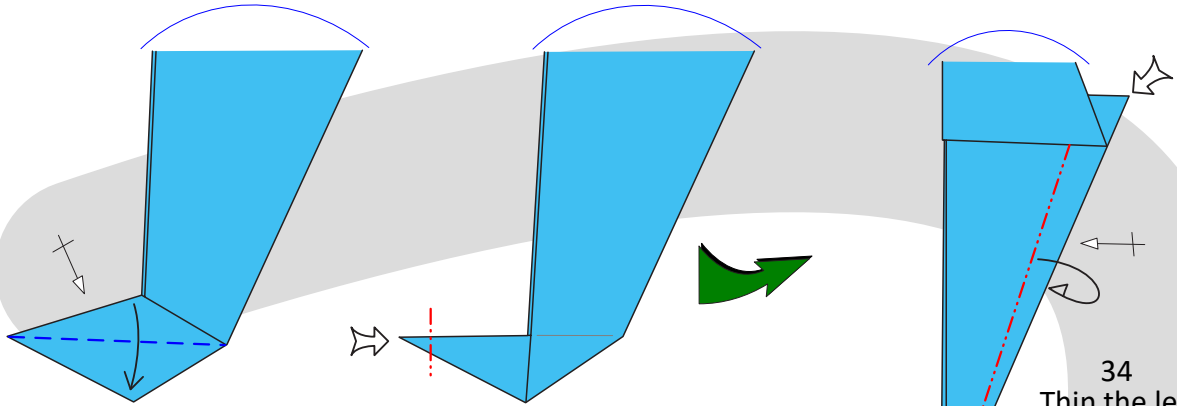
29  
Crimp fold



30  
Outside reverse  
fold



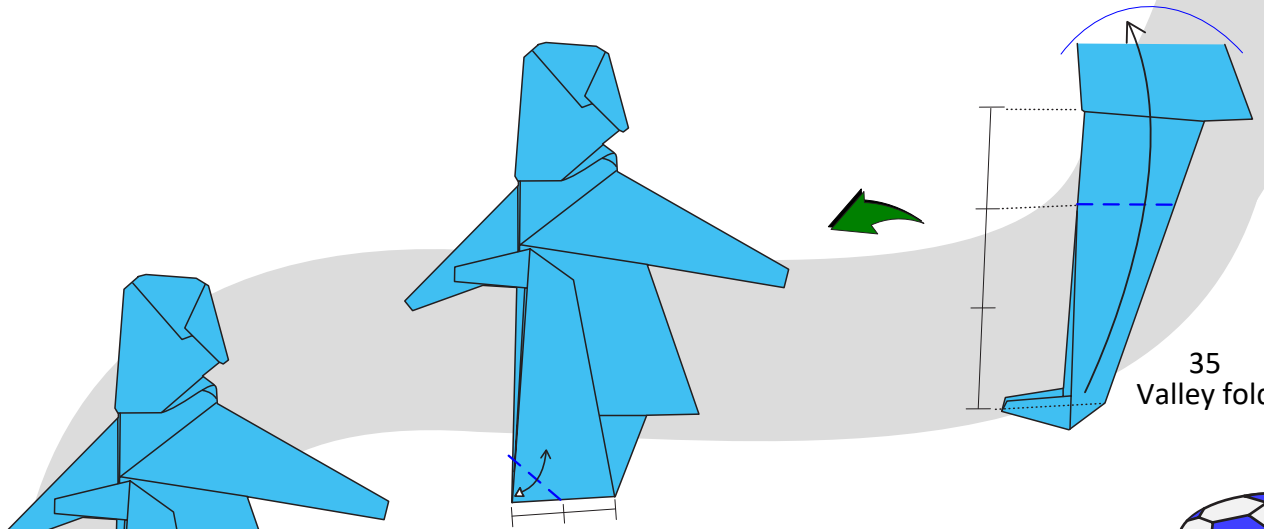
31  
Unsink.  
Repeat behind



32 Valley fold. Repeat behind

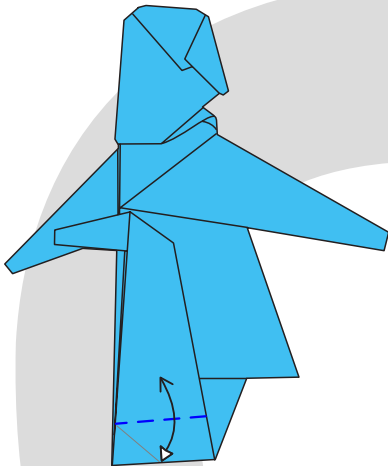
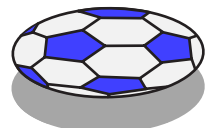
33 Sink

34 Thin the leg. Repeat behind

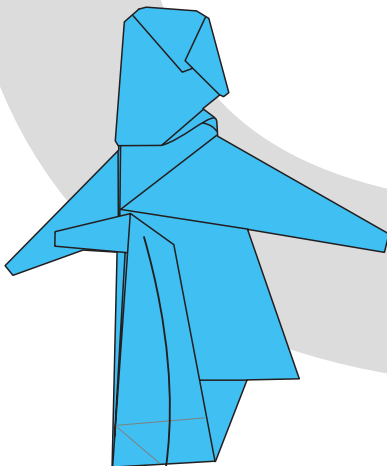


35 Valley fold

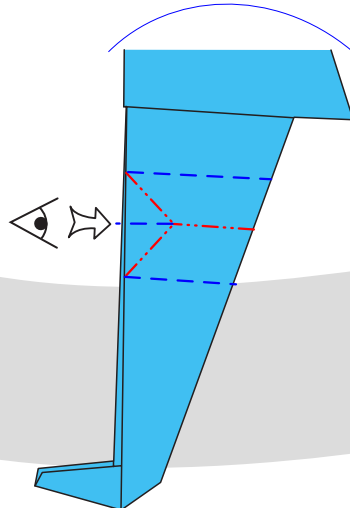
36 Pre-crease 45°



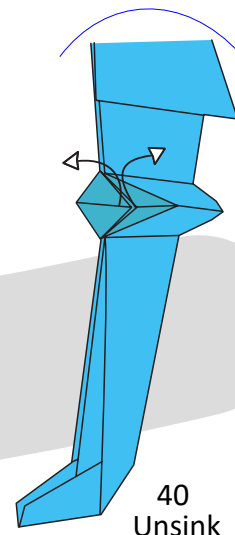
37 Pre-crease



38 Unfold

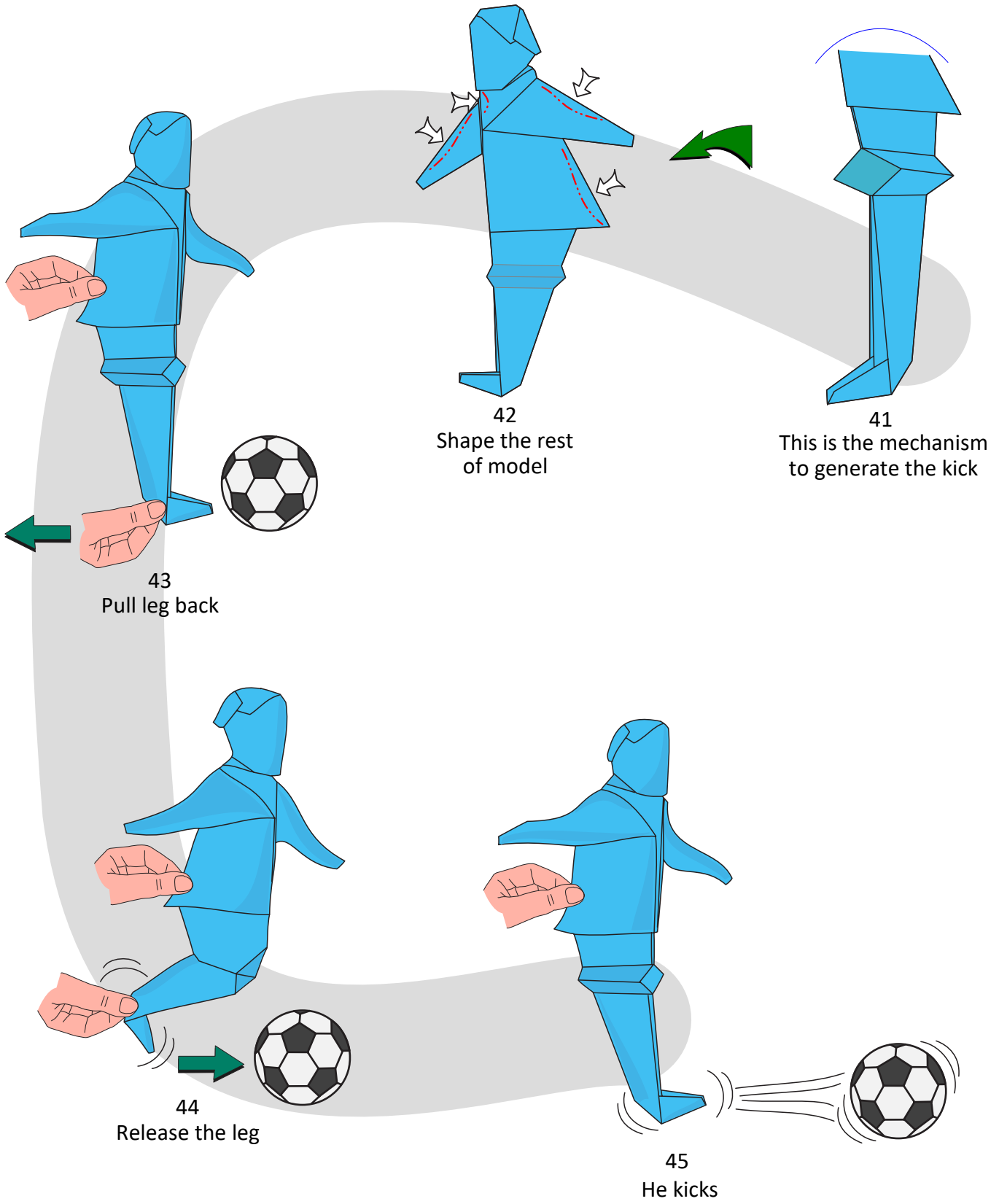


39 Fold by marks as shown

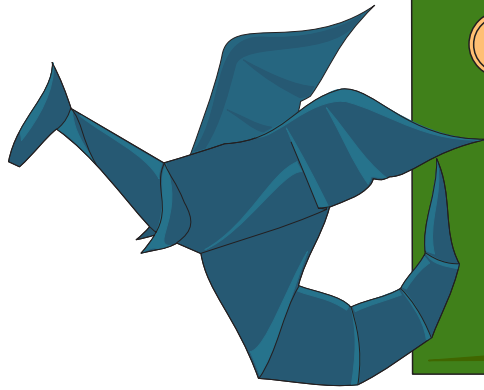


40 Unsink

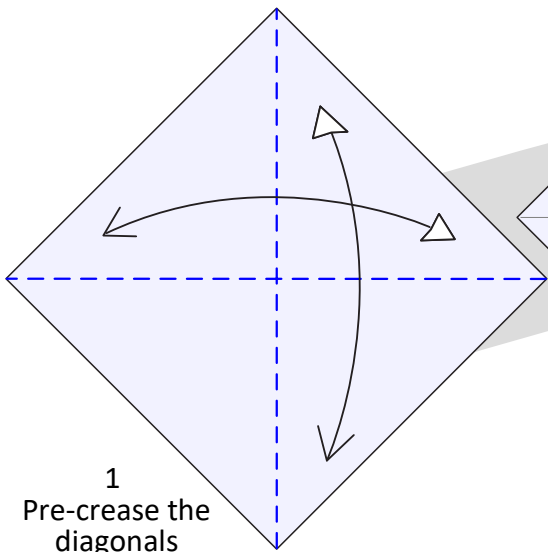




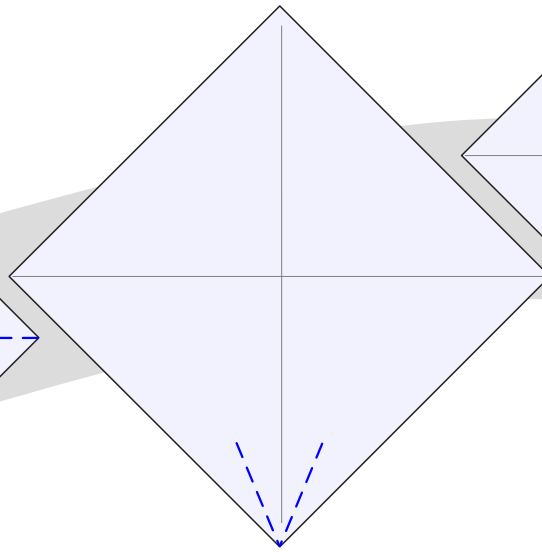
# How to fly your dragon



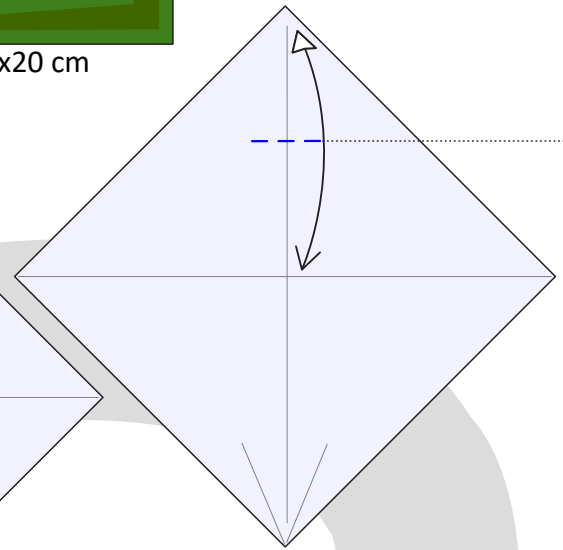
Square 20x20 cm



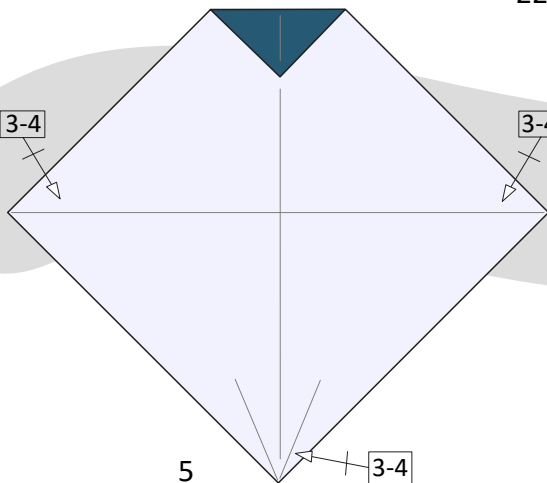
1  
Pre-crease the diagonals



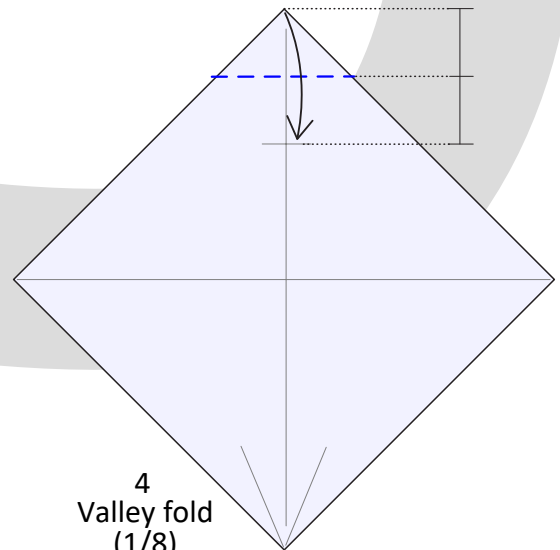
2  
Pre-crease 22.5°



3  
Pinch in 1/4

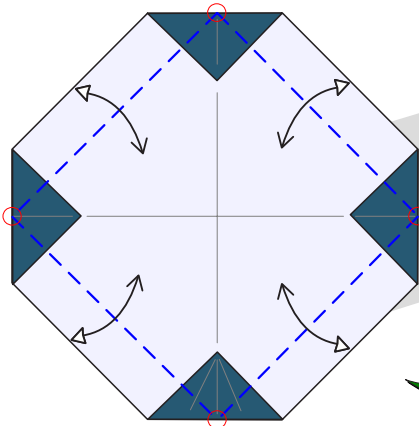


5  
Repeat

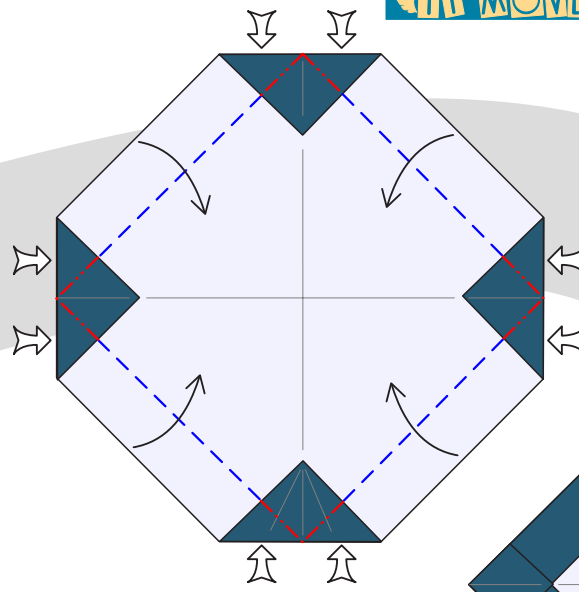


4  
Valley fold (1/8)

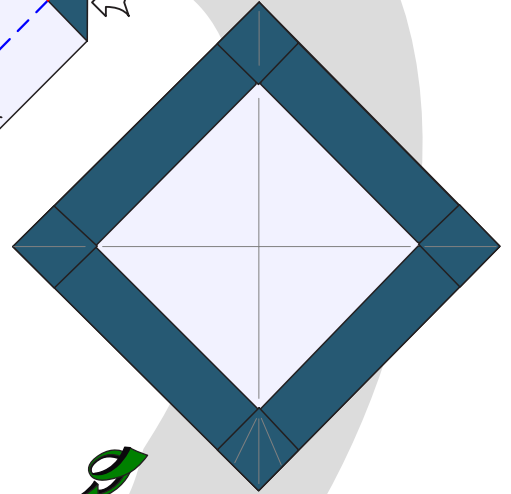




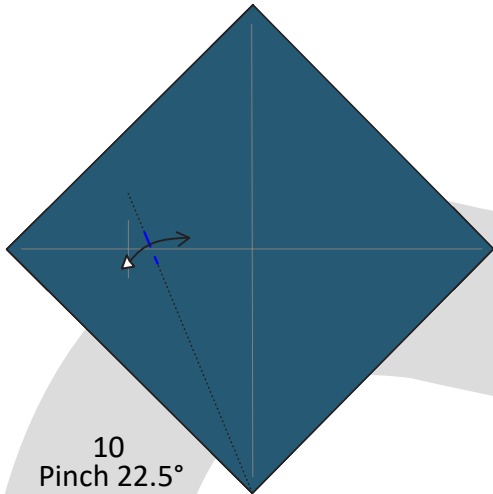
6  
Pre-crease



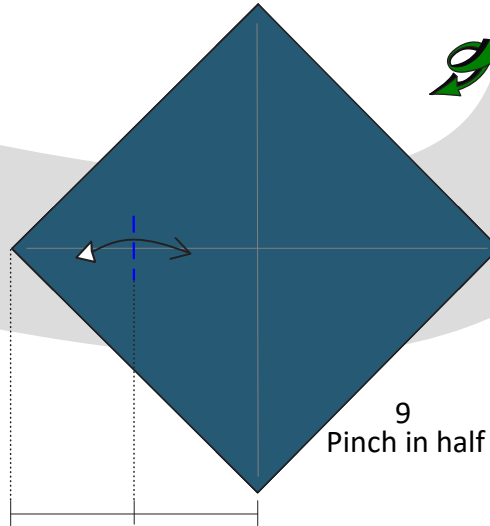
7  
Sink and fold by  
marks as shown



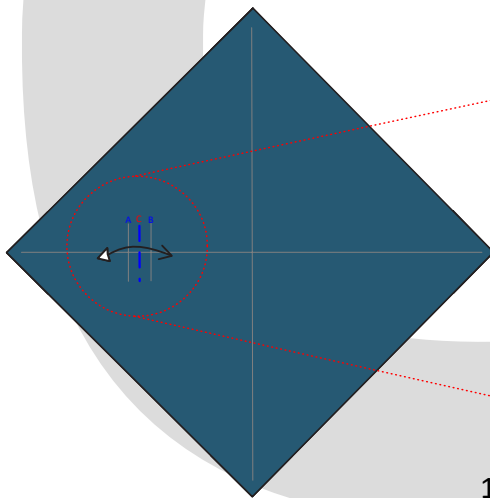
8  
Turn over



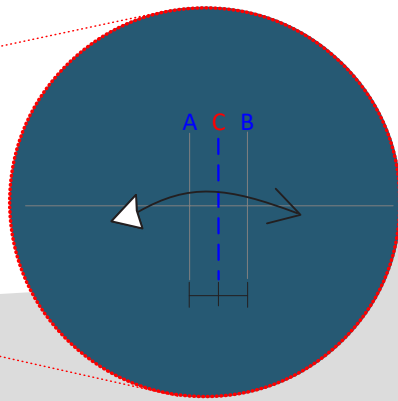
9  
Pinch in half



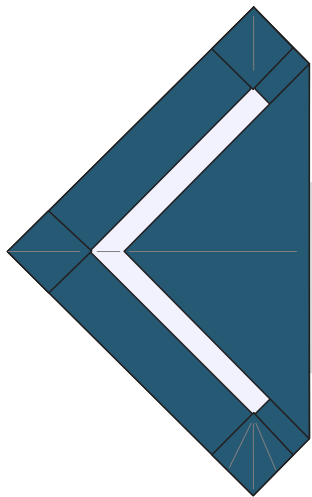
10  
Pinch 22.5°



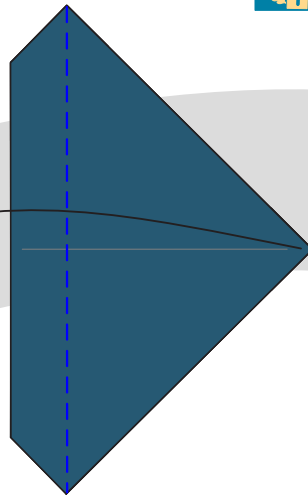
11  
Pinch in the middle of  
two marks and turn over



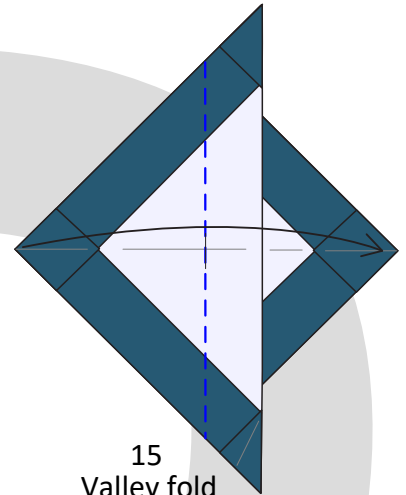
12  
Valley fold at the middle  
of two marks



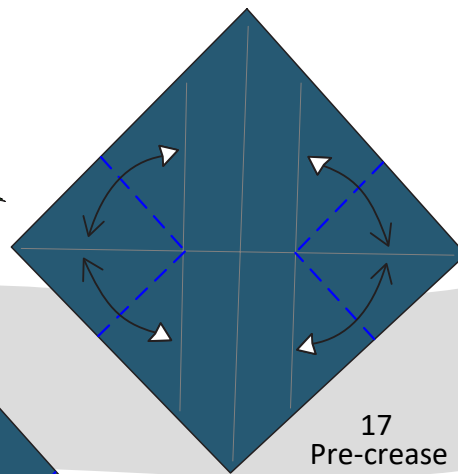
13  
Turn over



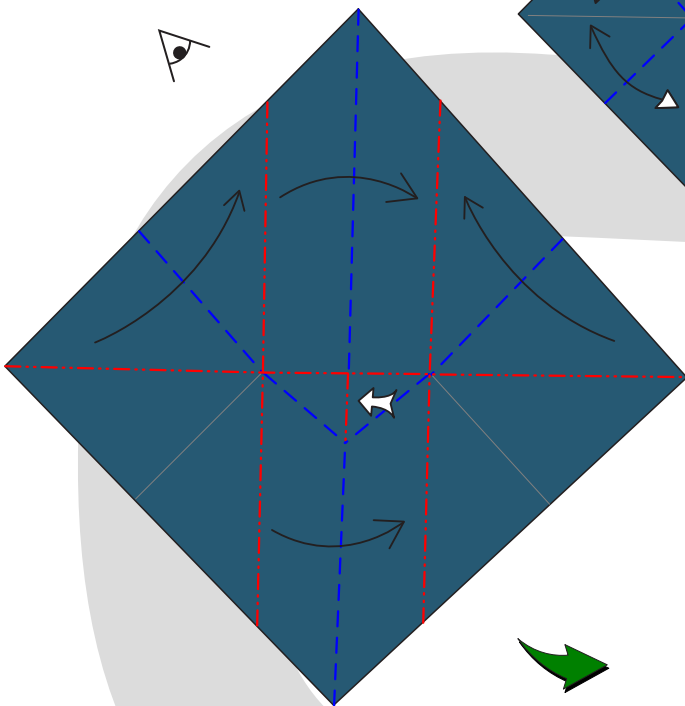
14  
Valley fold



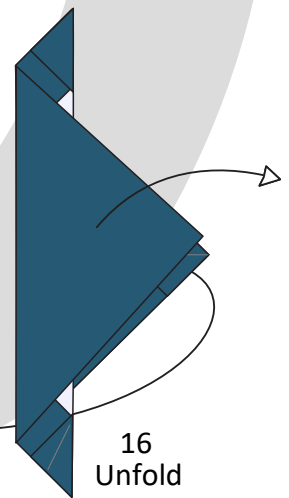
15  
Valley fold



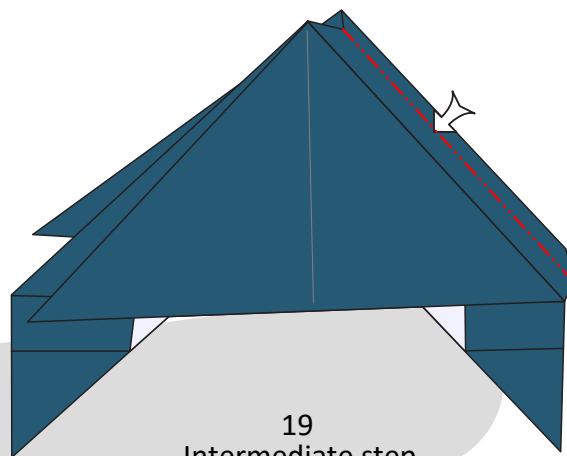
16  
Unfold



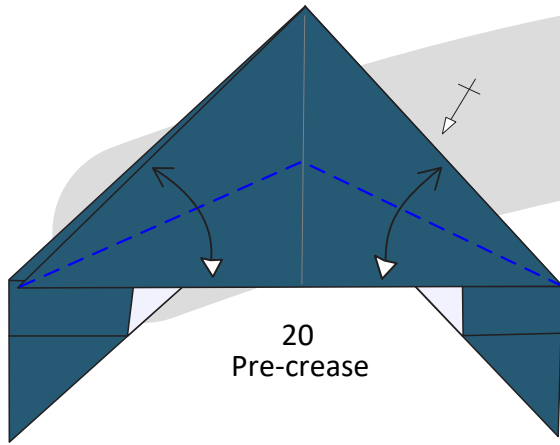
17  
Pre-crease



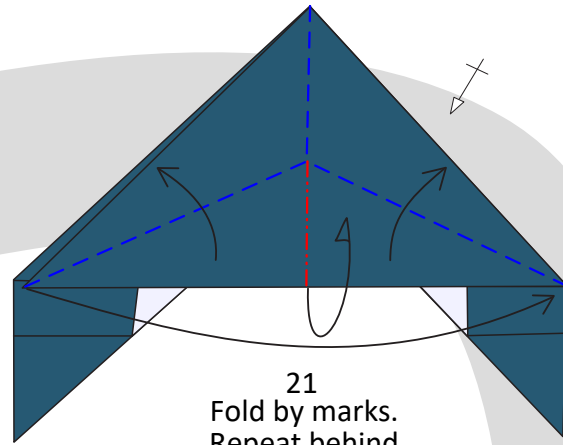
18  
Collapse by marks



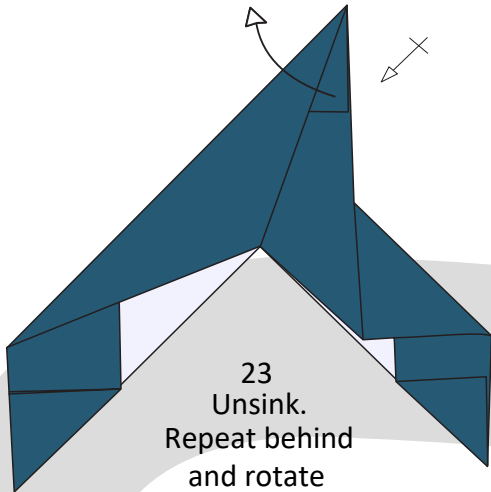
19  
Intermediate step



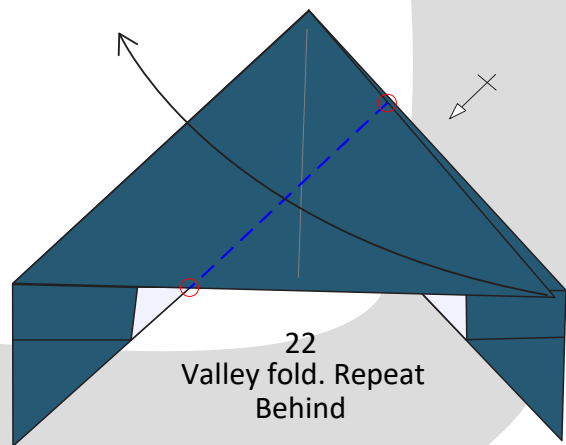
20  
Pre-crease



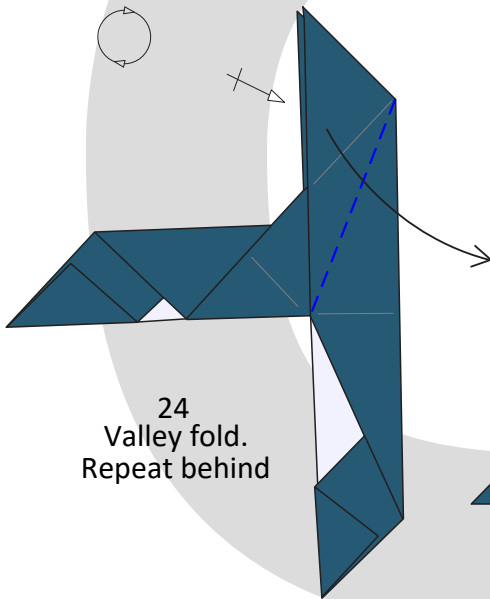
21  
Fold by marks.  
Repeat behind



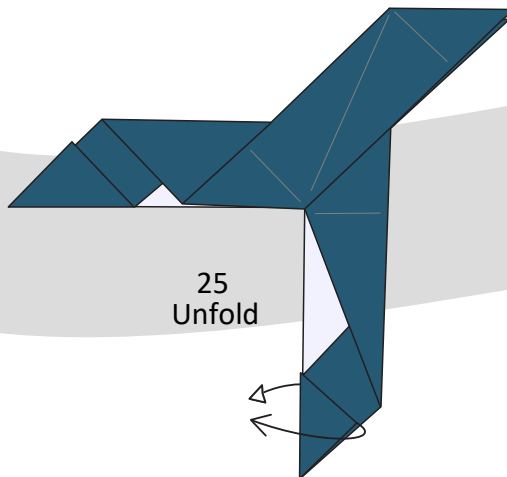
23  
Unsink.  
Repeat behind  
and rotate



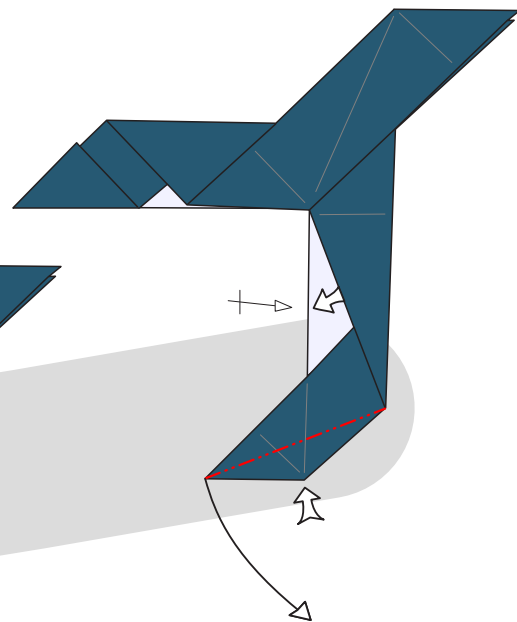
22  
Valley fold. Repeat  
Behind



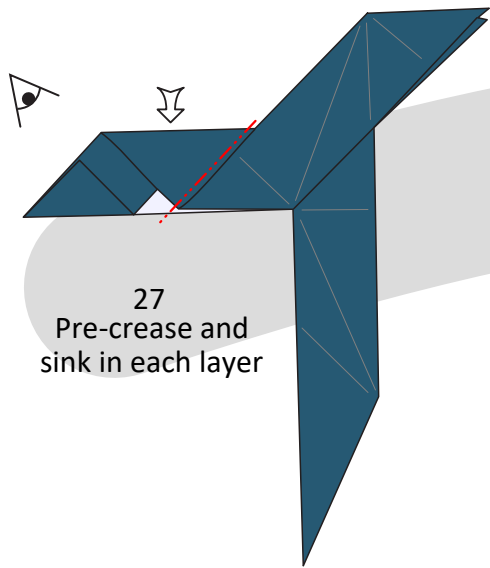
24  
Valley fold.  
Repeat behind



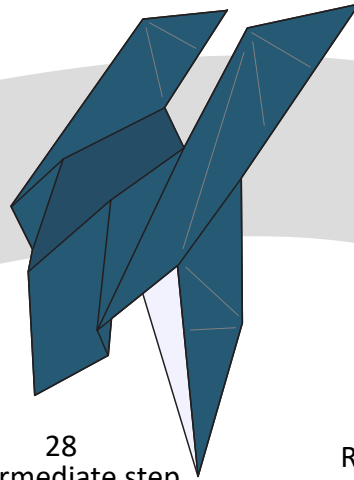
25  
Unfold



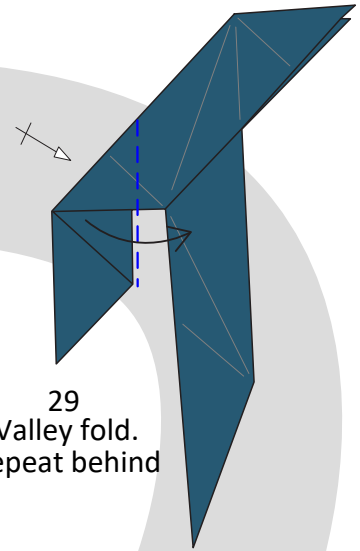
26  
Put out the layers,  
sink and stretch the tip.  
See step 27



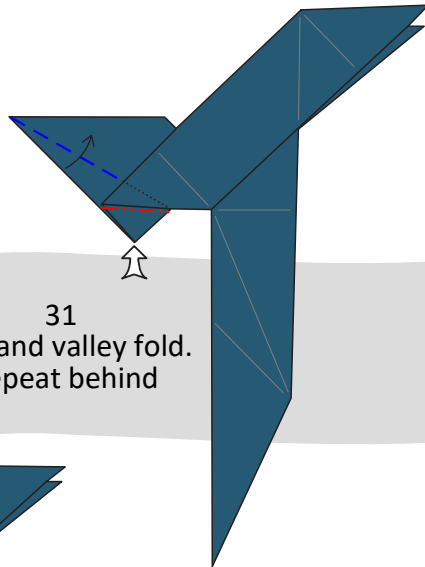
27  
Pre-crease and  
sink in each layer



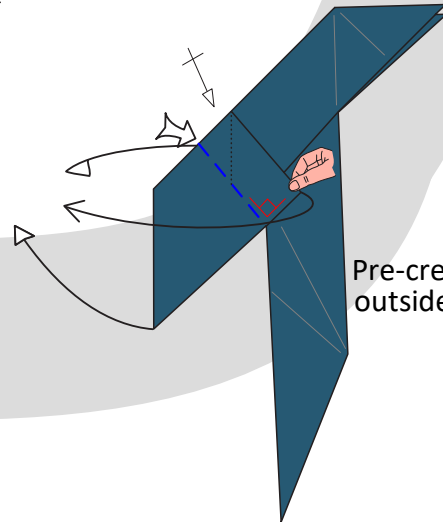
28  
Intermediate step



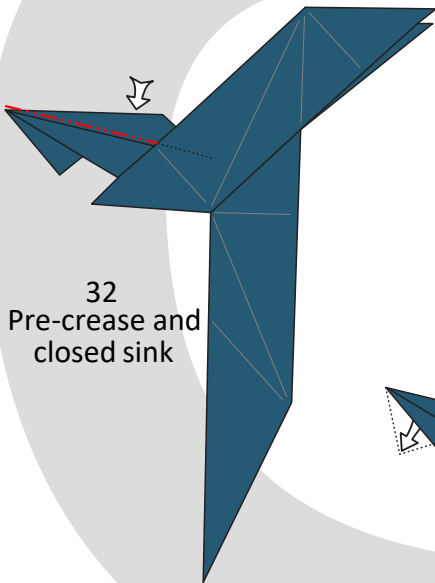
29  
Valley fold.  
Repeat behind



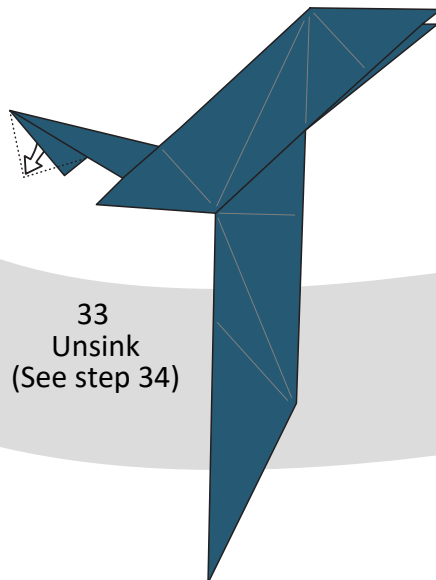
31  
Sink and valley fold.  
Repeat behind



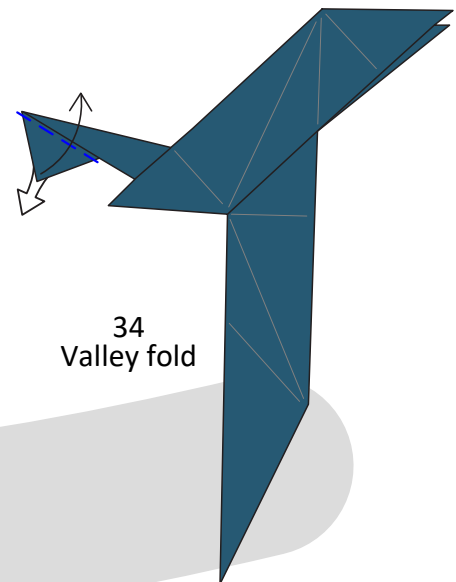
30  
Pre-crease (90°) and  
outside reverse fold



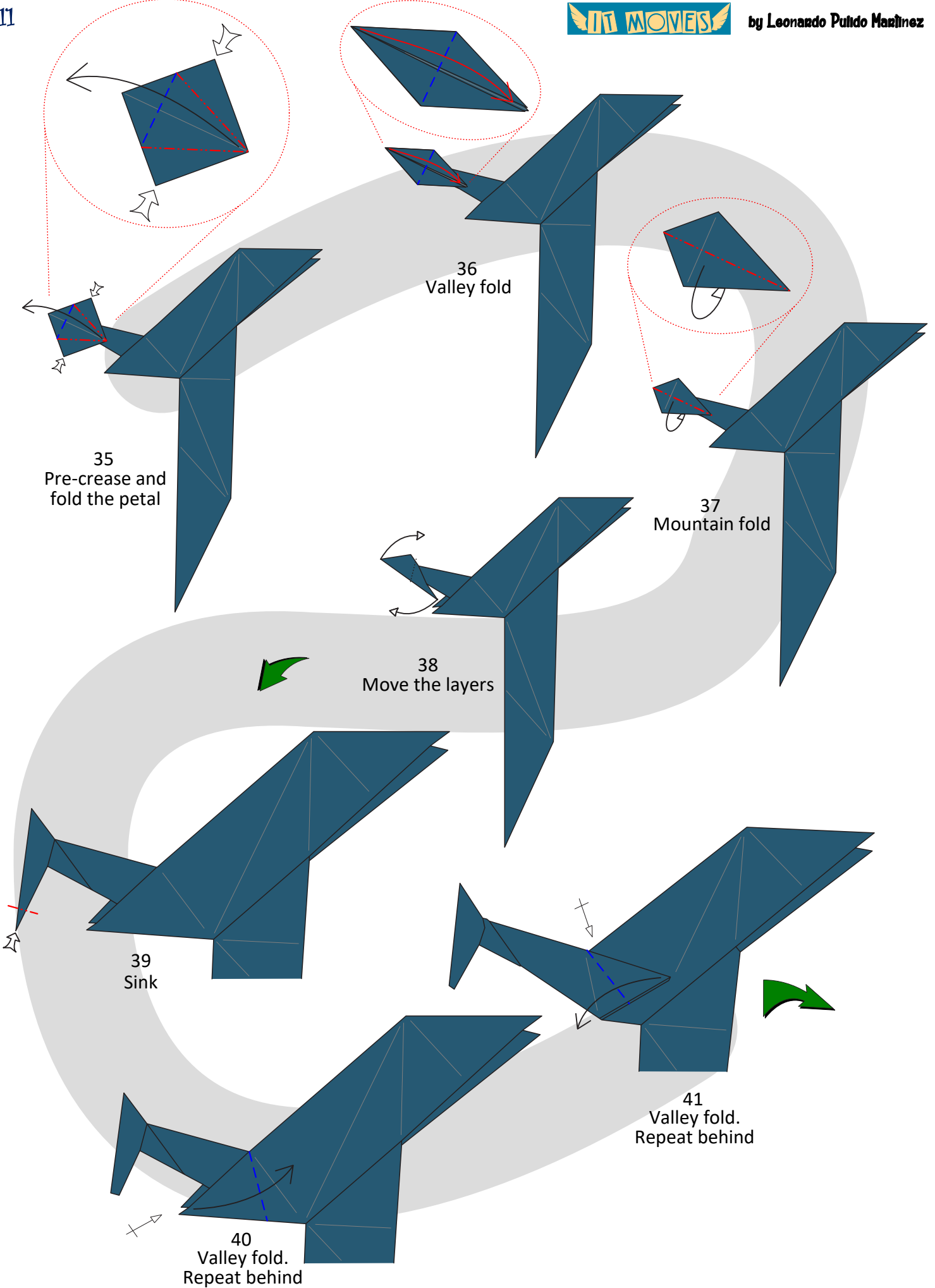
32  
Pre-crease and  
closed sink



33  
Unsink  
(See step 34)



34  
Valley fold



35  
Pre-crease and  
fold the petal

36  
Valley fold

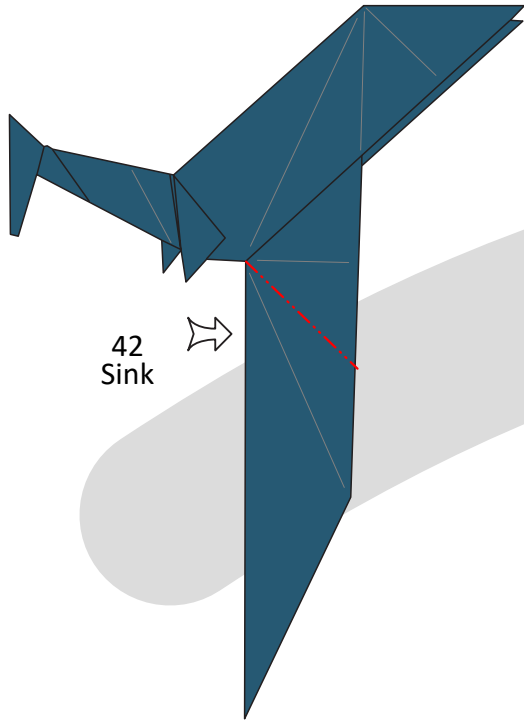
37  
Mountain fold

38  
Move the layers

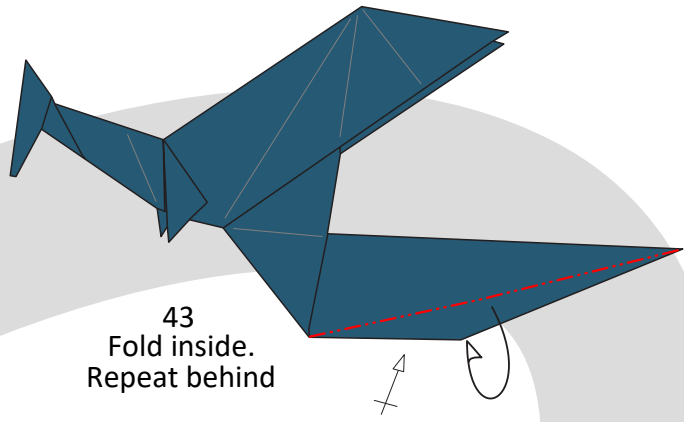
39  
Sink

40  
Valley fold.  
Repeat behind

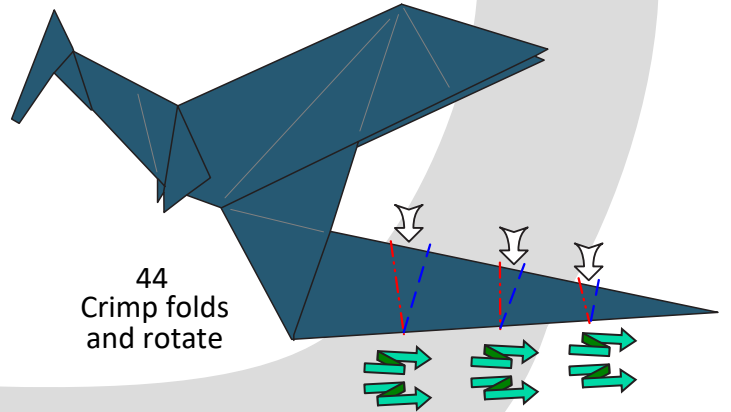
41  
Valley fold.  
Repeat behind



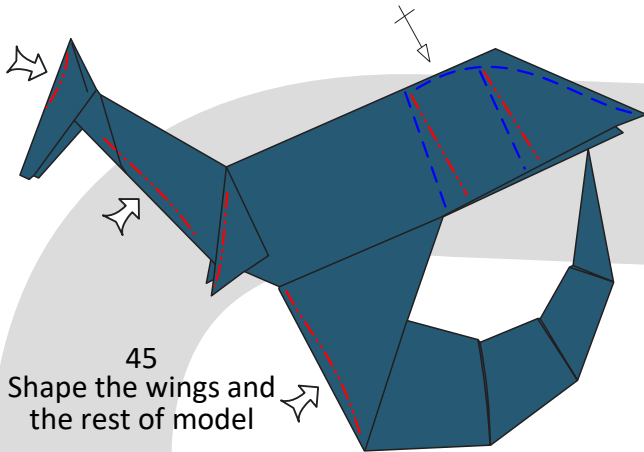
42 Sink



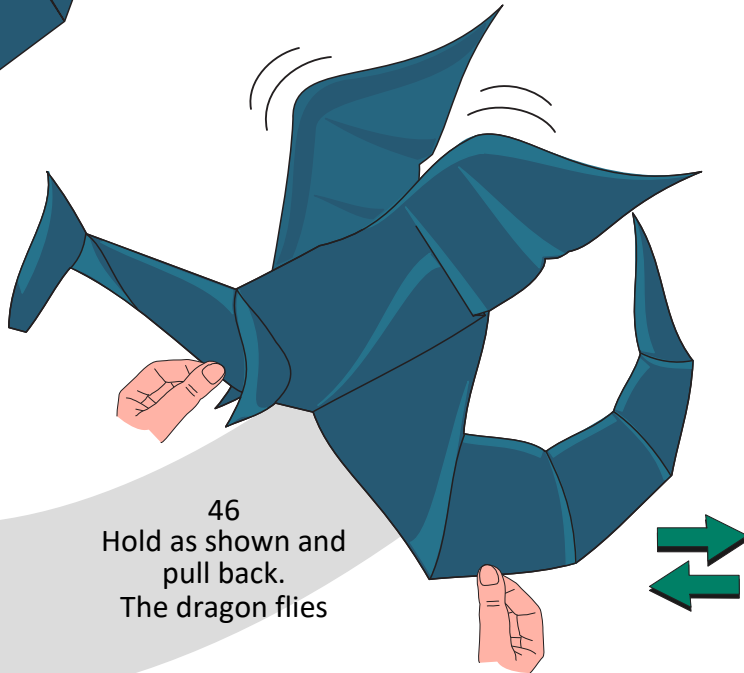
43 Fold inside. Repeat behind



44 Crimp folds and rotate



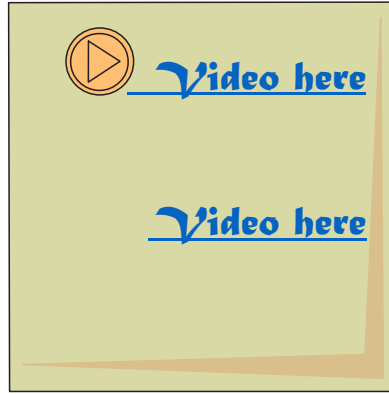
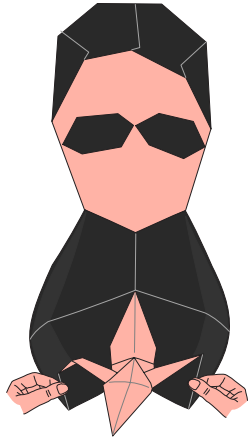
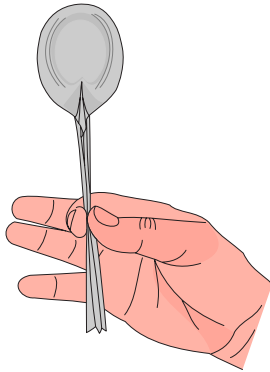
45 Shape the wings and the rest of model



