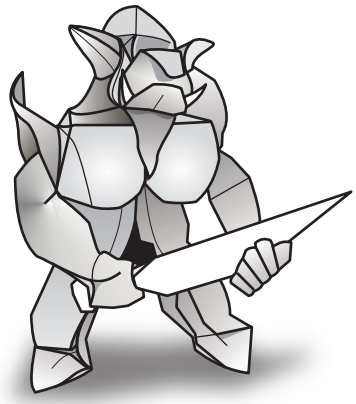
Creation & Diagram :
Nicolas TERRY

Goblin

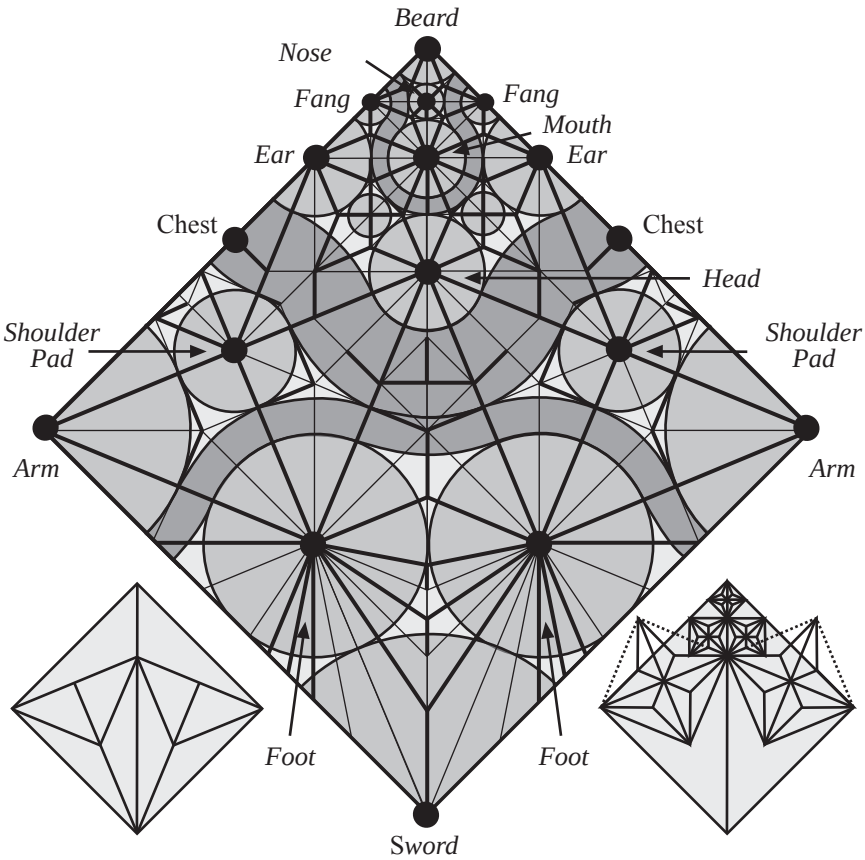
http://www.passionorigami.com

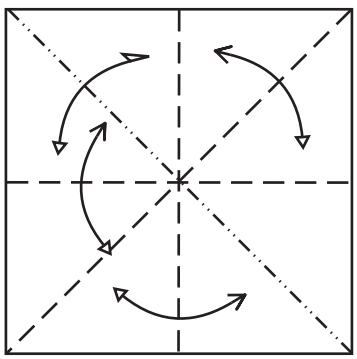
- Creation # 71 / Date : 07/2005 2h30
- Level : Complex
- Dimension (R= 0,32) :
  A 25 cm square makes a 7 x 8 *cm model.*

Paper :
☐ No *Standard paper*
☑ *Tissue-foil*
☐ No *Wet folding*

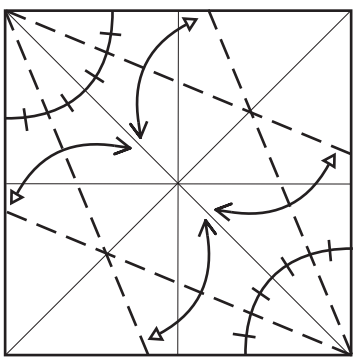


Given the complexity of this model, it would be worth trying a 30 or 40cm square the first time you fold it.