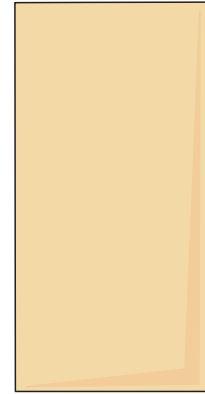
46 Hold as shown and pull back. The dragon flies



# There is no spoon, There is an orizuru

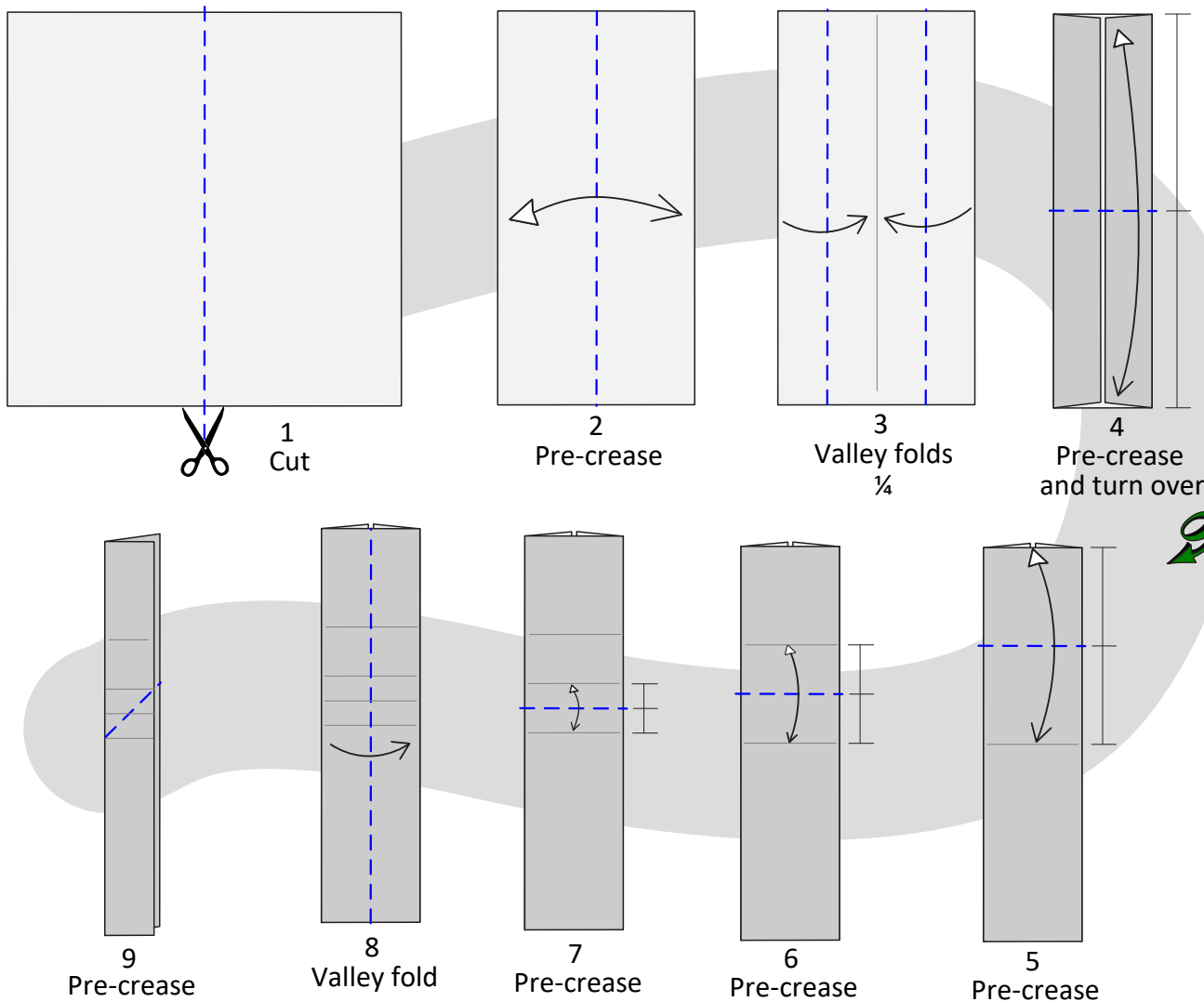


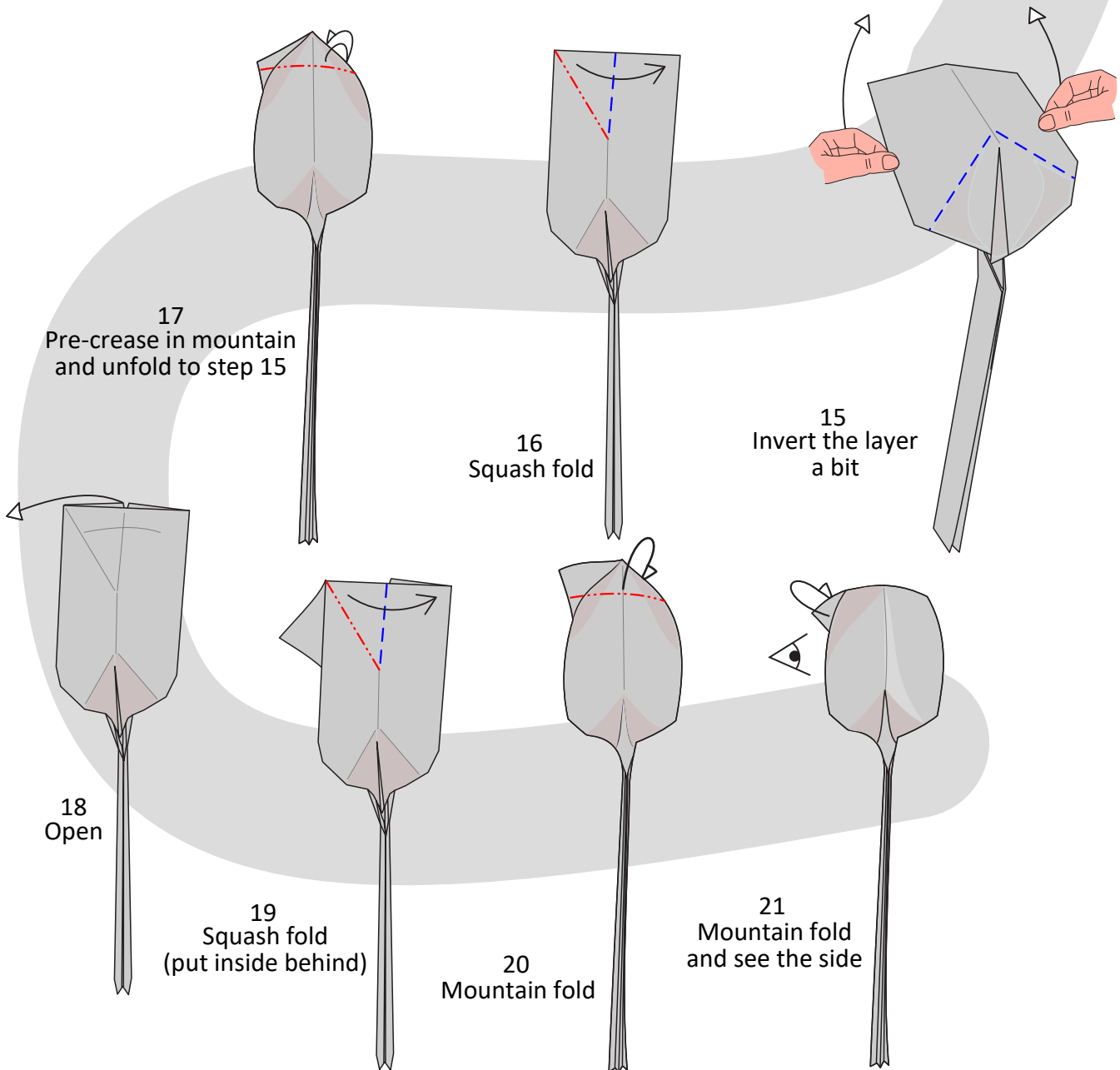
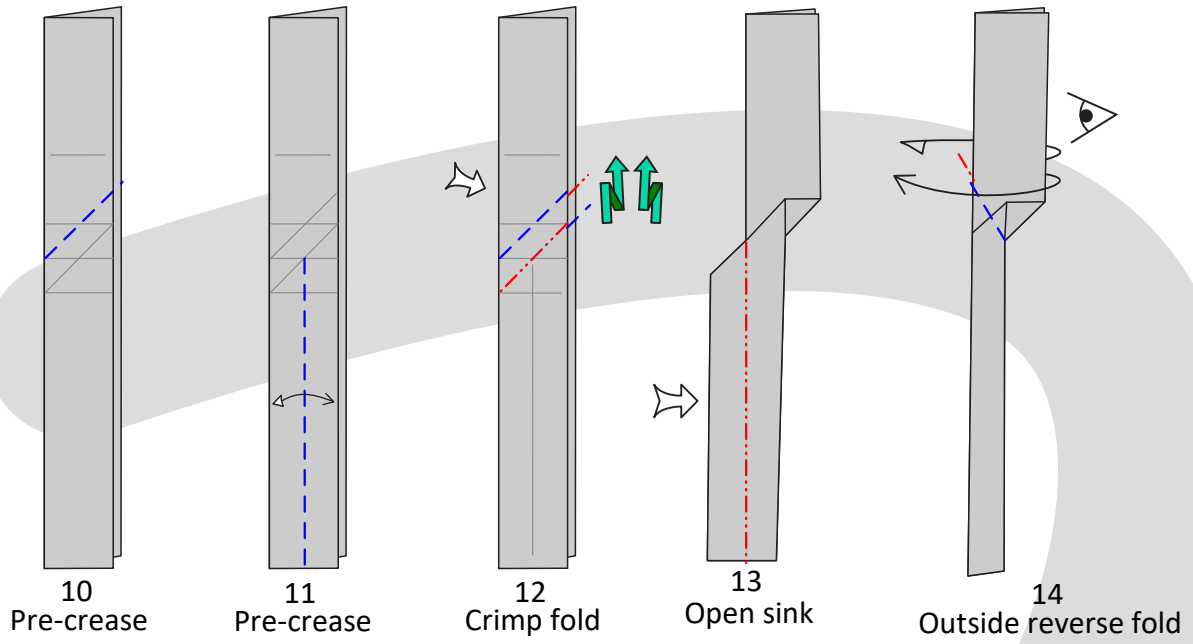
There is an orizuru  
Square 25x25 cm



There is no spoon  
Rectangle 20x10 cm

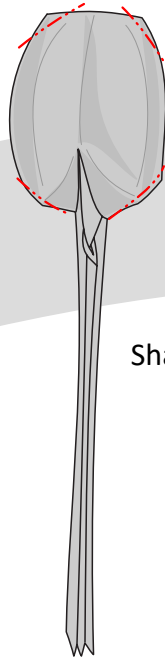
## There is no spoon



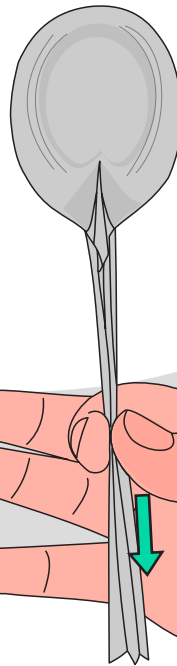




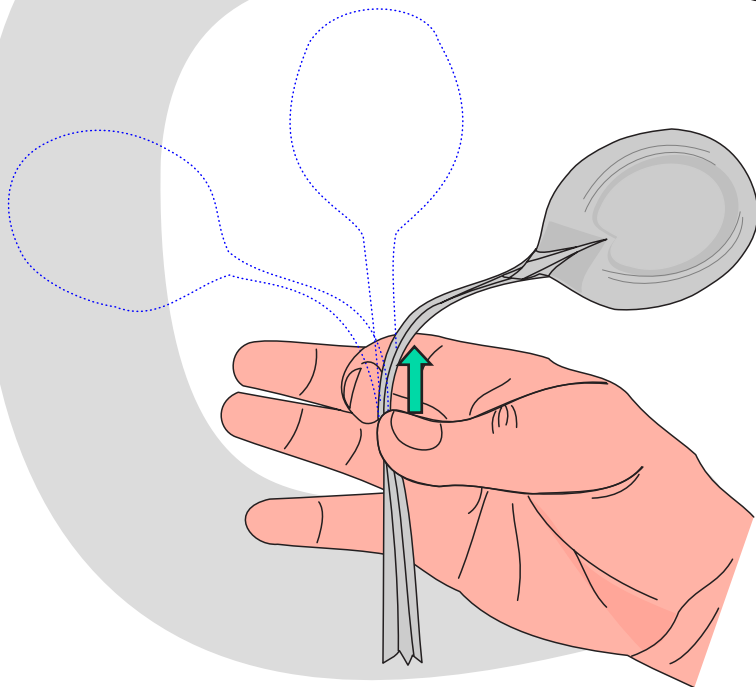
22  
Put inside



23  
Shape the spoon

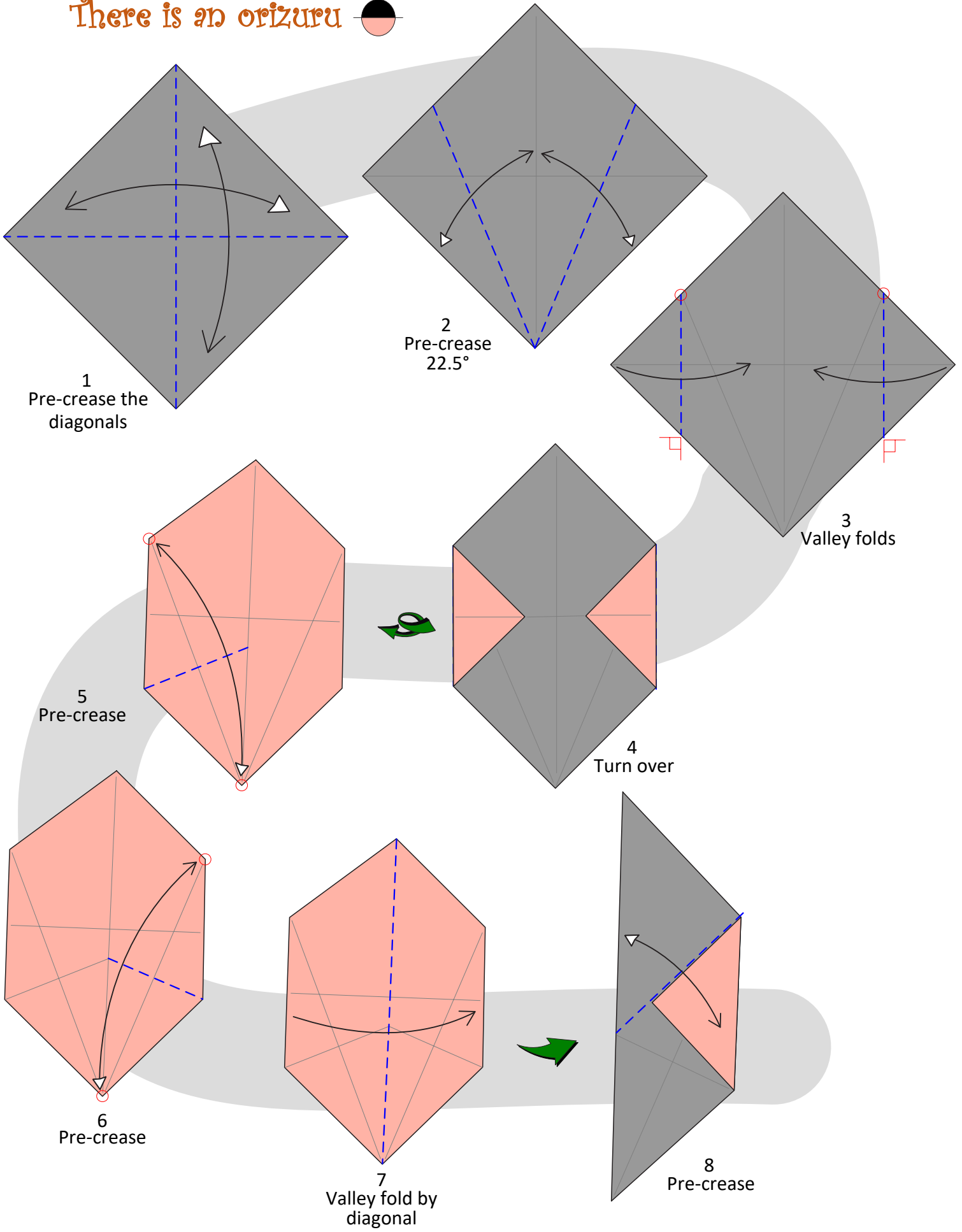


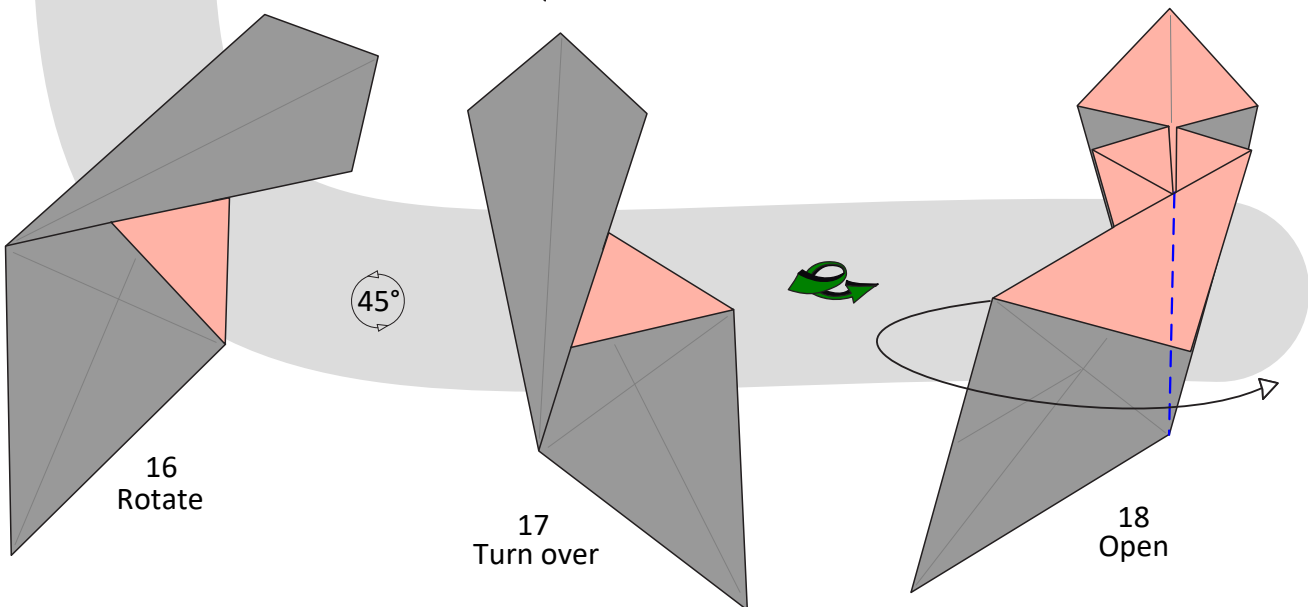
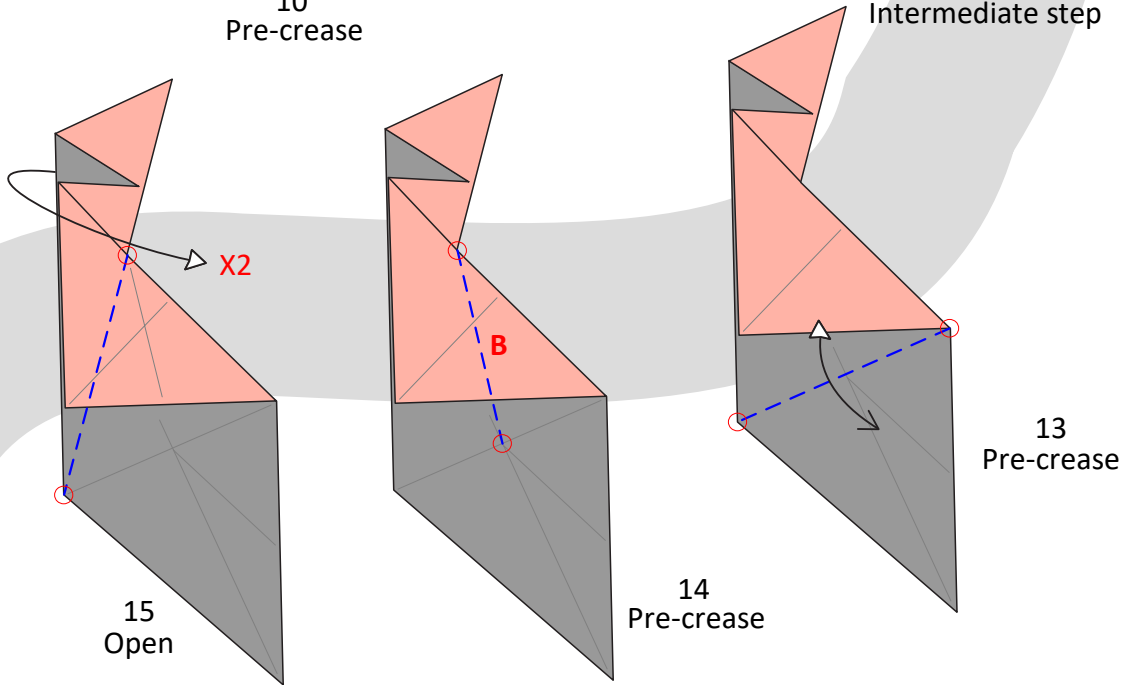
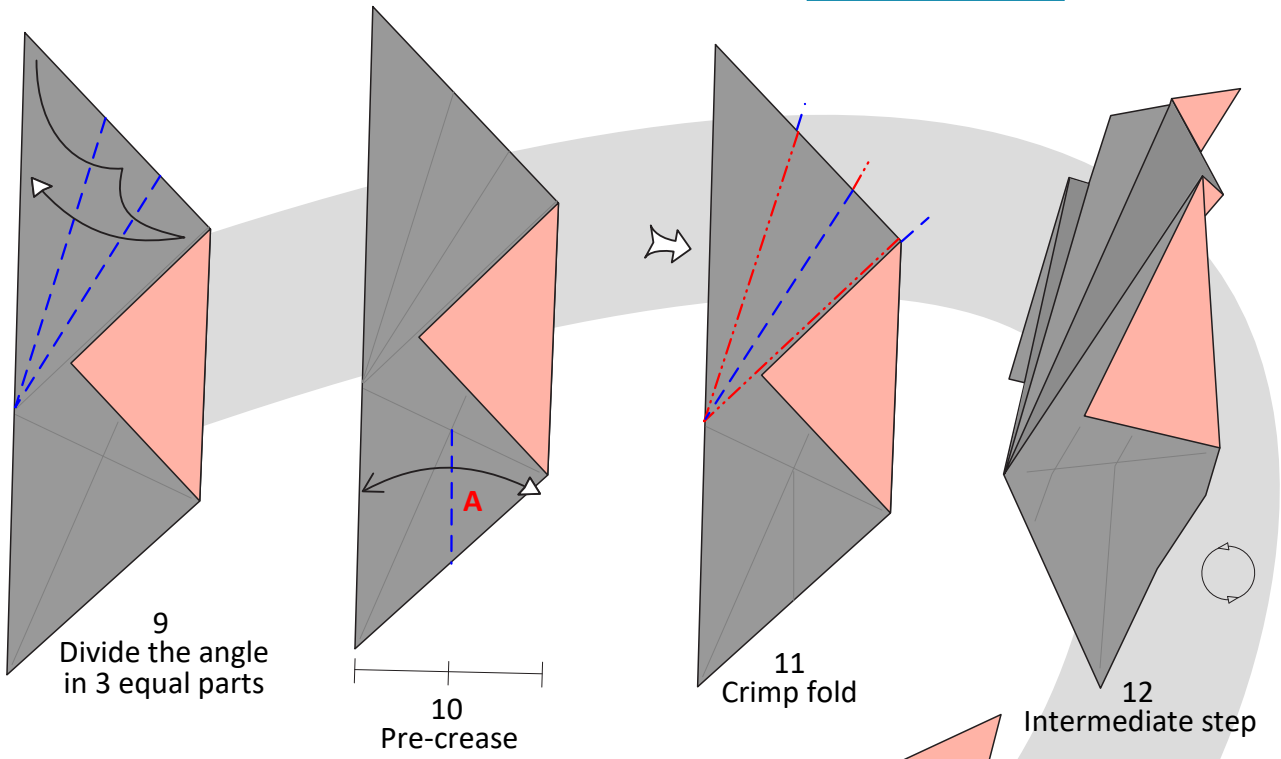
24  
Move the thumb up  
and down with pressure

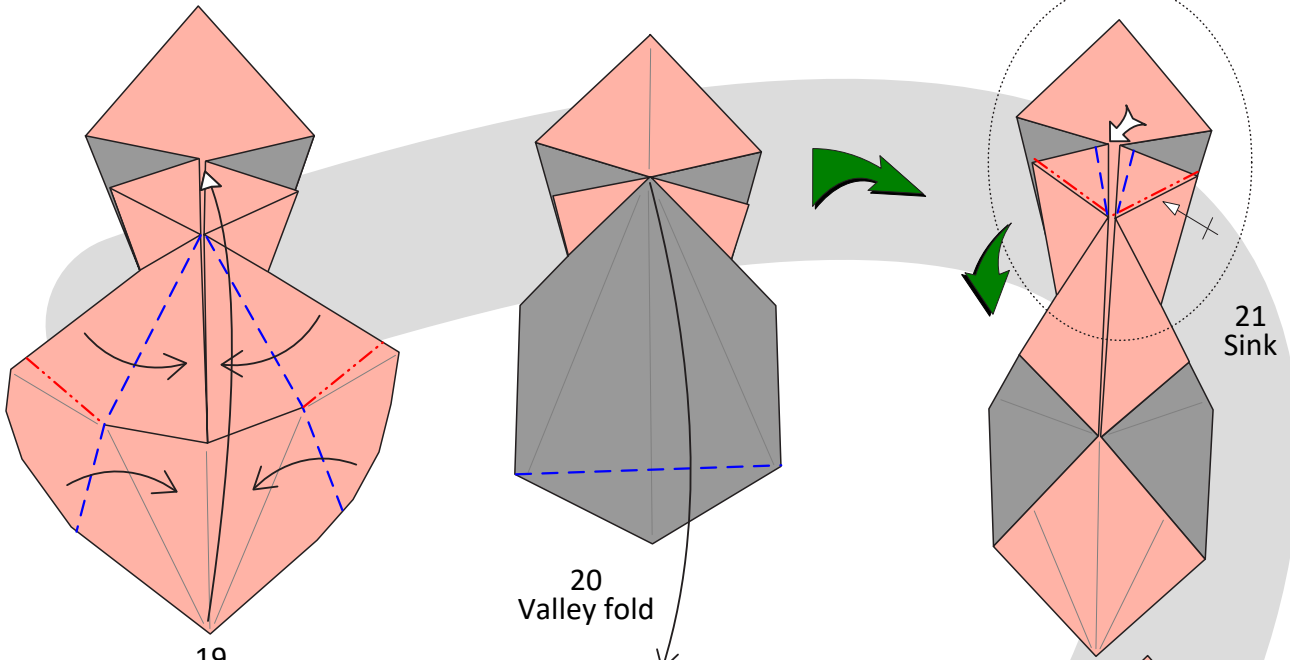


25  
The spoon bends

# There is an orizuru

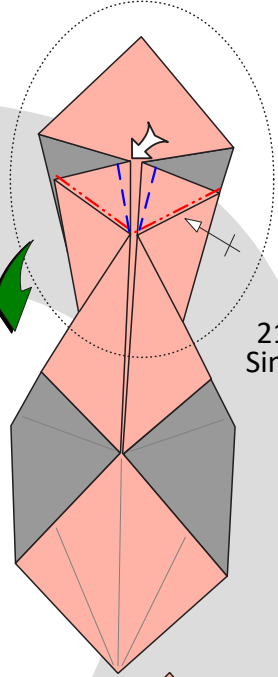
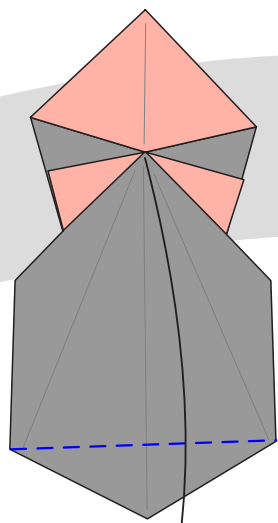




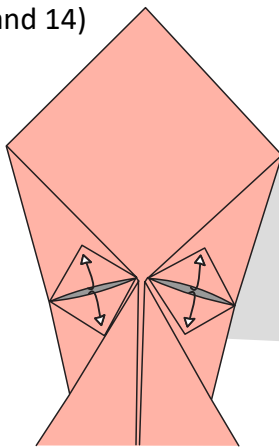


19 Collapse by marks **A** and **B** (steps 10 and 14)

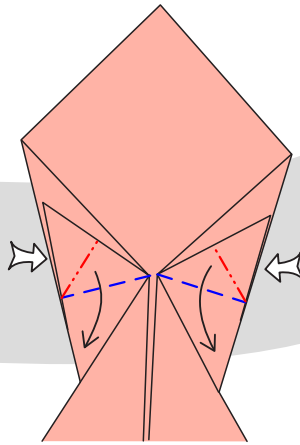
20 Valley fold



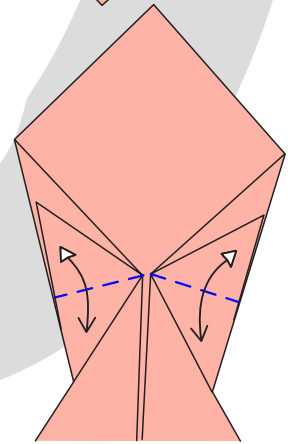
21 Sink



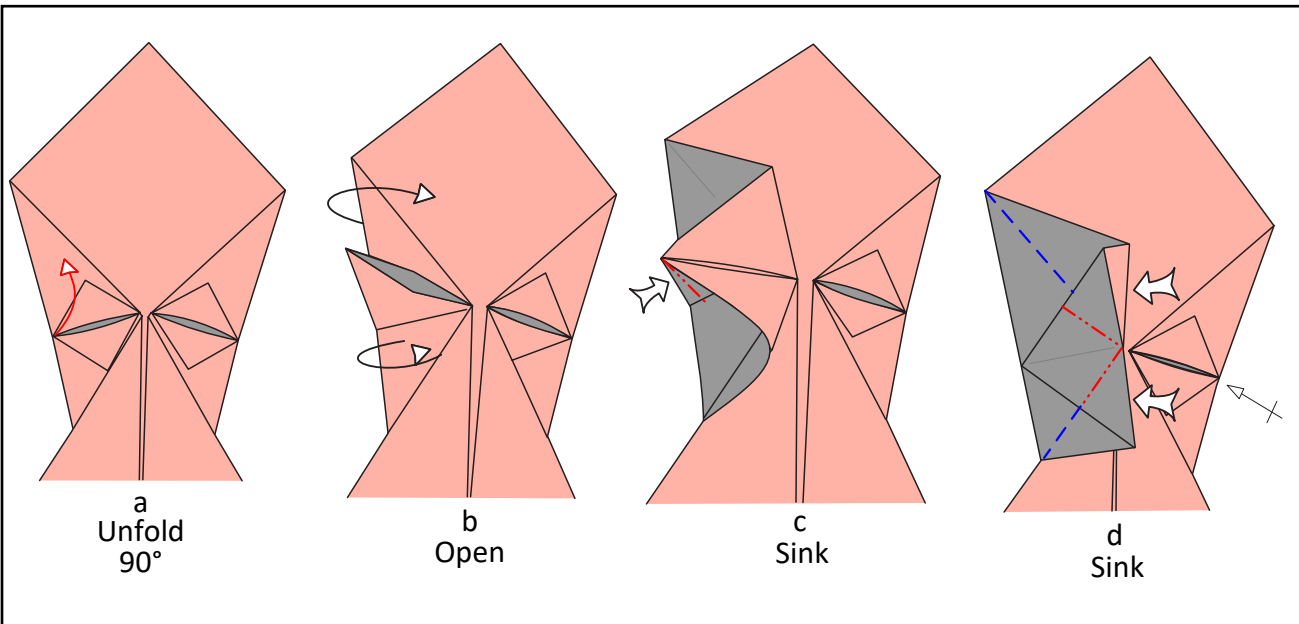
24 Change the color



23 Squash fold



22 Pre-crease

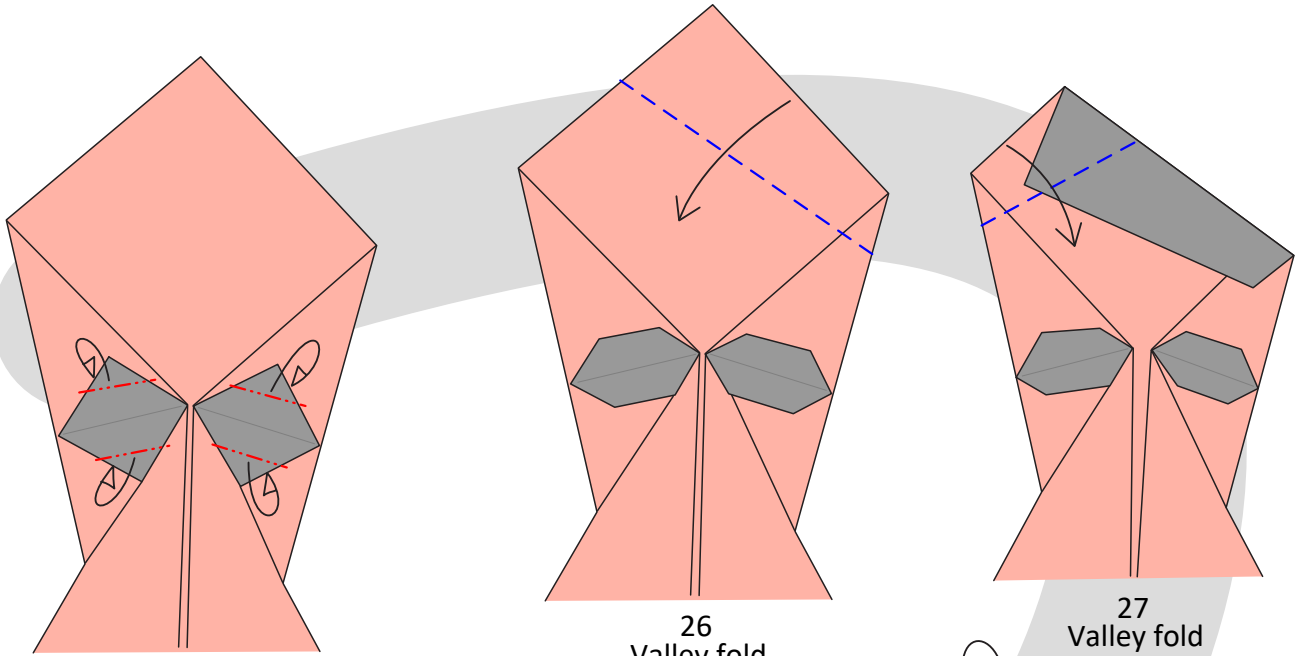


a Unfold 90°

b Open

c Sink

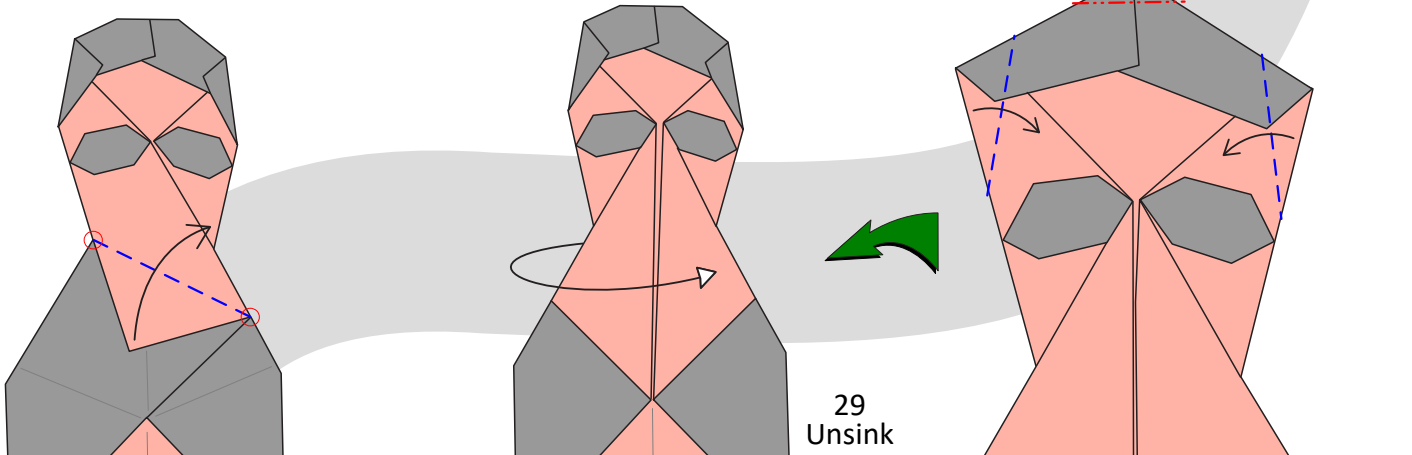
d Sink



25  
Fold behind

26  
Valley fold

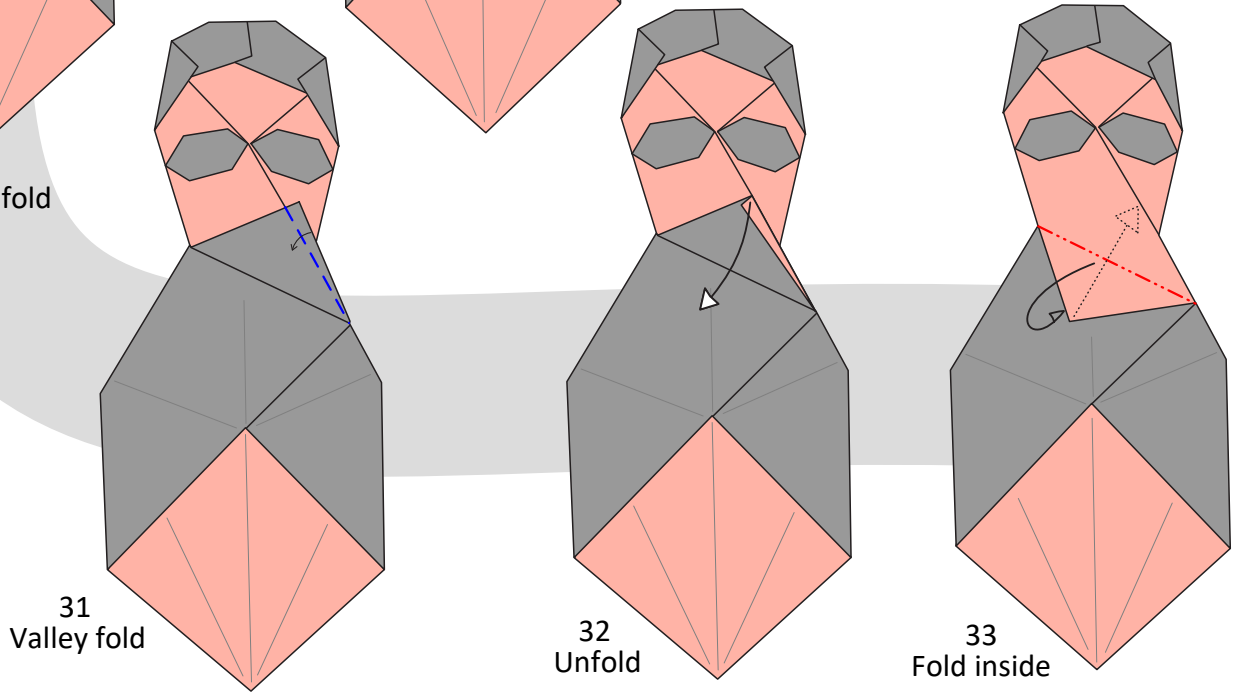
27  
Valley fold



28  
Shape the hair

29  
Unsink

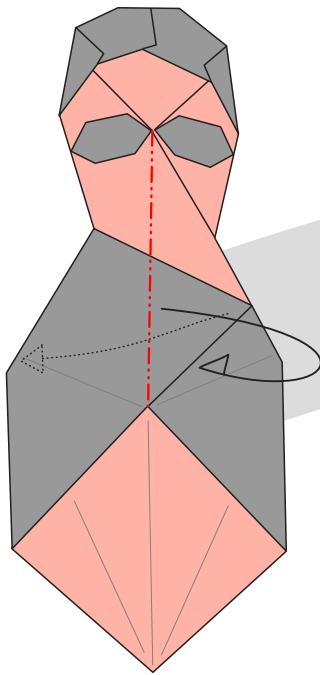
30  
Valley fold



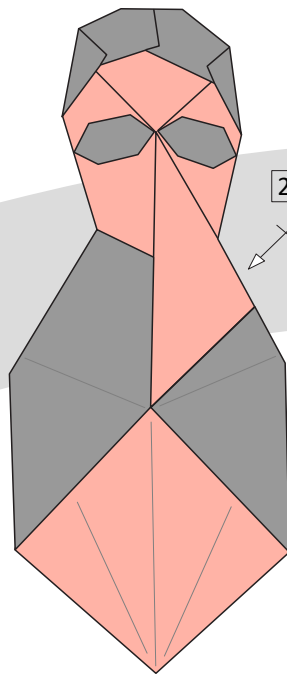
31  
Valley fold

32  
Unfold

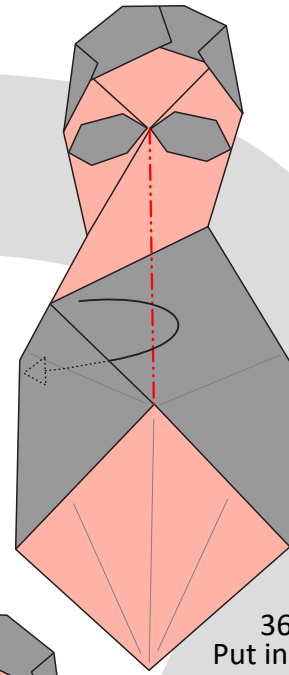
33  
Fold inside



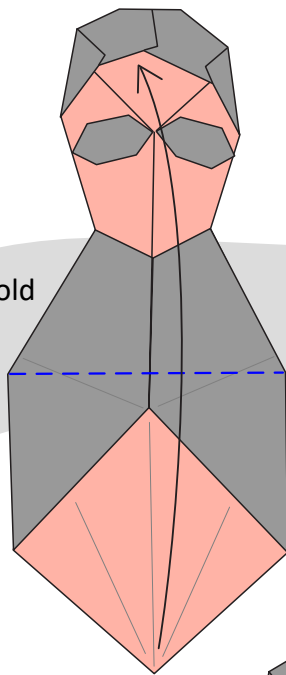
34 Fold inside



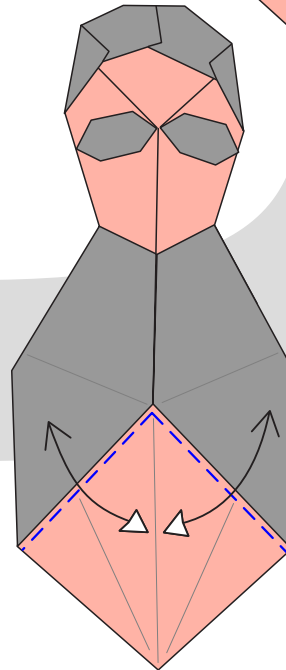
35 Repeat



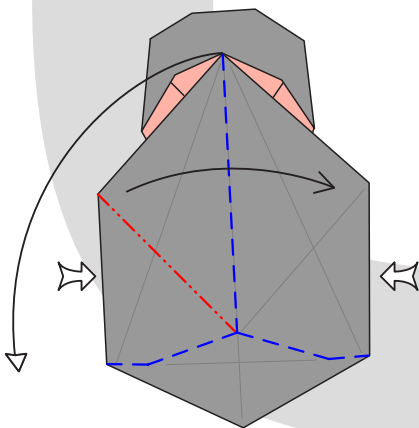
36 Put inside



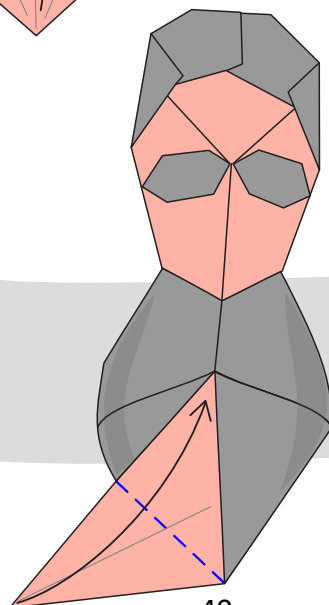
38 Valley fold



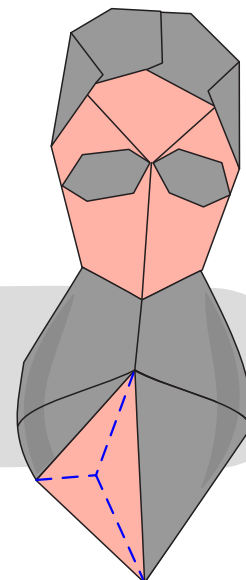
37 Pre-crease



39 Fold as shown (3D)

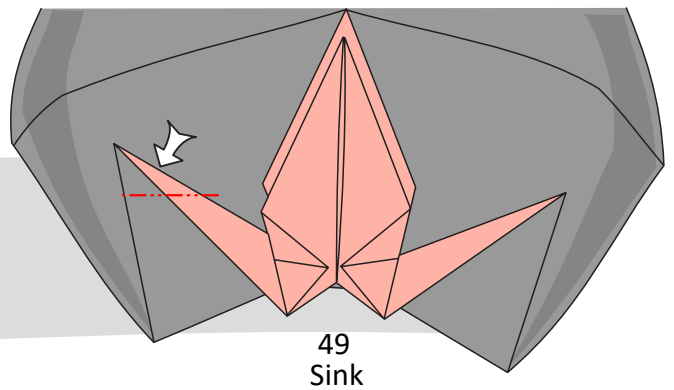
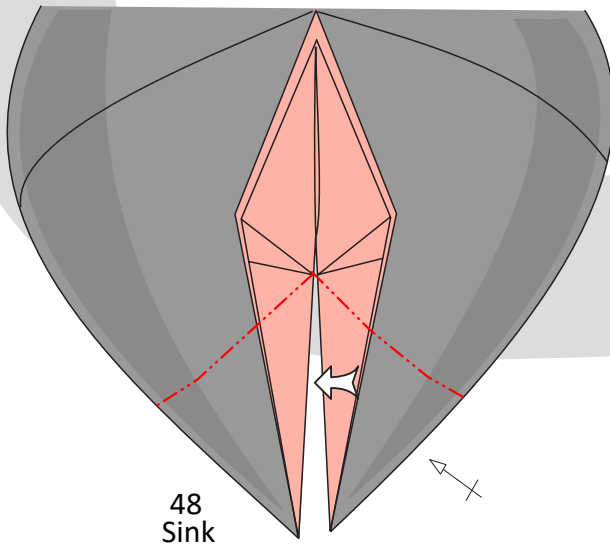
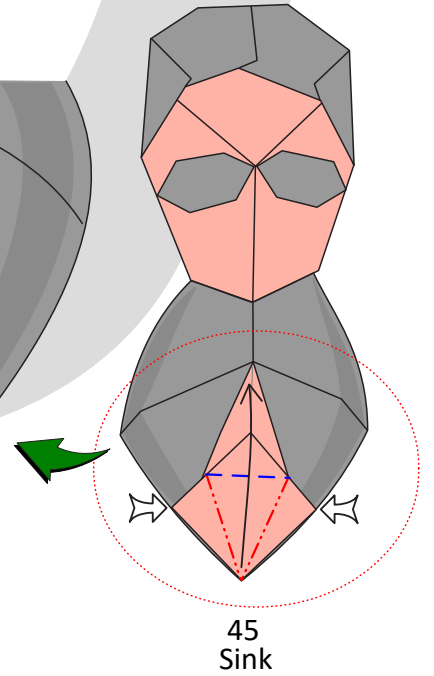
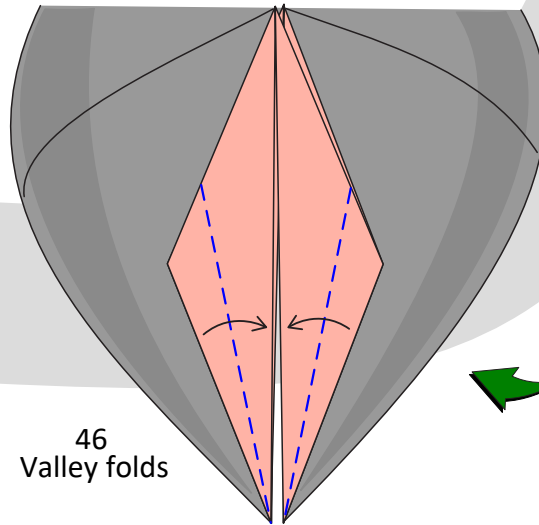
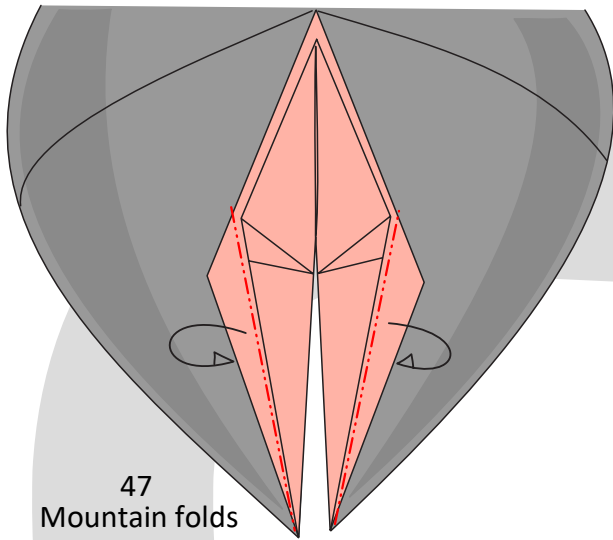
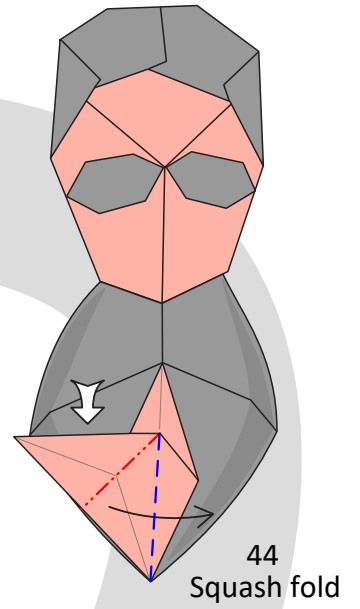
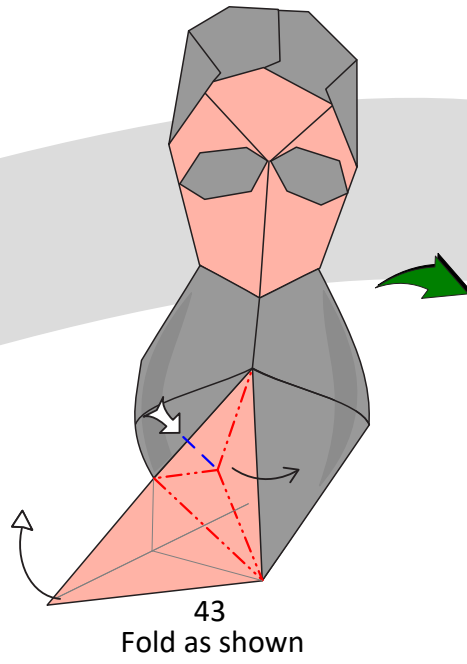
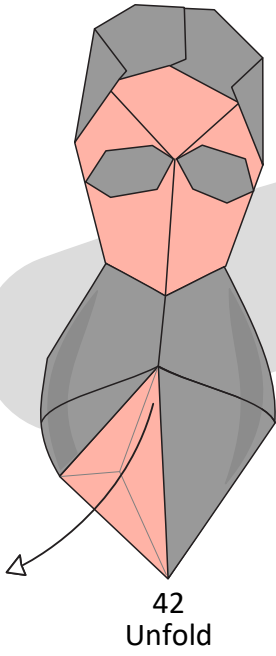


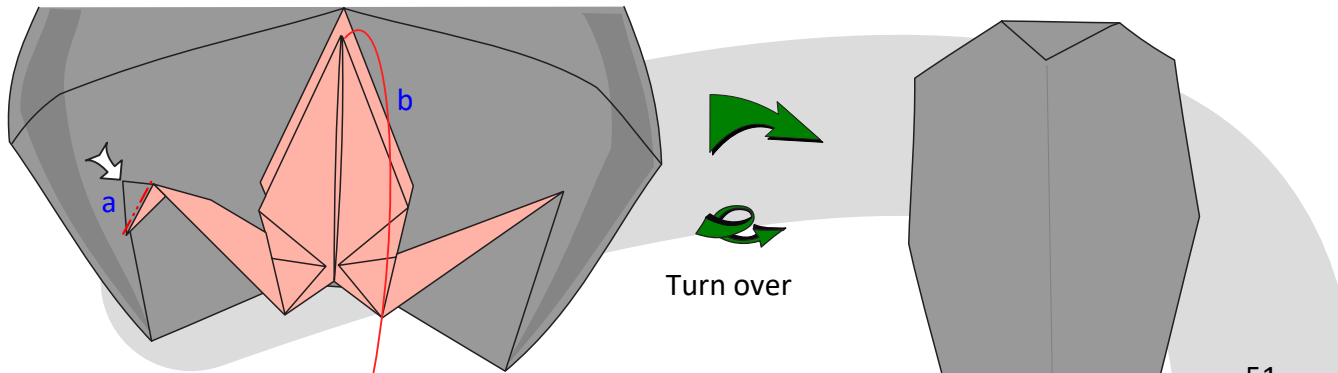
40 Valley fold



41 Pre-crease

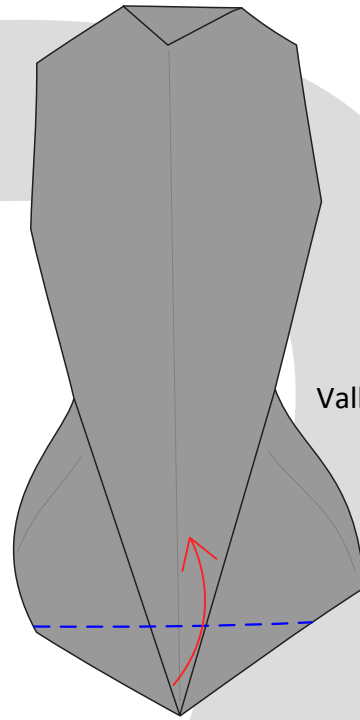




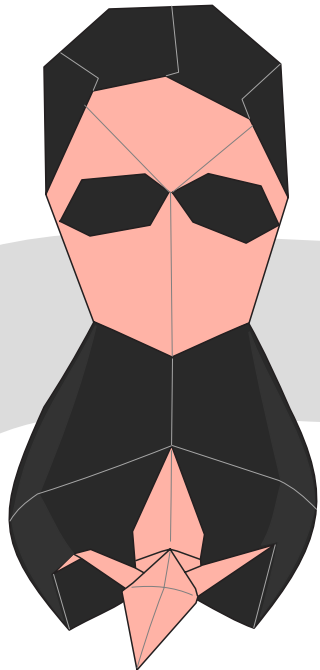


50  
a) Sink  
b) Open

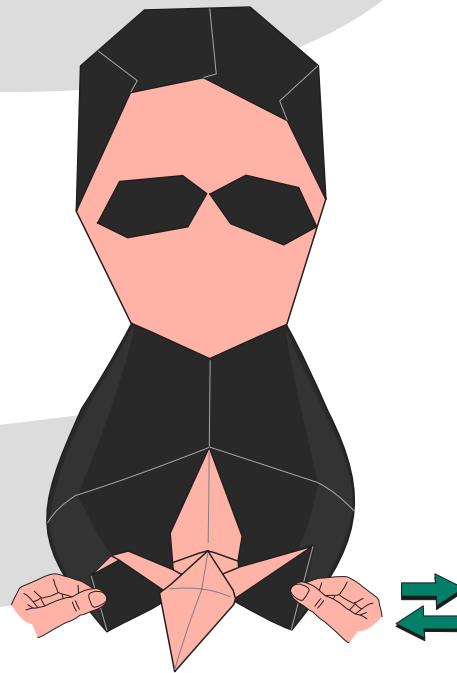
Turn over



51  
Valley fold

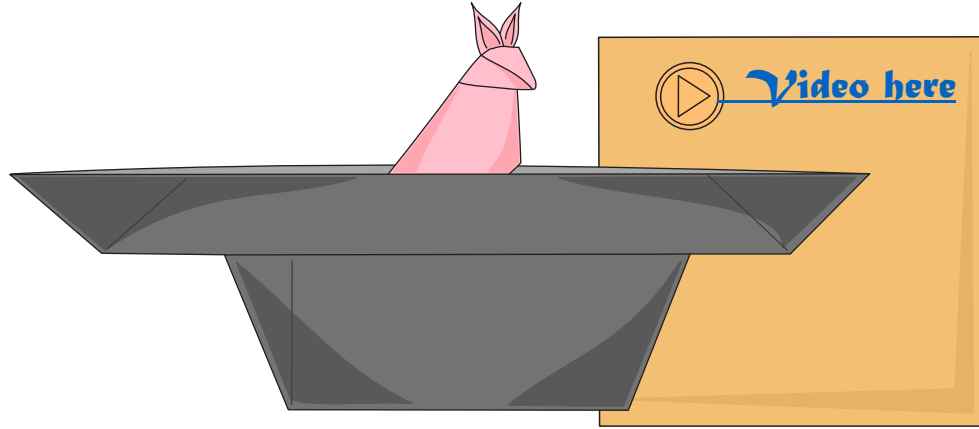


51  
Finished model



52  
The crane flaps

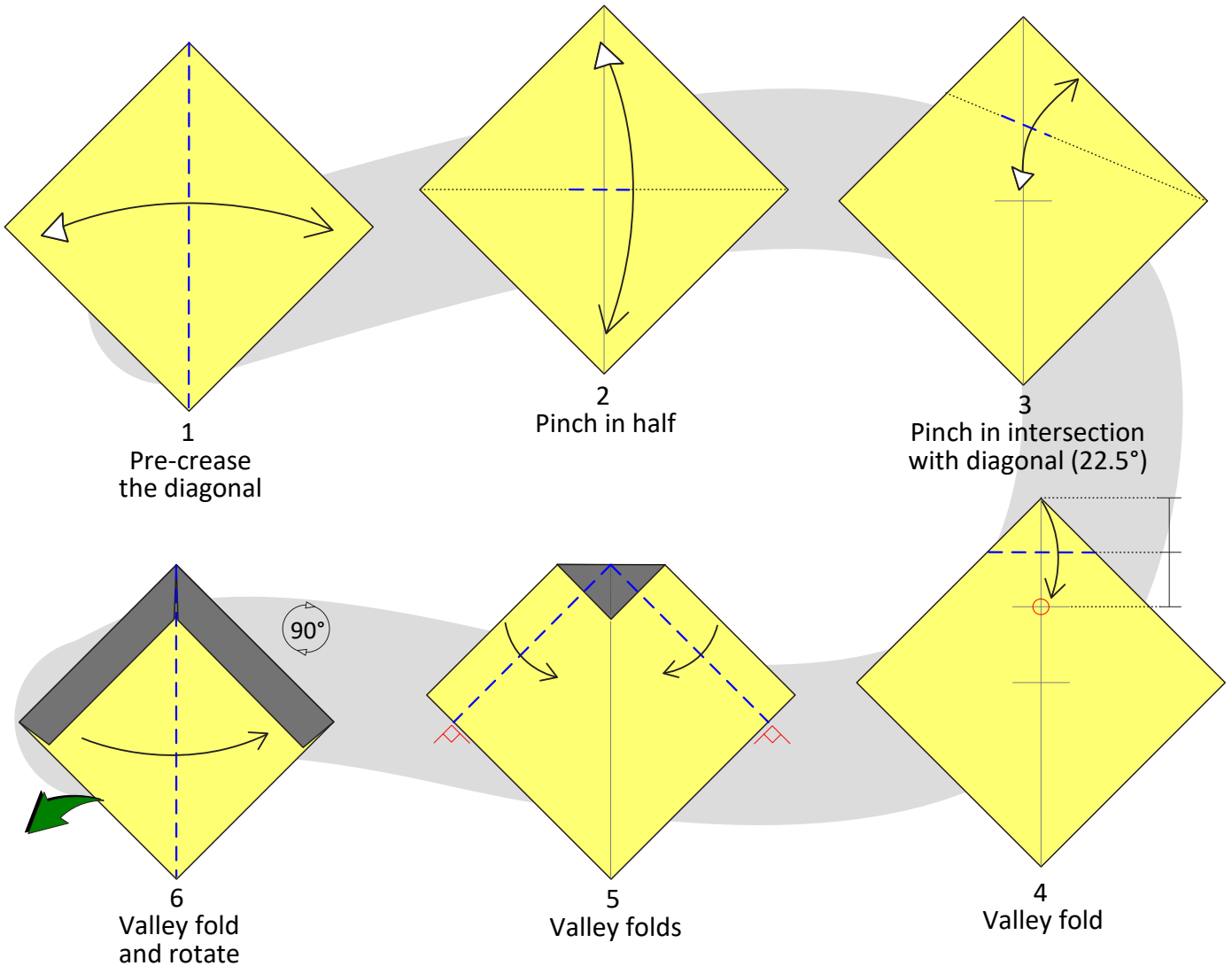
# Pull a Little rabbit out of the hat

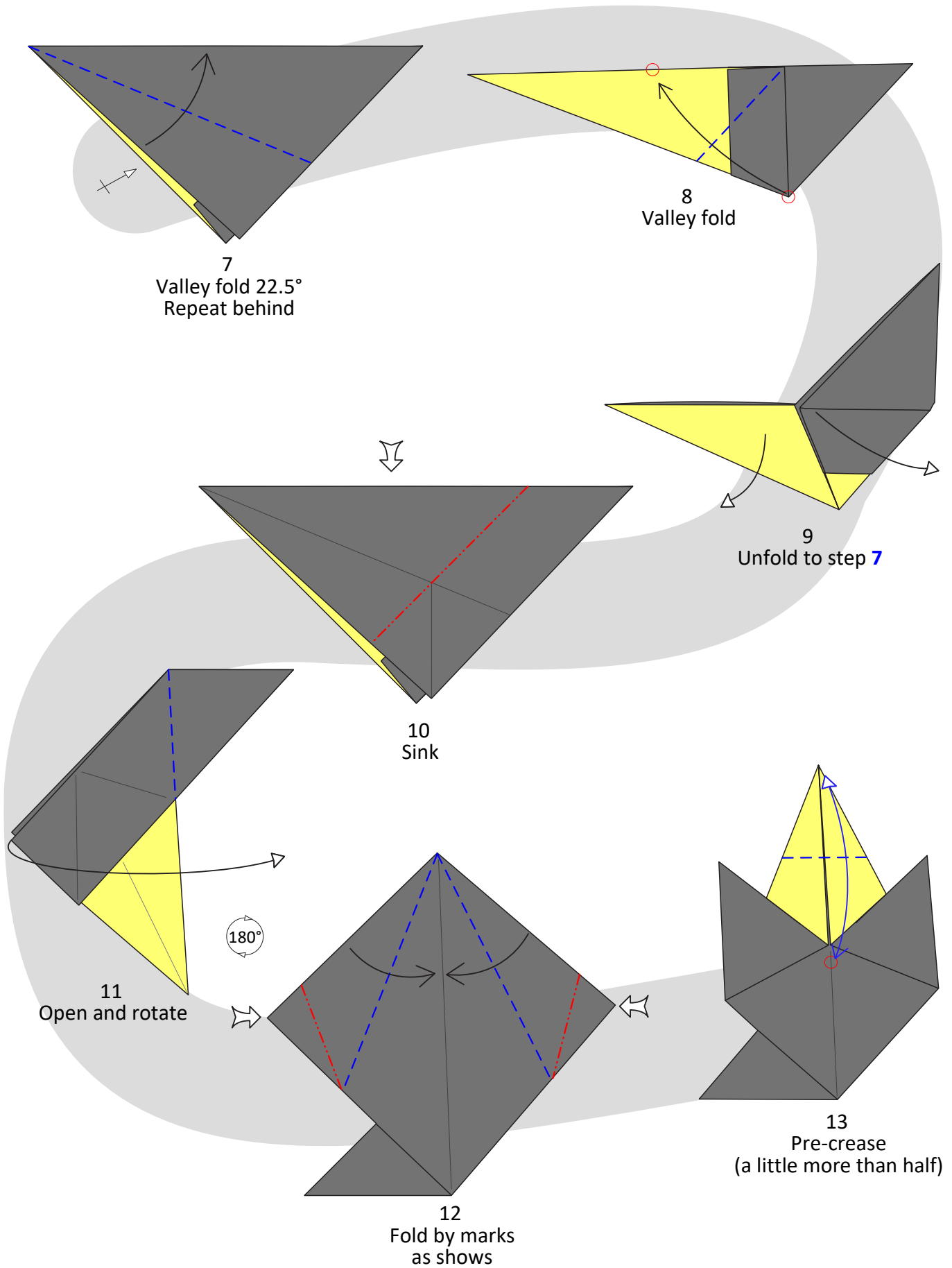


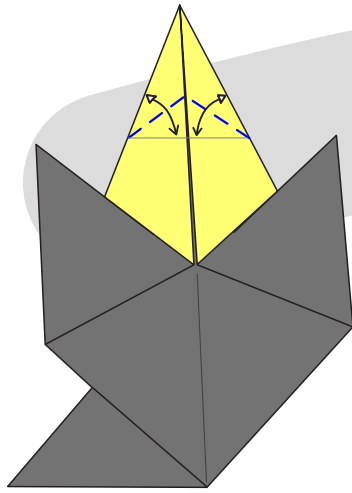
Square 25x25 cm



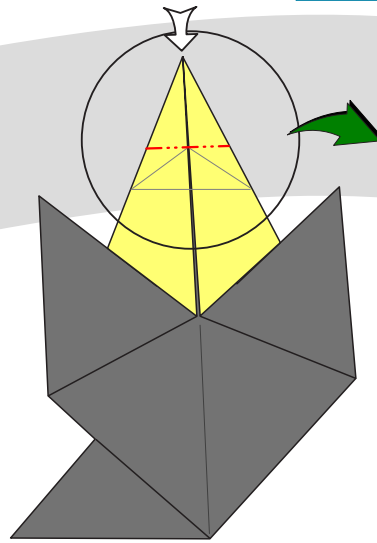
Inspired by the model: Storm - cloud by Peter Budai



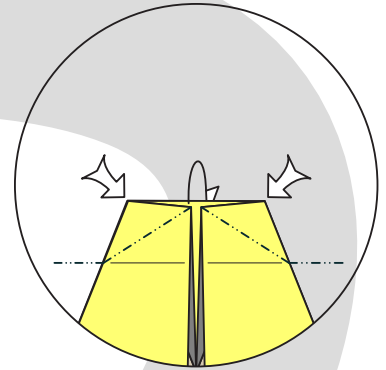




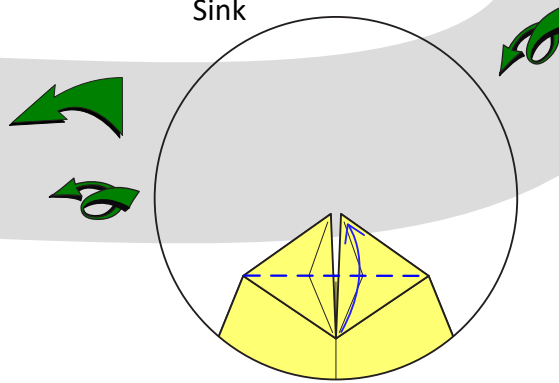
14  
Pre-crease



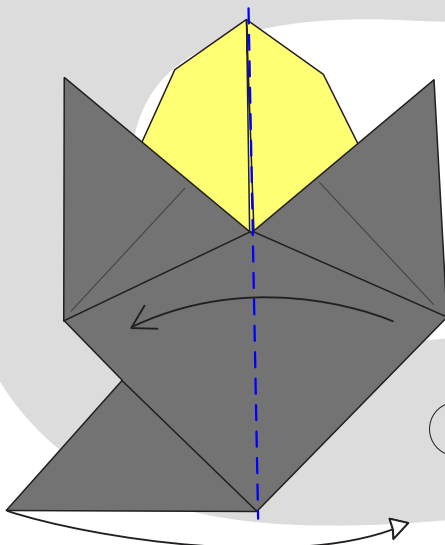
15  
Sink



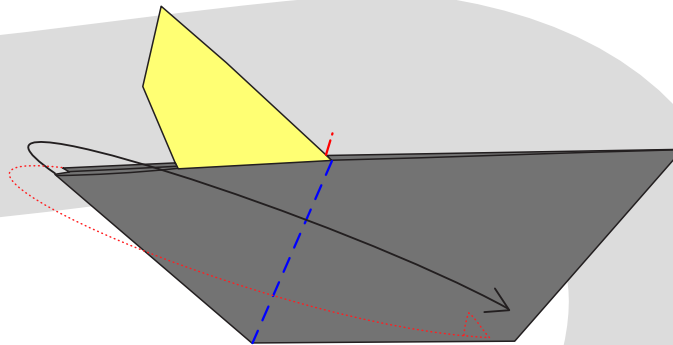
16  
Sink and  
turn over



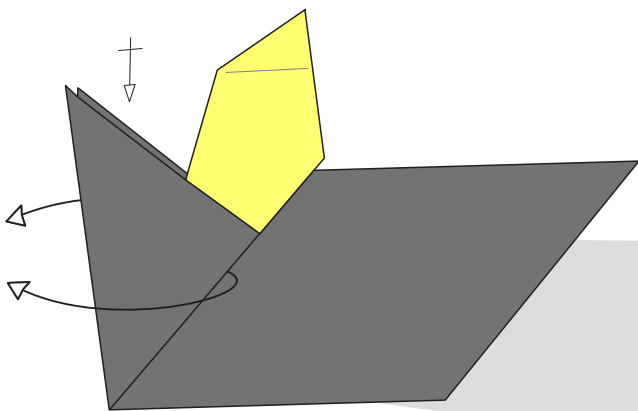
17  
Valley fold  
and turn over



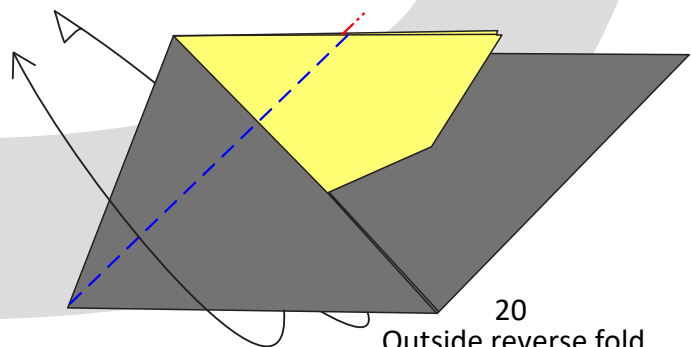
18  
Fold and rotate



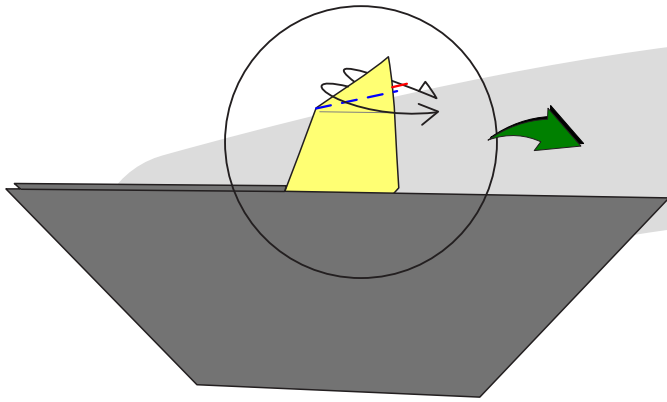
19  
Outside reverse fold



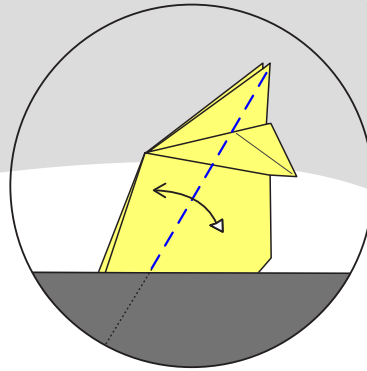
21  
Release the layers.  
Repeat behind



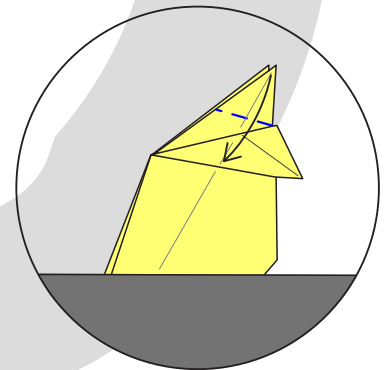
20  
Outside reverse fold  
as show  
(see step 21)



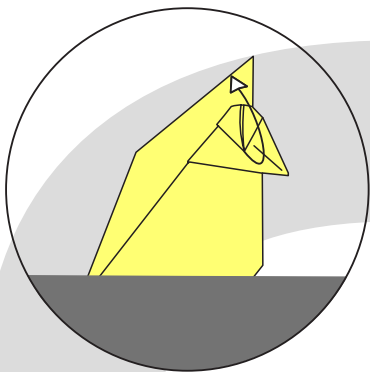
22  
Outside reverse fold



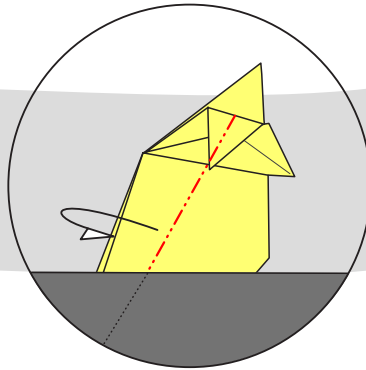
23  
Pre-crease



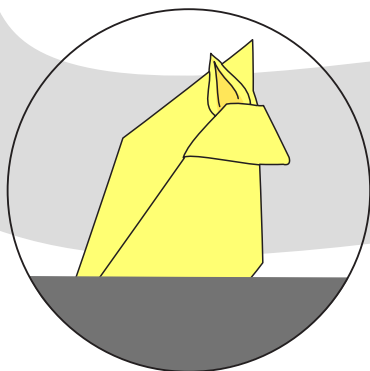
24  
Valley fold



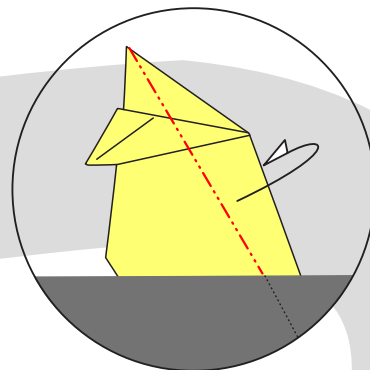
26  
Shape the ear



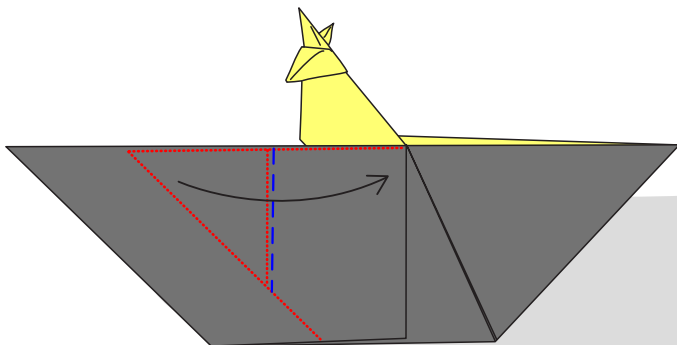
25  
Fold inside



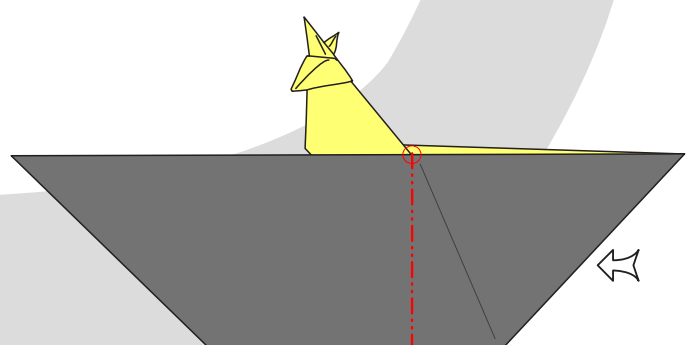
27  
Turn over



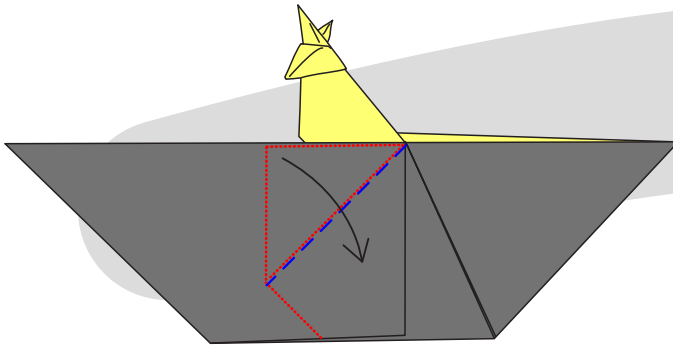
28  
Fold inside



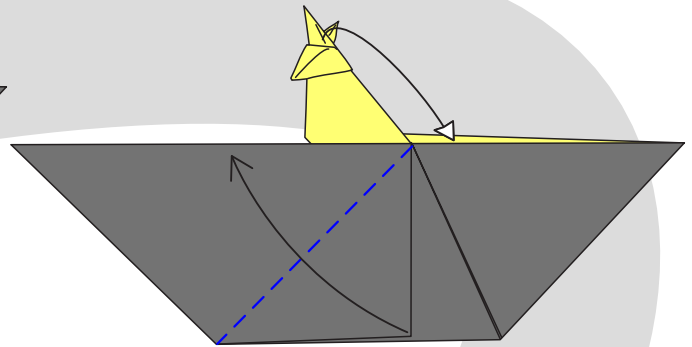
30  
X-Ray  
(Valley fold internally)



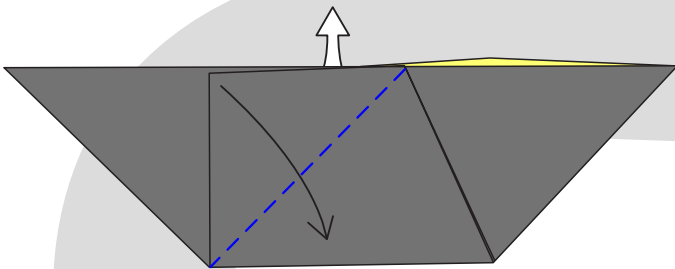
29  
Pre-crease and  
closed sink



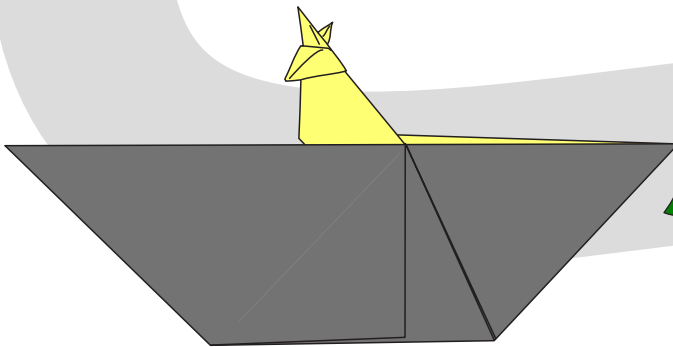
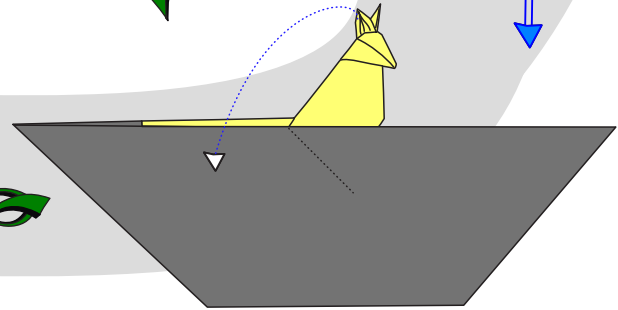
31 Valley fold internally X-Ray



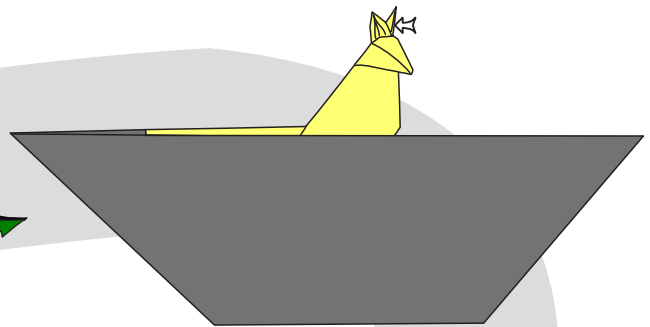
32 Fold simultaneously and turn over



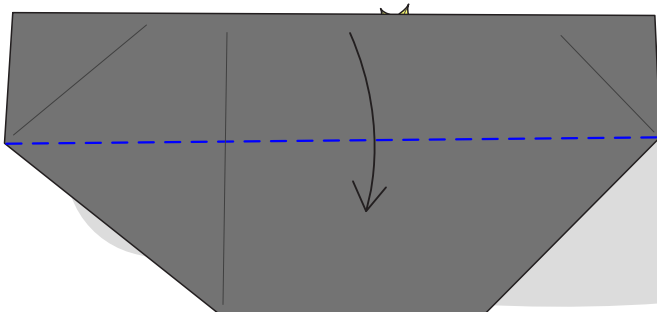
33 Valley fold



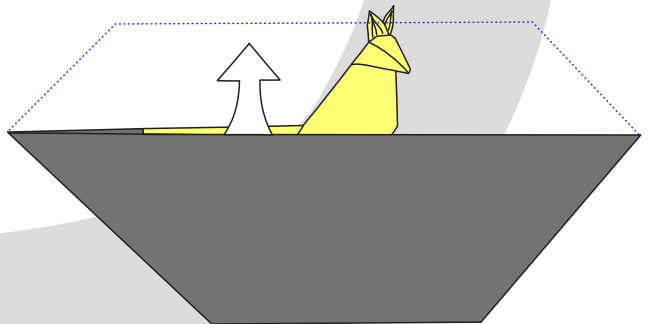
34 The rabbit appears. Turn over



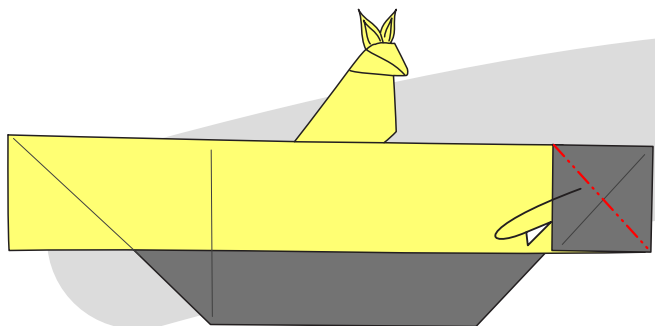
35 Shape the other ear



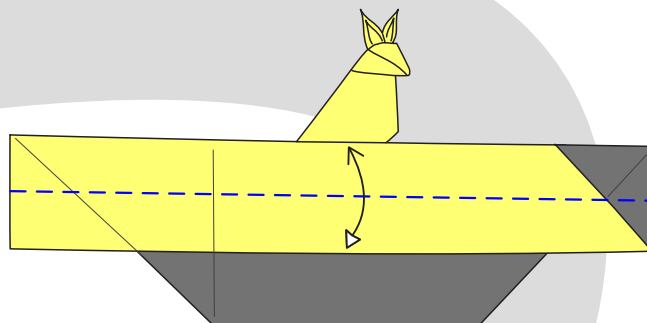
37 Valley fold



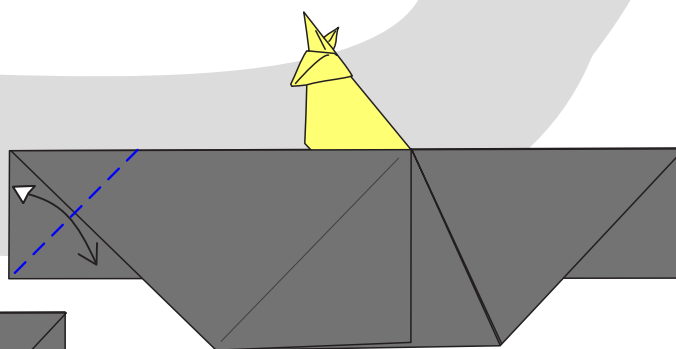
36 Unsink



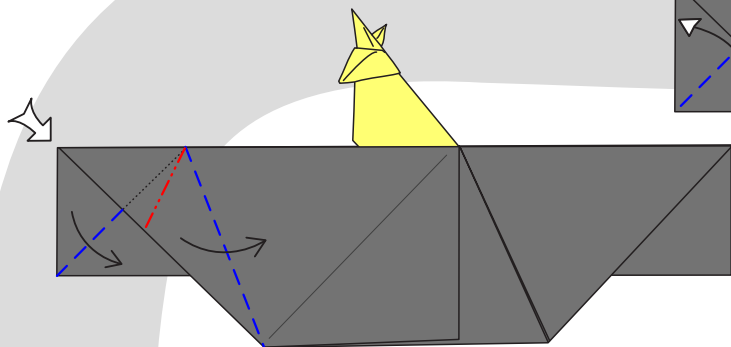
38 Mountain fold



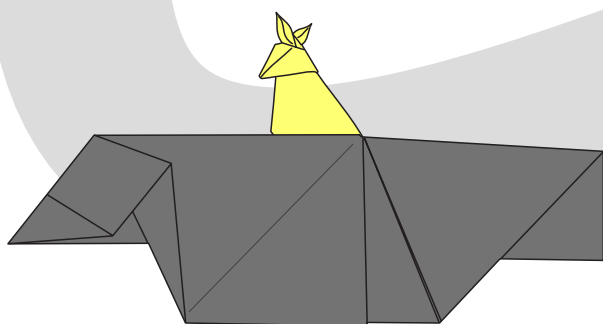
39 Pre-crease and turn over



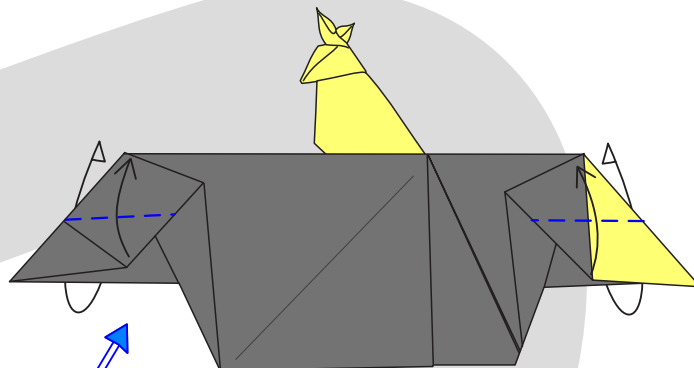
40 Pre-crease 45°



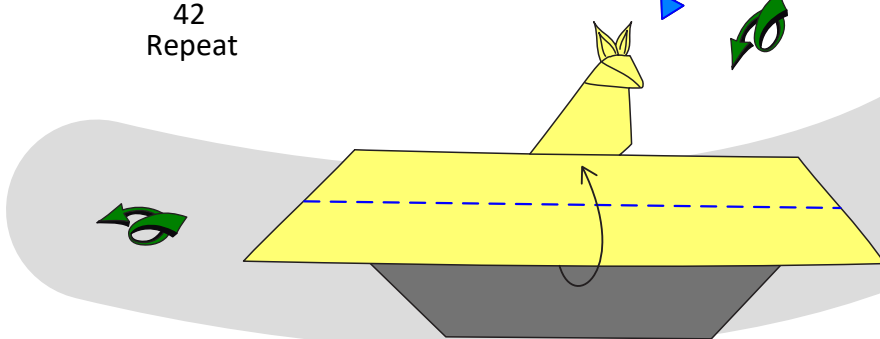
41 Fold as show



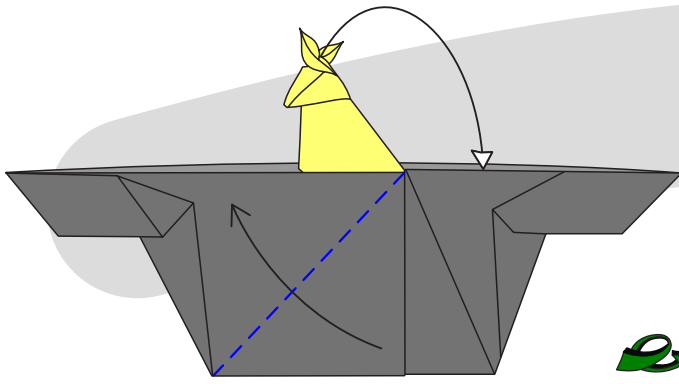
42 Repeat



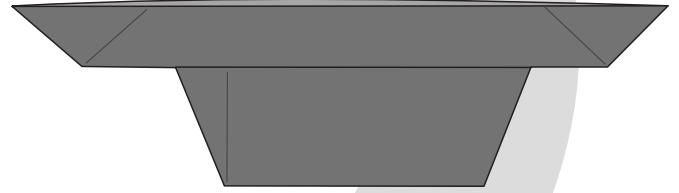
43 Outside reverse fold simultaneously and turn over



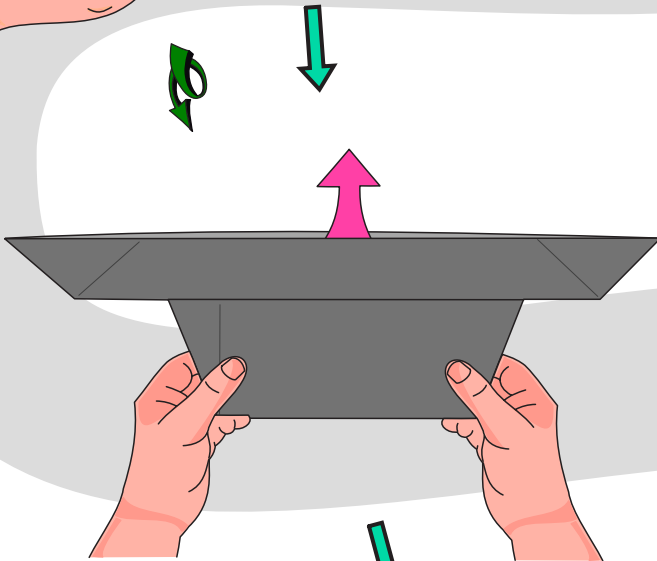
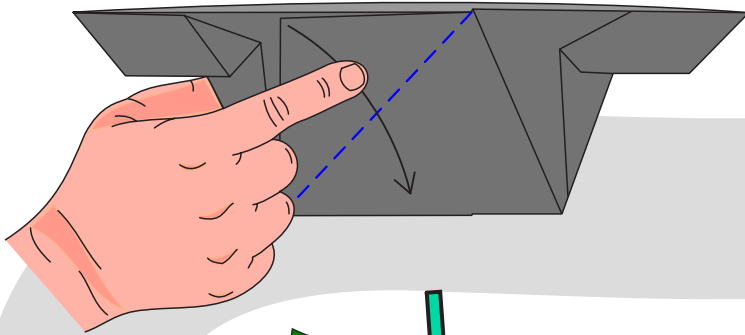




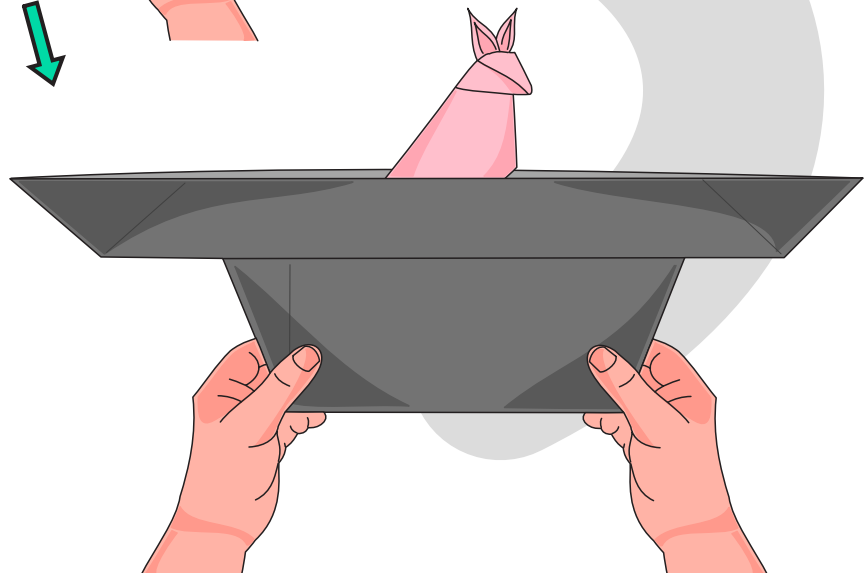
44  
Put inside



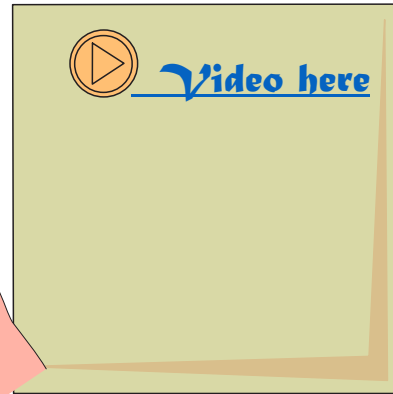
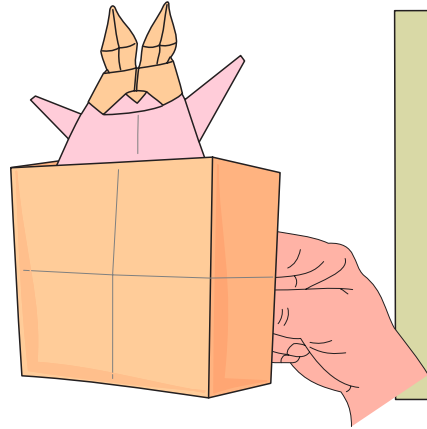
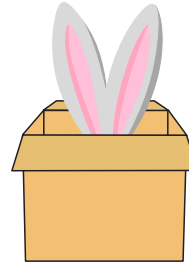
45  
Finished model



46  
It's magical:  
The rabbit has appeared



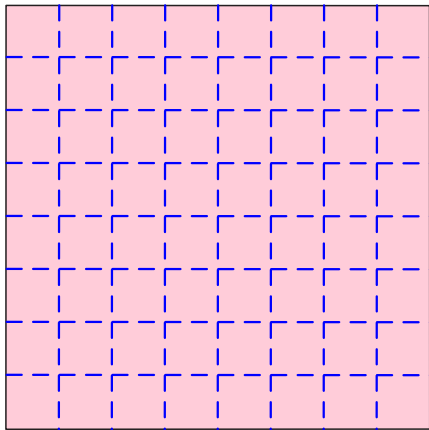
# a Bunny in a Box



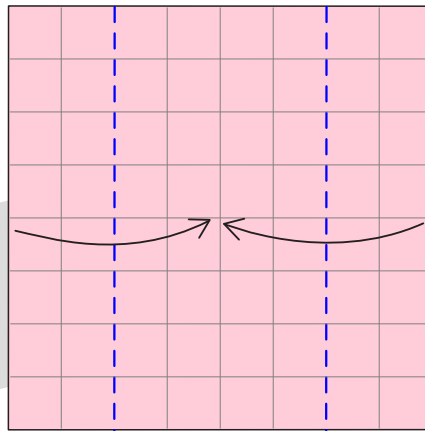
Square 25x25 cm

Inspired by "Switch button" by Isamu Sasagawa

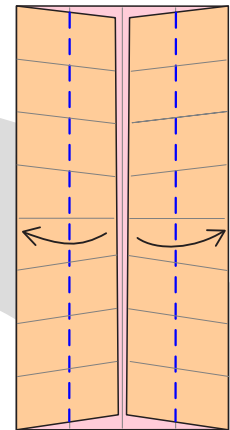
 **Bunny**  
OX



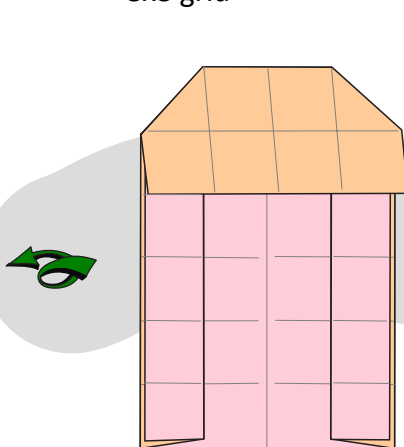
1  
Start with a  
8x8 grid



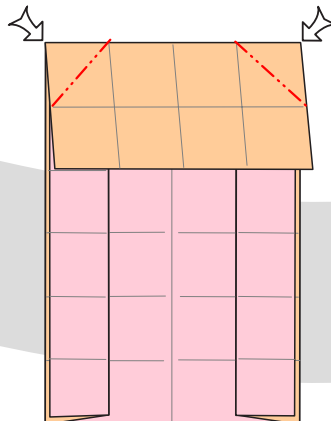
2  
Valley folds  
 $\frac{1}{4}$



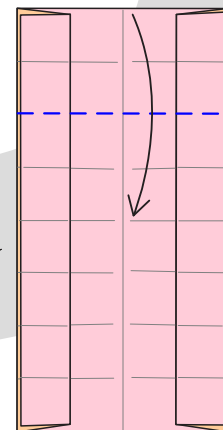
3  
Valley folds  
 $\frac{1}{8}$



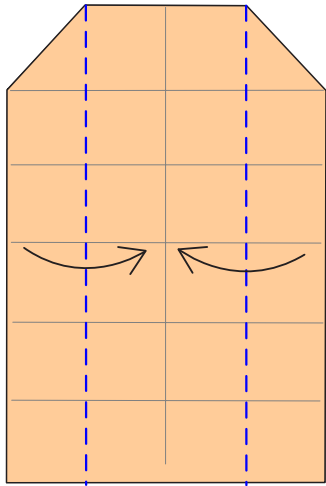
6  
Turn over



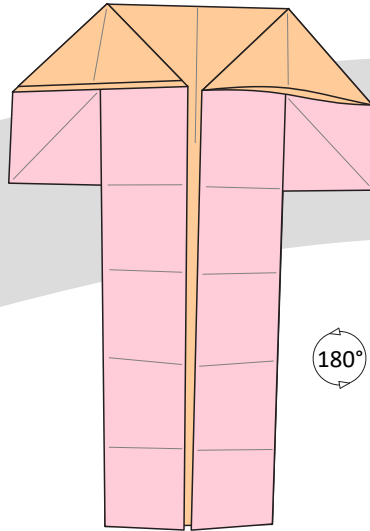
5  
Sink



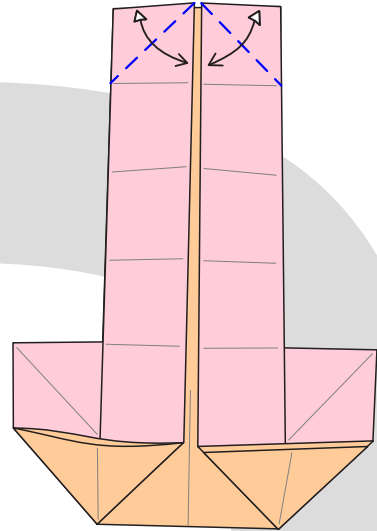
4  
Valley fold  
 $\frac{1}{4}$



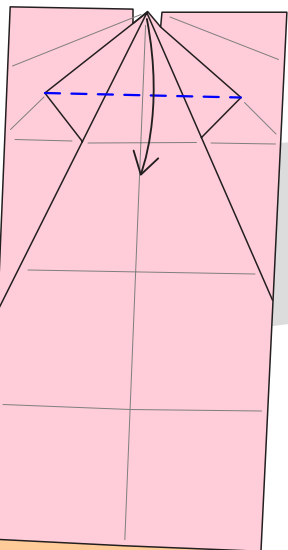
7 Valley folds



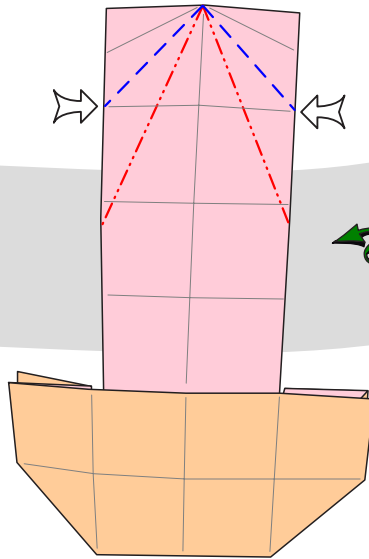
8 Rotate



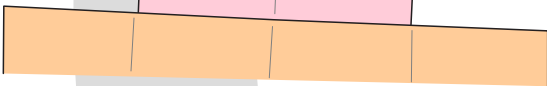
9 Precrease 45° (all layers)