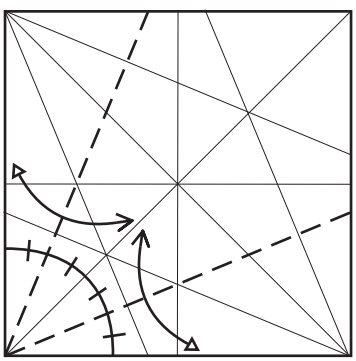




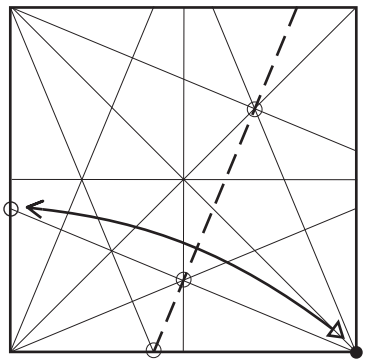
1.*Crease as shown above.*



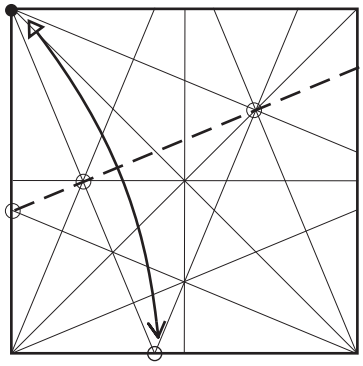
2.*Crease the angle bisectors.*



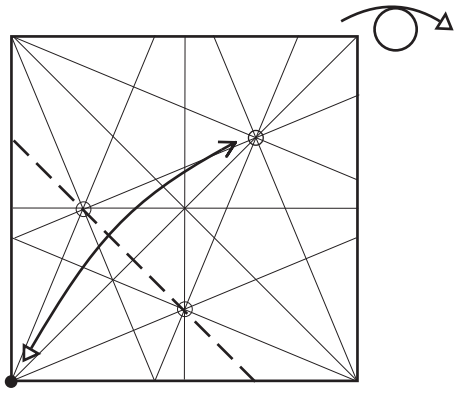
3.*Crease the angle bisectors.*



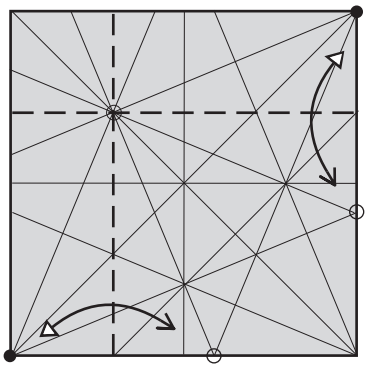
4.*Fold and unfold. Note the reference points for the fold. then unfold.*



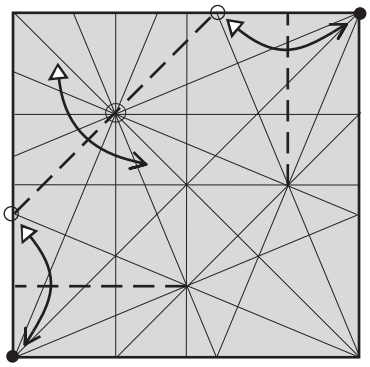
5.*Repeat step 4 on the other corner.*



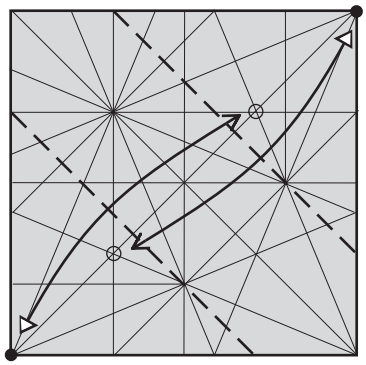
6. *Fold and unfold. Turn the paper over.*



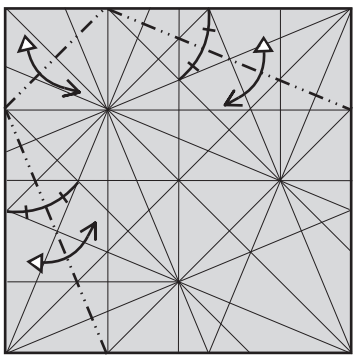
7.*Fold and unfold.*



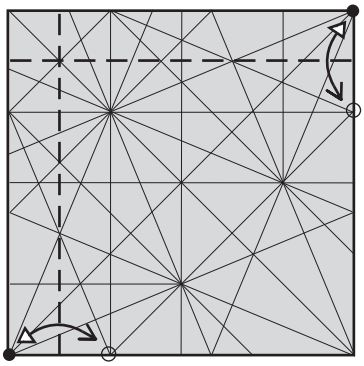
8.*Fold and unfold.*



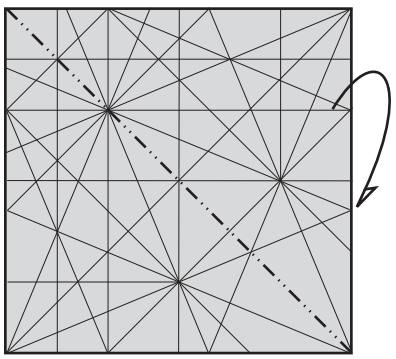
9. *Fold and unfold.*



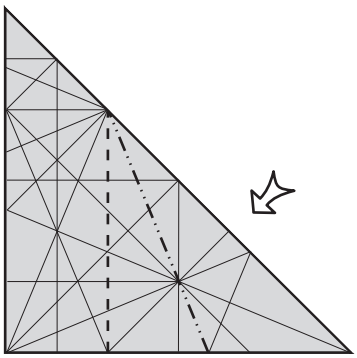
10.*Mountain-fold the angle bisectors and the corner then unfold.*



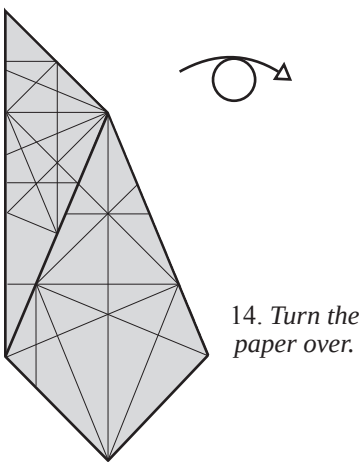
11. *Fold then unfold.*



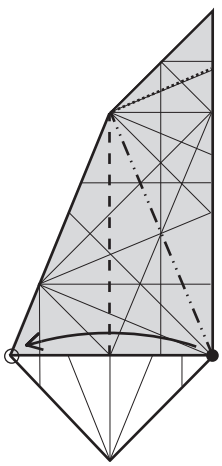
12. *Mountain-fold in half.*



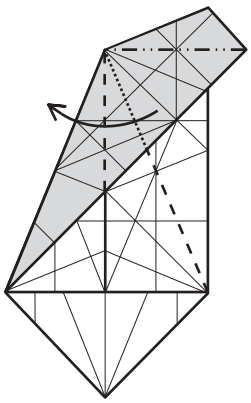
13.
Squash-fold.



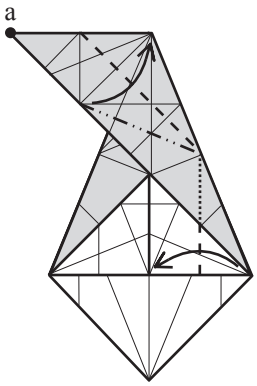
14. *Turn the paper over.*



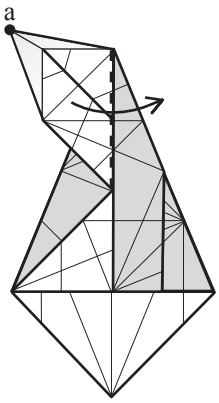
15.*Swivel-fold.*



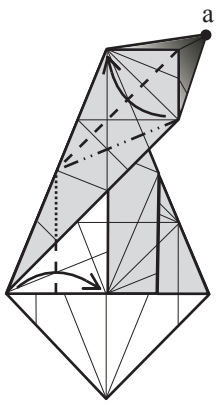
16. *Swivel-fold.*



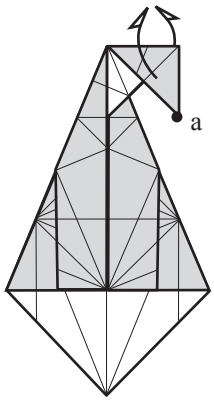
17. *Swivel-fold. The tip "a" becomes 3D.*



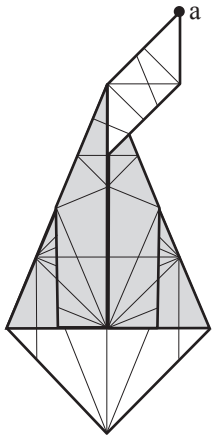
18. *Valley-fold the tip to the right.*



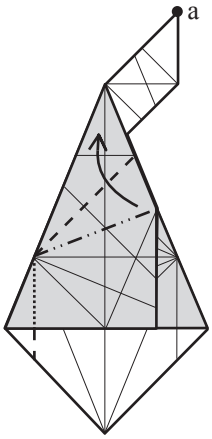
19. *Swivel-fold. The tip "a" becomes flat again.*



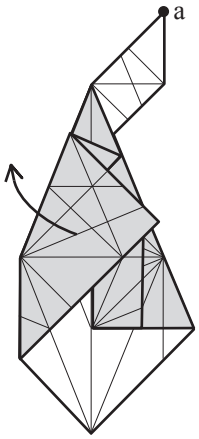
20. *Outside reverse-fold the tip.*



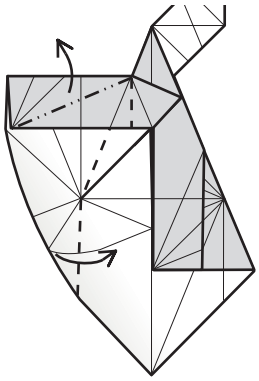
21. *Fold the front flap to the right.*



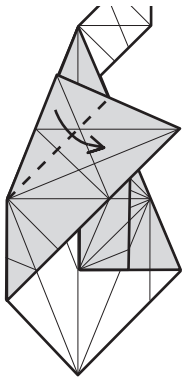
22. *Swivel-fold.*



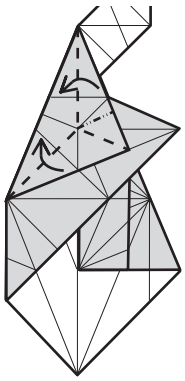
23. *Partially open.*



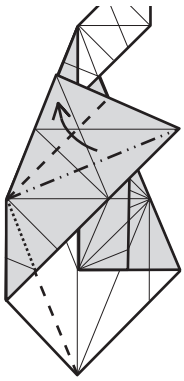
24.*Insert a swivel-fold whilst closing the model.*