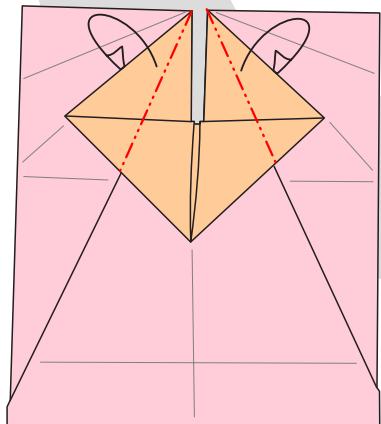
10 Precrease 22.5° (all layers) and turn over



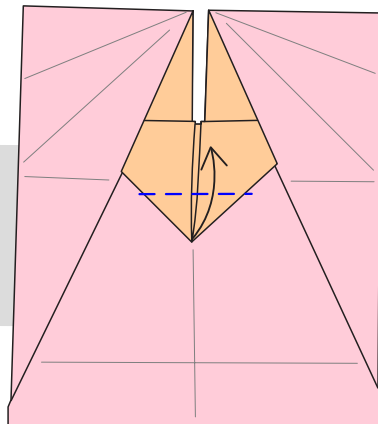
11 Open sinks in this layers



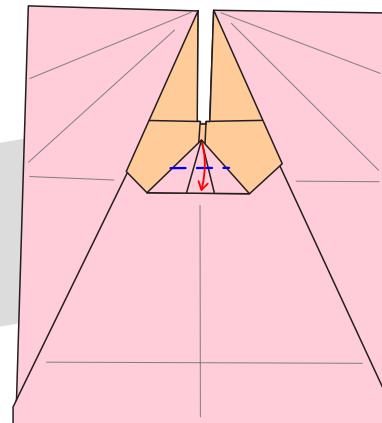
12 Valley fold



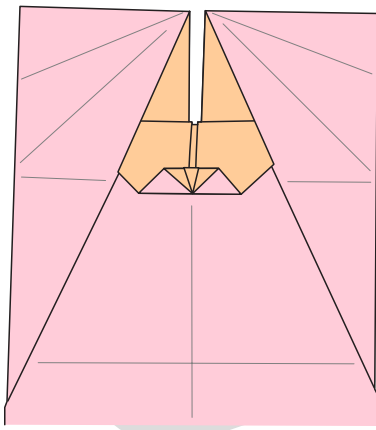
13 Fold inside



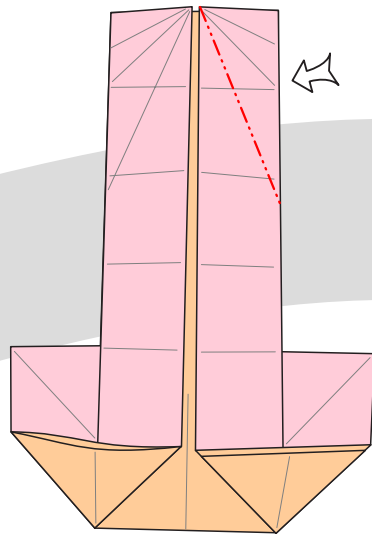
14 Valley fold



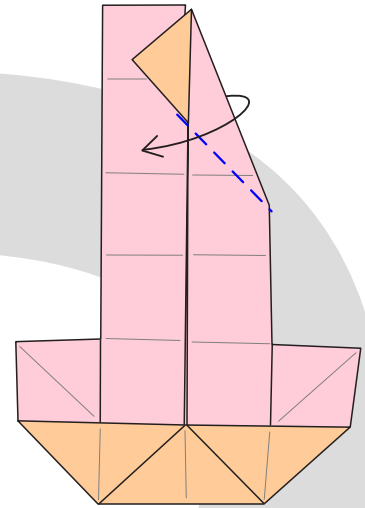
15 Valley fold



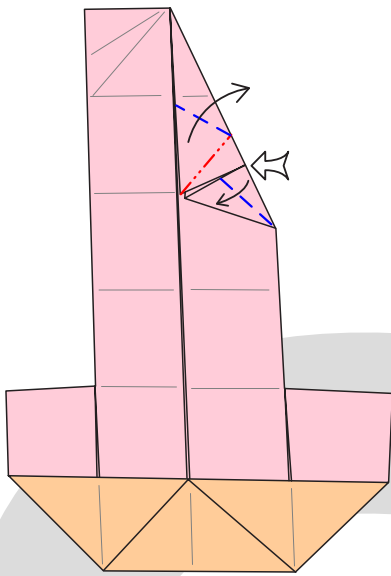
16  
Turn over



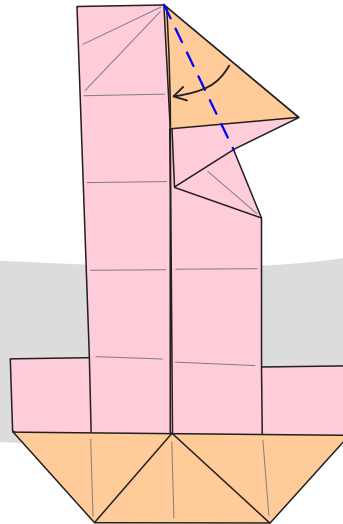
17  
Sink



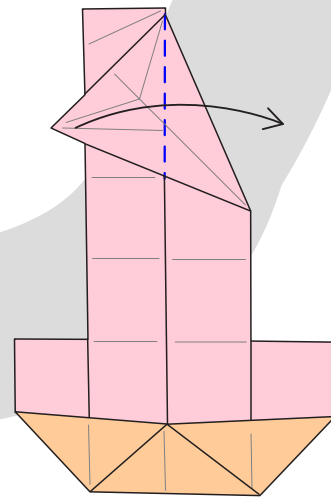
18  
Valley fold



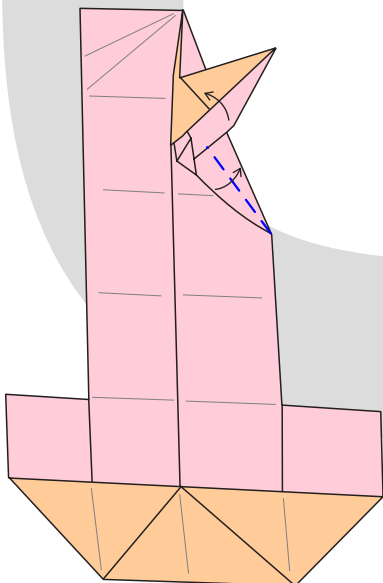
21  
Valley fold  
(3D step)



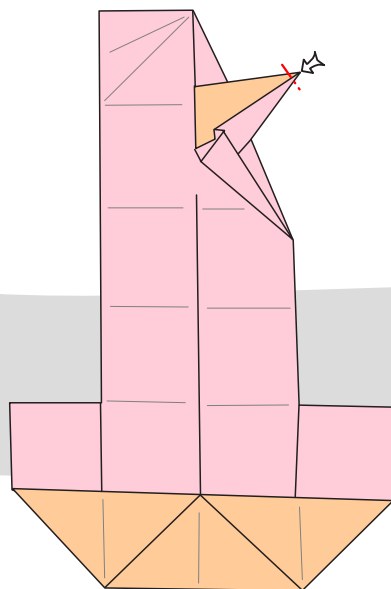
20  
Valley fold



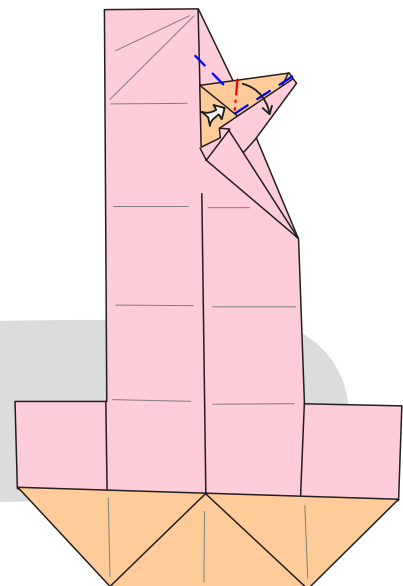
19  
Valley fold



22  
Collapse

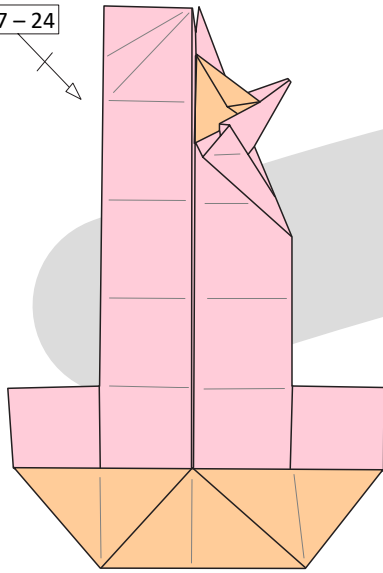


23  
Sink

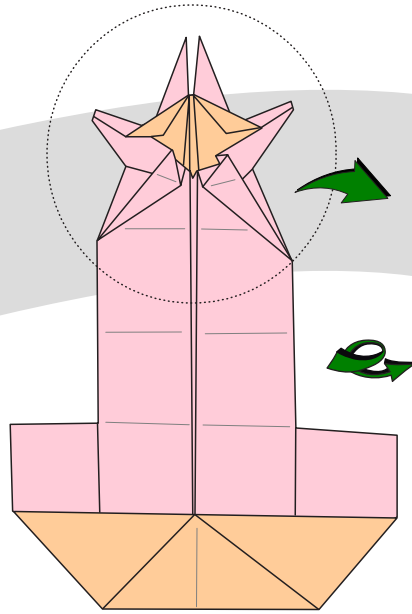


24  
Thin the tip

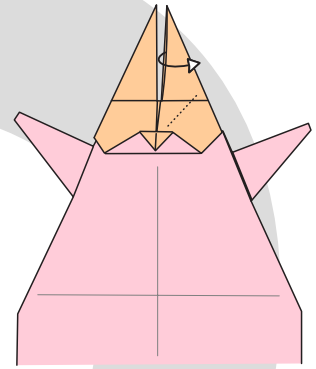
17-24



25 Repeat

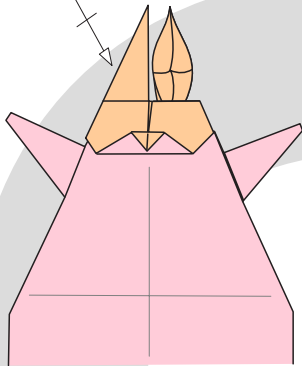


26 Turn over

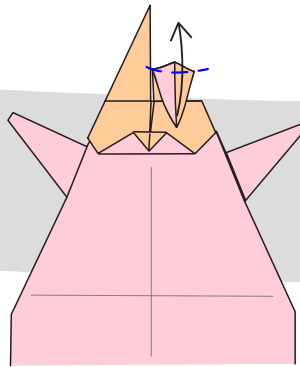


27 Open (3D step)

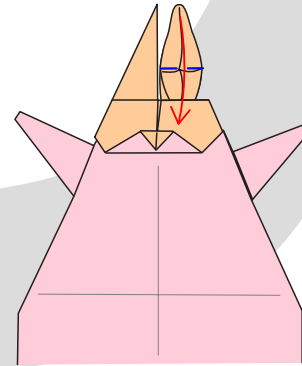
27-29



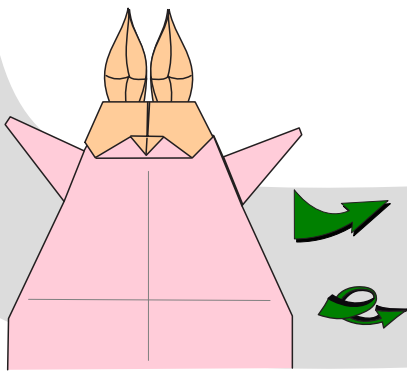
30 Repeat



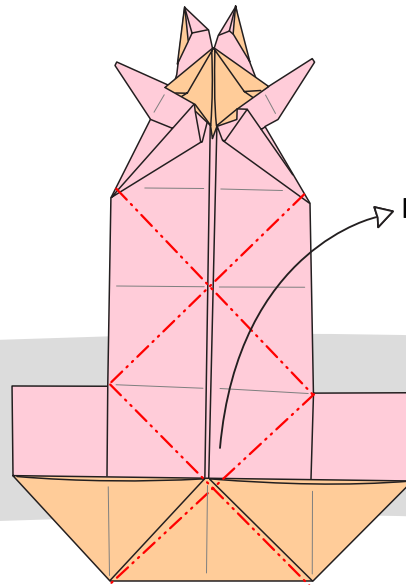
29 Valley fold



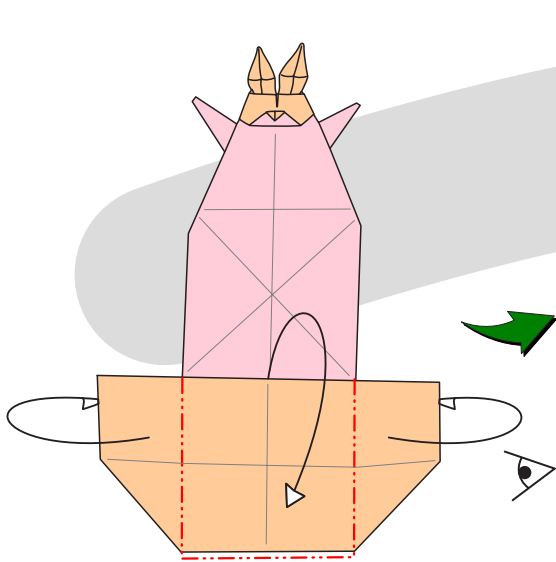
28 Valley fold



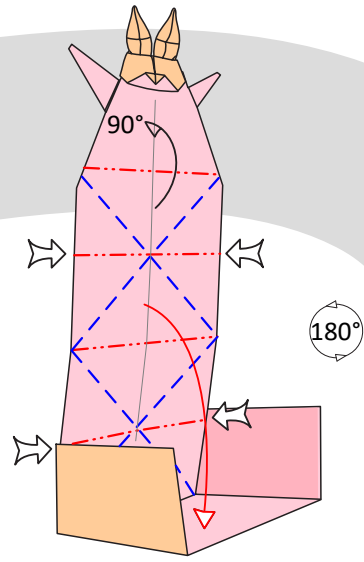
31 Turn over



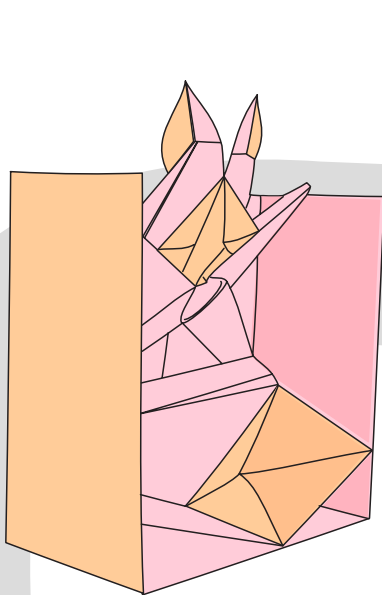
32 Pre-crease in mountain and turn over



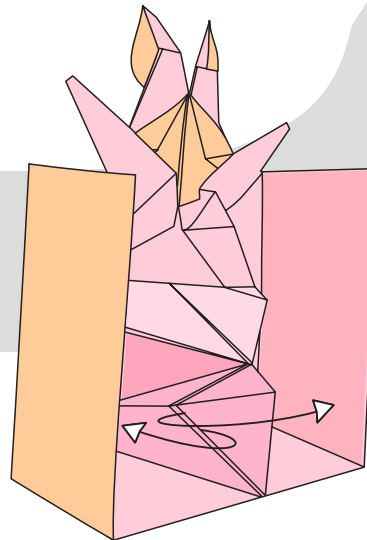
33  
Shape the box  
(3D)



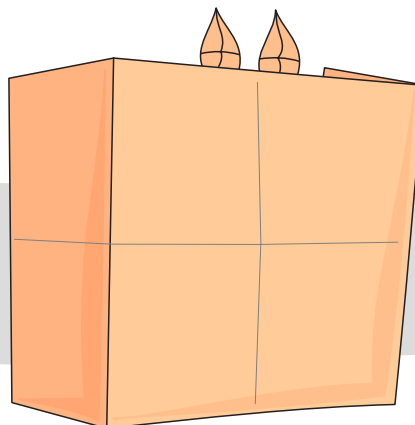
34  
Fold by marks  
and rotate



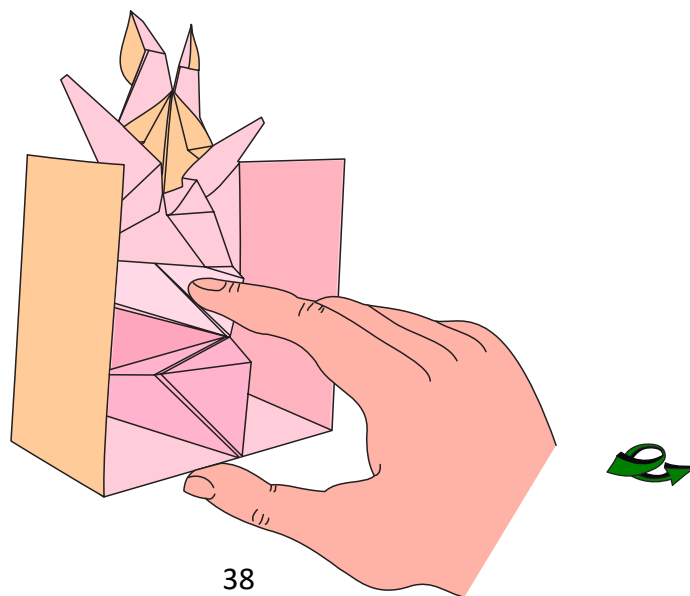
36  
Turn over



35  
OPTIONAL:  
Take out the  
inner layers

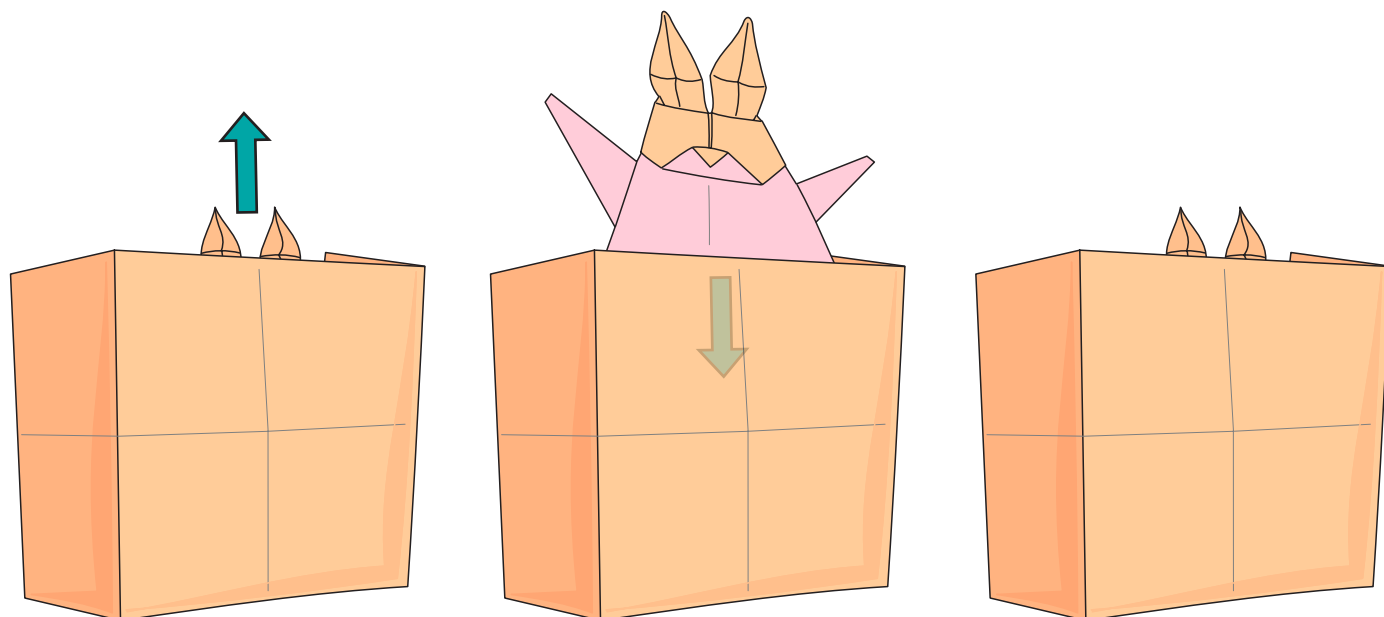


37  
Finished model



38

Hold as shown and move  
index finger up and down

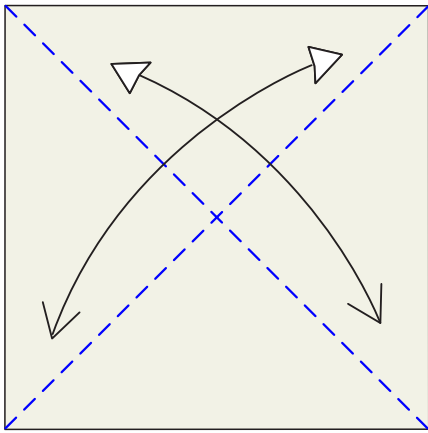
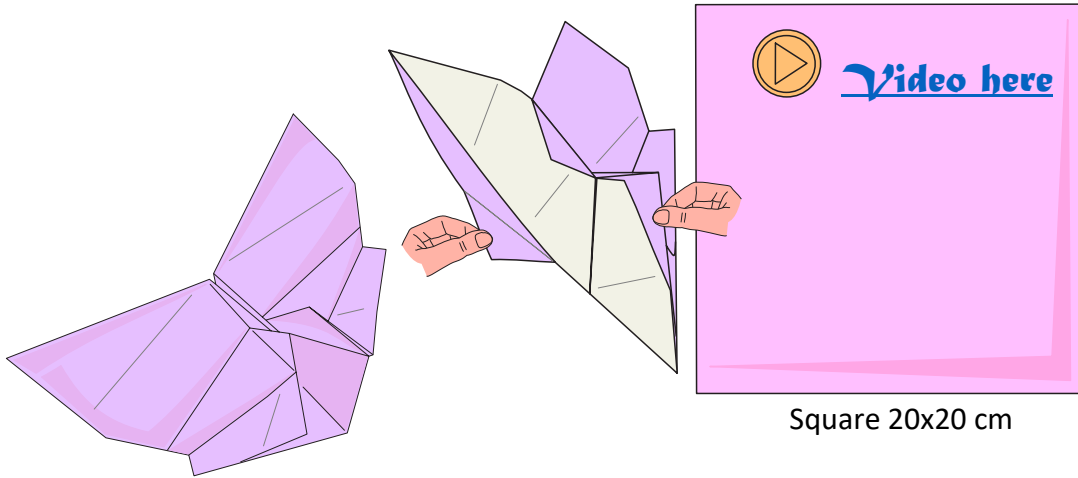


39

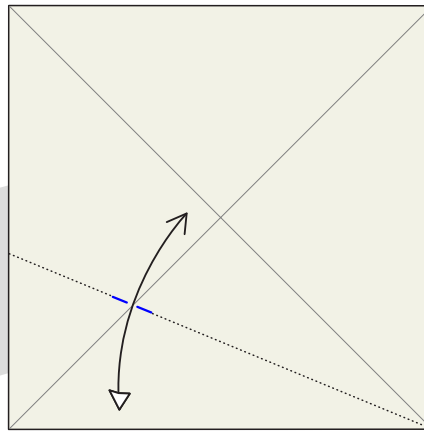
The bunny appears  
and disappears



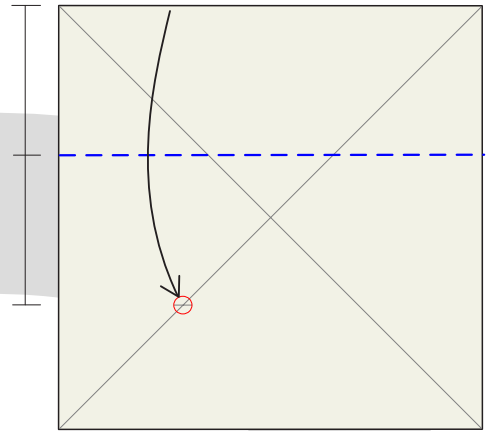
# Butterfly is a flapping flower



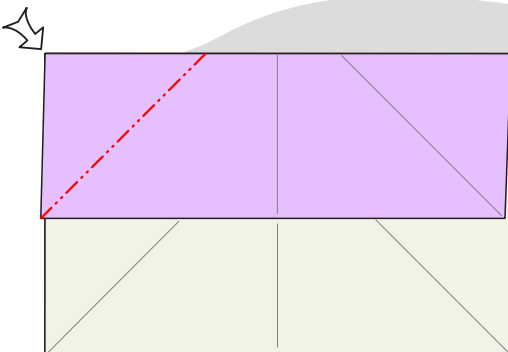
1  
Pre-crease  
the diagonals



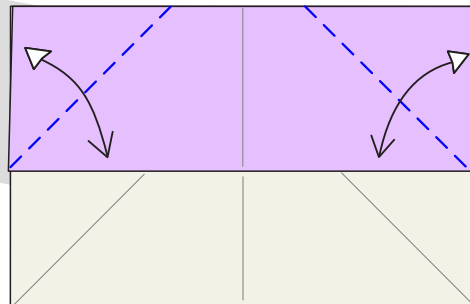
2  
Pinch in intersection  
with diagonal  
(22.5°)



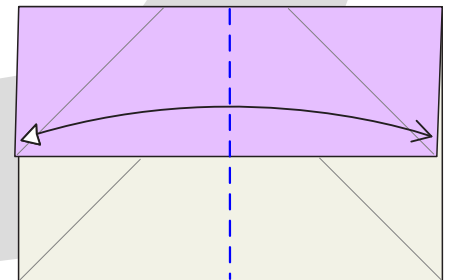
3  
Valley fold to  
intersection with  
diagonal



4  
Sink

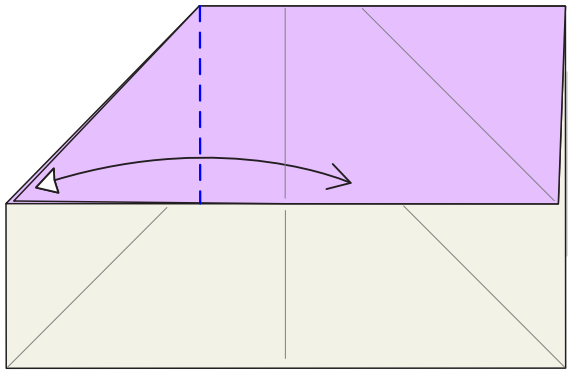


5  
Pre-crease  
45°

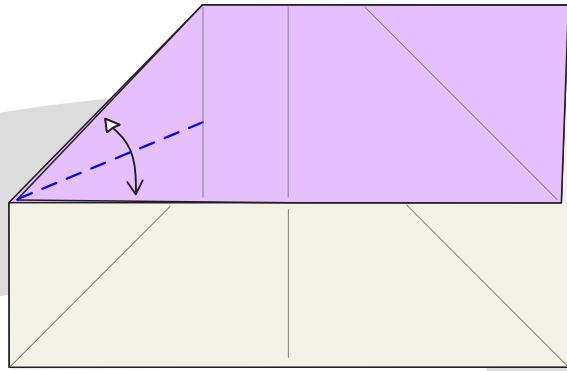


6  
Pre-crease  
in half

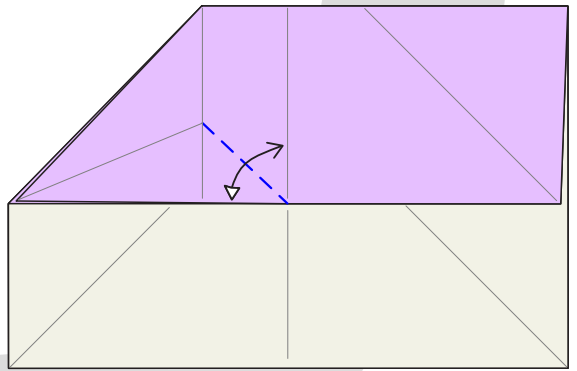




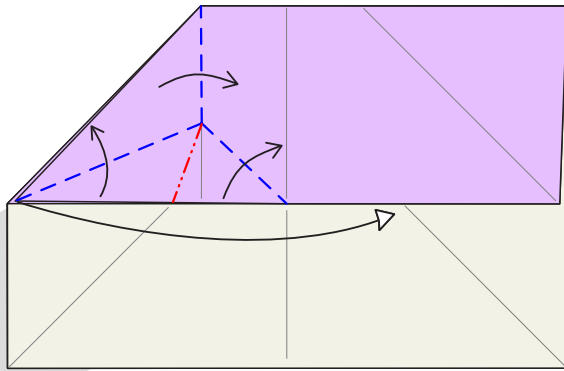
7  
Pre-crease



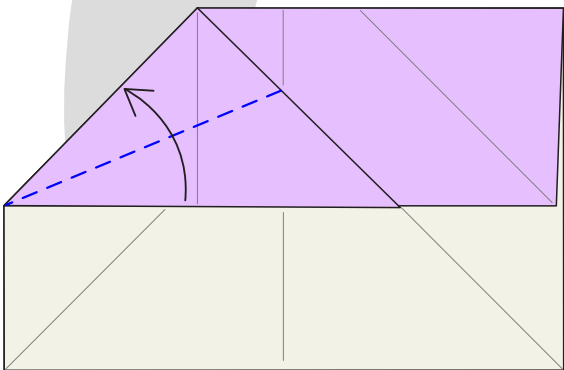
8  
Pre-crease 22.5°  
in this layer



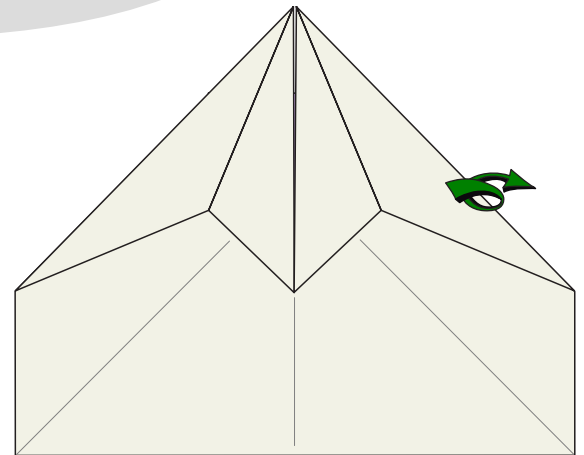
9  
Pre-crease 45°  
in this layer



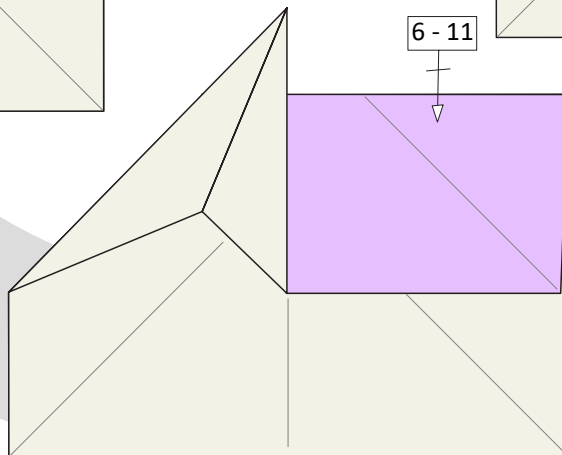
10  
Rabbit ear



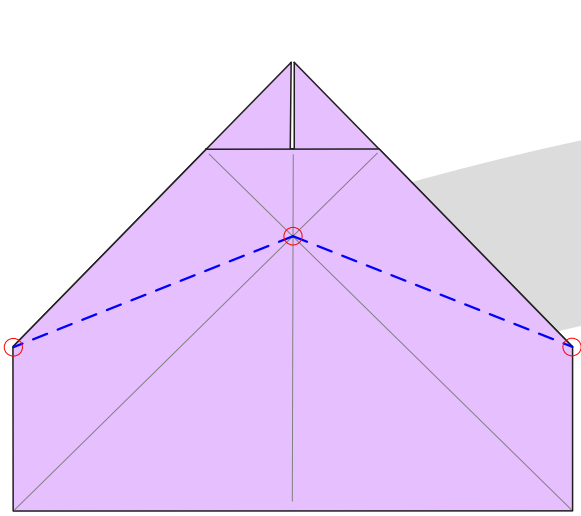
11  
Valley fold  
(22.5°)



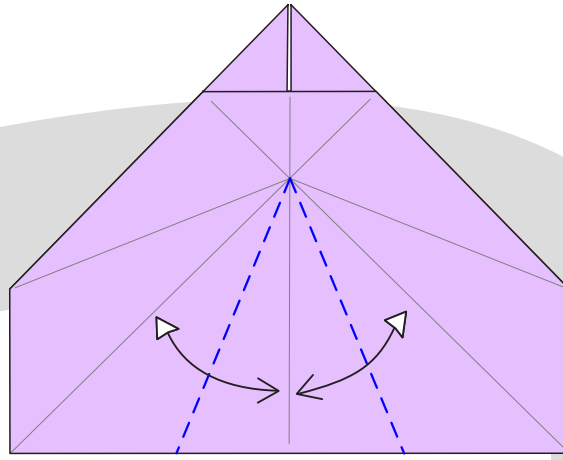
13  
Turn over



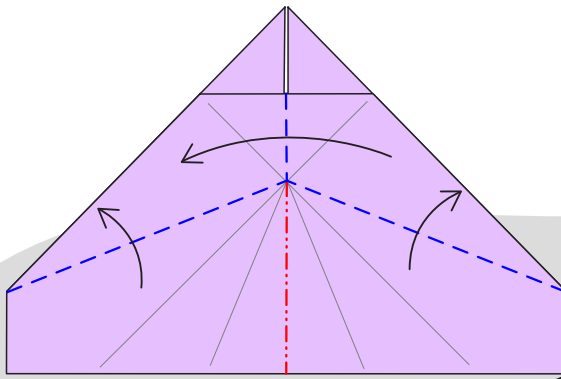
12  
Repeat



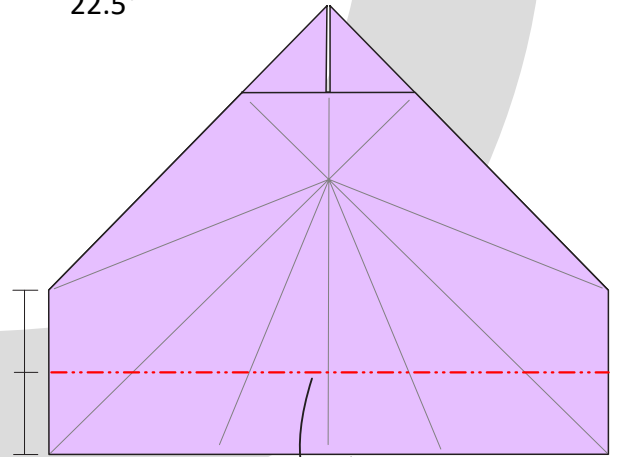
14  
Pre-crease



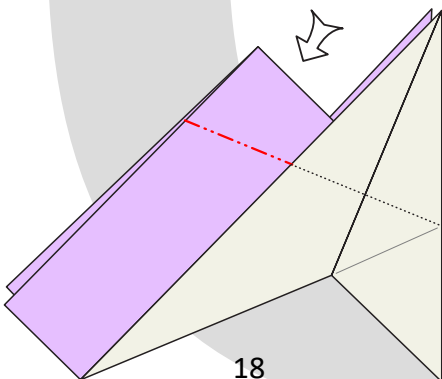
15  
Pre-crease  
22.5°



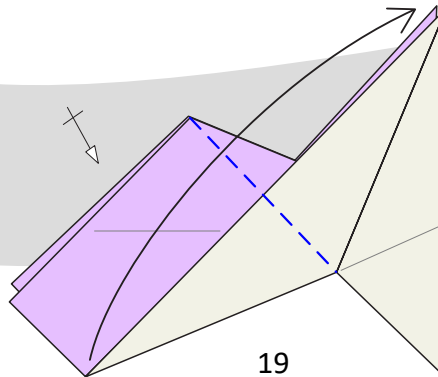
17  
Fold by marks  
as show



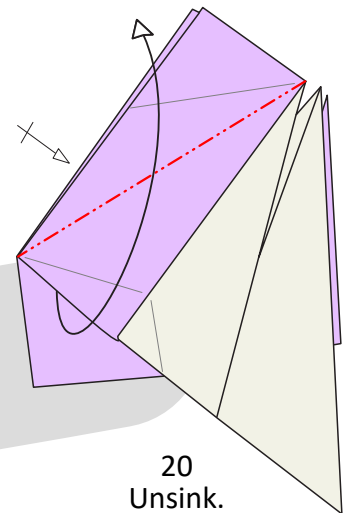
16  
Mountain fold



18  
Sink by marks  
step 15

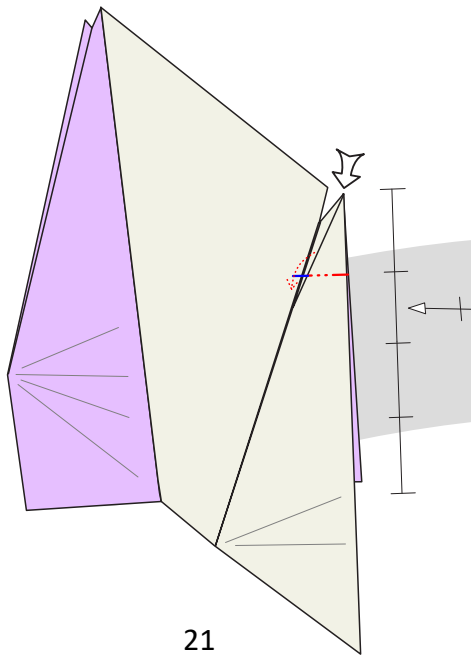


19  
Valley fold.  
Repeat behind

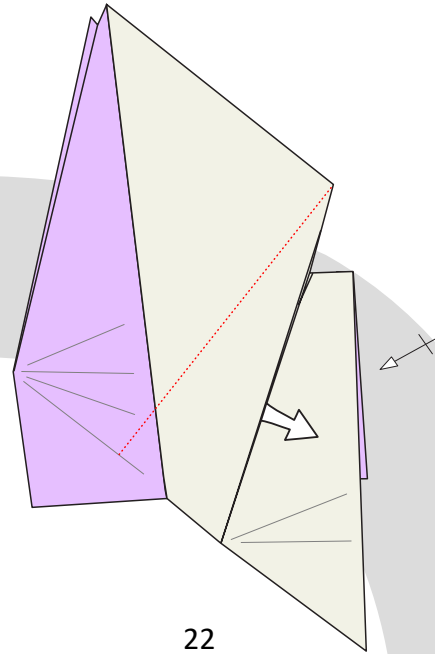


20  
Unsink.  
Repeat behind

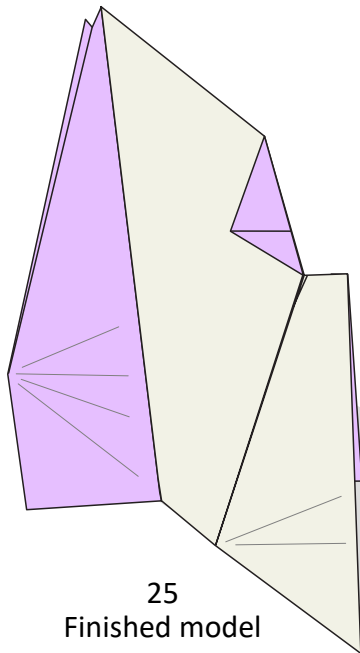




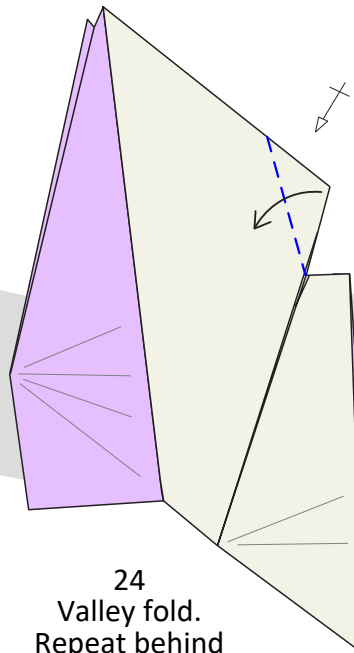
21  
Pre-crease and sink.  
Repeat behind



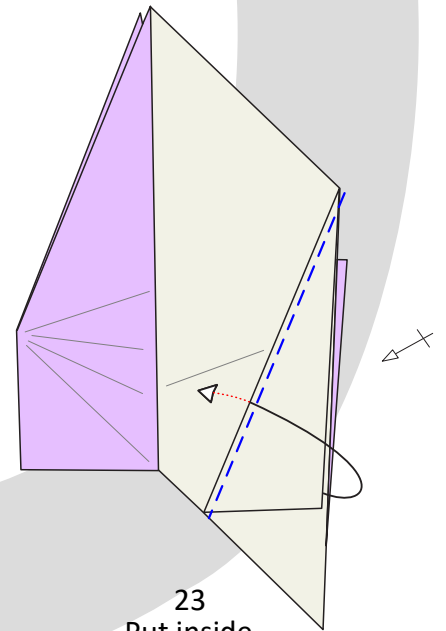
22  
Unsink one layer.  
Repeat behind



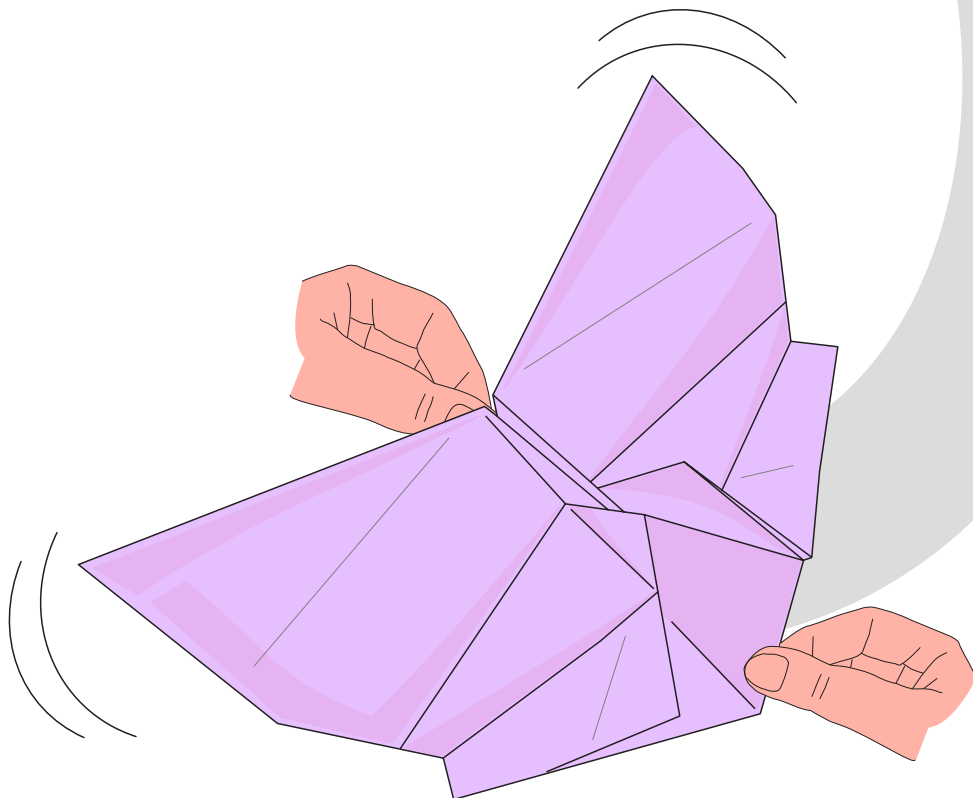
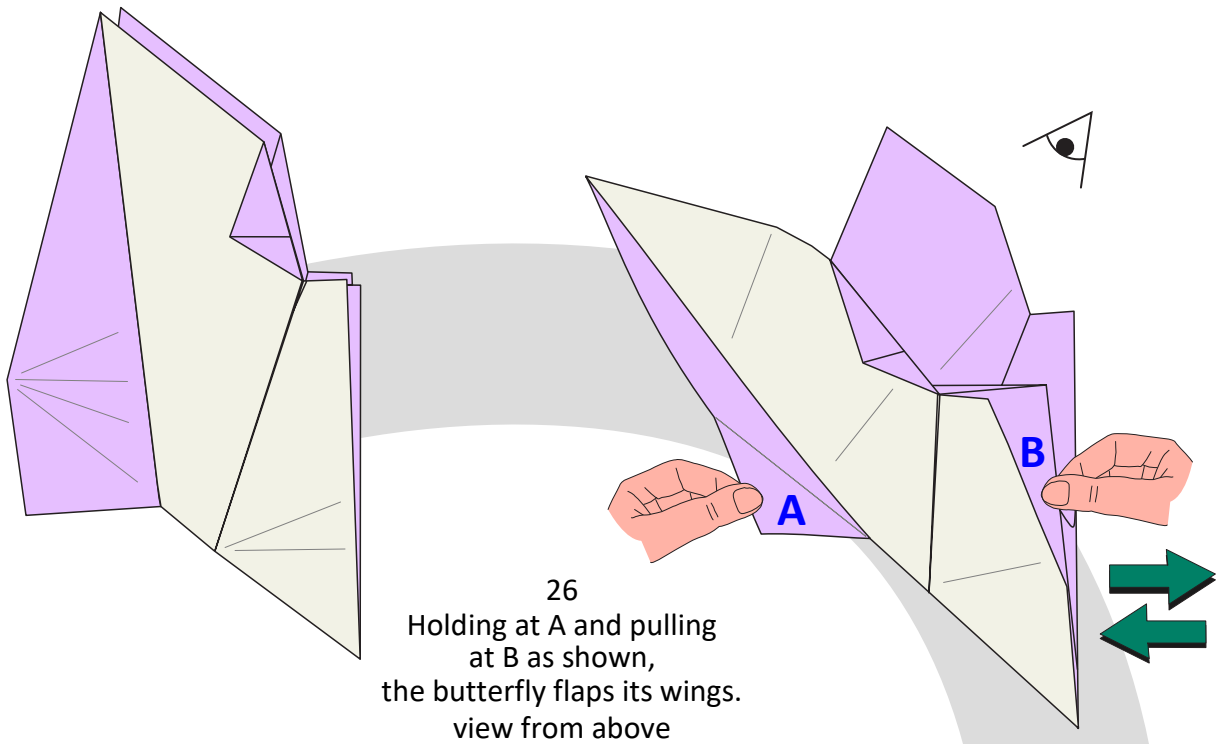
25  
Finished model