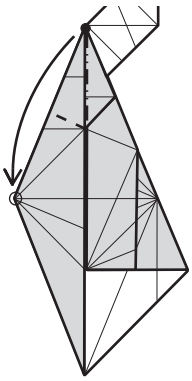
25.*Valley-fold.*



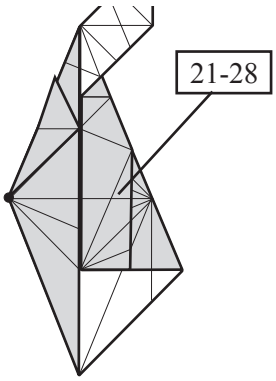
26.*Rabbit-ear fold.*



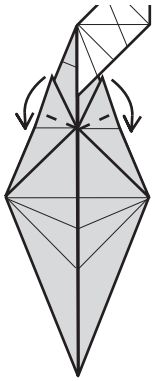
27. *Swivel-fold.*



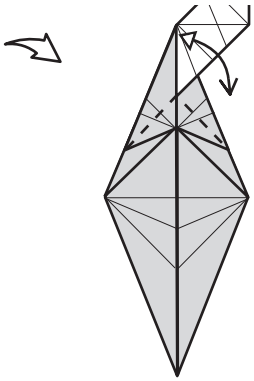
28. *Swivel-fold.*



29.*Repeat steps 21 to 28 on the right.*

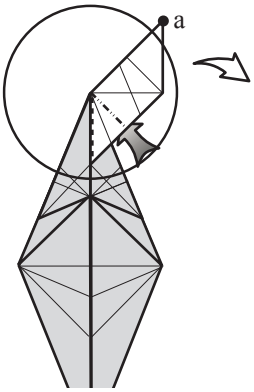


30.*Fold the top flaps down.*

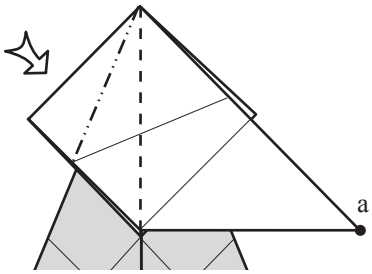


31.*Fold and unfold the top layer. Repeat on the right.*

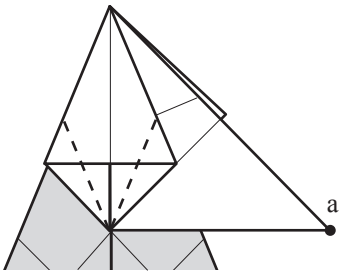
Folding the Goblin's Head :



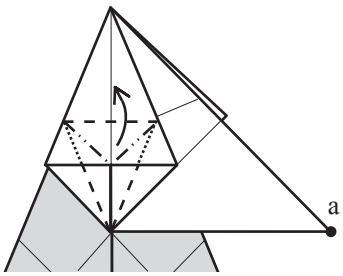
32. *Squash-fold. Focus on the head.*



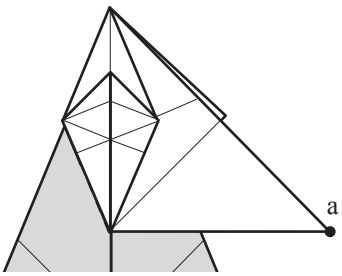
33. *Squash-fold.*



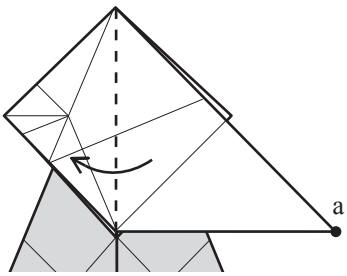
34. *Fold along angle bisectors then unfold.*



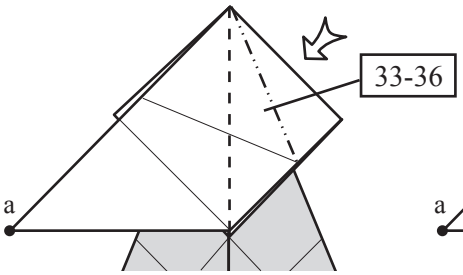
35. *Petal-fold.*



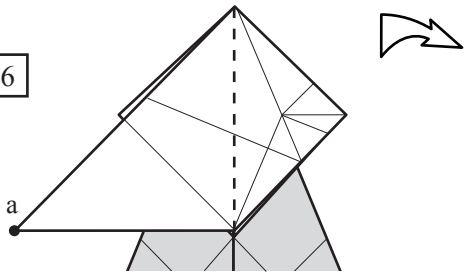
36. *Unfold to step 33.*



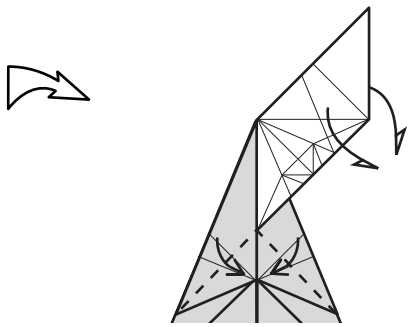
37. *Valley-fold the flap to the left.*



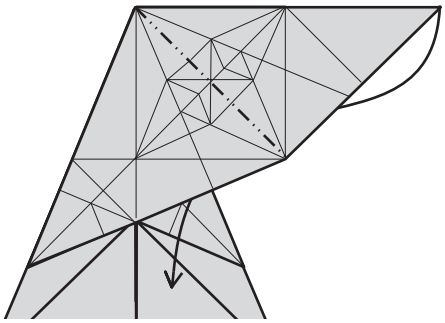
38.*Repeat steps 33 to 36 on the right.*