24  
Valley fold.  
Repeat behind

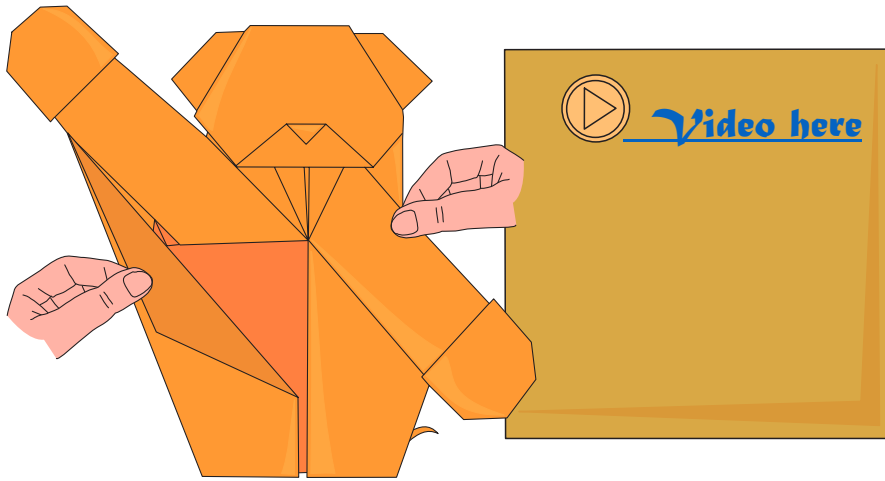


23  
Put inside.  
Repeat behind

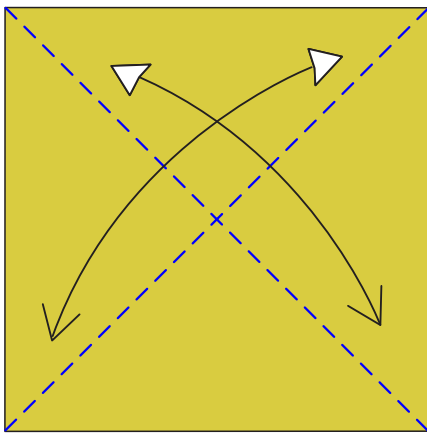




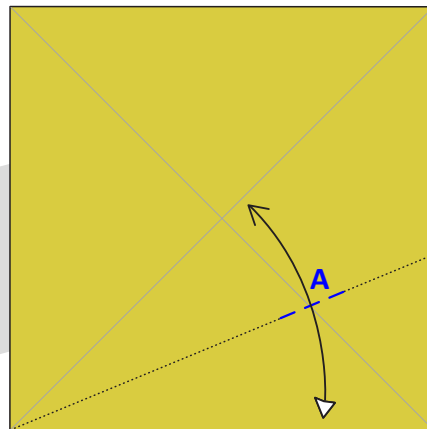
# Beckoning waving lucky dog



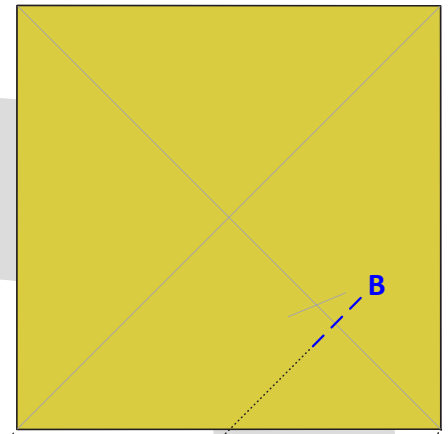
Square 20x20 cm  
or  
Square 25x25 cm



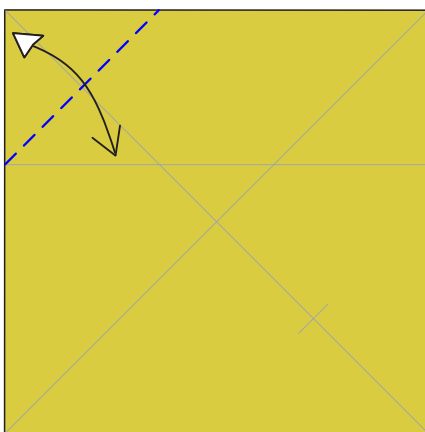
1  
Pre-crease  
the diagonals



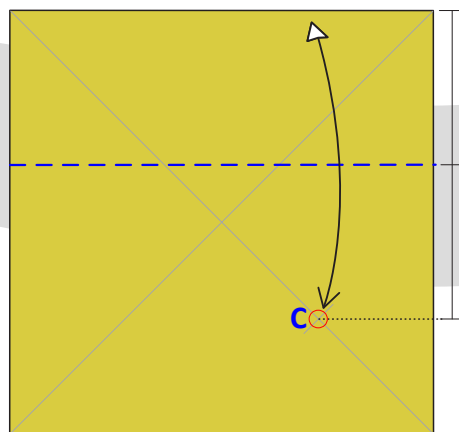
2  
Pinch in the intersection  
with diagonal (22.5°)  
(Mark A)



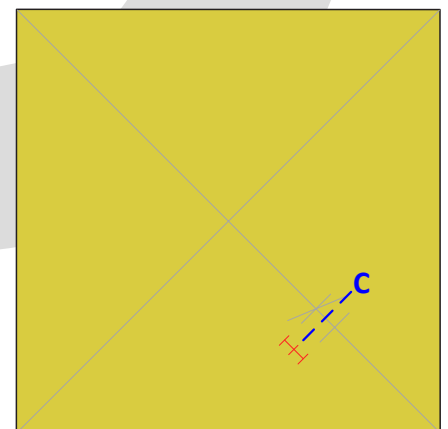
3  
Pinch in half  
(1/4)  
(mark B)



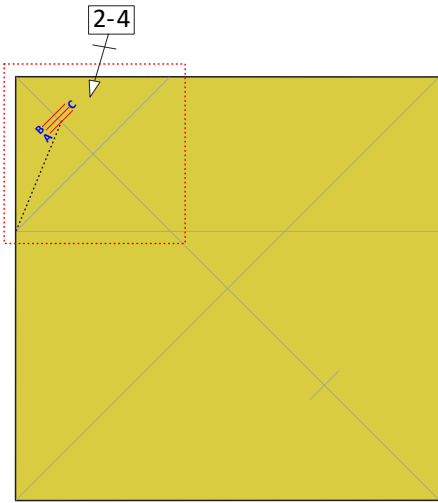
4  
Pre-crease  
45°



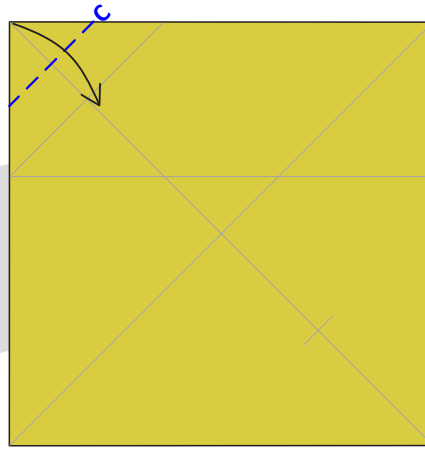
5  
Pre-crease to  
point C



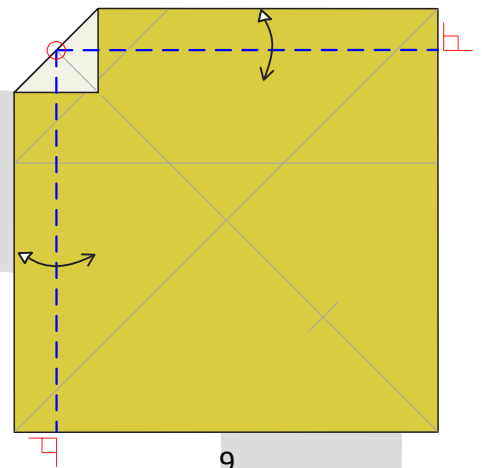
6  
Pinch in the middle  
of two marks



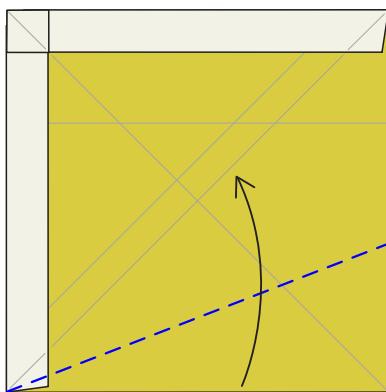
7 Repeat steps 2-4 in this corner



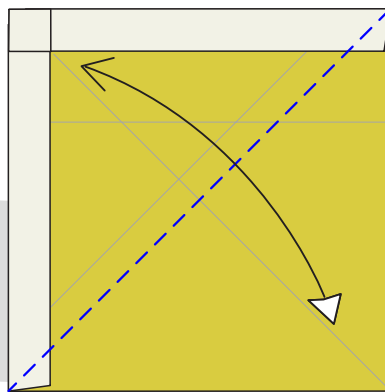
8 Valley fold by mark C



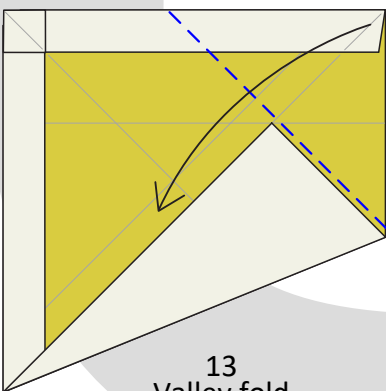
9 Pre-crease



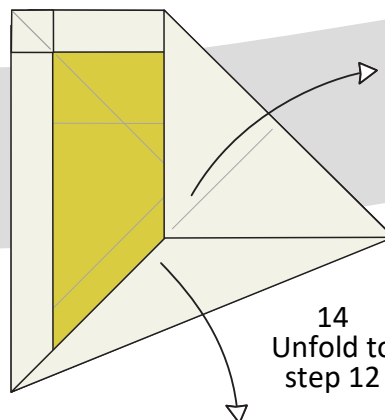
10 Sink and valley fold



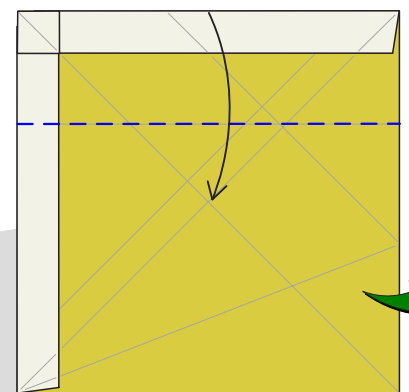
11 Pre-crease the new diagonal



12 Valley fold 22.5°

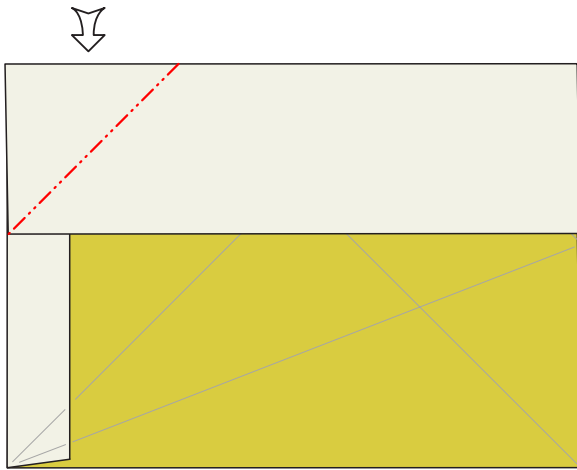


13 Valley fold

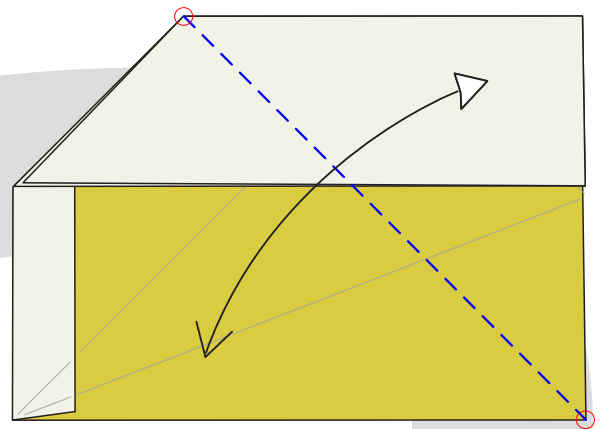


15 Valley fold

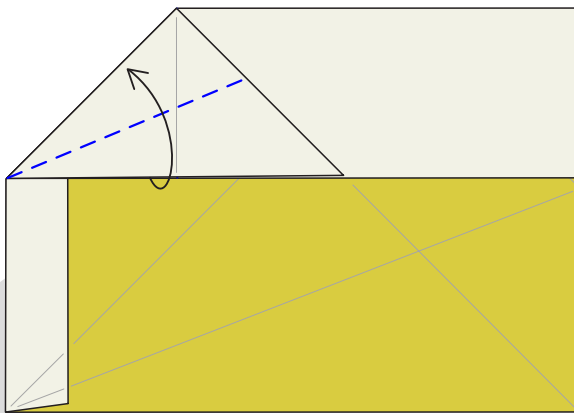
14 Unfold to step 12



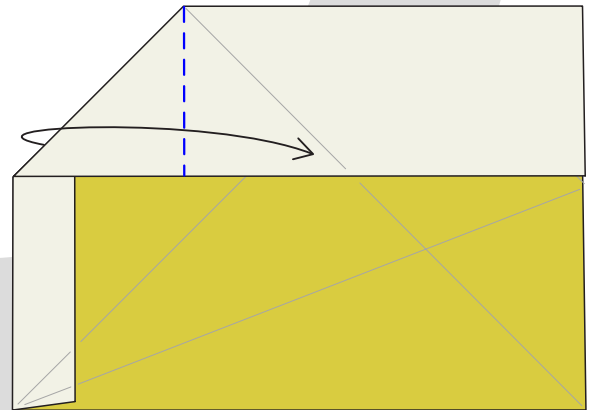
16  
Pre-crease and  
sink 45°



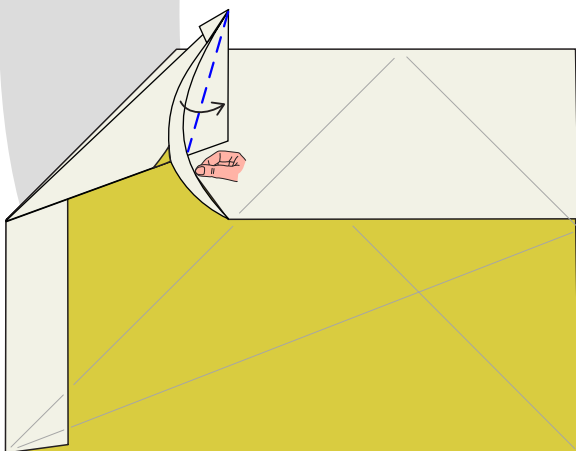
17  
Pre-crease  
45°



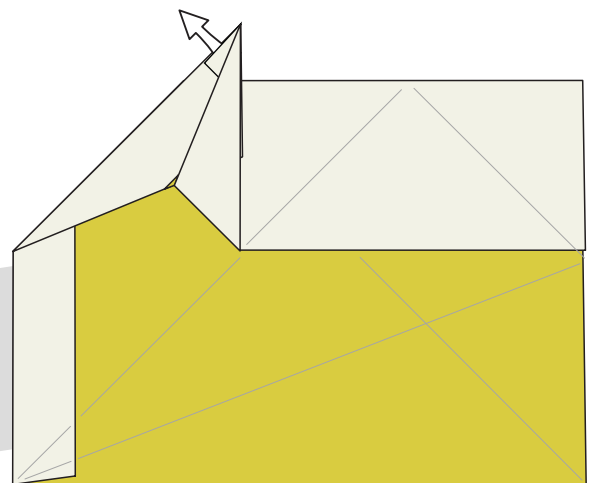
19  
Valley fold 22.5°  
in this layer  
(3D)



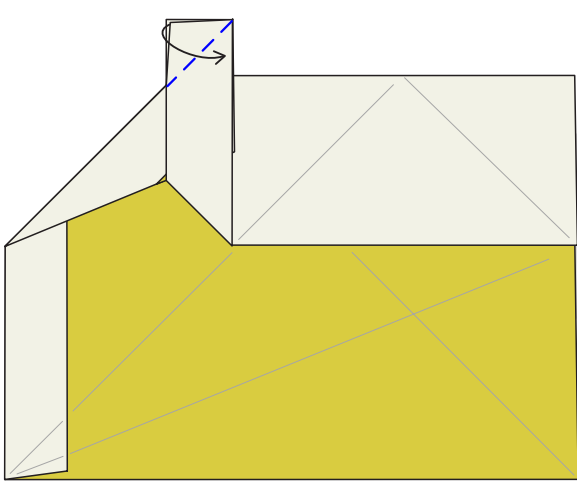
18  
Valley fold



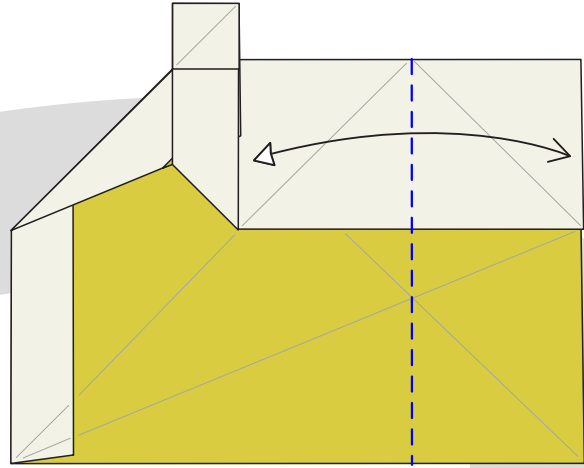
20  
Squash  
(Valley fold  
22.5°)



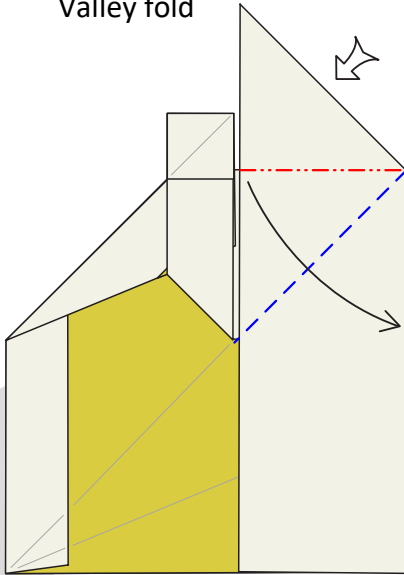
21  
Unsink



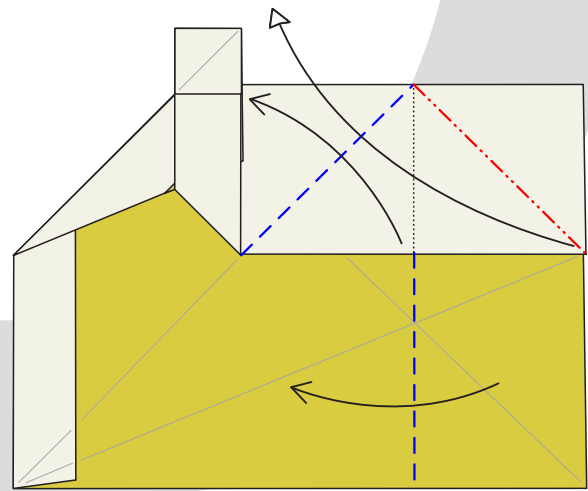
22 Valley fold



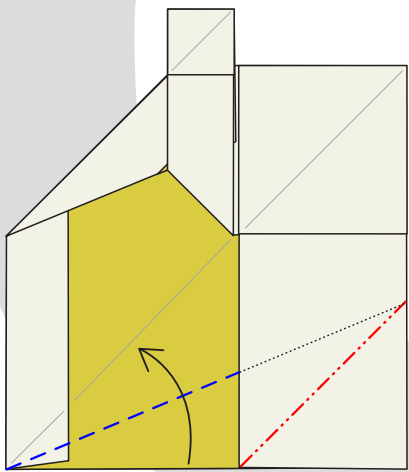
23 Pre-crease



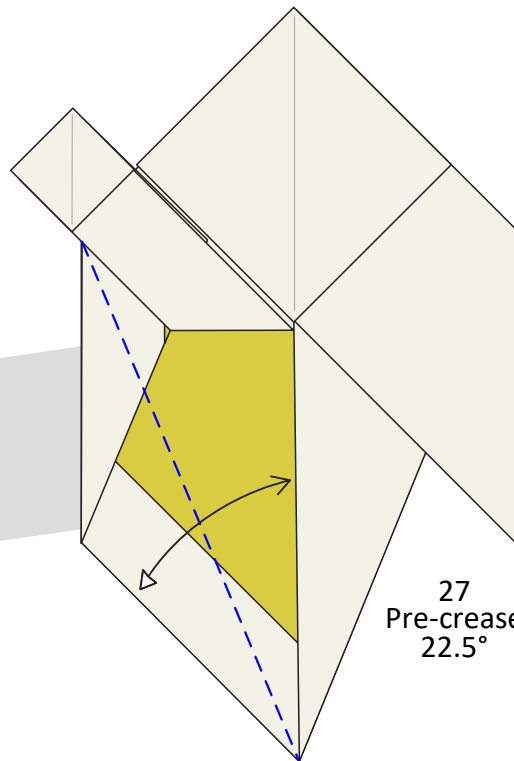
25 Squash fold



24 Fold by the marks

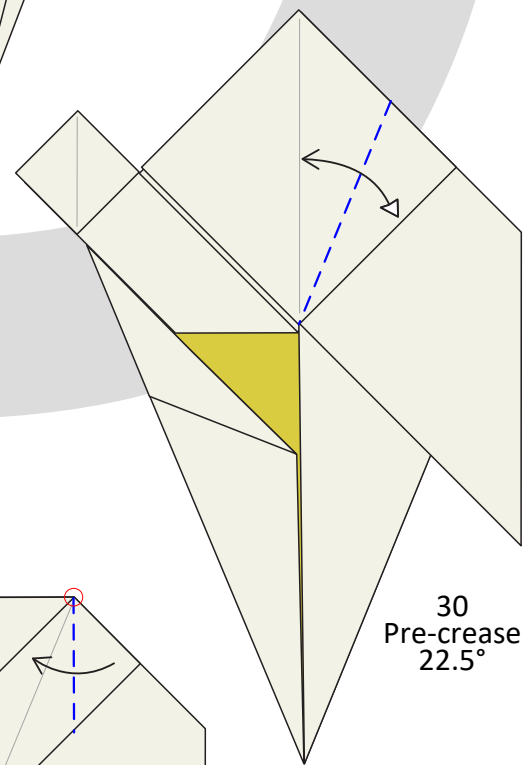
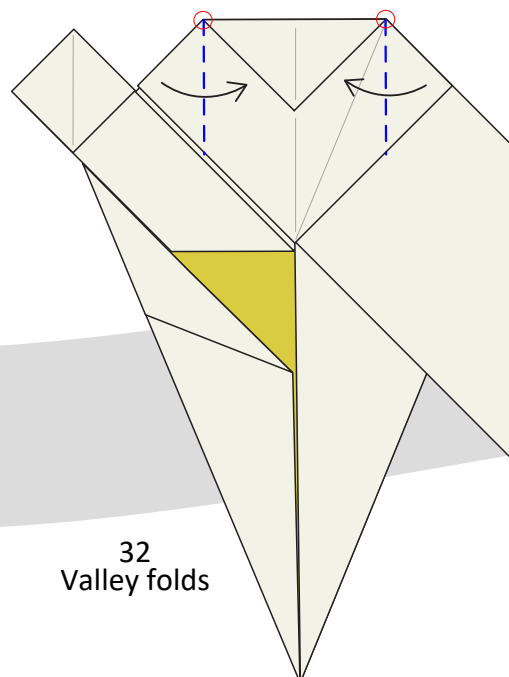
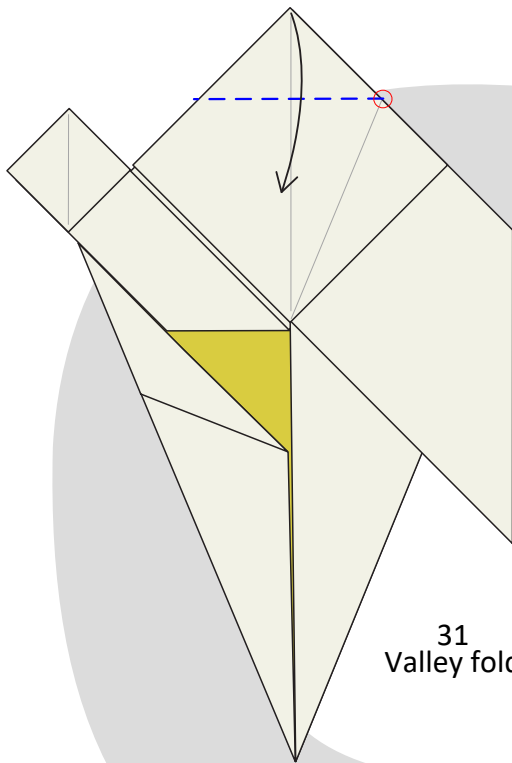
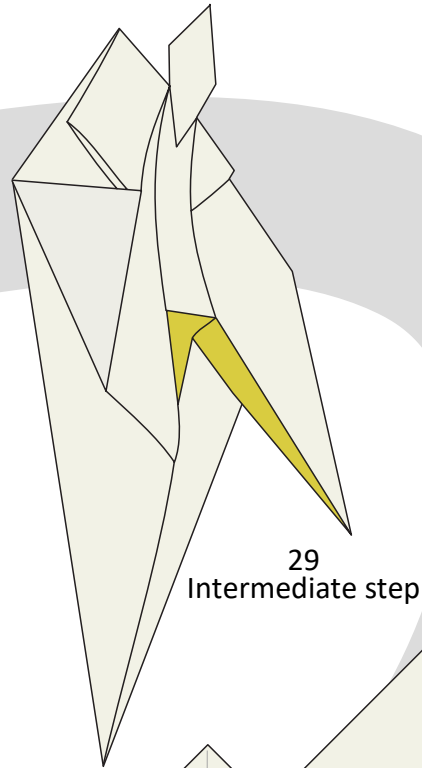
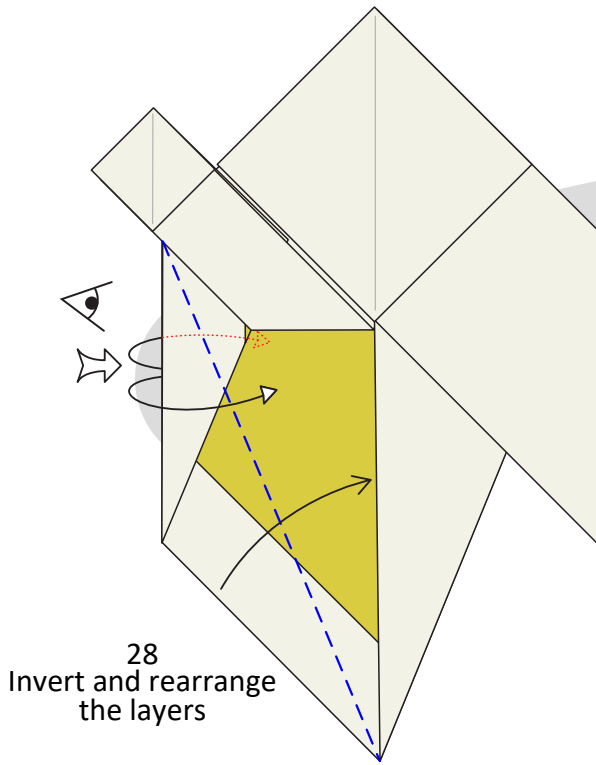


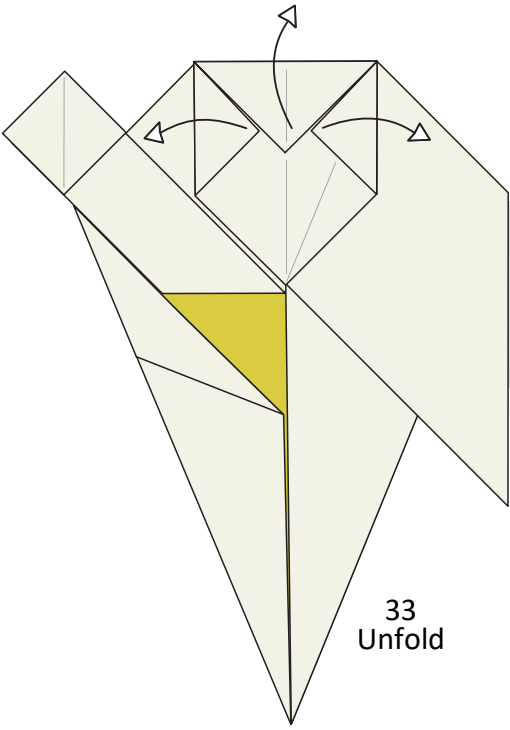
26 Fold by the marks and rotate



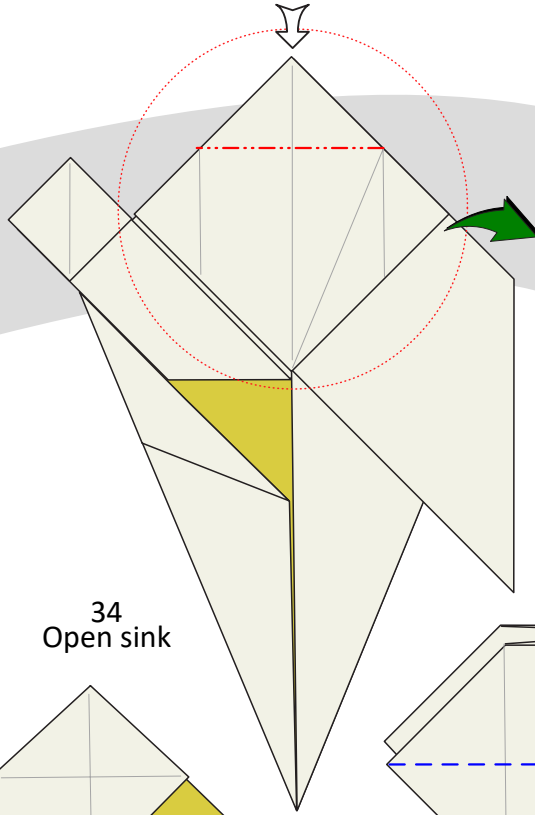
27 Pre-crease 22.5°



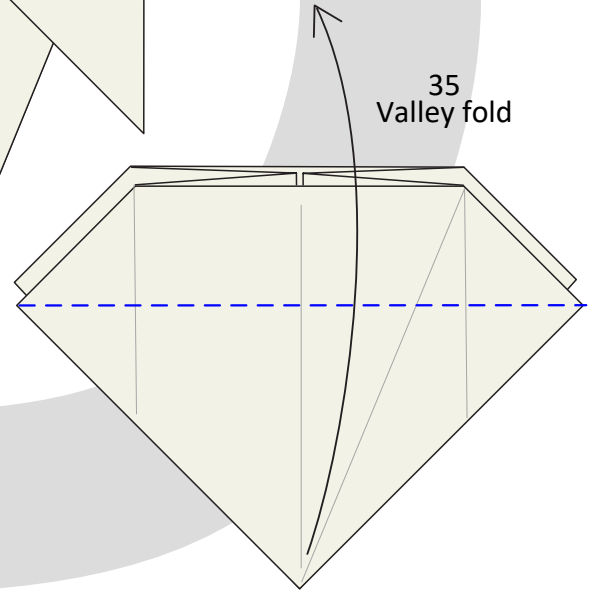




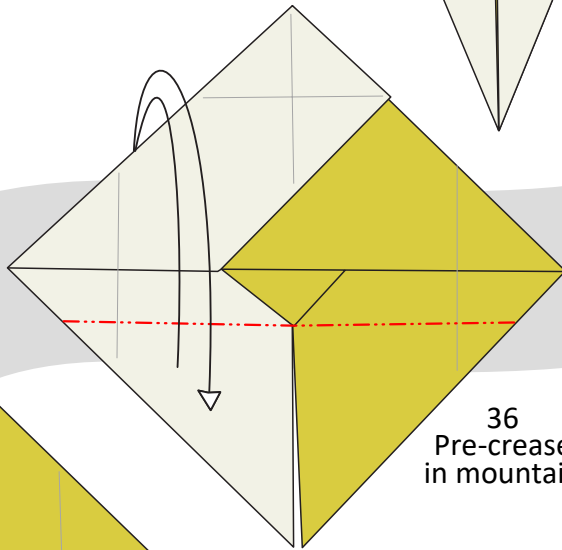
33 Unfold



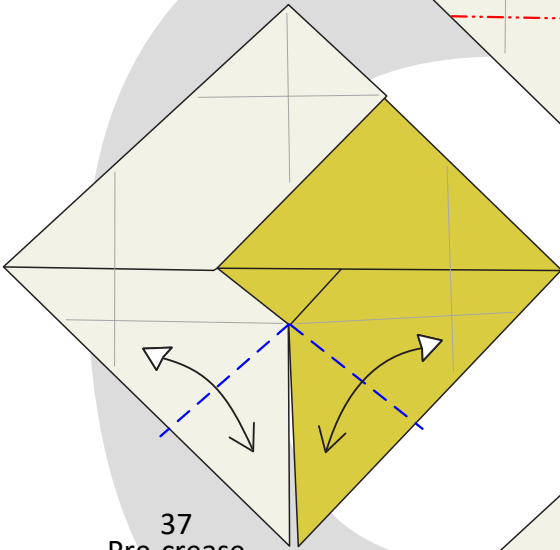
34 Open sink



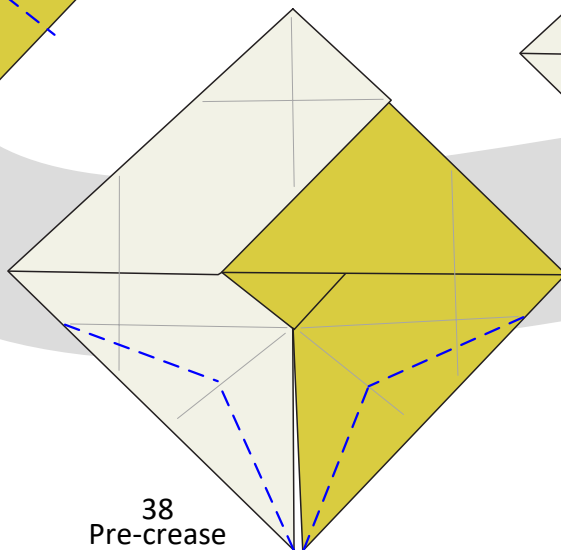
35 Valley fold



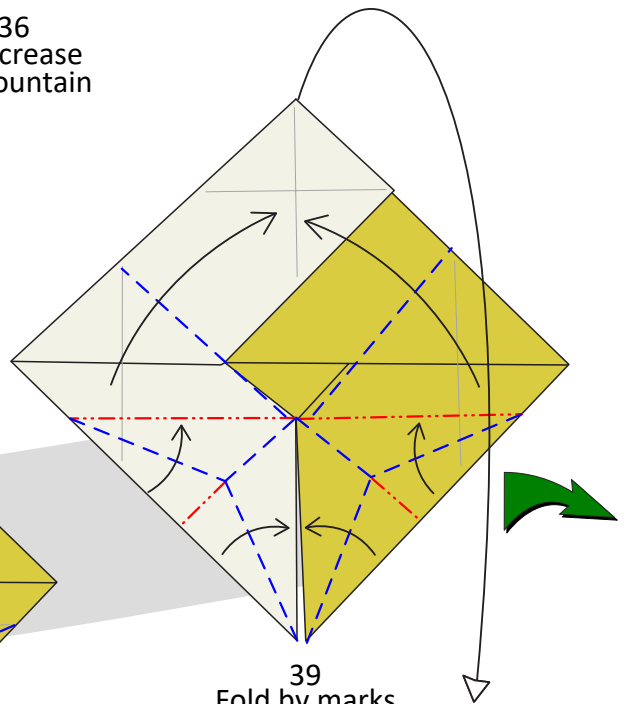
36 Pre-crease in mountain



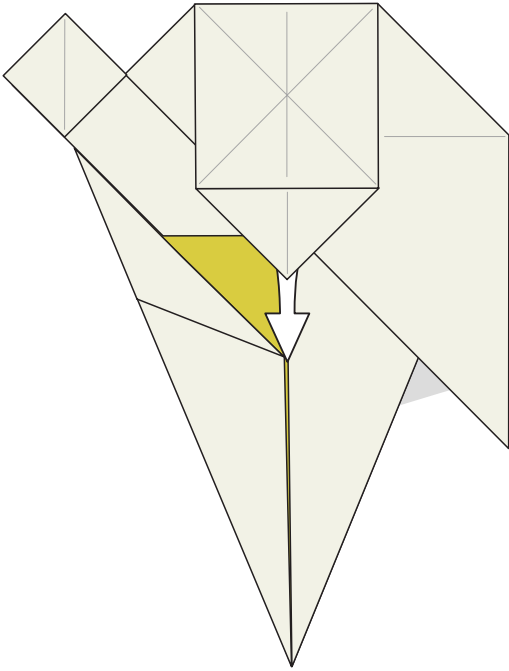
37 Pre-crease 45°



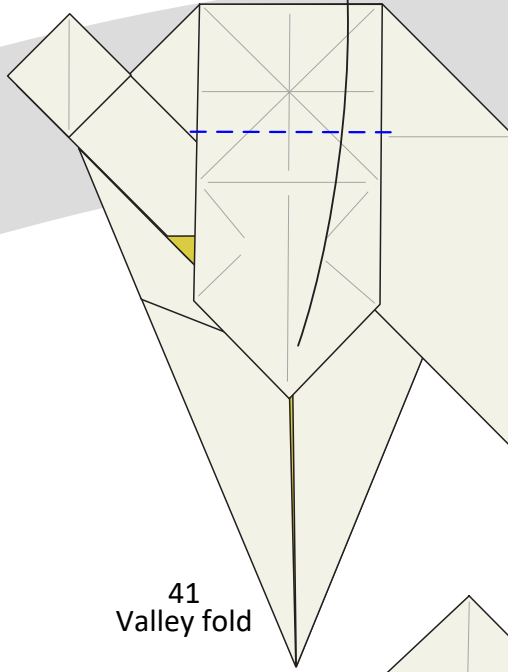
38 Pre-crease 22.5°



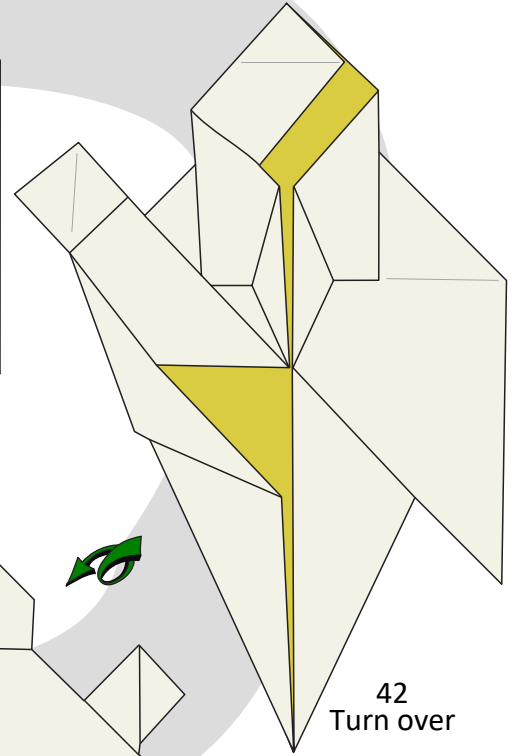
39 Fold by marks as show



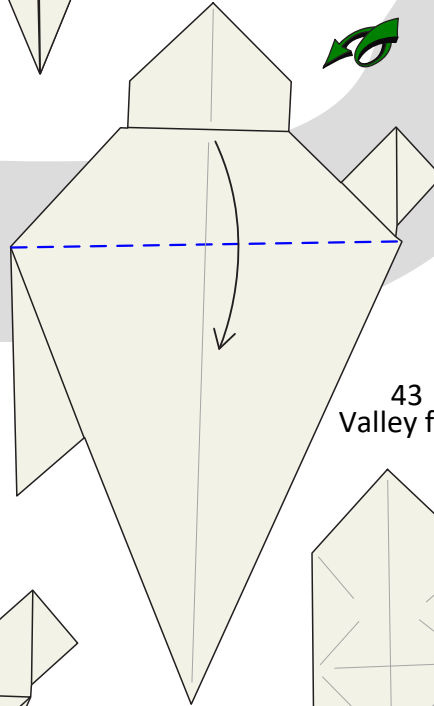
40  
Stretch the tip and  
accommodate it by  
marks of step 32



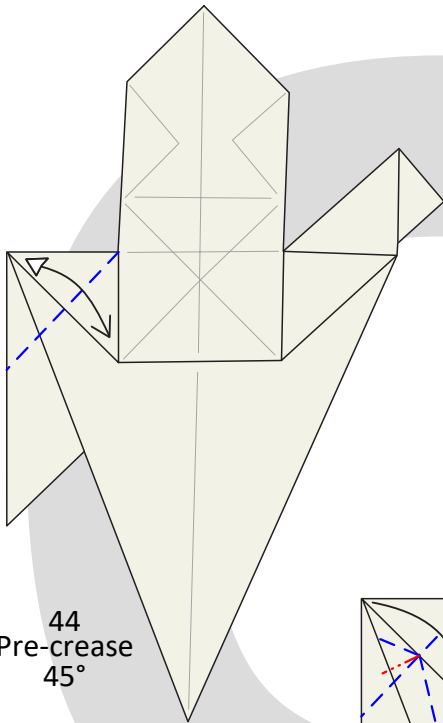
41  
Valley fold



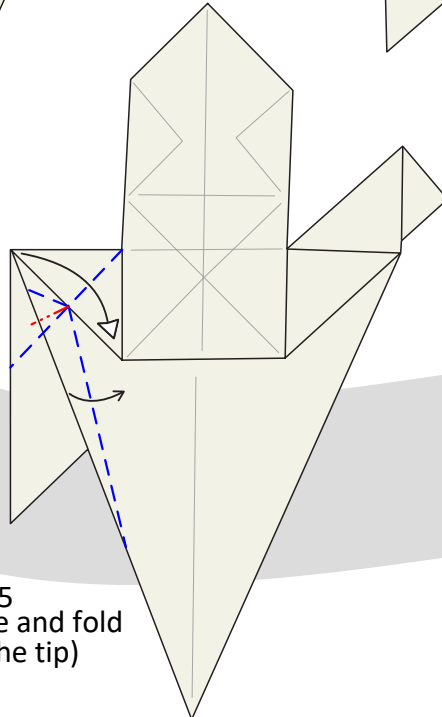
42  
Turn over



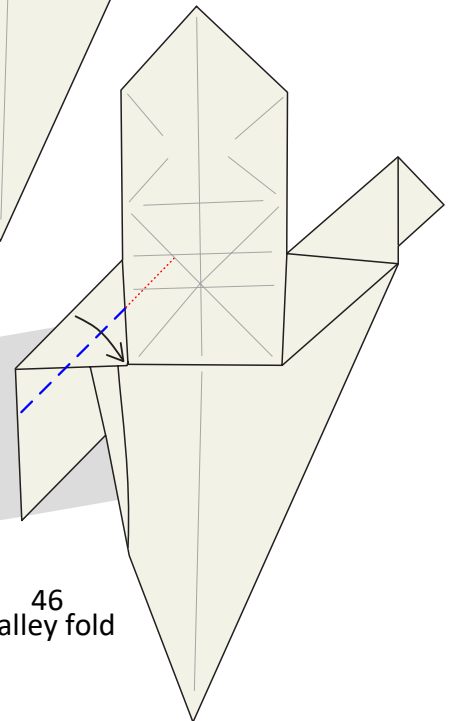
43  
Valley fold



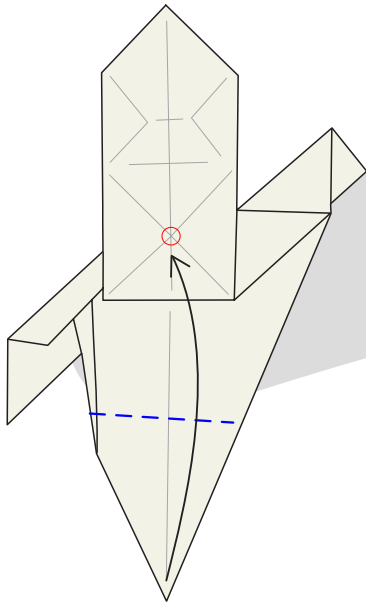
44  
Pre-crease  
45°



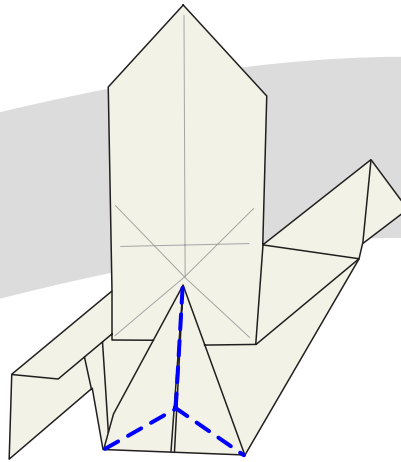
45  
Pre-crease and fold  
(thin the tip)



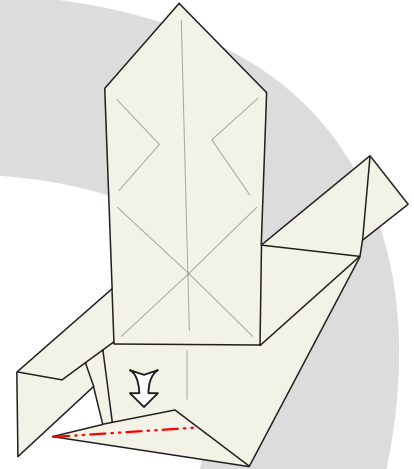
46  
Valley fold



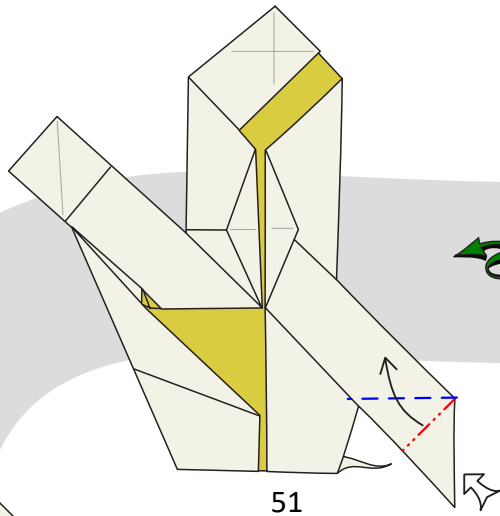
47 Valley fold



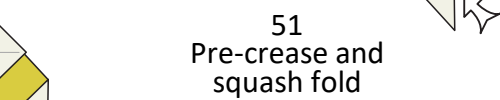
48 Rabbit ear



49 Pre-crease and open sink

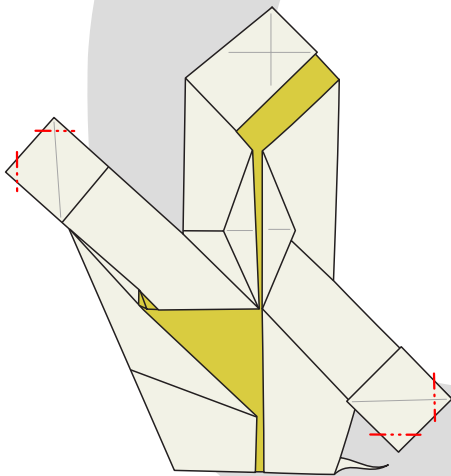


50 Curl and turn over

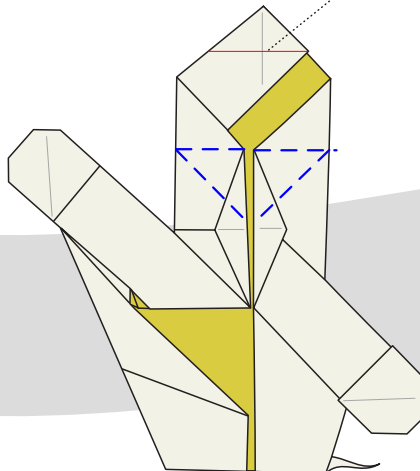


51 Pre-crease and squash fold

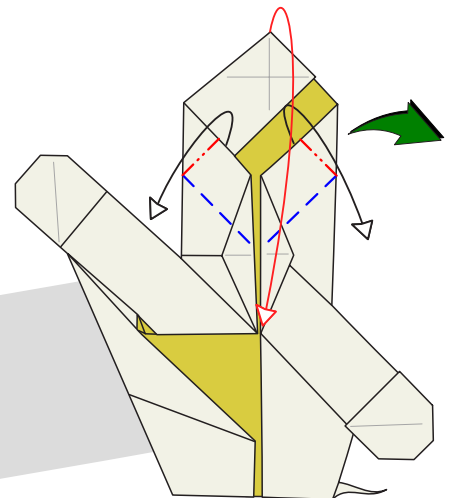
Remember it (mark D)