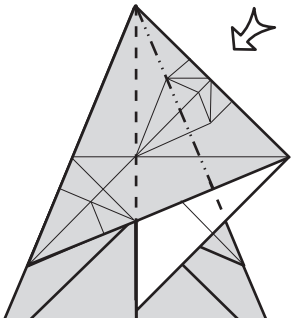
39. *Unfold to step 32.*



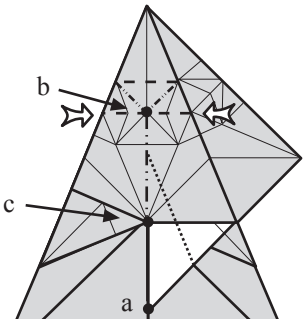
40. *Outside reverse-fold using the folds made in step 31.*



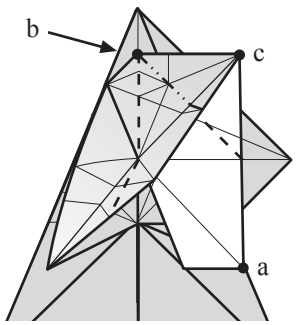
41.*Reverse-fold.*



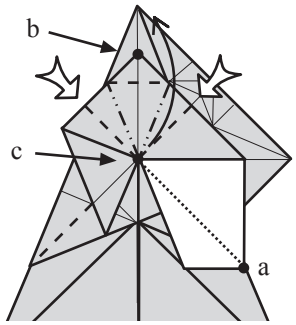
42.*Squash-fold.*



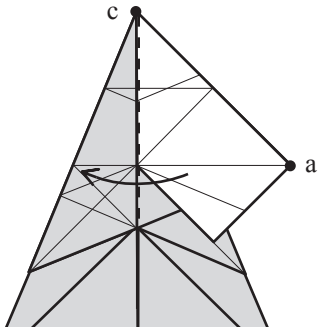
43. *Pinched petal-fold.*



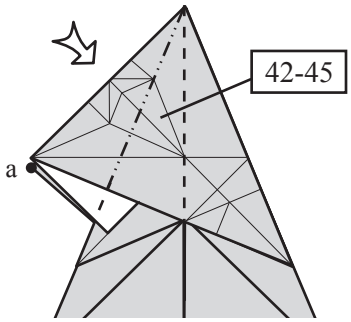
44. *The model is not flat. Squash-fold.*



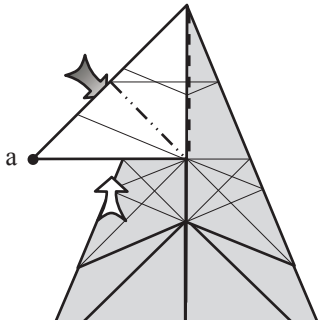
45.*Continue to fold the bird-base by lifting "c" upwards.*



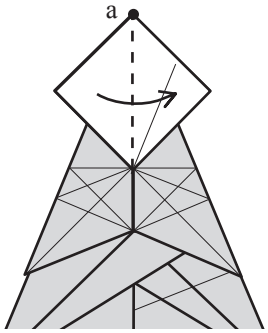
46. *Valley-fold the flaps to the left.*



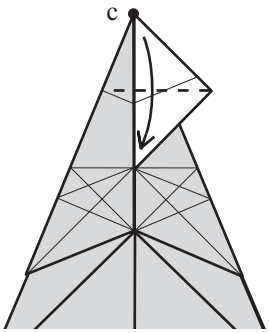
47.*Repeat steps 42 to 45 on the right.*



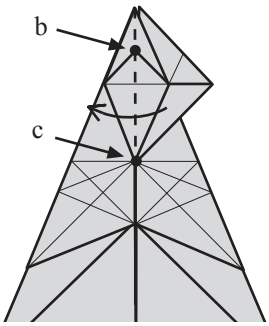
48. *Squash-fold symmetrically.*



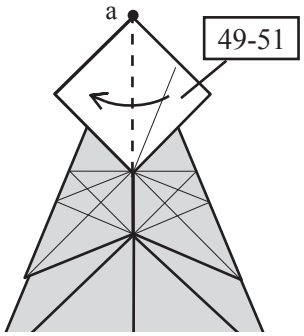
49. *Valley-fold to the right.*



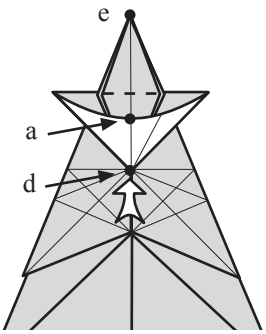
50. *Valley-fold "c".*



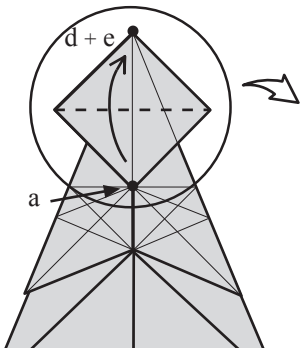
51. *Valley-fold to the left.*



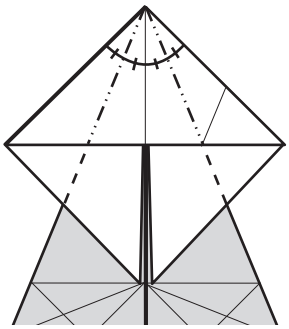
52.*Repeat steps 49 to 51 on the right, then pull point "a" towards you a bit.*



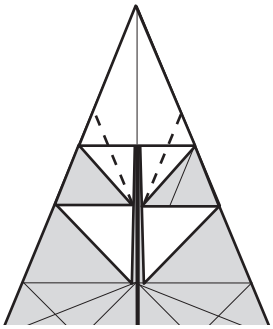
53.*Closed sink point "d" to align it with "e".*



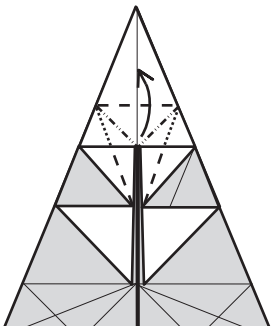
54.*Valley-fold flap "a".*



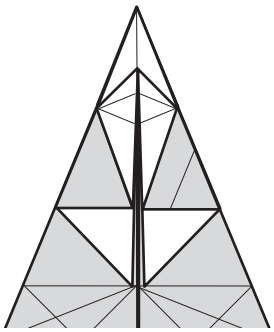
55. *Reverse-folds.*



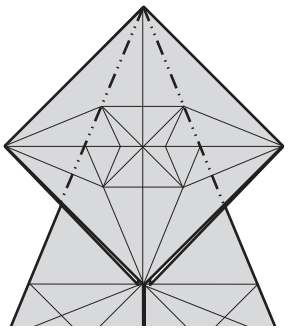
56. *Fold along angle bisectors then unfold.*



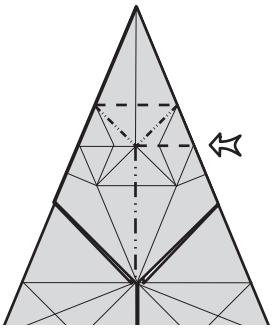
57. *Petal-fold.*



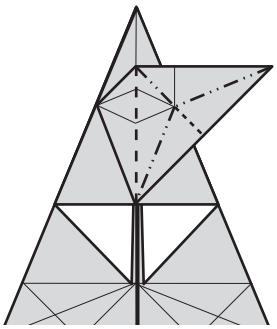
58. *Unfold to step 54.*



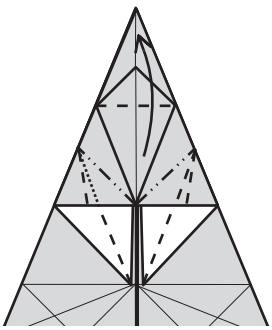
59. *Reverse-folds.*



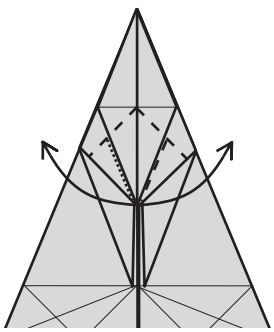
60. *Pinched petal-fold.*



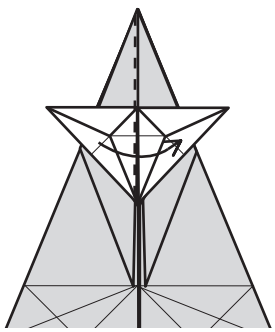
61. *Finish the bird-base.*



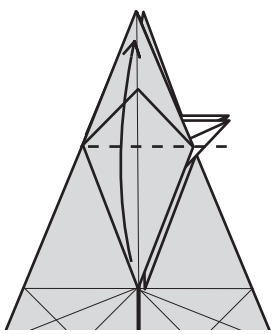
62. *Valley-fold the front flap. Then reverse-fold the white flaps*



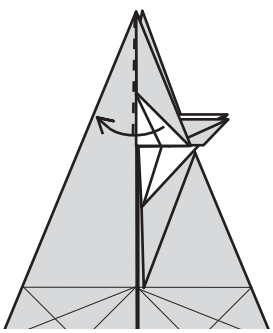
63. *Fold up the flaps on each side, and create squash folds on the bottom halves.*