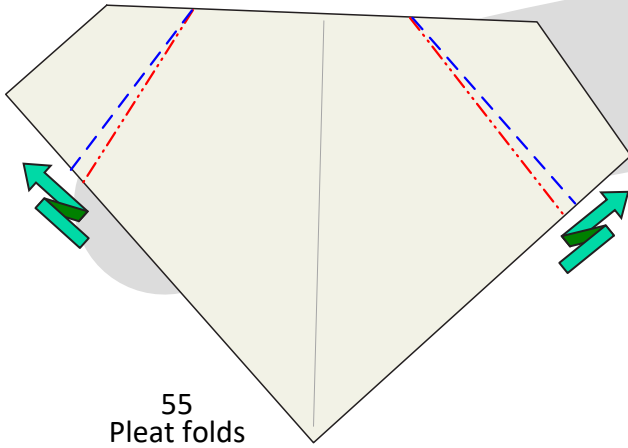
52 Mountain folds



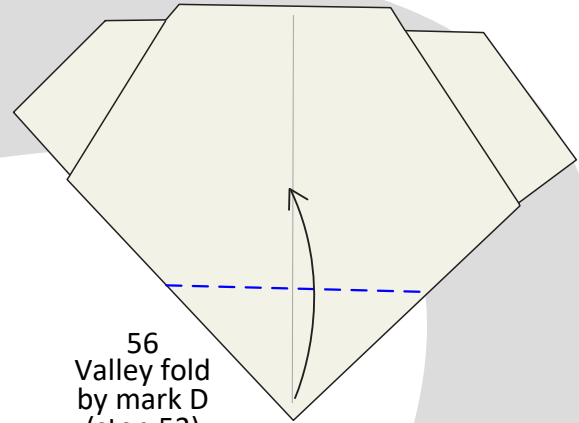
53 Pre-creases



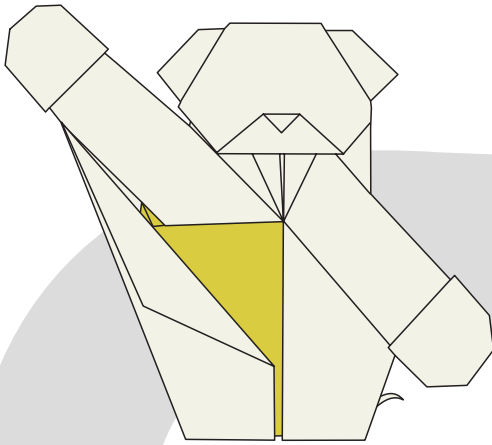
54 Open and valley fold



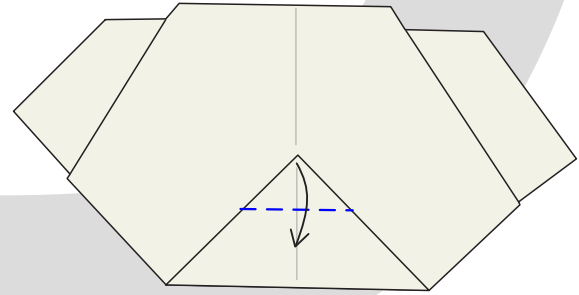
55  
Pleat folds



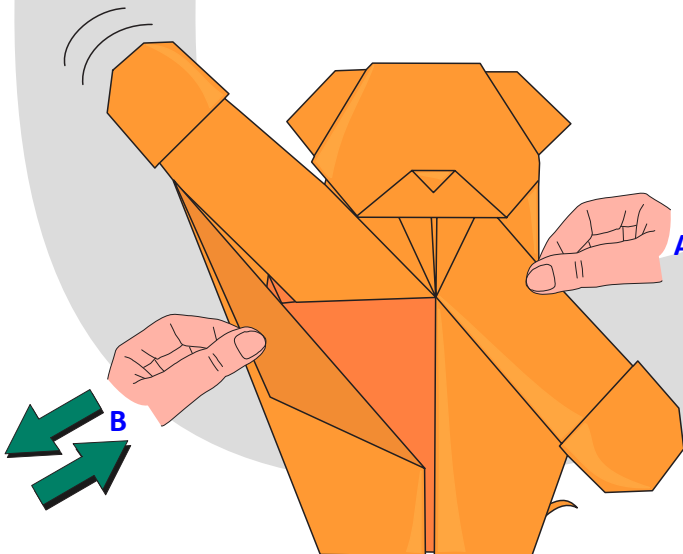
56  
Valley fold  
by mark D  
(step 53)



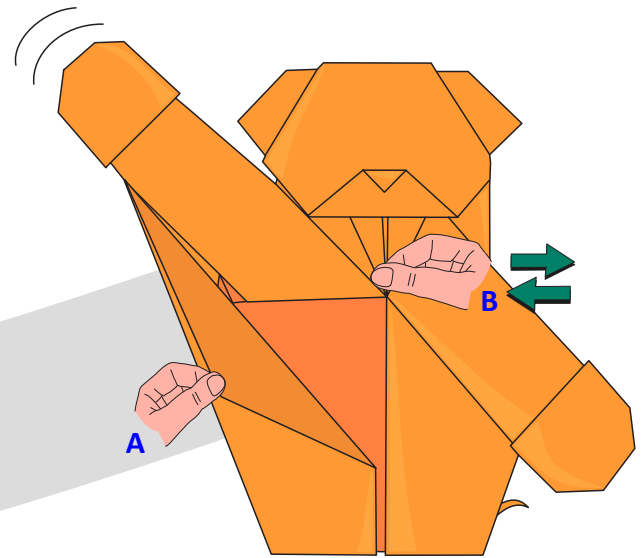
58  
Finished model



57  
Valley fold

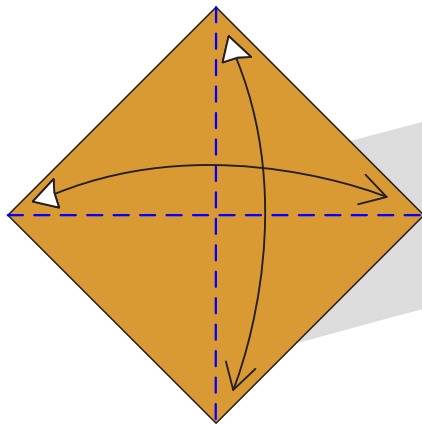
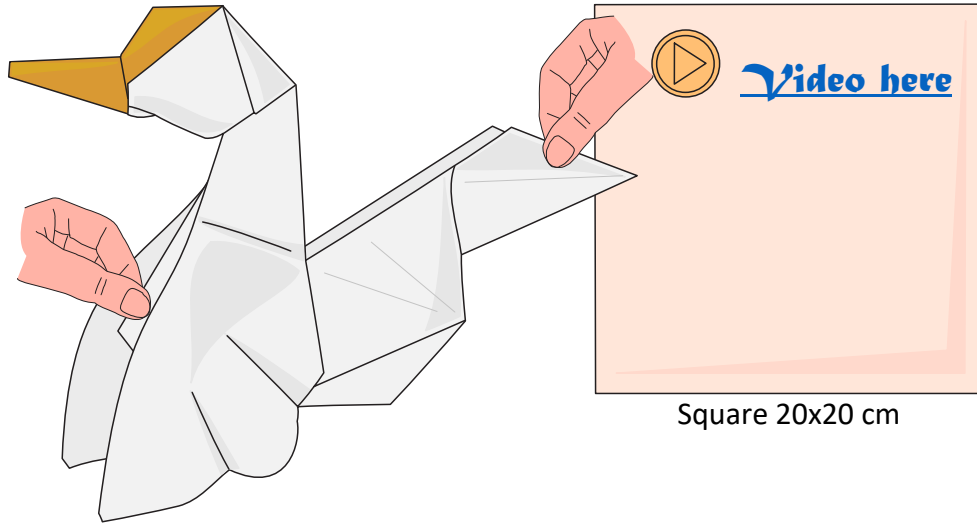
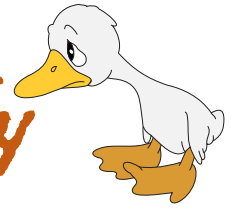


59  
Holding at A and pulling  
at B, the dog greets by  
waving the hand

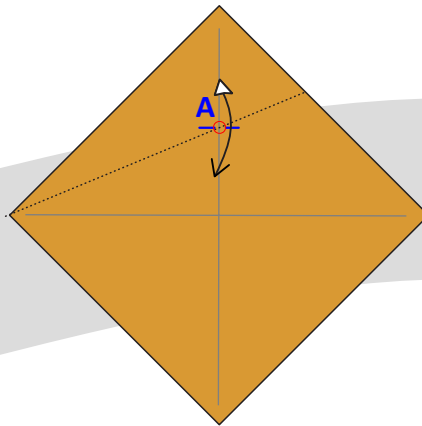


60  
Also salutes by  
holding on A and  
pulling on B

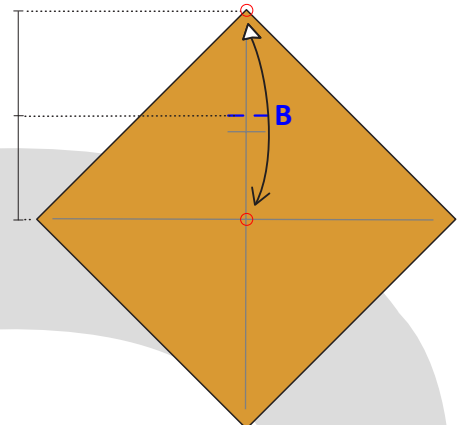
# The ugly duckling wants to fly



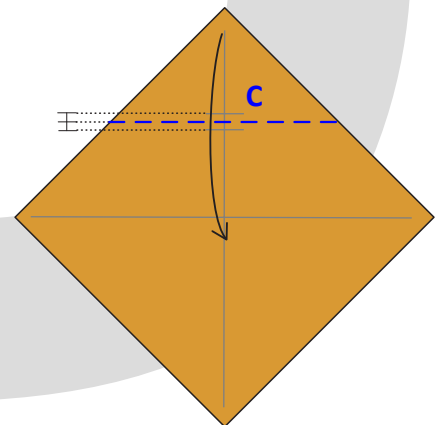
1 Pre-crease the diagonals



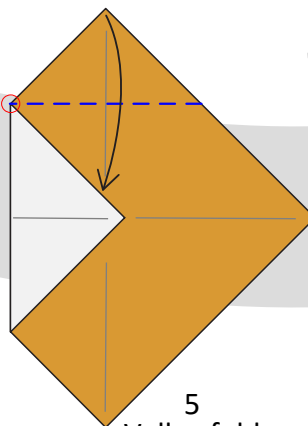
2 Pinch in intersection with diagonal



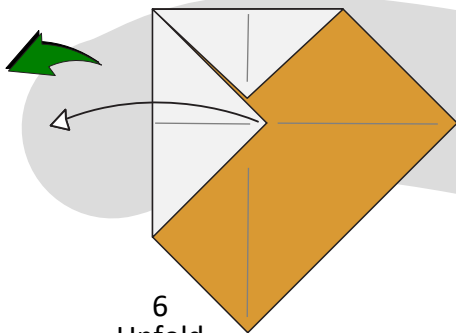
3 Pinch in half



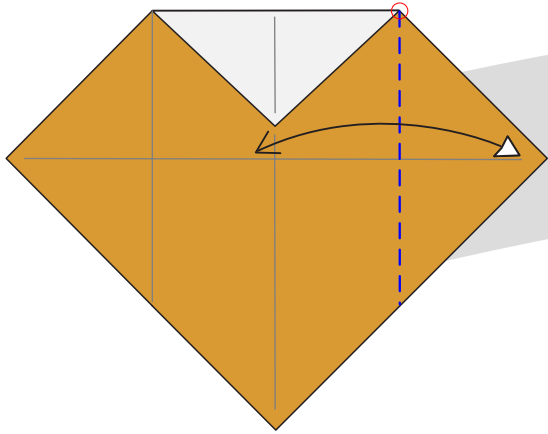
4 Valley fold by the middle of two marks. Rotate



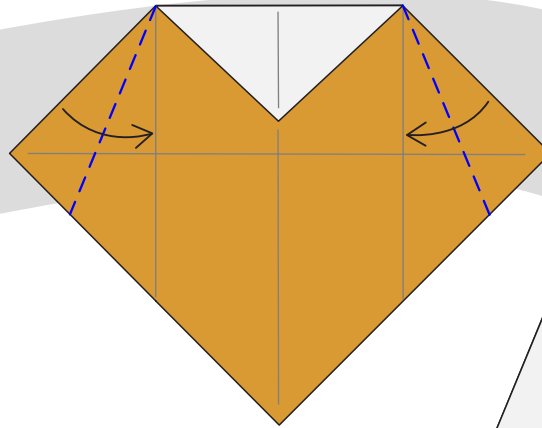
5 Valley fold by reference



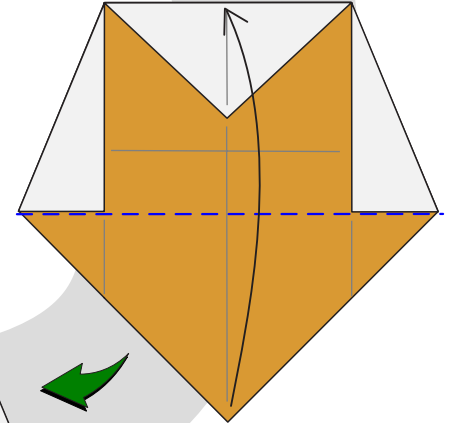
6 Unfold



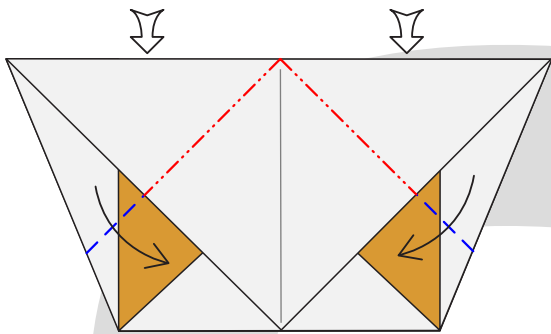
7  
Pre-crease



8  
Valley fold  
22.5°

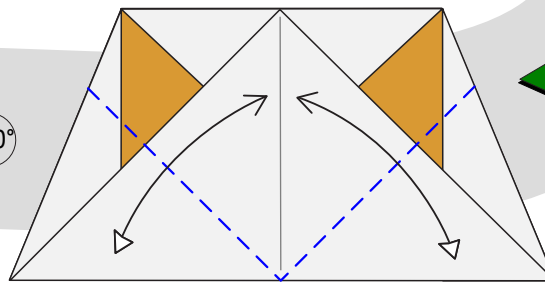


9  
Valley fold

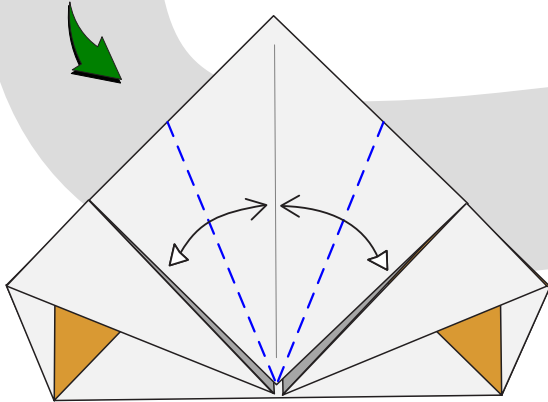


11  
Sink and  
Valley fold

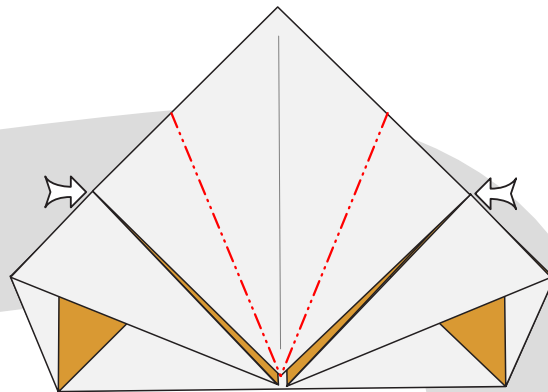
180°



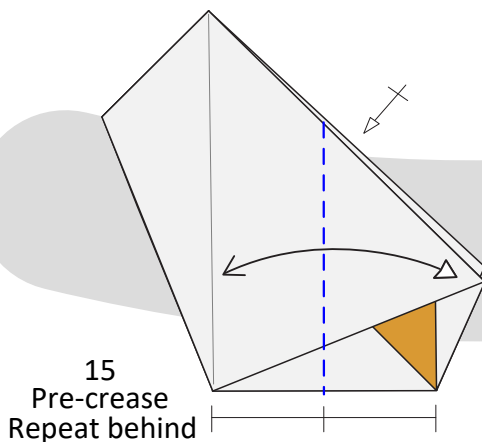
10  
Pre-crease 45°  
and rotate



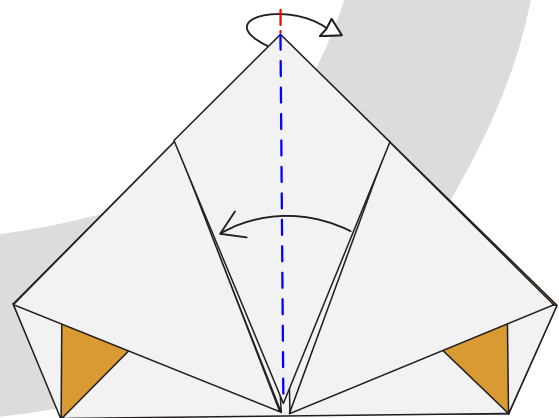
12  
Pre-crease  
22.5°



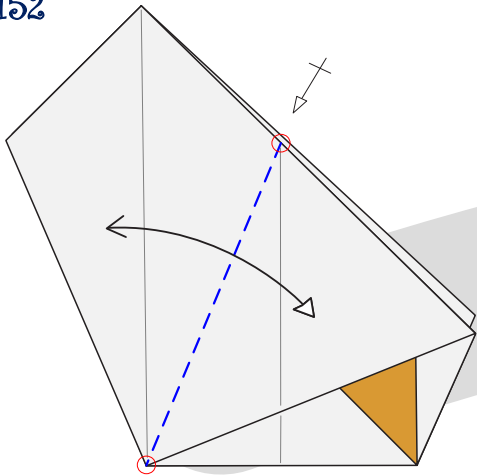
13  
Sink



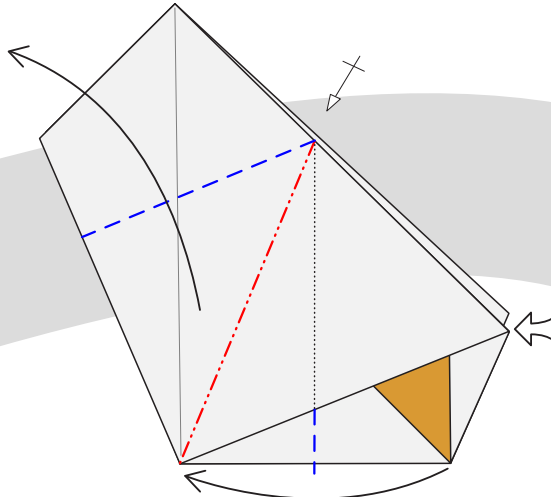
15  
Pre-crease  
Repeat behind



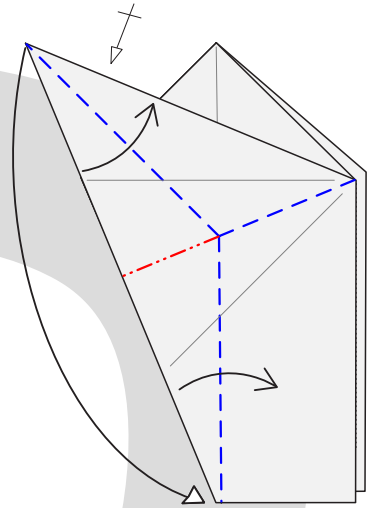
14  
Fold in half  
as show



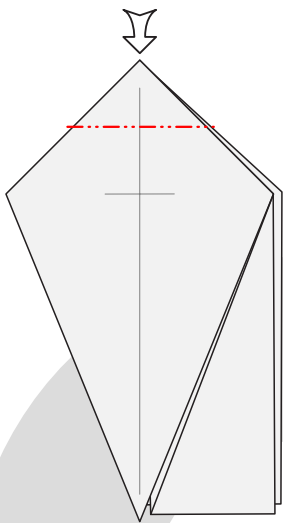
16  
Pre-crease in  
this layer.  
Repeat behind



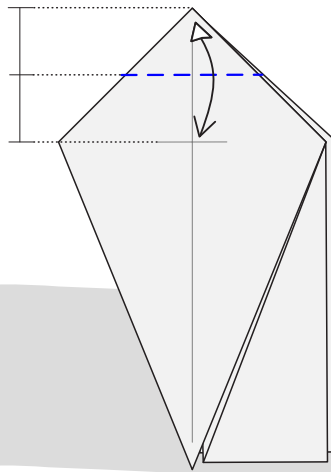
17  
Squash fold by marks.  
Repeat behind



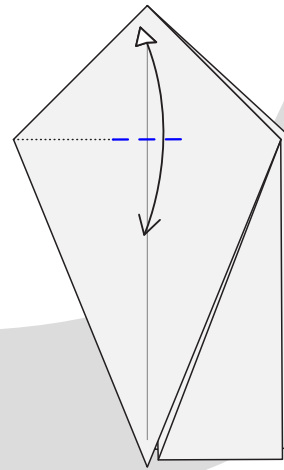
18  
Pre-crease and fold  
the rabbit ear.  
Repeat behind



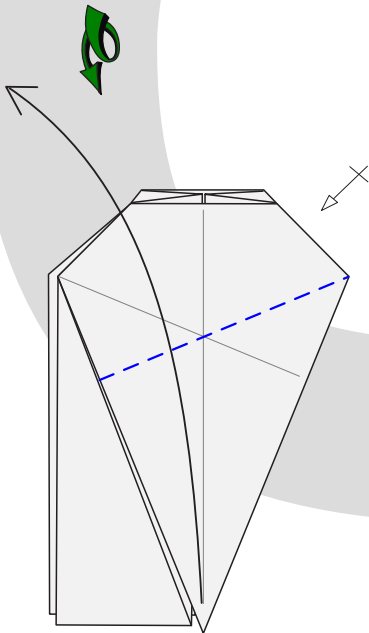
21  
Open sink



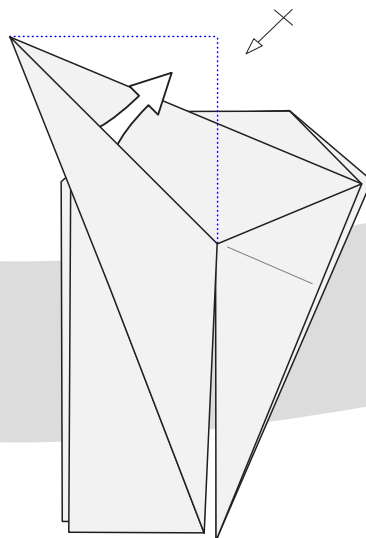
20  
Pre-crease  
in the middle



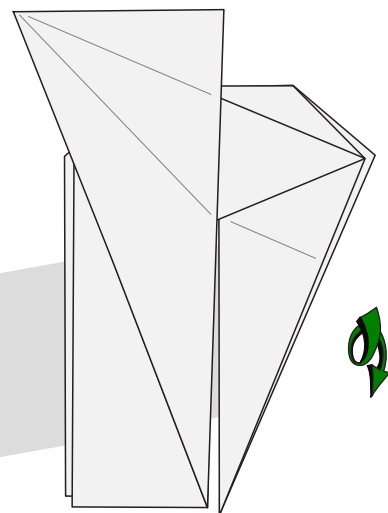
19  
Pinch fold



22  
Valley fold.  
Repeat behind

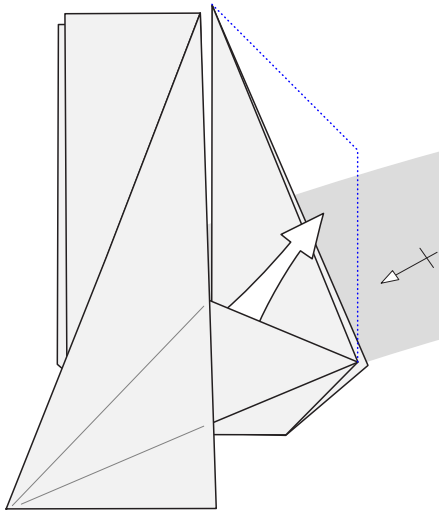


23  
Unsink  
Repeat behind

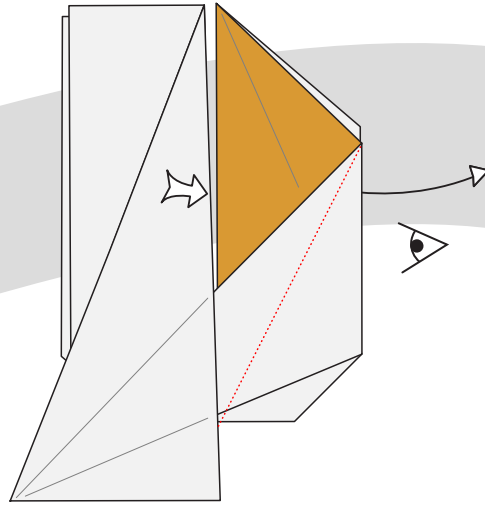


24  
Turn over

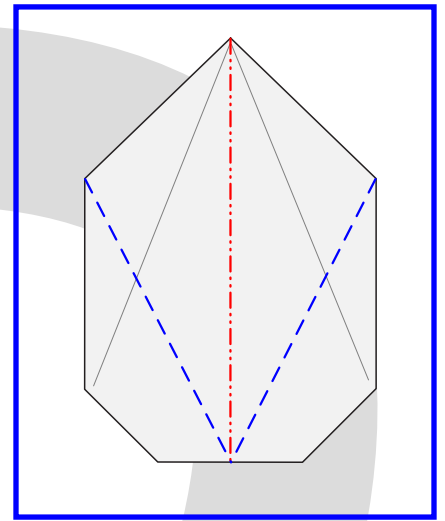




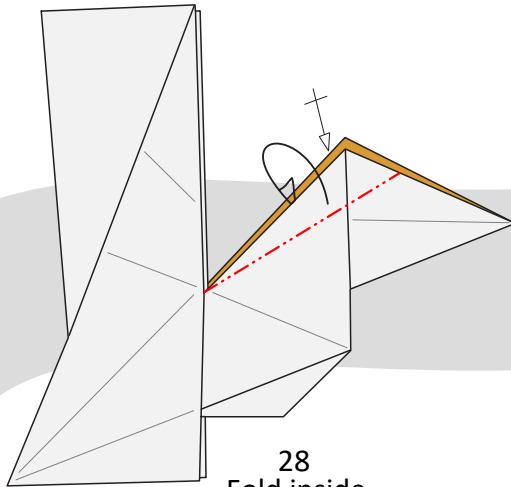
25  
Unsink this layer.  
Repeat behind



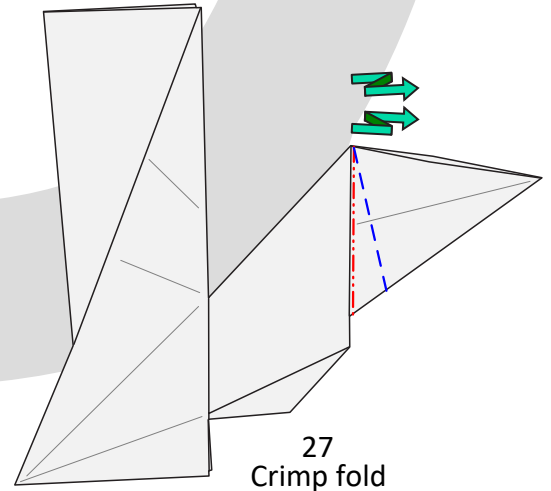
26  
Sink



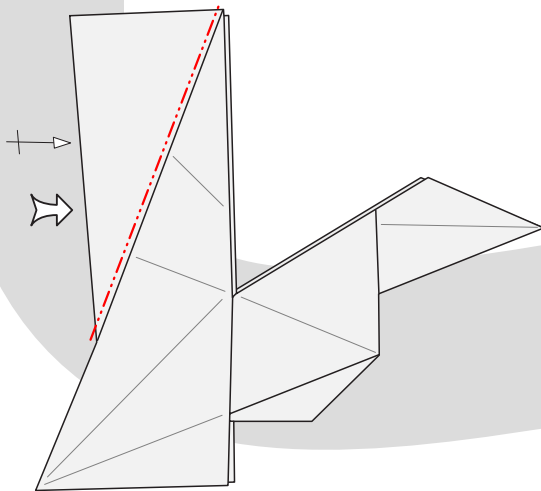
Intermediate step  
(back view)



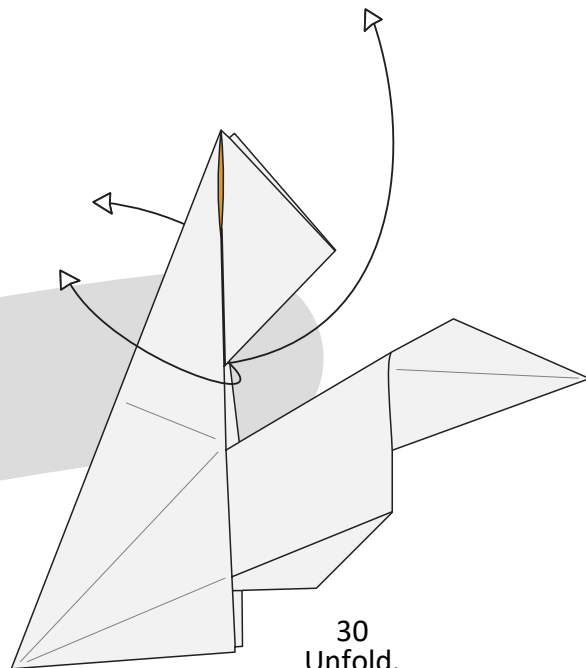
28  
Fold inside  
Repeat behind



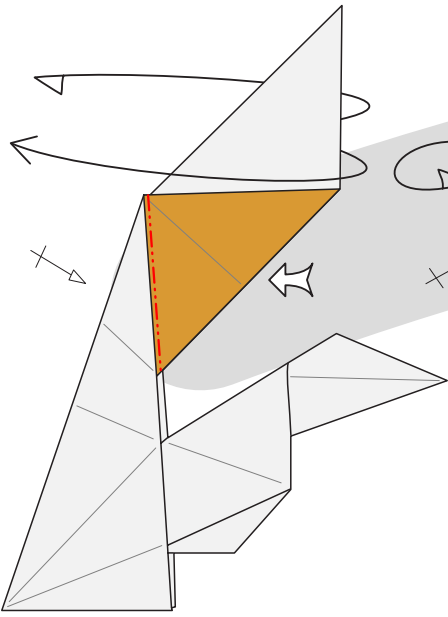
27  
Crimp fold



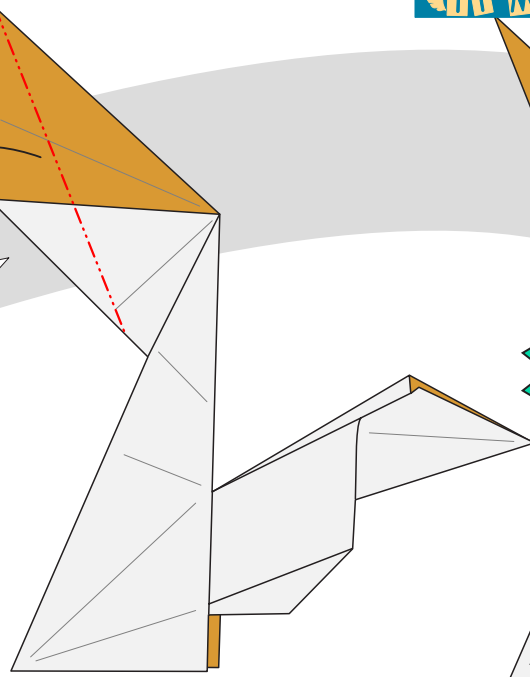
29  
Sink.  
Repeat behind



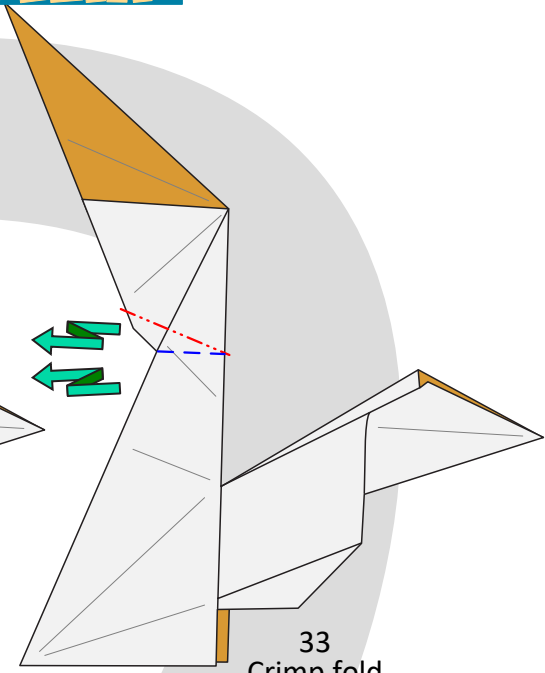
30  
Unfold.  
See step 31



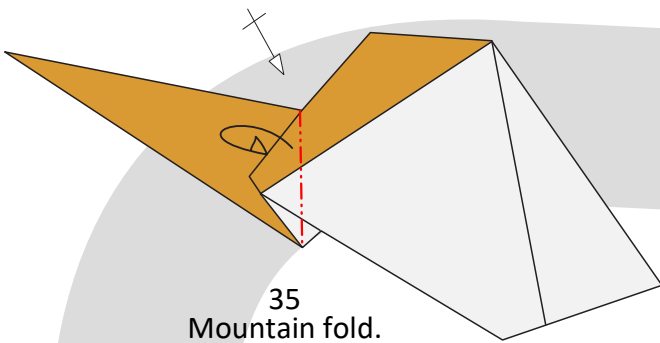
31 Sink and outside reverse fold



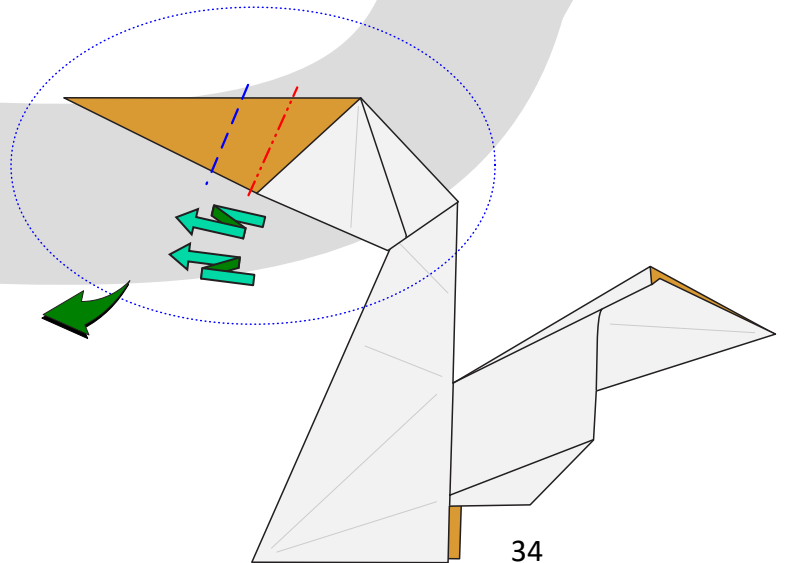
32 Fold inside. Repeat behind



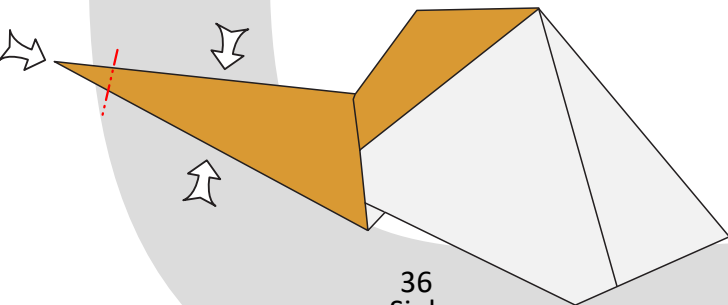
33 Crimp fold



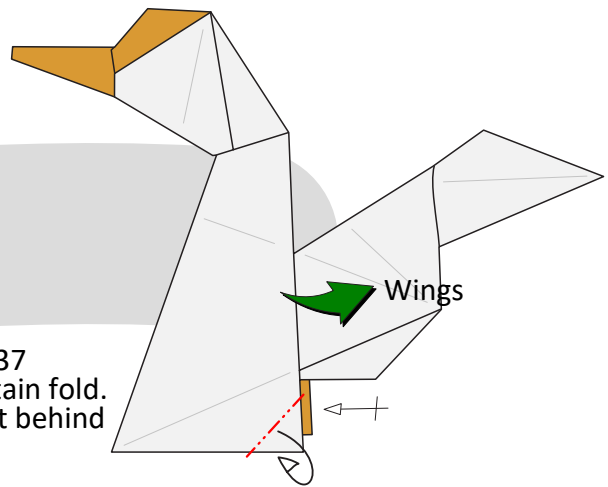
35 Mountain fold. Repeat behind



34 Crimp fold

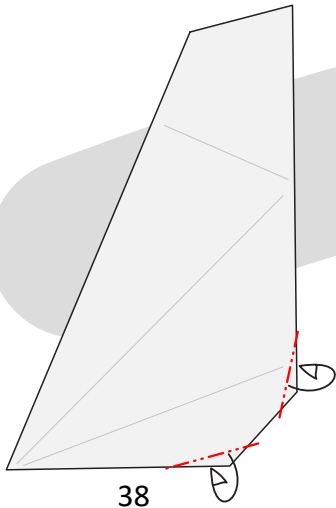


36 Sink

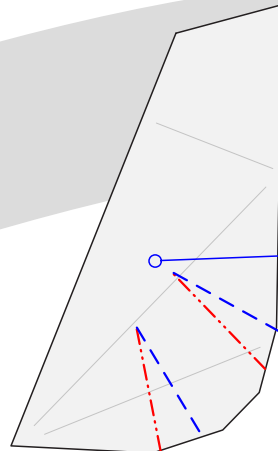


37 Mountain fold. Repeat behind

Wings

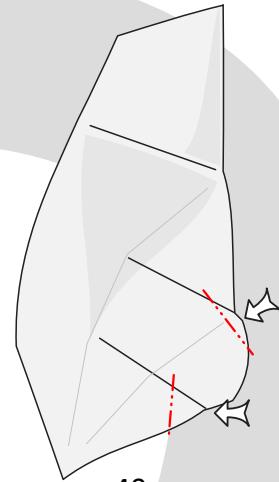


38 Mountain folds. Repeat behind

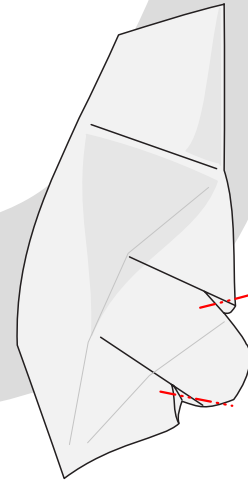


39 Crimp folds. Repeat behind

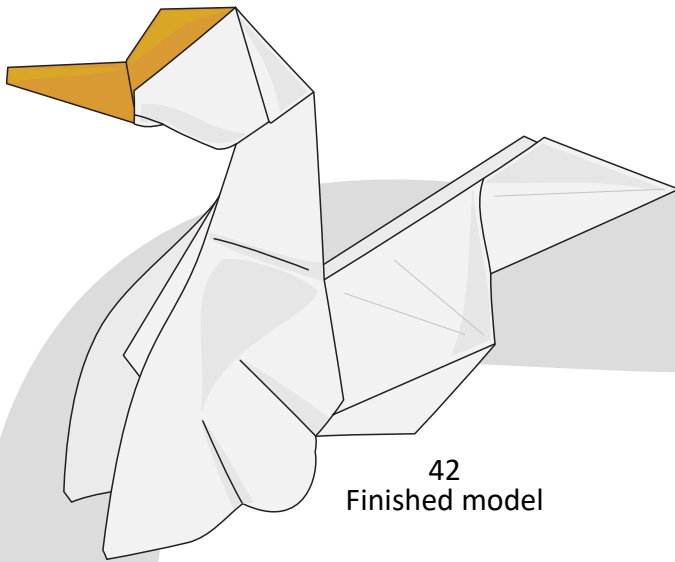
This area will be convex



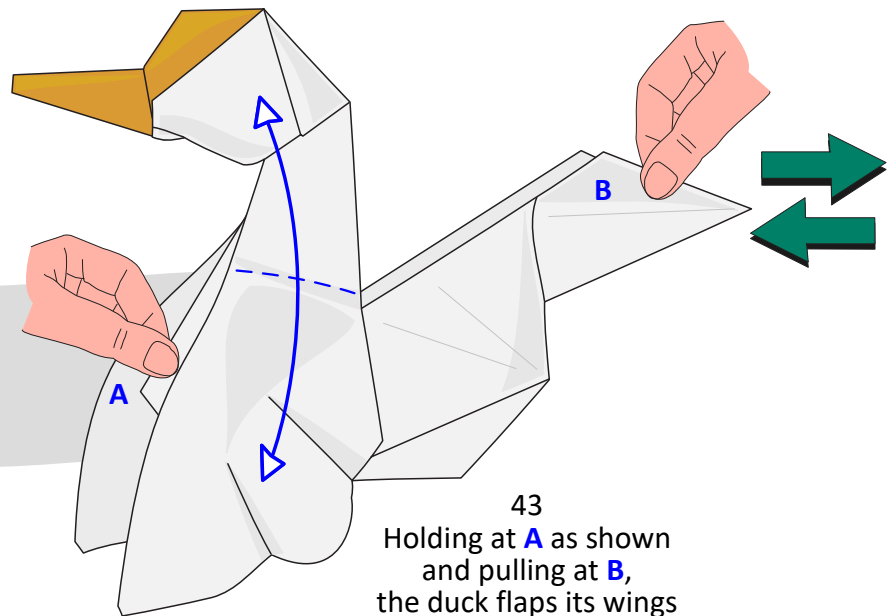
40 Sink. Repeat behind



41 Mountain folds. Repeat behind

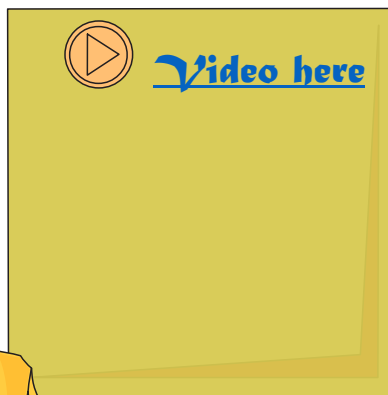
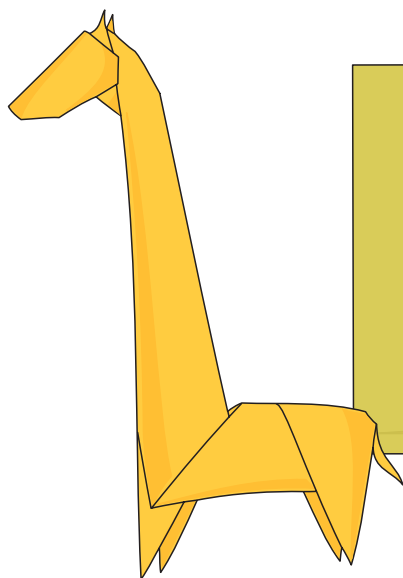


42 Finished model

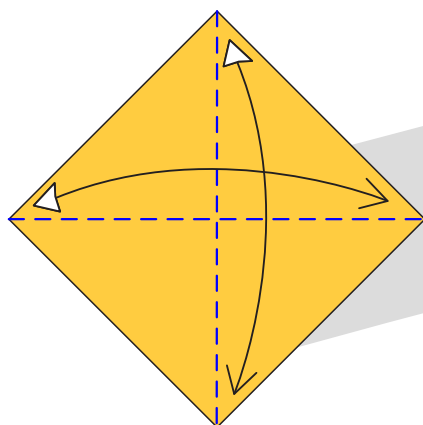


43 Holding at A as shown and pulling at B, the duck flaps its wings

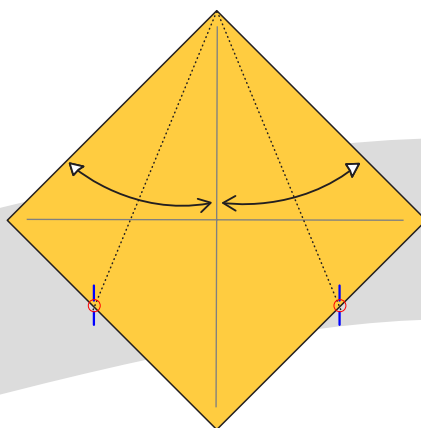
# How do giraffes drink?



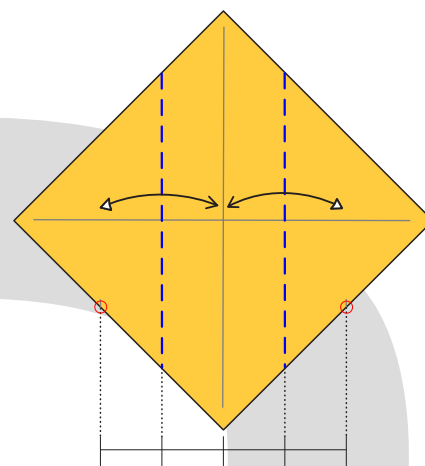
Square 20x20 cm



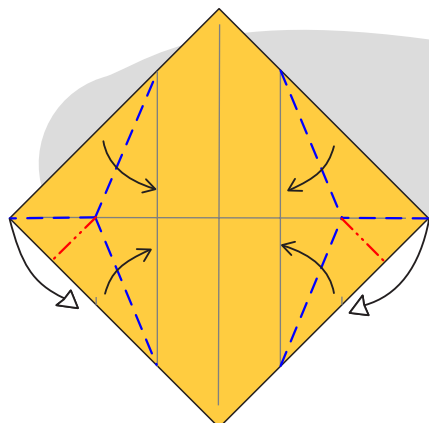
1  
Pre-crease  
the diagonals



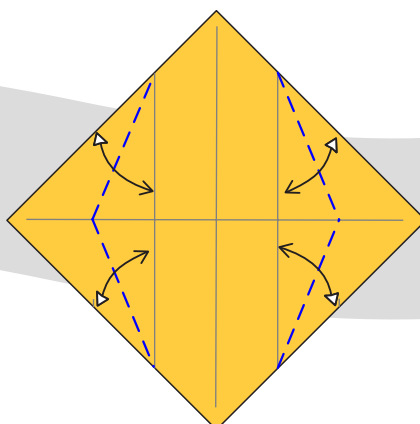
2  
Pinch in intersection  
with edge



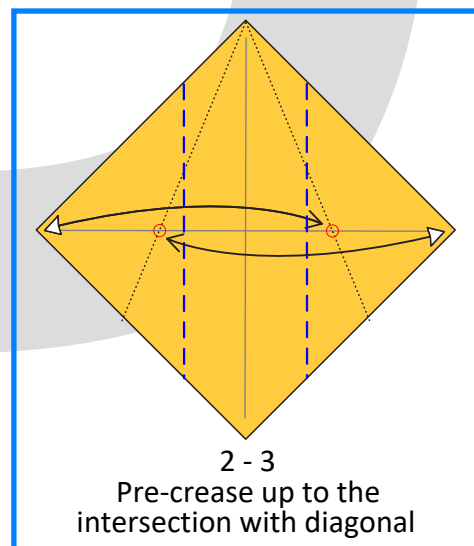
3  
Pre-crease



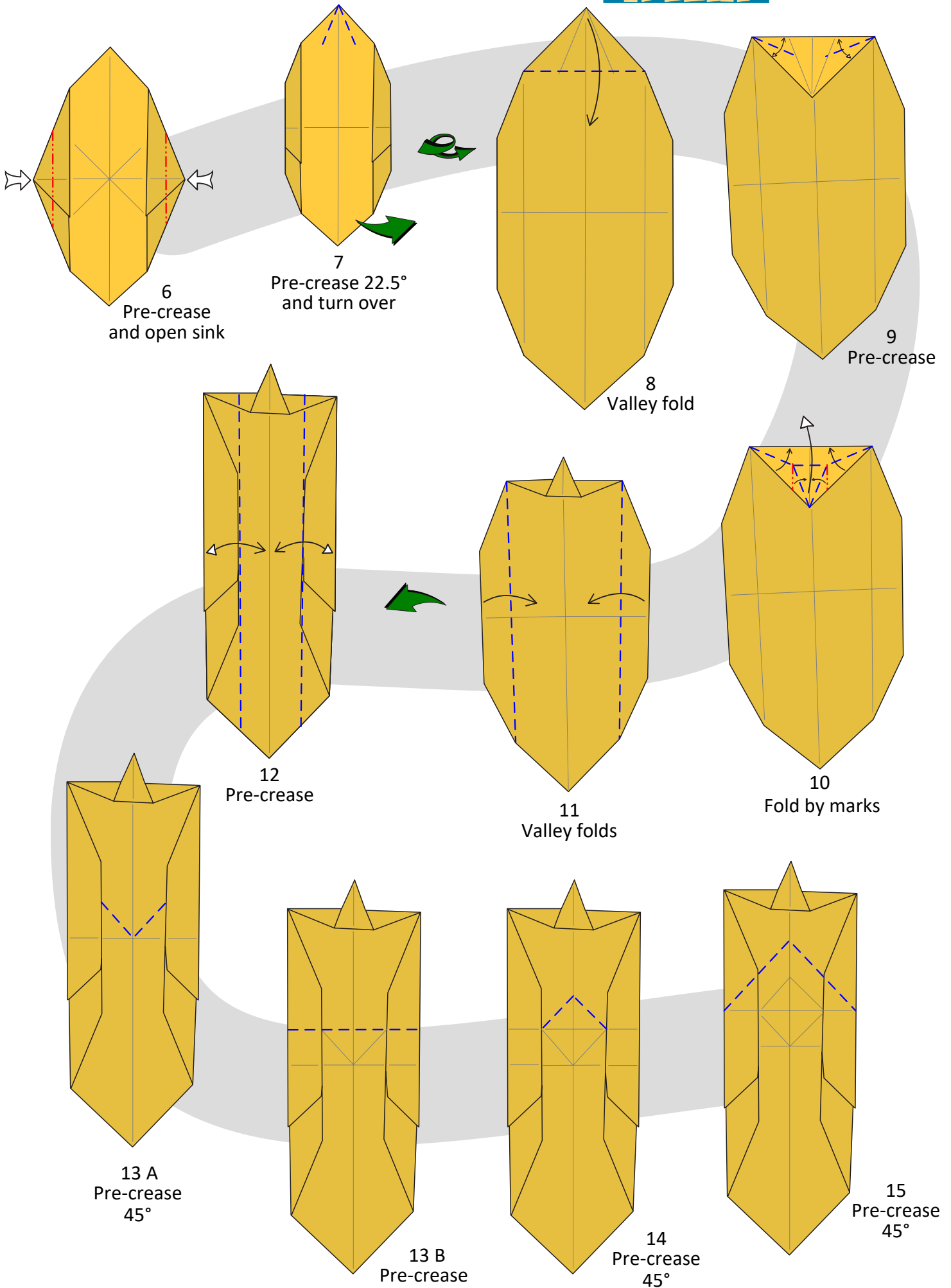
5  
Rabbit ear folds

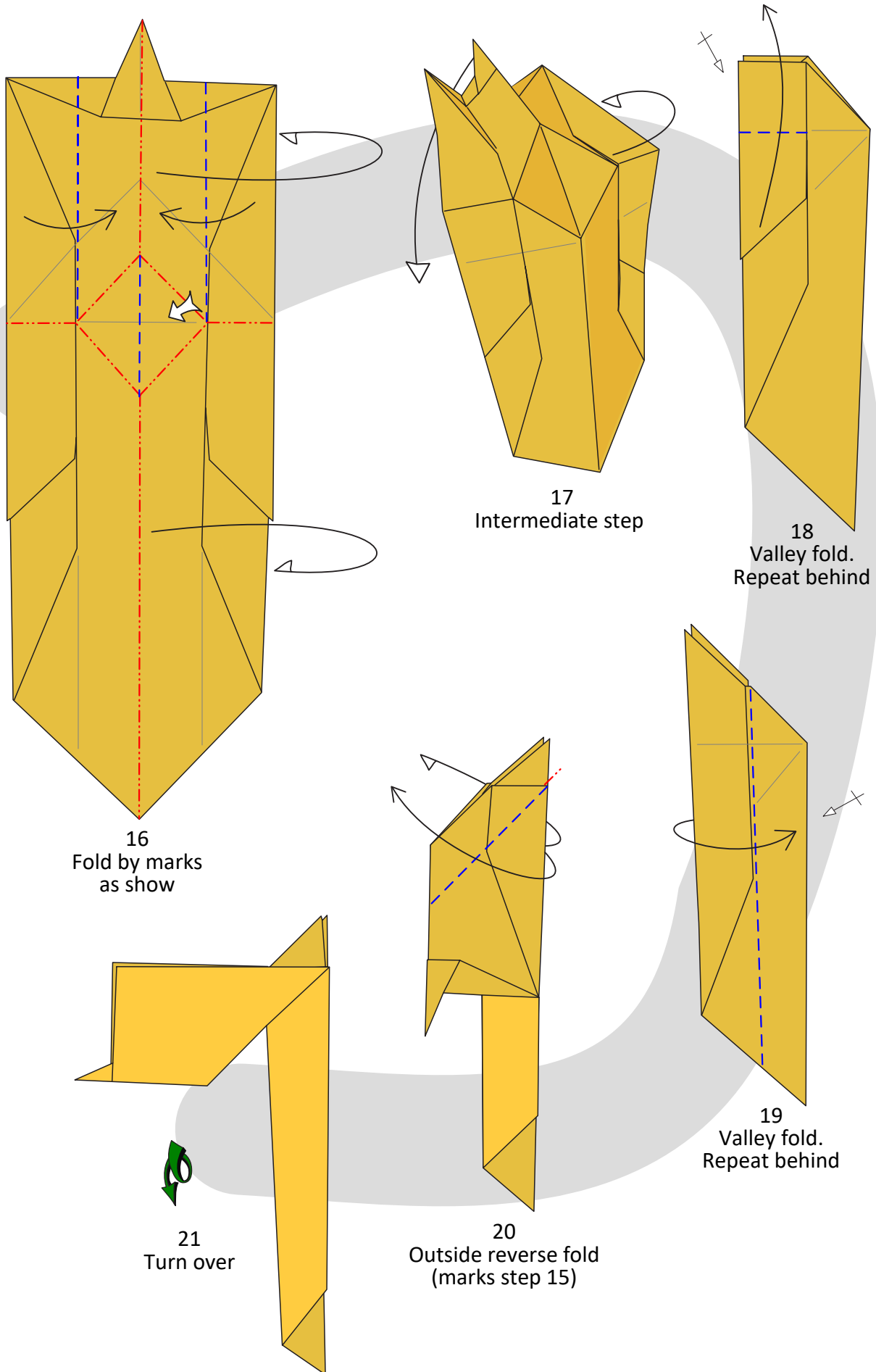


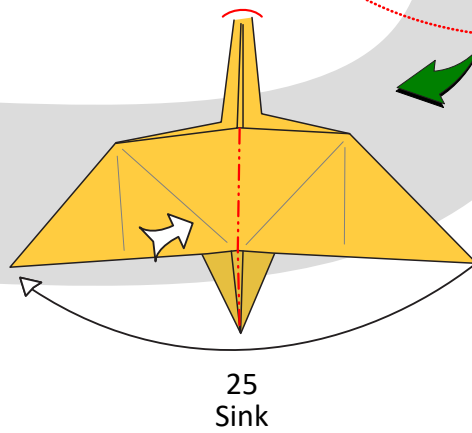
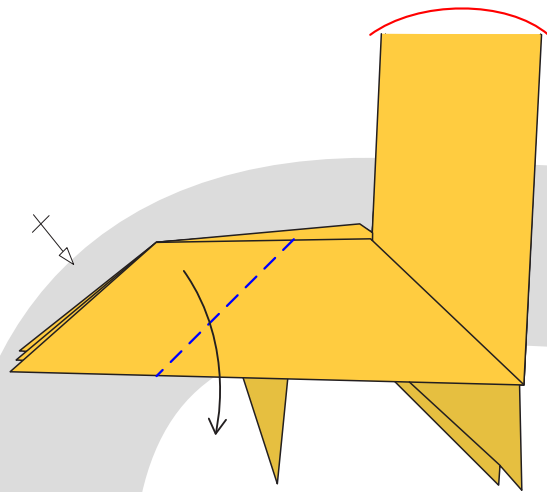
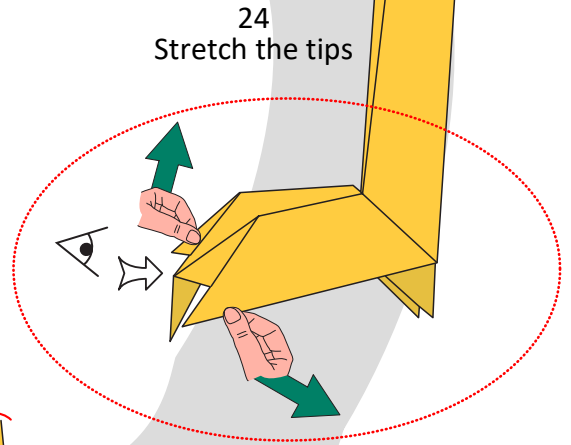
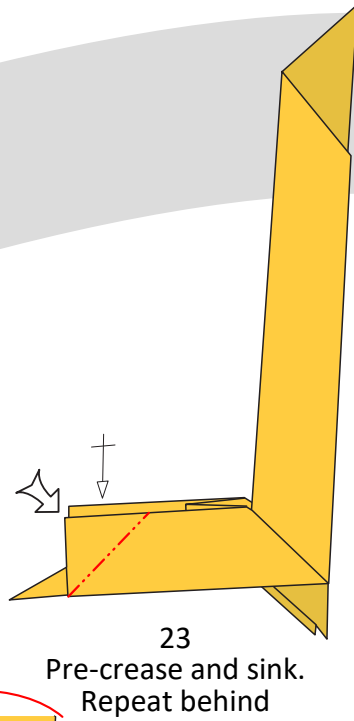
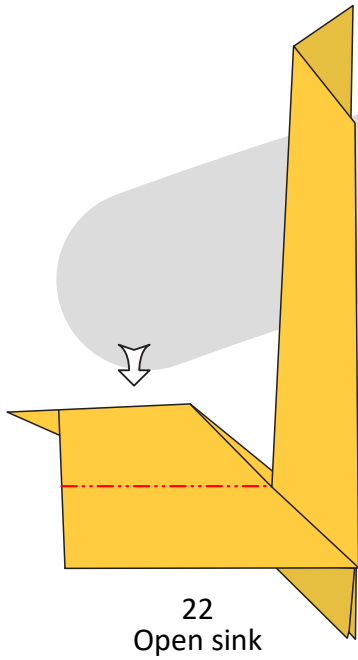
4  
Pre-crease  
22.5°



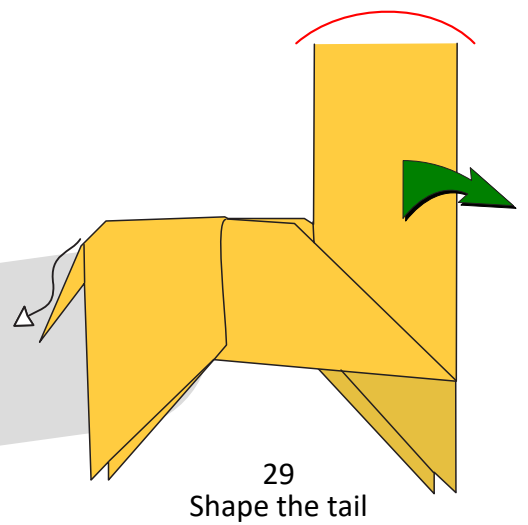
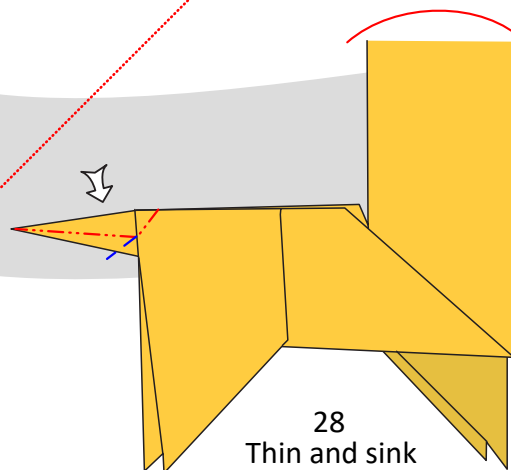
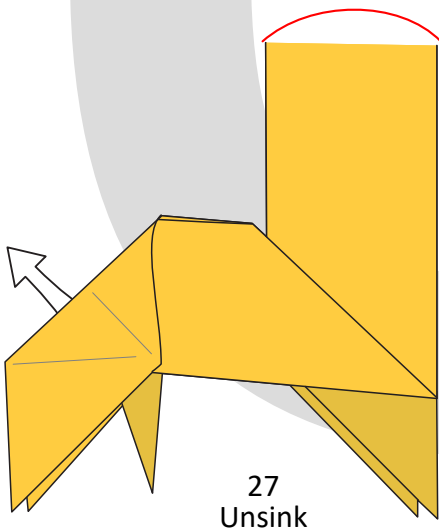
2 - 3  
Pre-crease up to the  
intersection with diagonal

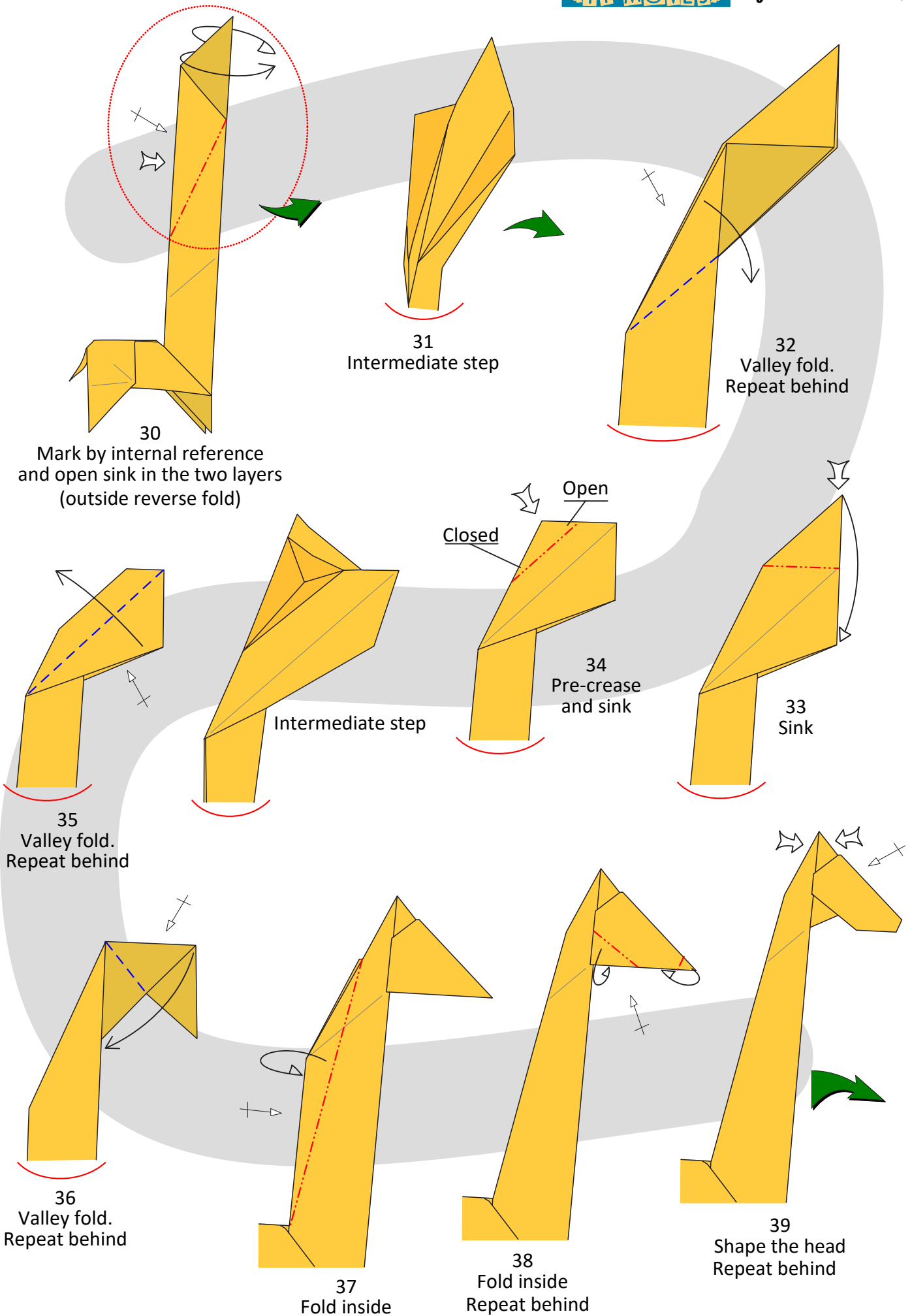




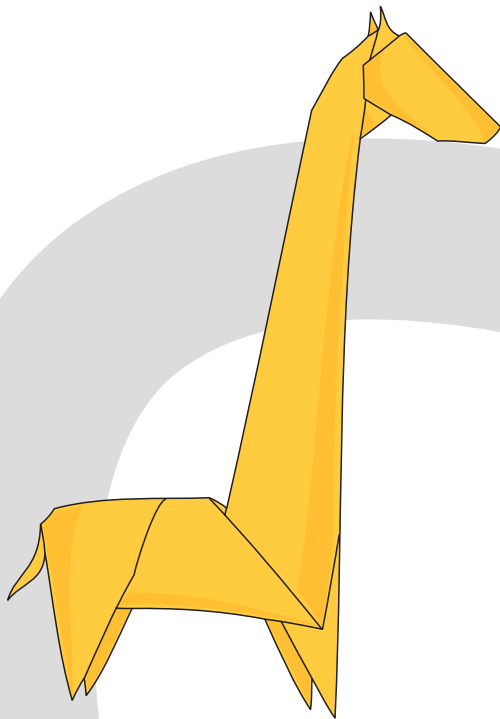


I prefer to do steps 26 and 27 in one step

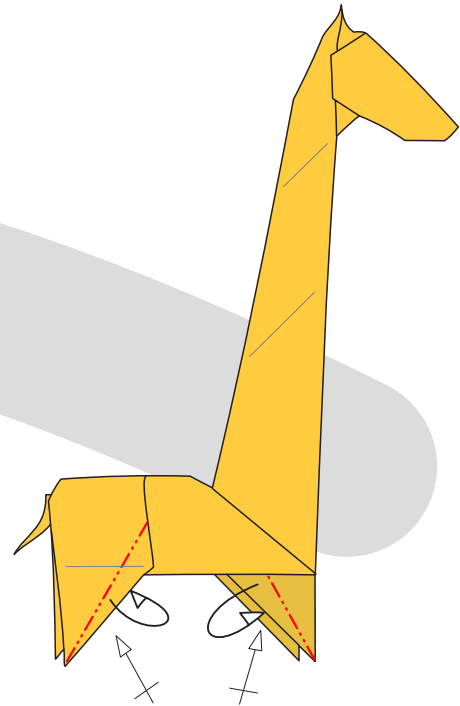




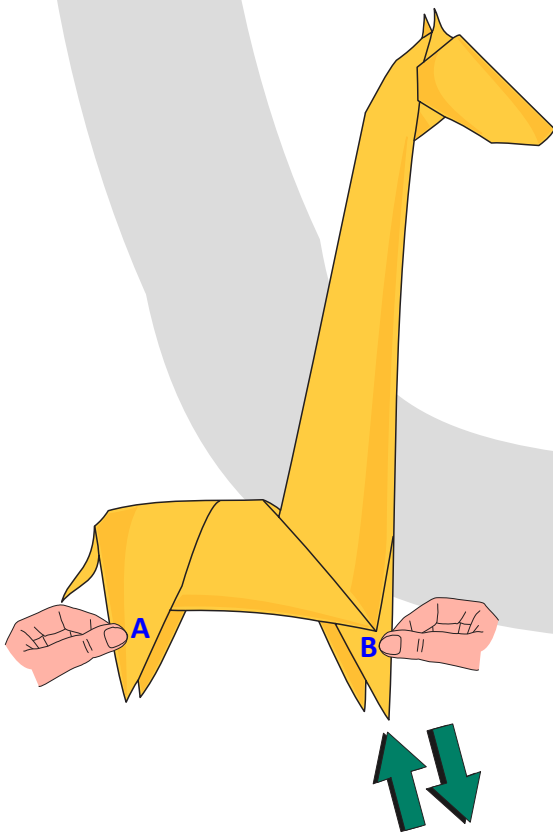




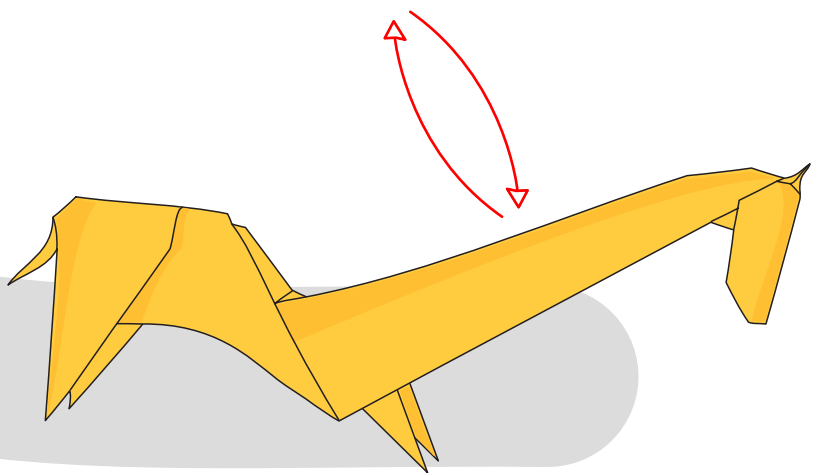
41  
Finished model



40  
Shape the legs  
Repeat behind

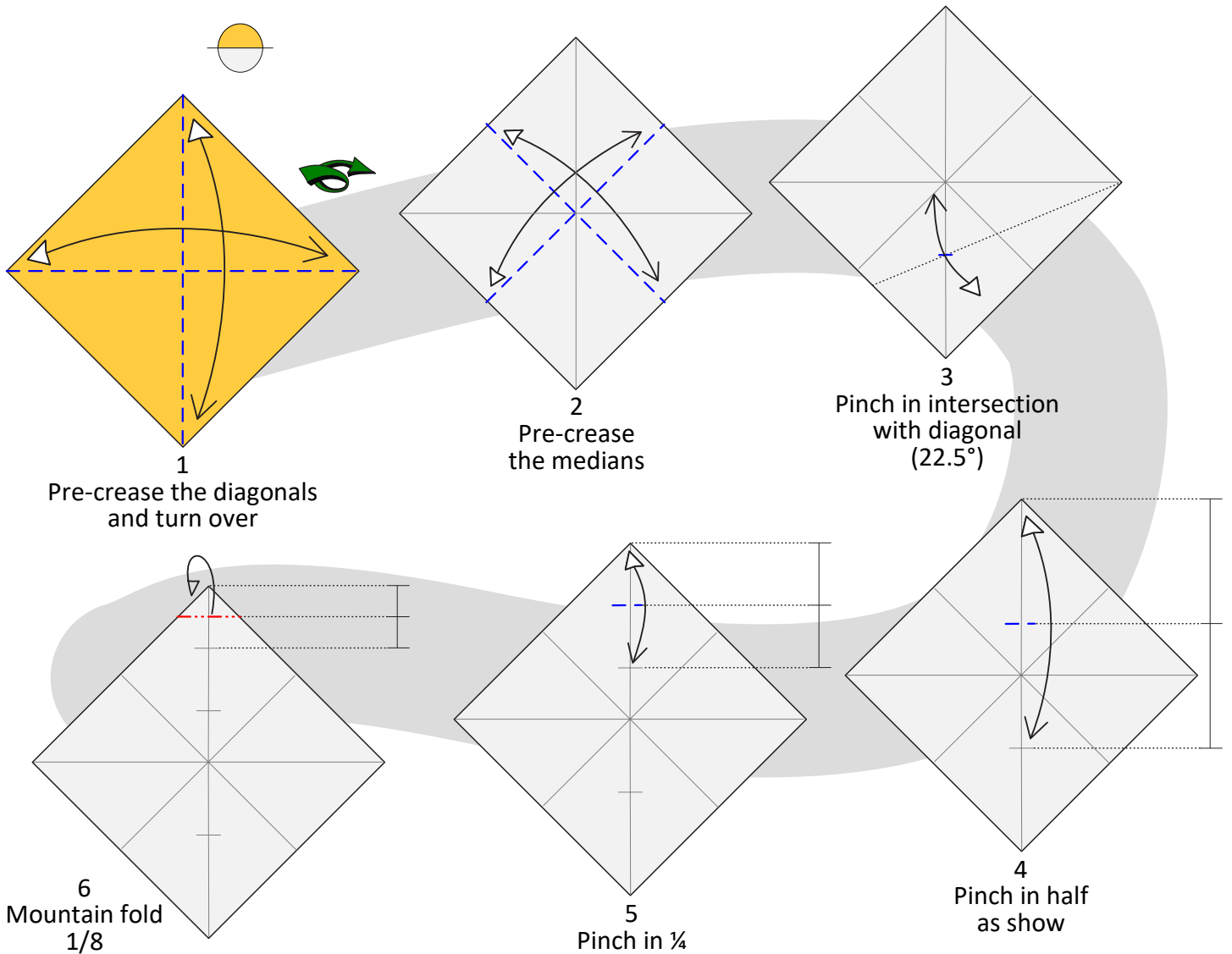
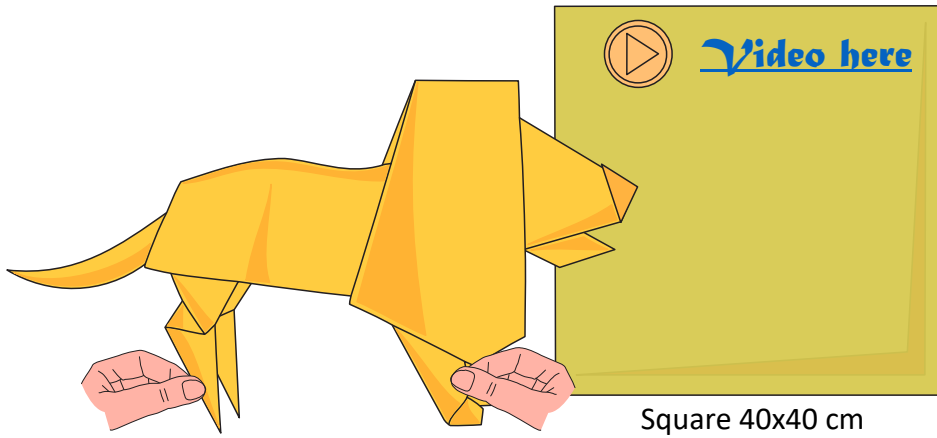


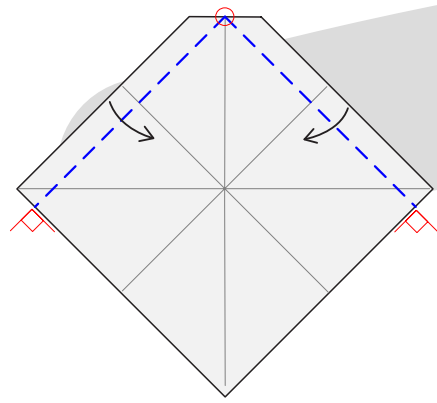
42  
Holding on **A** and pulling  
on **B**, the giraffe lowers  
and raises its head



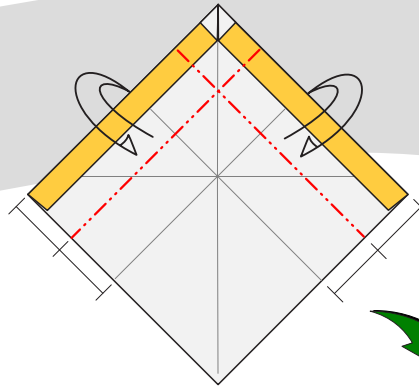


# The lion who knew how to talk

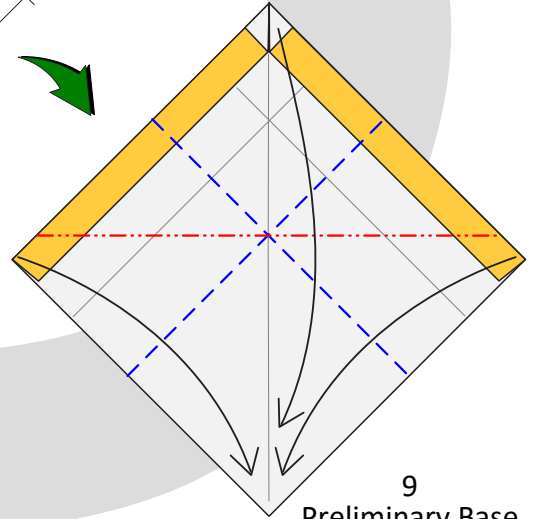




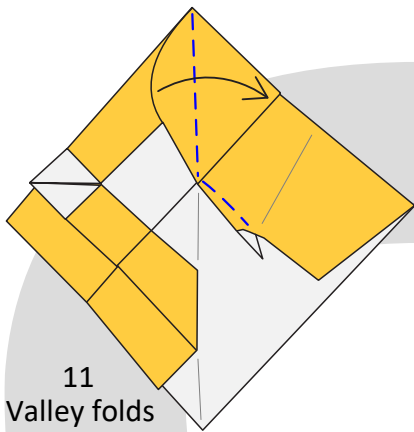
7  
Valley folds



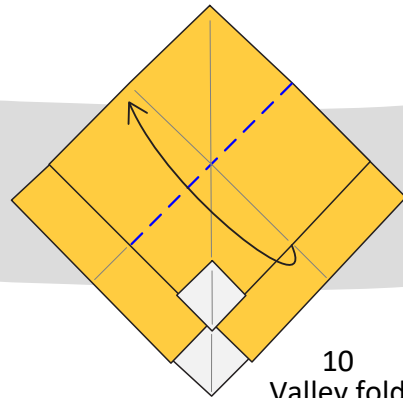
8  
Pre-crease  
in mountain



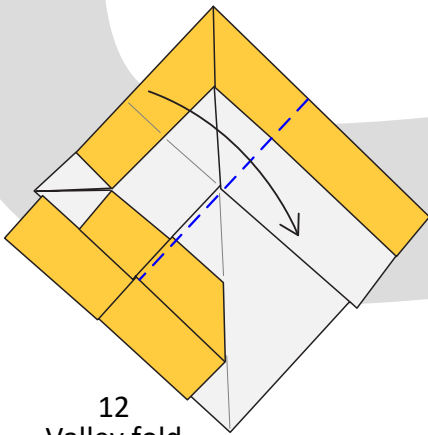
9  
Preliminary Base



11  
Valley folds

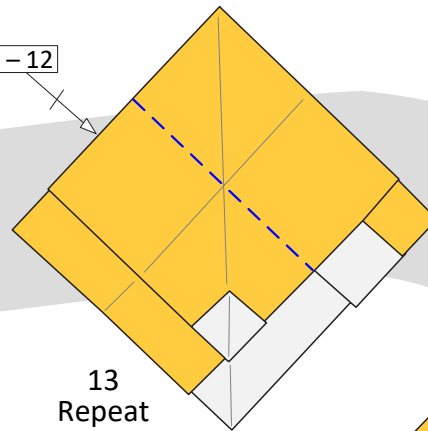


10  
Valley fold

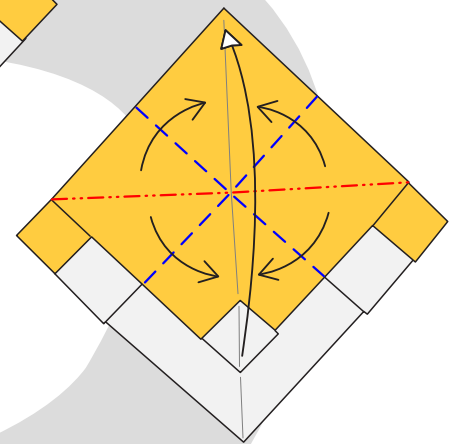


12  
Valley fold

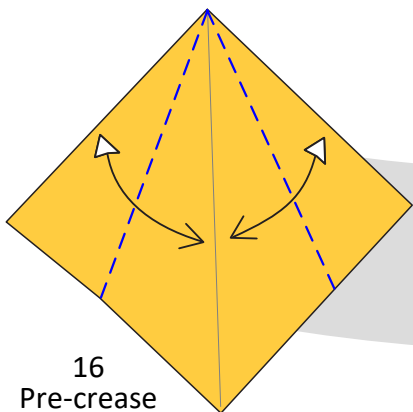
10 - 12



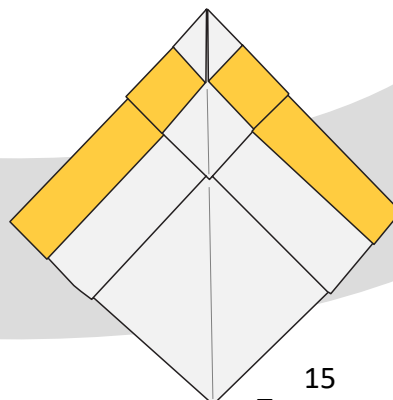
13  
Repeat



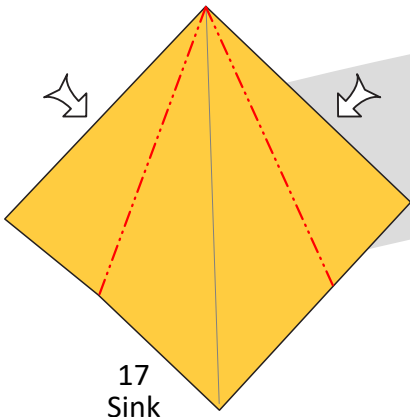
14  
Fold by marks



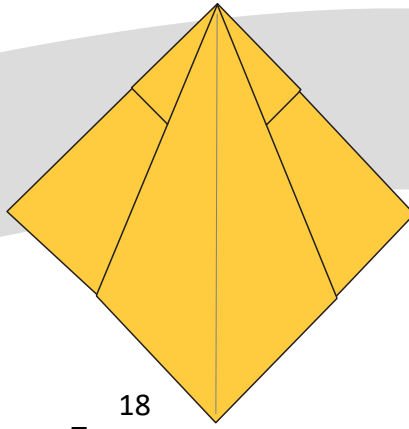
16  
Pre-crease  
22.5°



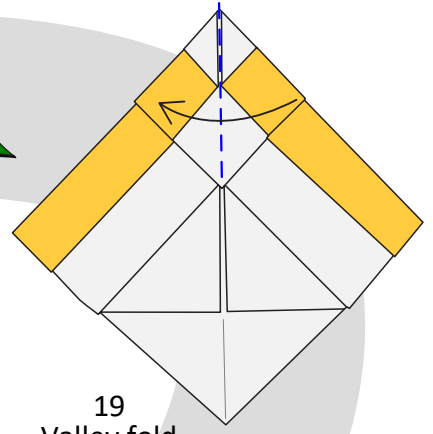
15  
Turn over



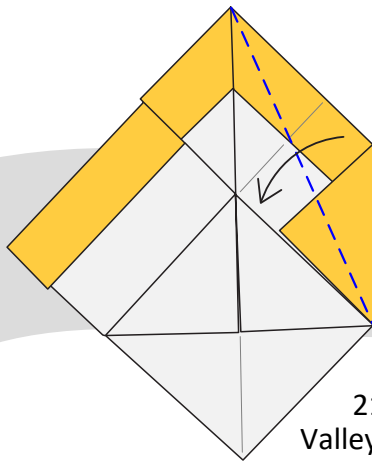
17 Sink



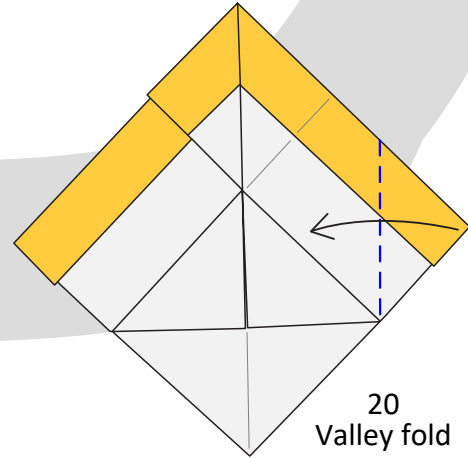
18 Turn over



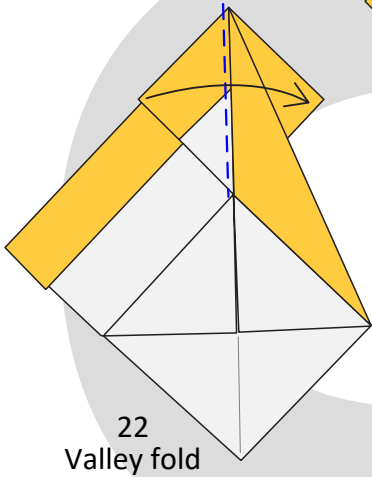
19 Valley fold



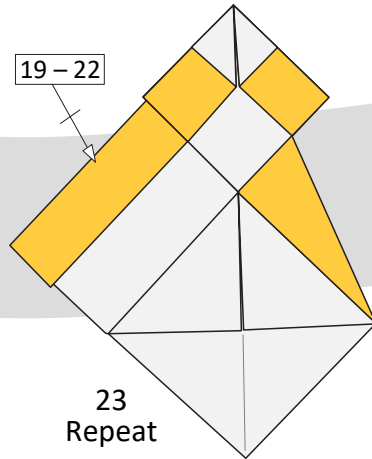
20 Valley fold



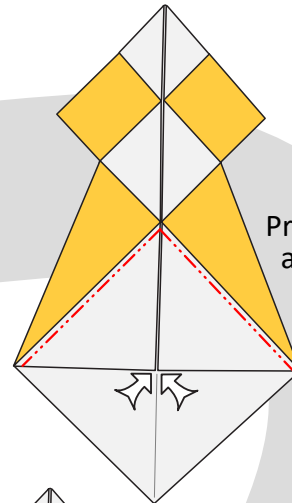
21 Valley fold



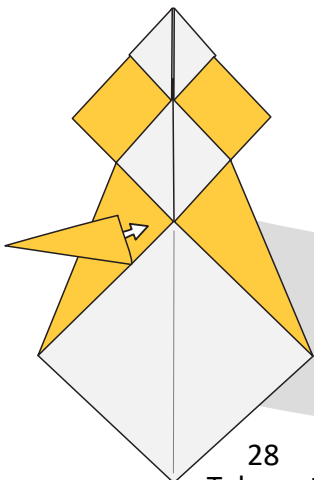
22 Valley fold



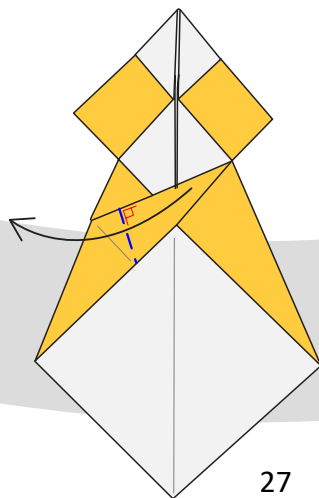
23 Repeat



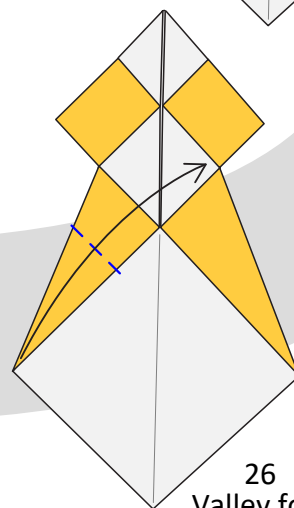
24 Pre-crease and sink



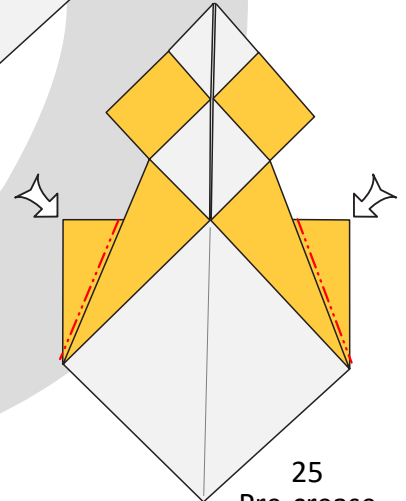
25 Pre-crease and sink



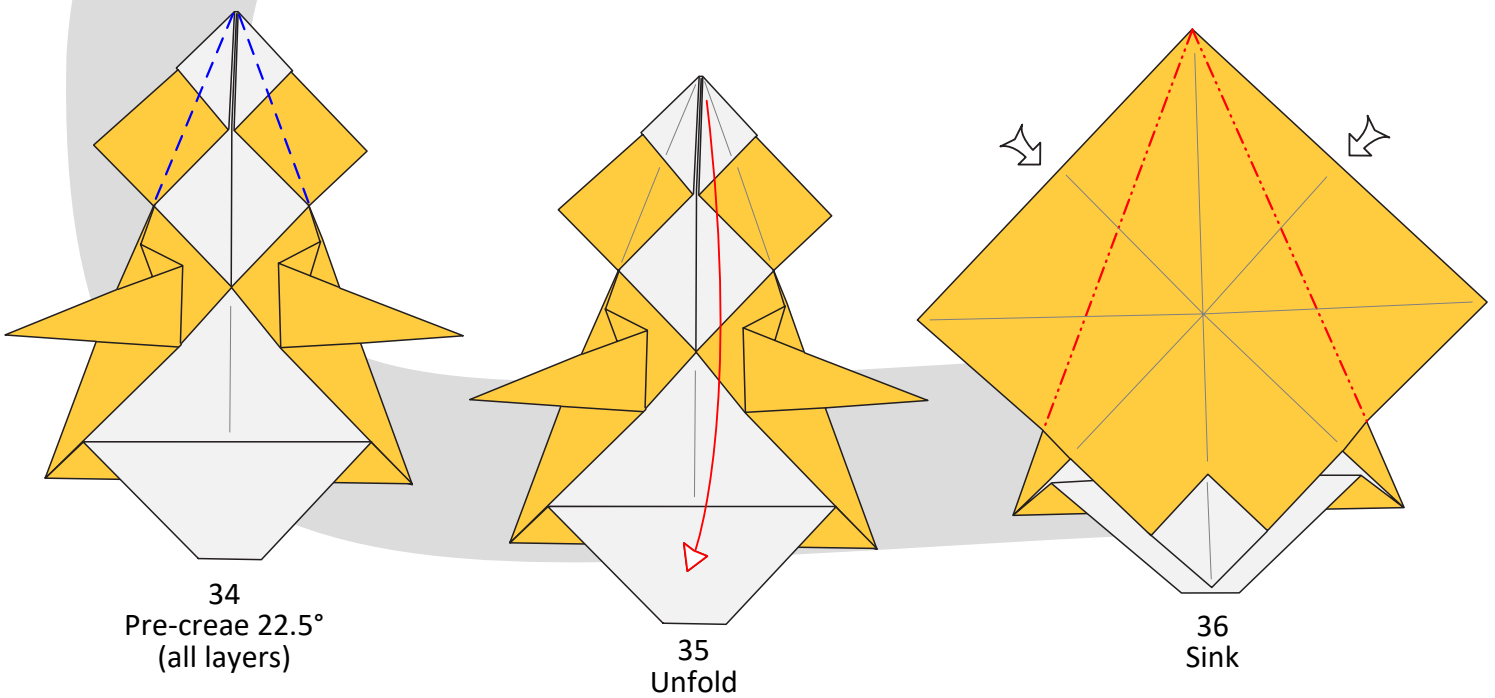
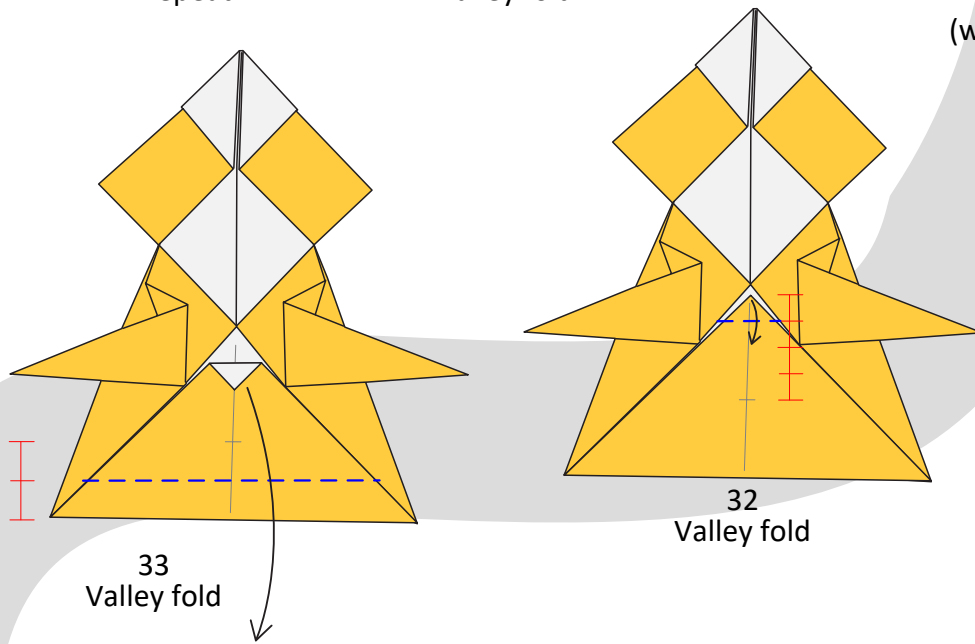
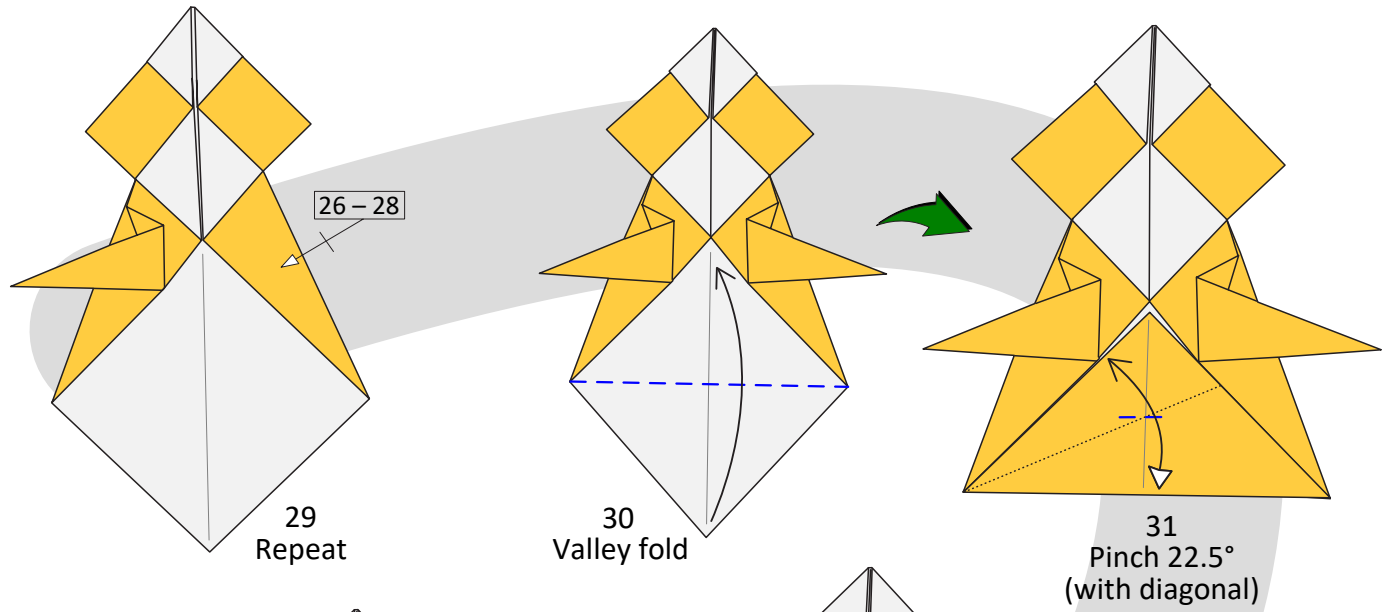
26 Valley fold