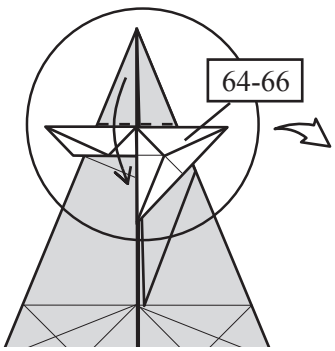
64. *Fold two flaps to the right.*



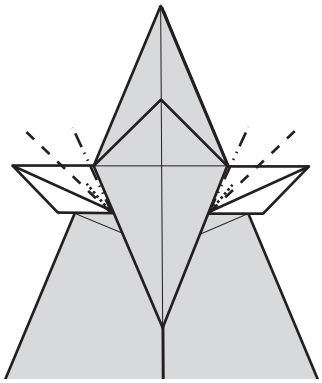
65. *Valley-fold the flap.*



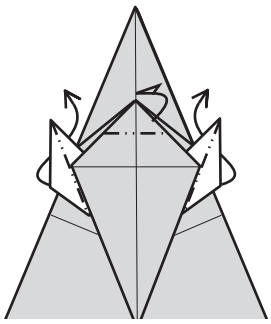
66. *Valley-fold the flaps to the left.*



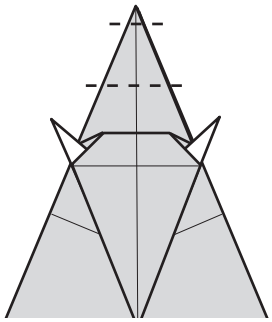
67. *Repeat steps 64 to 66 on the right. Then ;fold the front flap down.*



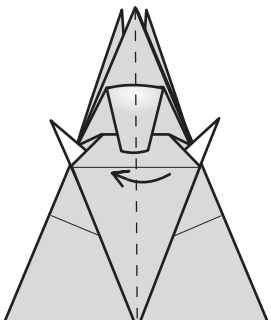
68. *Pleat-fold. Valley-fold (hidden) behind the flaps through all layers.*



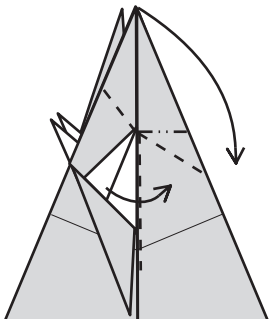
69. *Note that the teeth are between the two layers of the front flap. Narrow teeth with a reverse-fold (fold through all layers).*



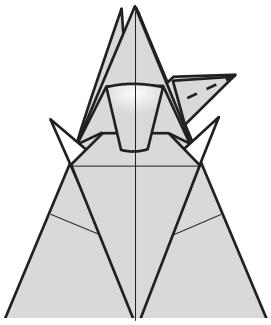
70. *Make the nose with two valley-folds.*



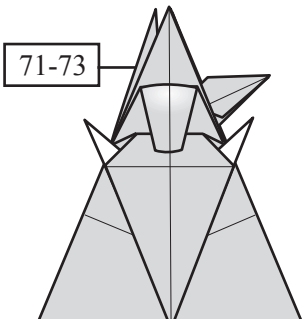
71. *Valley-fold very lightly to free the ear (be careful to not damage the face)*



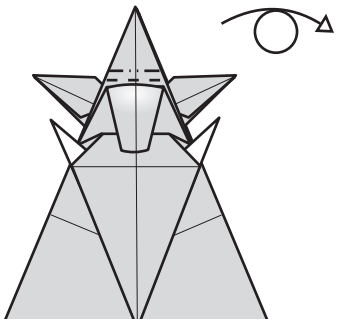
72. *Swivel-fold the ear.*



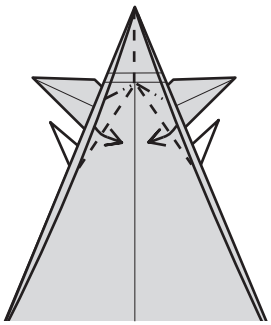
73. *Valley-fold the front layer down to hide the central mark.*



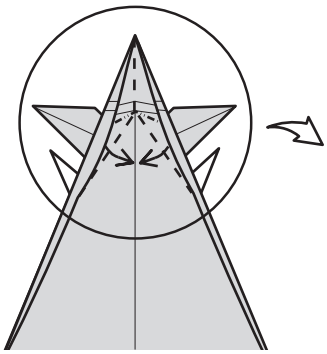
74. *Repeat steps 71 to 73 on the left ear.*



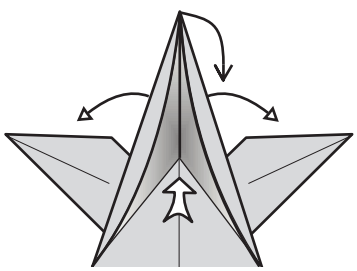
75. *Pleat-fold through all layers. Crease firmly, unfold and turn over.*



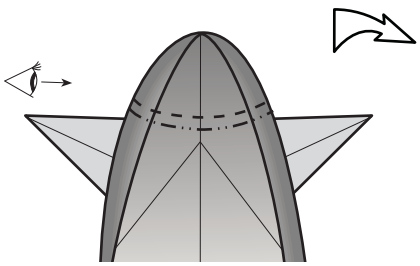
76. *Fold the front layers to the centre.*