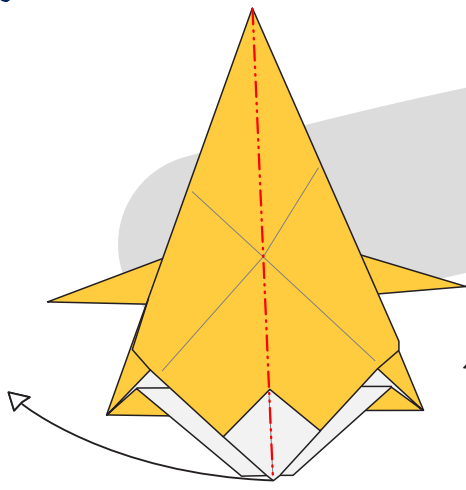


27 Valley fold

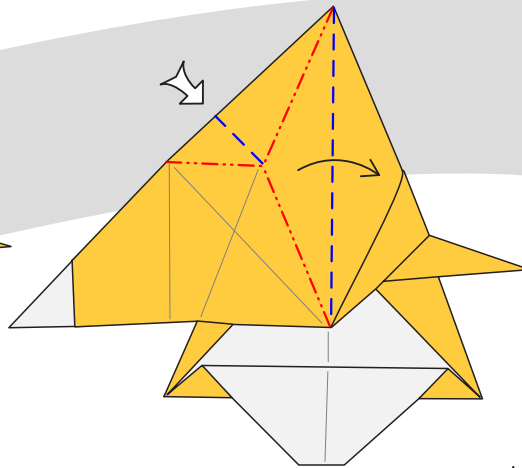


28 Take out some paper

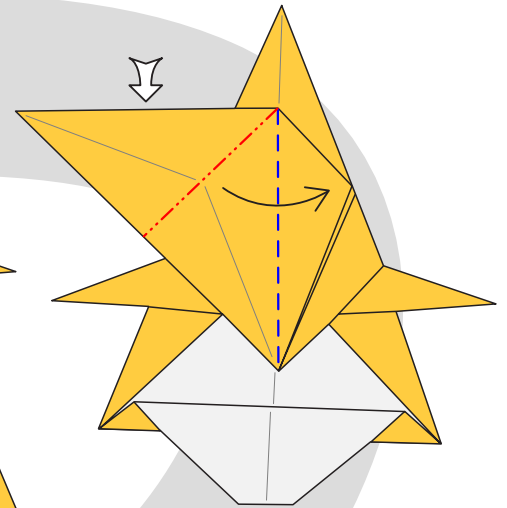




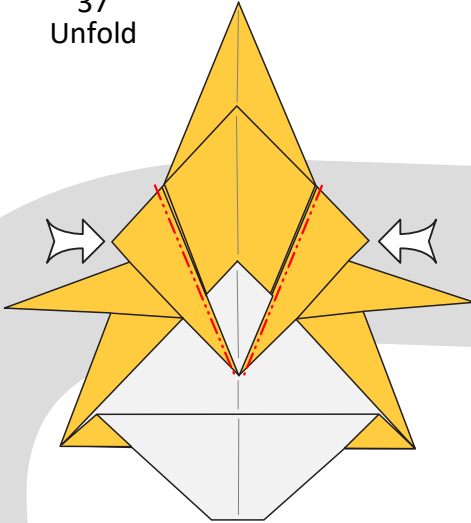
37 Unfold



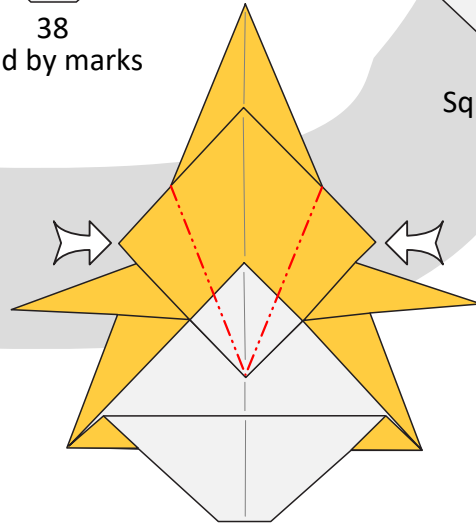
38 Fold by marks



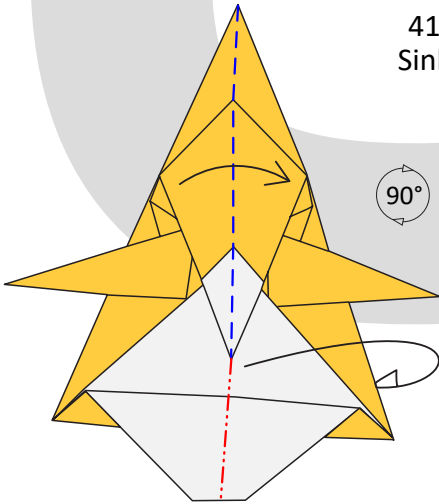
39 Squash fold



40 Sink

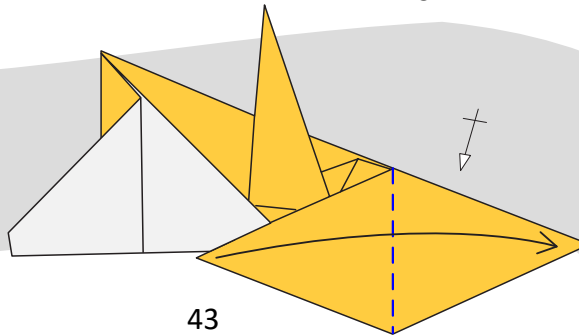


41 Sink

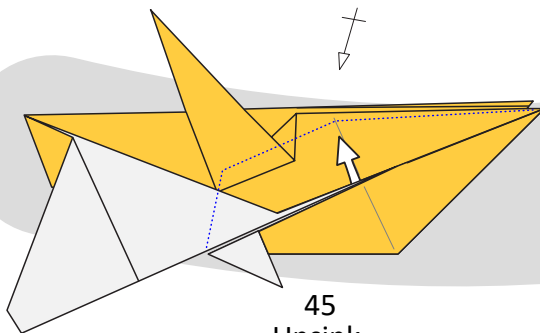


42 Fold in half and rotate

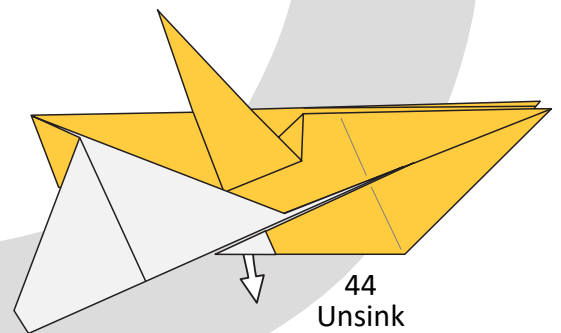
90°



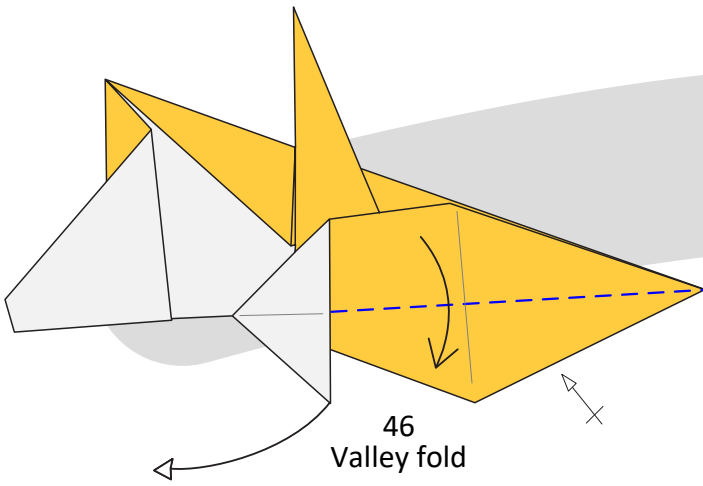
43 Valley fold. Repeat behind



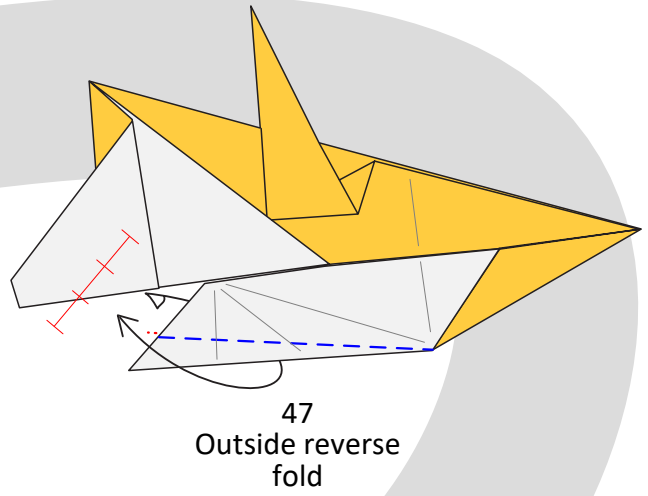
44 Unsink. Repeat behind



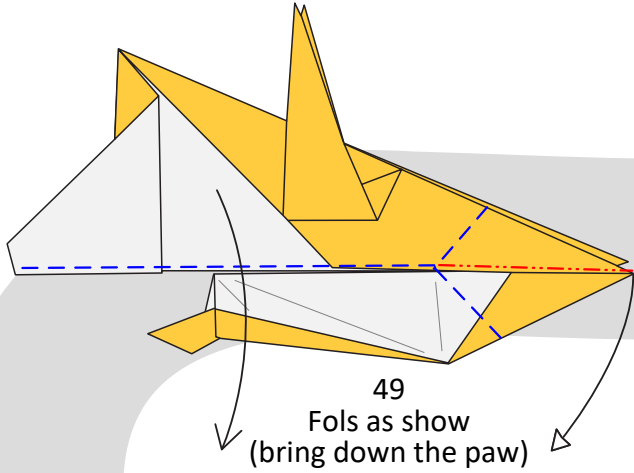
45 Unsink



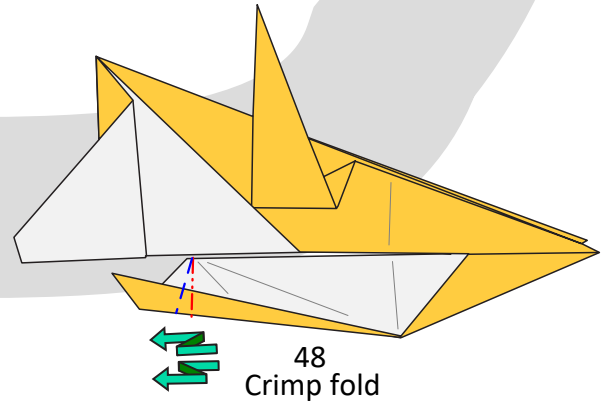
46 Valley fold



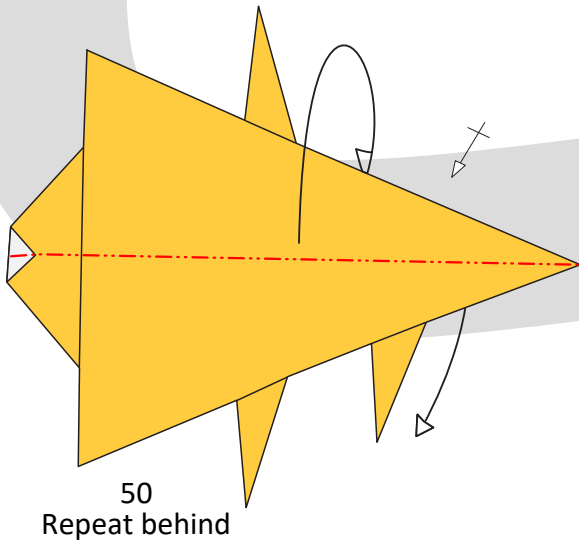
47 Outside reverse fold



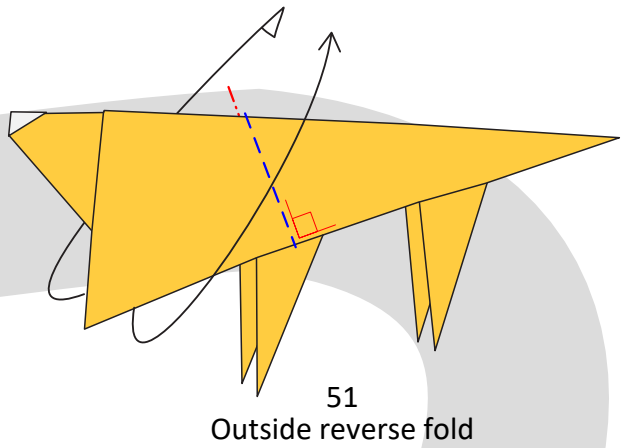
49 Folds as show (bring down the paw)



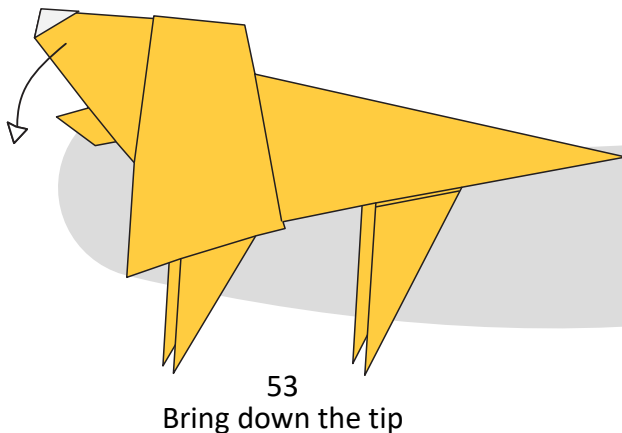
48 Crimp fold



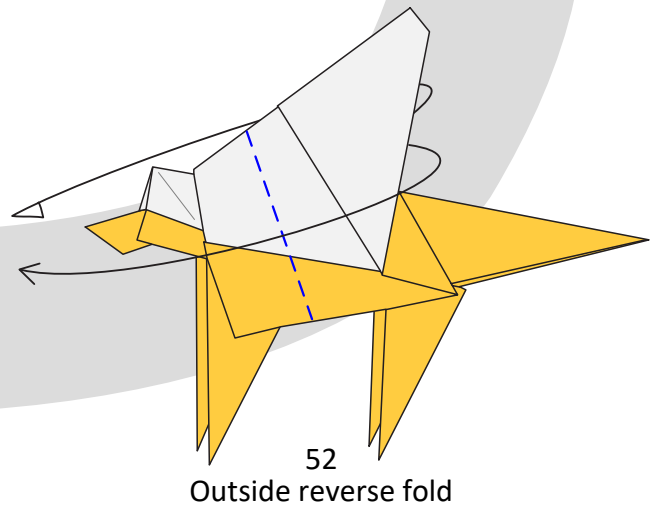
50 Repeat behind



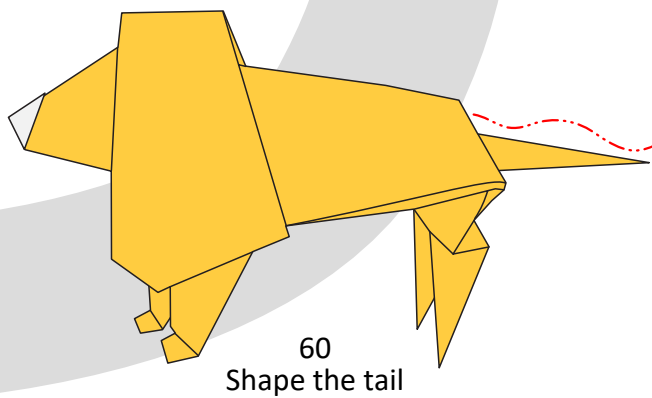
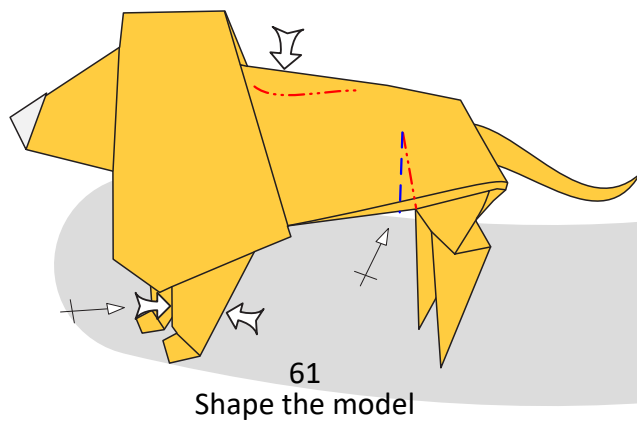
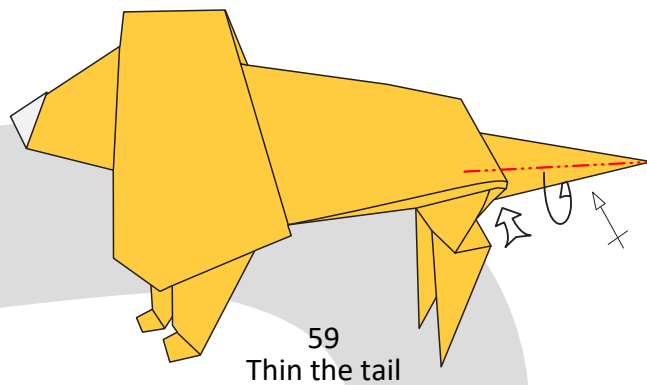
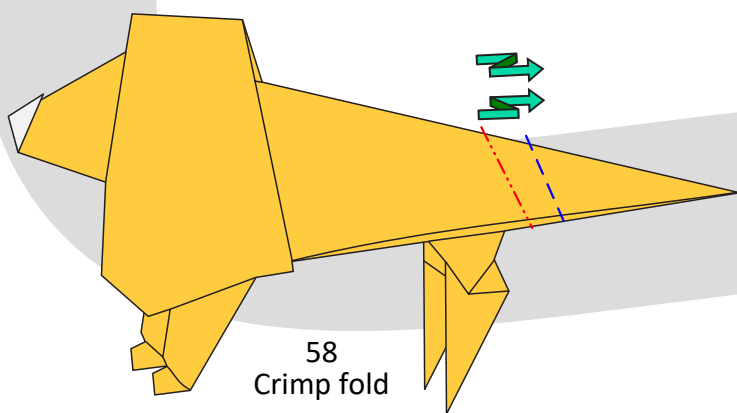
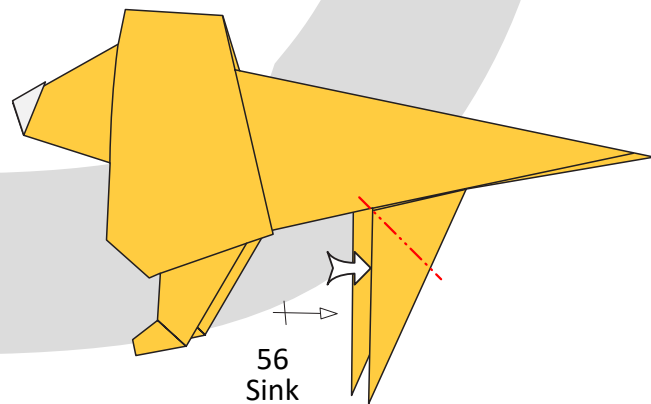
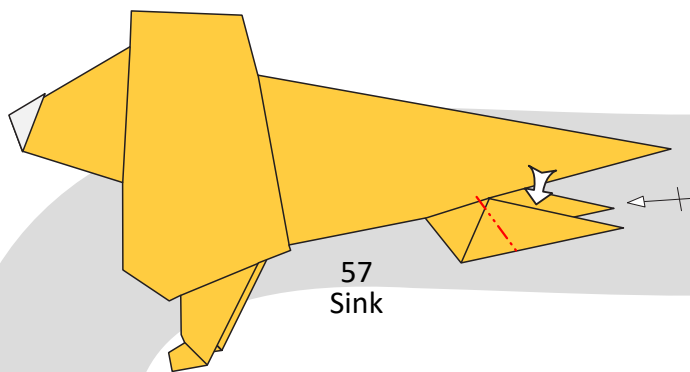
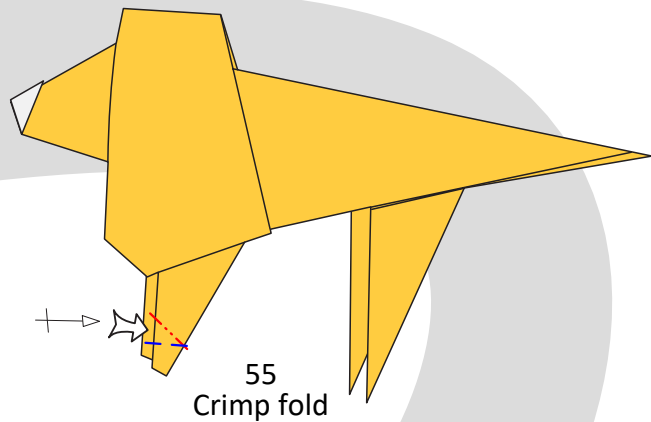
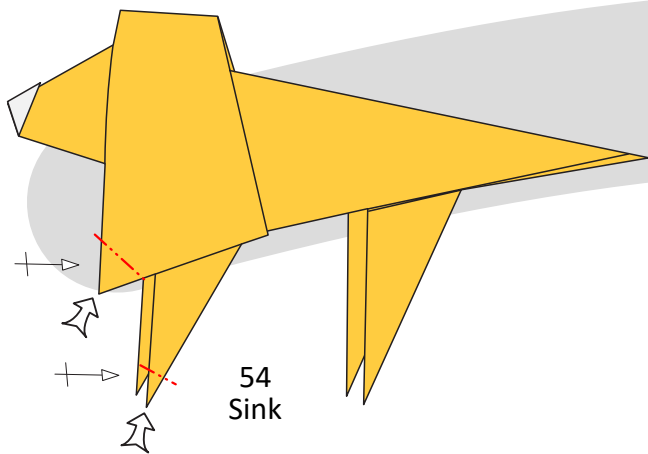
51 Outside reverse fold



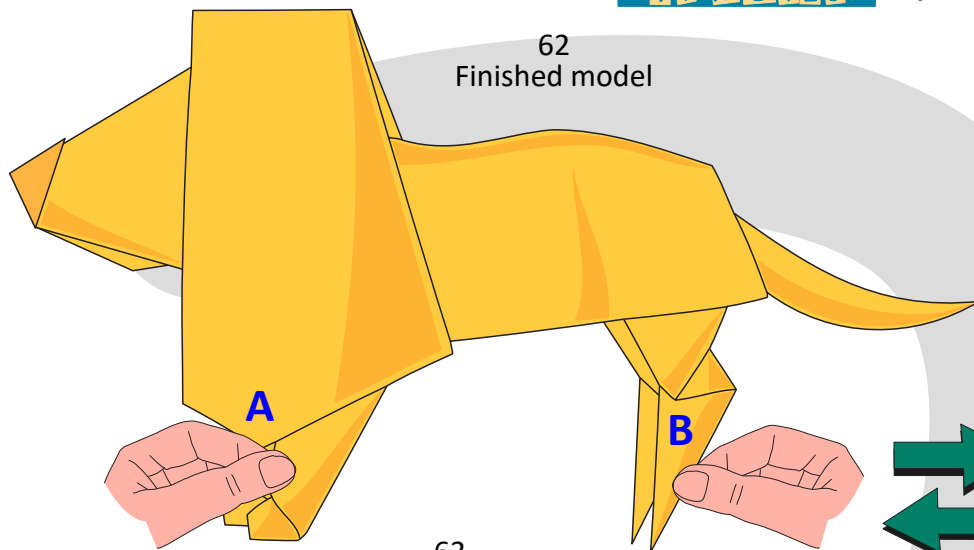
53 Bring down the tip



52 Outside reverse fold

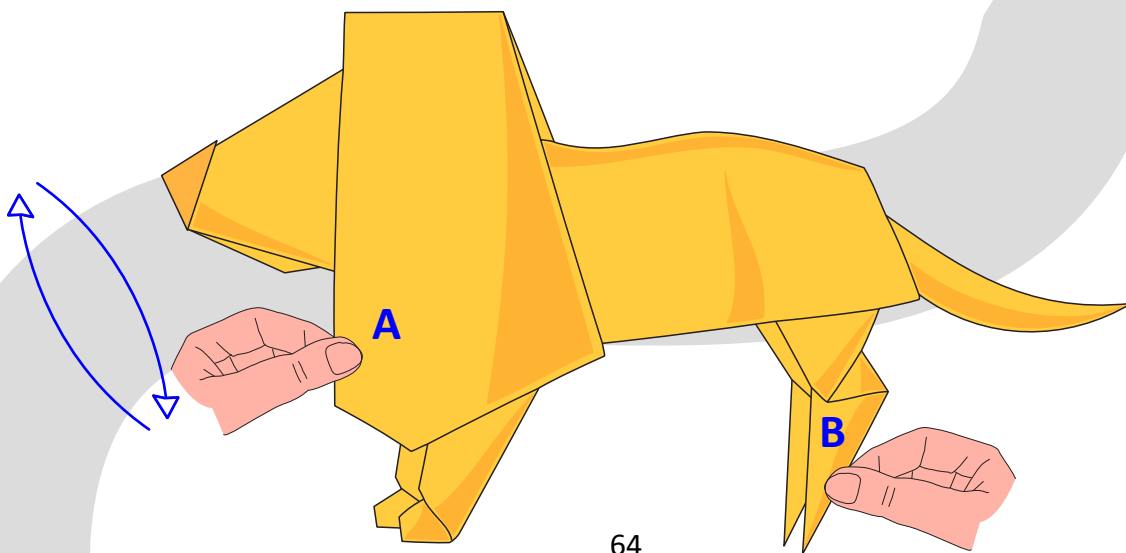




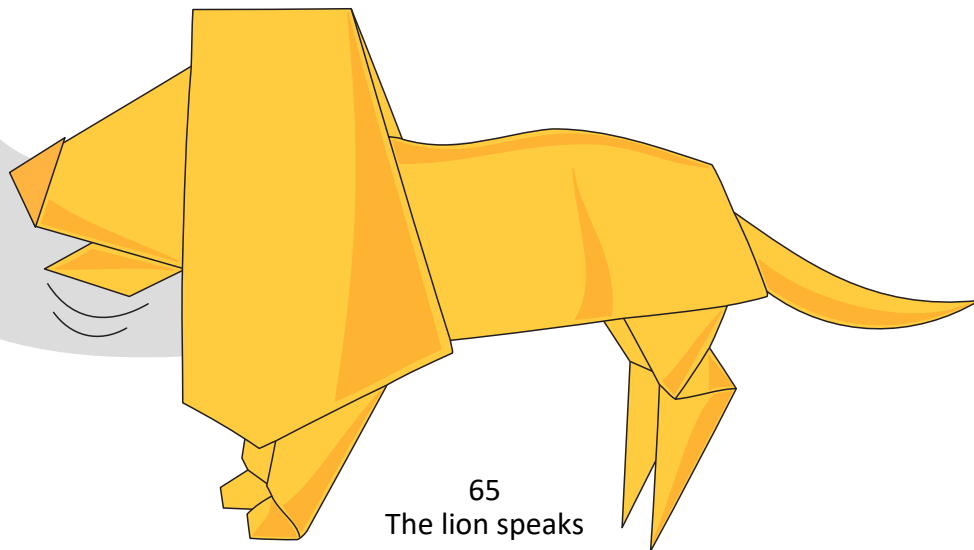


62  
Finished model

63  
Holding as shown at **A** and pushing the hind legs, the lion opens and closes its mouth



64  
Also Works holding at **B** and lifting at **A**

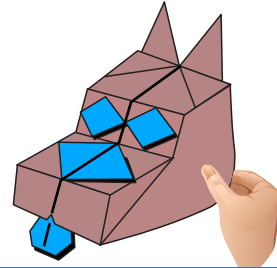


65  
The lion speaks

# Other action models by the autor

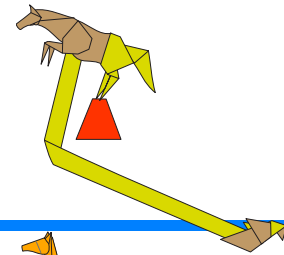
## 4D Dog illusion

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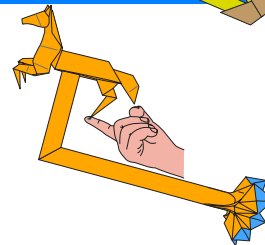
## Balancing Horse V1.0

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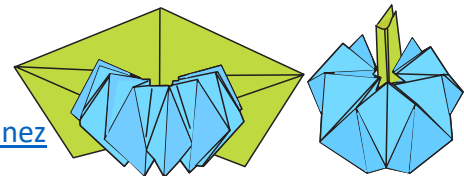
## Balancing Horse V2.0

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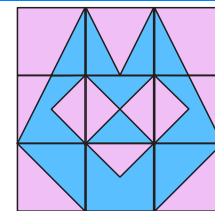
## Ball pop up card

<https://www.giladorigami.com/origami-database/Ball+pop+up+card+Leonardo%2BPulido%2BMartinez>



## Cat puzzle

<https://www.giladorigami.com/origami-database/Cat+puzzle+Leonardo%2BPulido%2BMartinez>

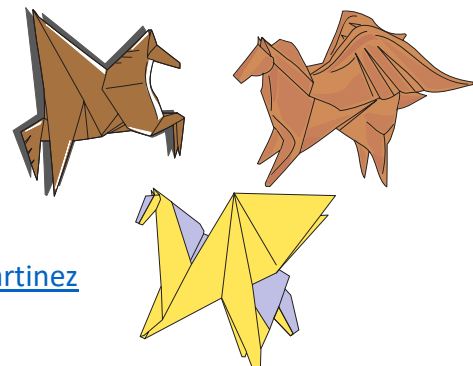


## Flapping pegasus V1.0

## Flapping pegasus V2.0

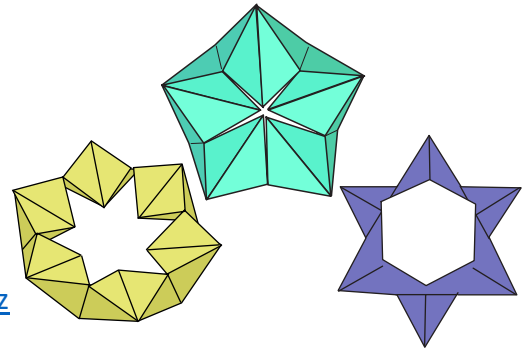
## Flapping pegasus V3.0

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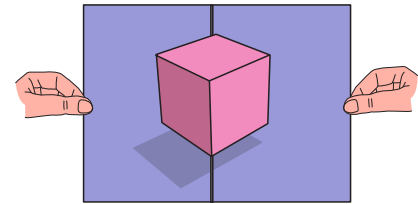
## Flexagons

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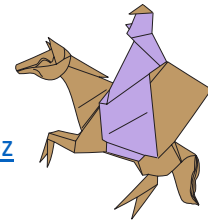
## Floating cube

<https://www.giladorigami.com/origami-database/Floating+cube+Leonardo%2BPulido%2BMartinez>



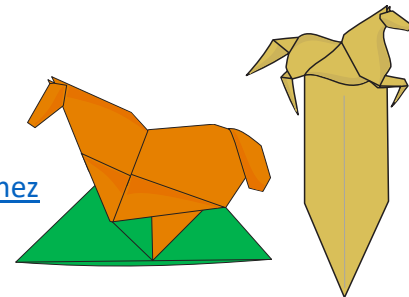
## Galloping horse and rider

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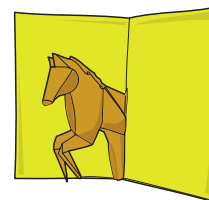
## Horse bookmark V1.0 Horse bookmark V2.0

<https://www.giladorigami.com/origami-database/Horse+bookmark+Leonardo%2BPulido%2BMartinez>



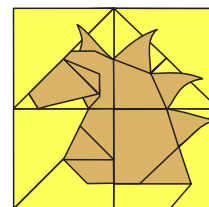
## Horse pop up card

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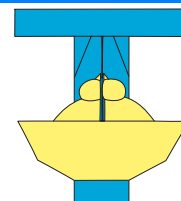
## Horse puzzle

<https://www.giladorigami.com/origami-database/Horse+puzzle+Leonardo%2BPulido%2BMartinez>



## Rebus

<https://www.giladorigami.com/origami-database/Rebus+Leonardo%2BPulido%2BMartinez>



# Other books by the autor



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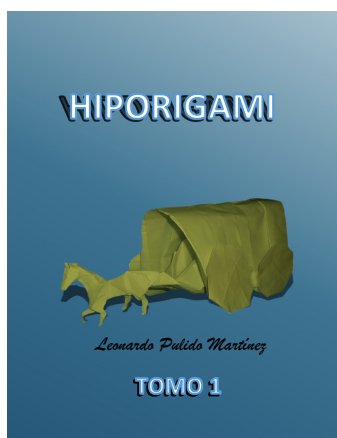


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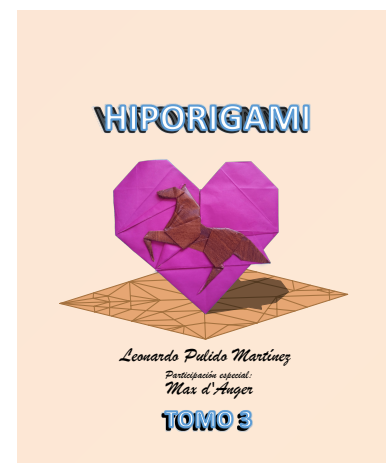
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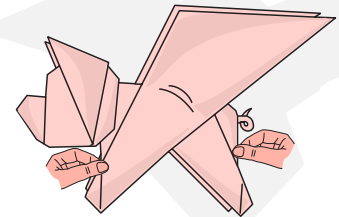
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- **Isamu Sasagawa.** Model: Switch button.  
<https://www.instagram.com/p/CWkT4SahPVh/>
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<https://www.giladorigami.com/origami-database/Bird+-+baby+Juan%2BGimeno>  
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- **Paul Jackson.** Model: Barking dog.  
<https://www.giladorigami.com/origami-database/Barking+dog+Paul%2BJackson>



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- **Belinda Webster. Joe Fullman.** Ation Origami: Paper Models That Snap, Bang, Fly and Spin!  
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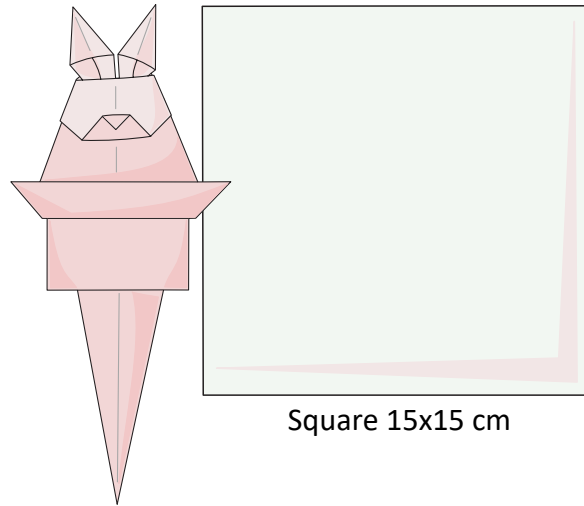
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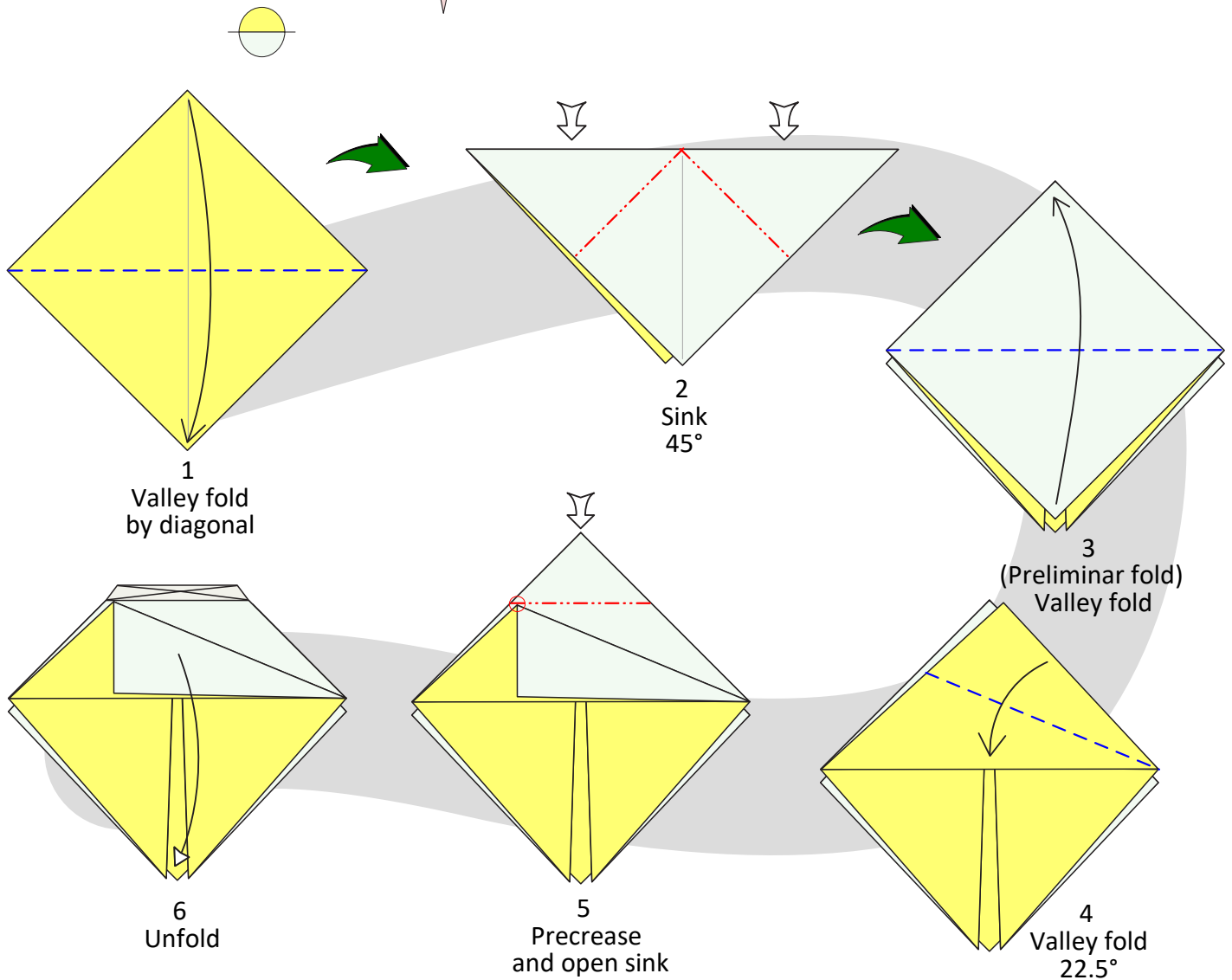
IT MOVES

BONUS:

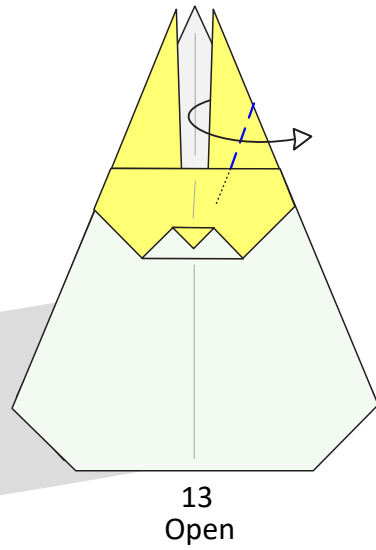
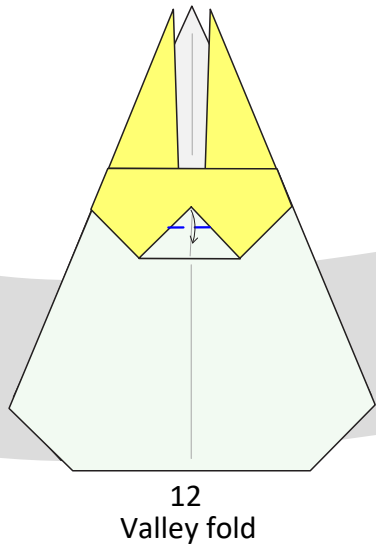
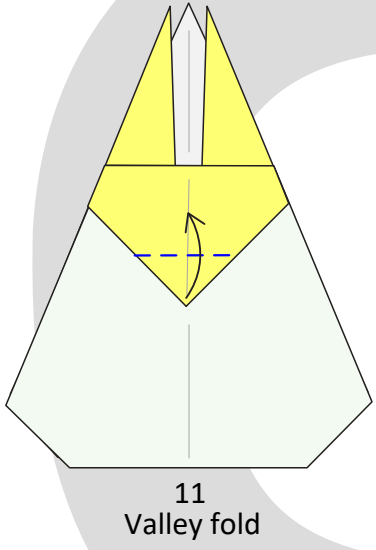
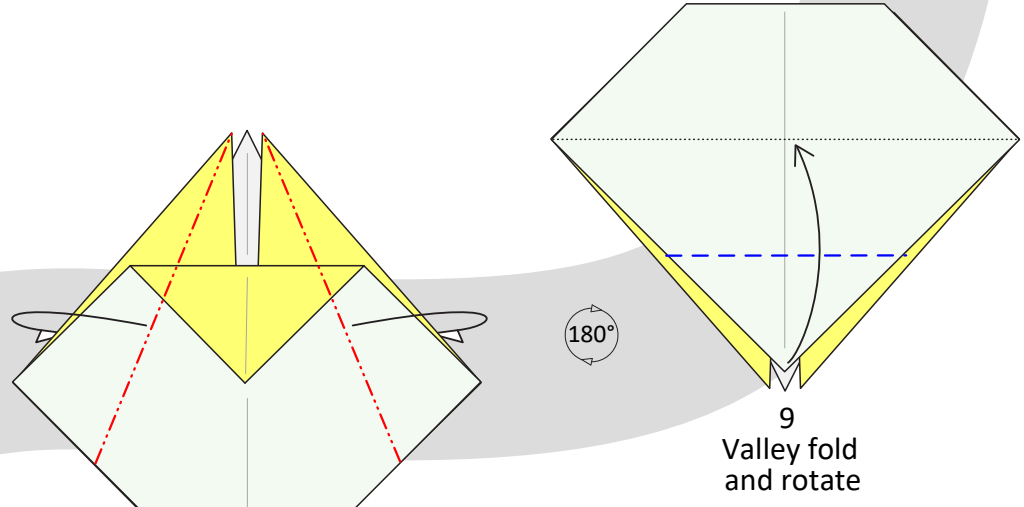
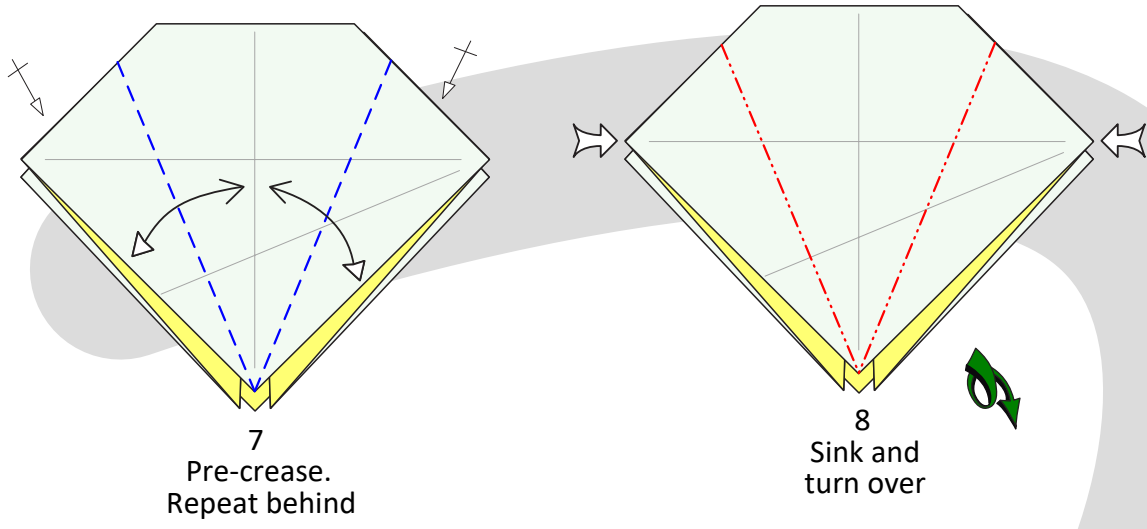
# Rabbit in a hat Bookmark

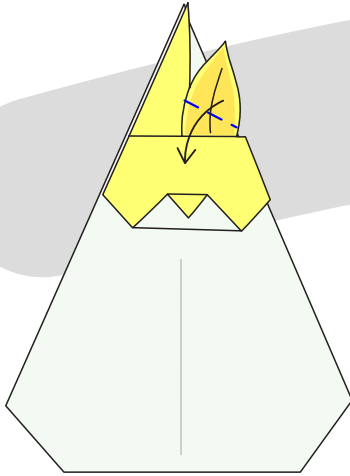


[Photo here](#)

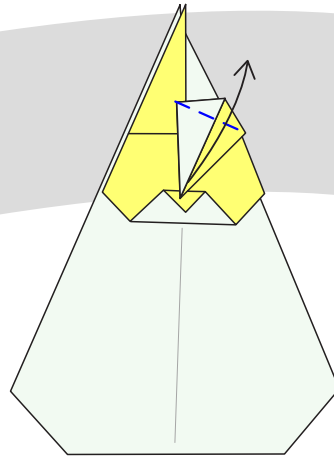




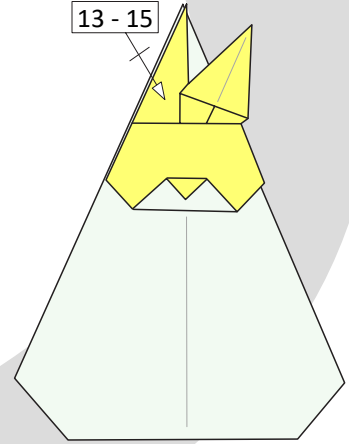




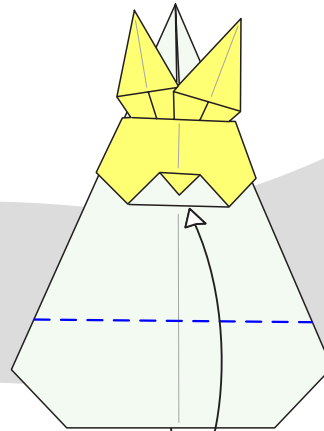
14 Valley fold



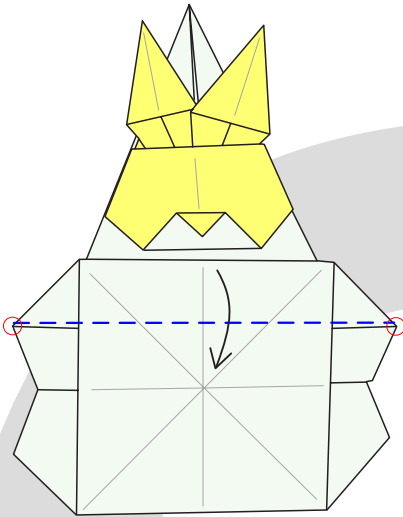
15 Valley fold



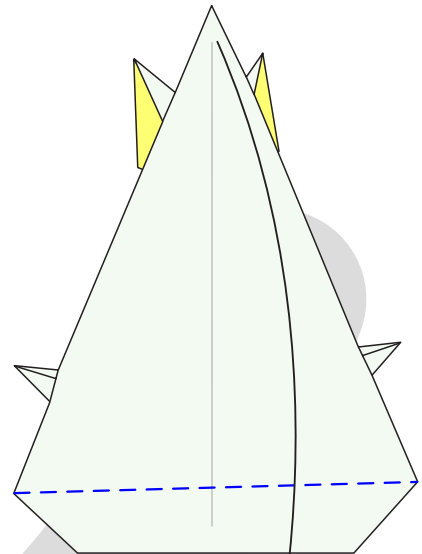
16 Repeat



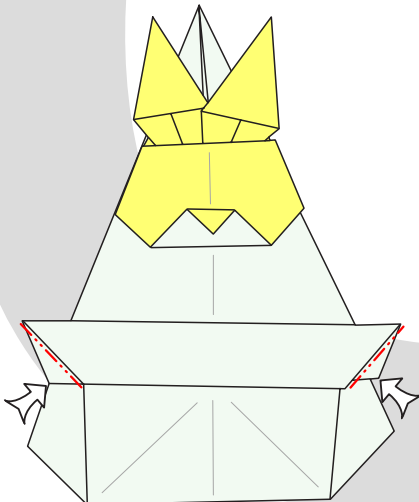
17 Open



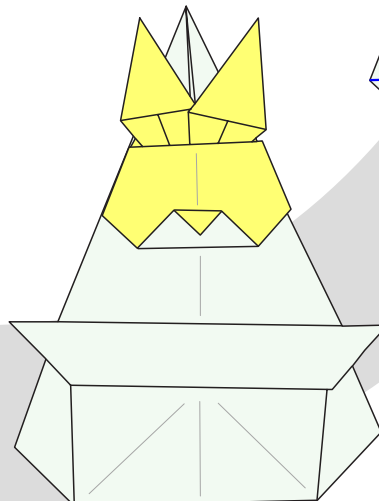
18 Valley fold by references



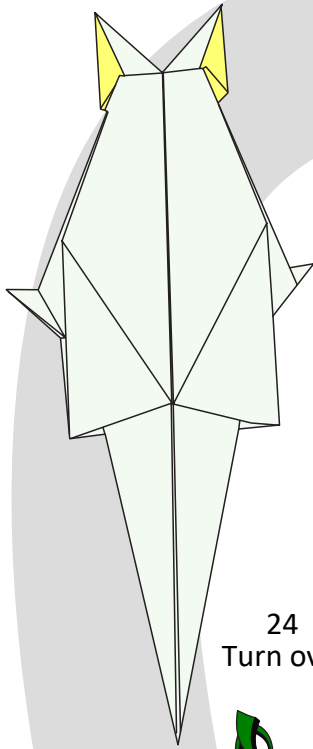
21 Valley fold



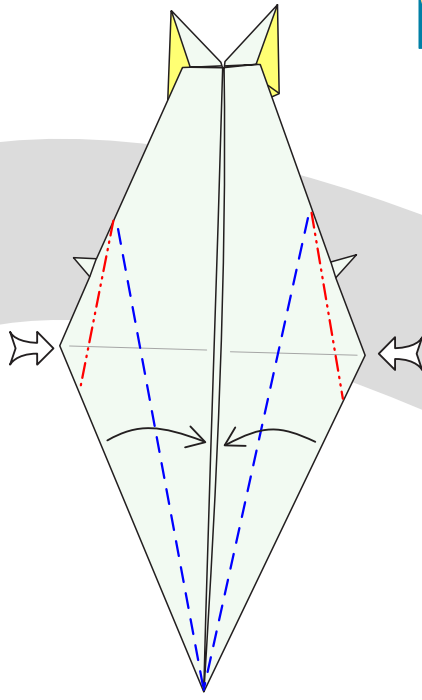
19 Sink



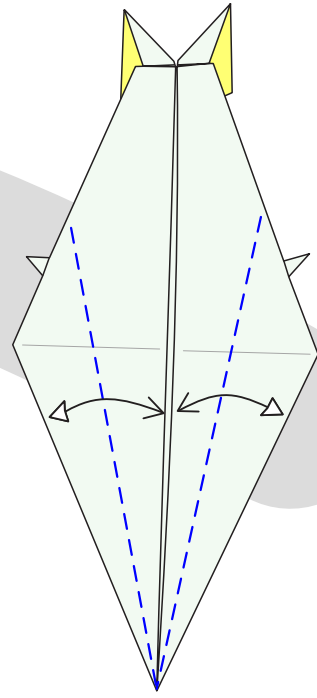
20 Turn over



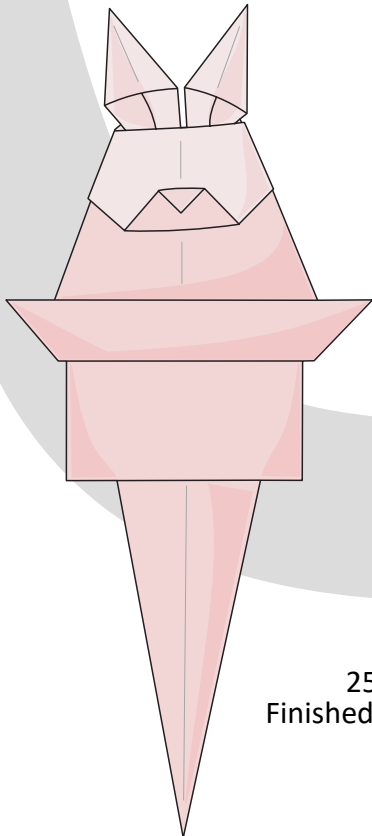
24  
Turn over



23  
Fold as shown



22  
Pre-crease

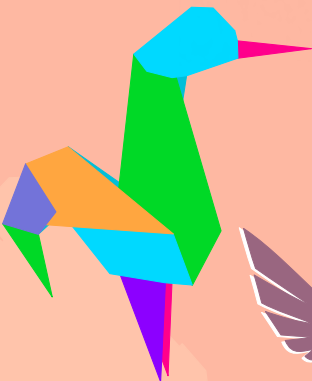


25  
Finished model



*“Action models are a favorite of all levels of origami aficionados, and Leonardo Pulido Martínez shows off some novel and clever ideas in this collection. Included are illusions, along with the requisite pull and push here type mechanisms. Even the ubiquitous flapping bird gets a new twist as being connected to a bust of a person. Surely a fun assortment of projects.”*

**Marc Kirschenbaum**



**IT MOVES**

*Leonardo Pulido Martínez*