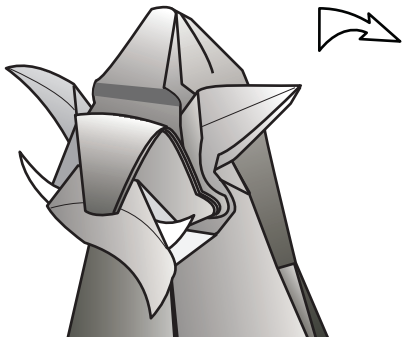
76.*Focus on the folding sequence.*



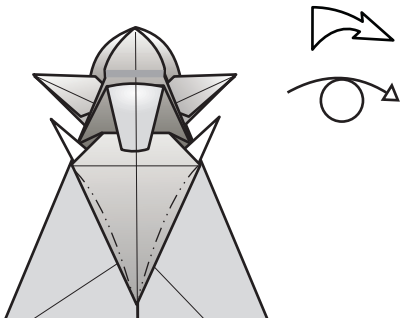
77. *Pull out the centre flaps to open the head and create a 3D effect. The top of the head tips down and back, and the front flaps are flattened into the model.*



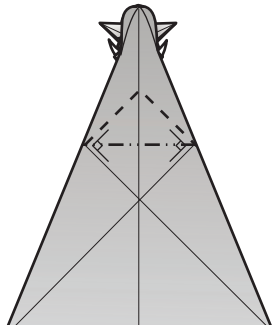
78. *The result. Pleat-fold to shape the eyes, following the creases from step 75.*



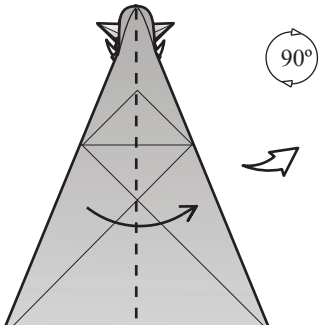
79. *3D view of the head.*



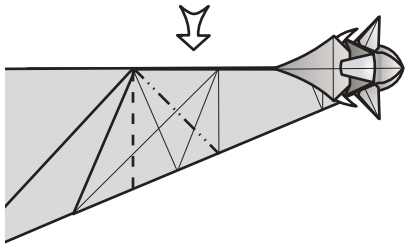
80. *Shape the head as you want.*



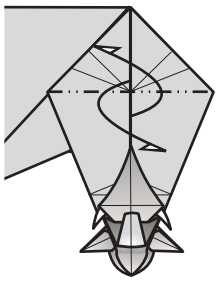
81.*Fold and unfold. Note that the creases at 45 ° are only on the top layer.*



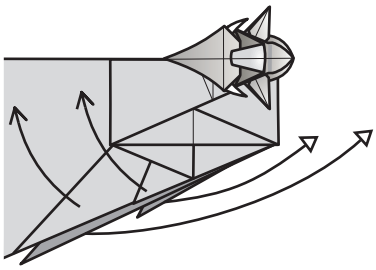
82. *Valley-fold the model in half.*



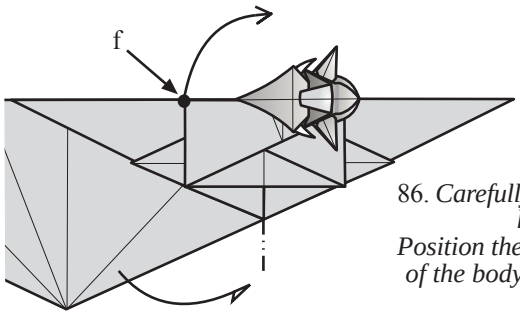
83.*Squash-fold. Don't bother positioning the head exactly like the drawing. It's just easier for me to draw it like that ...*



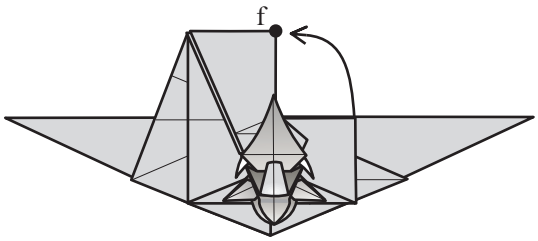
84. *Open up all the layers. Flatten using the creases made in step 81.*



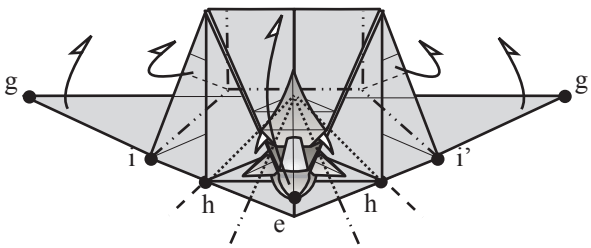
85. *Pull out the flaps on front and behind.*



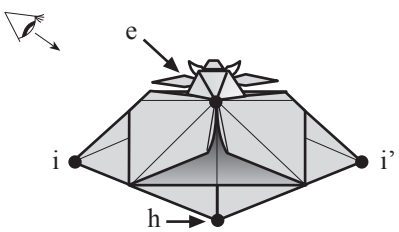
86. *Carefully pull out the top 2 layers and lift them upwards.*
Position the large flap that forms the rest of the body at 90° to the head (see step 90).



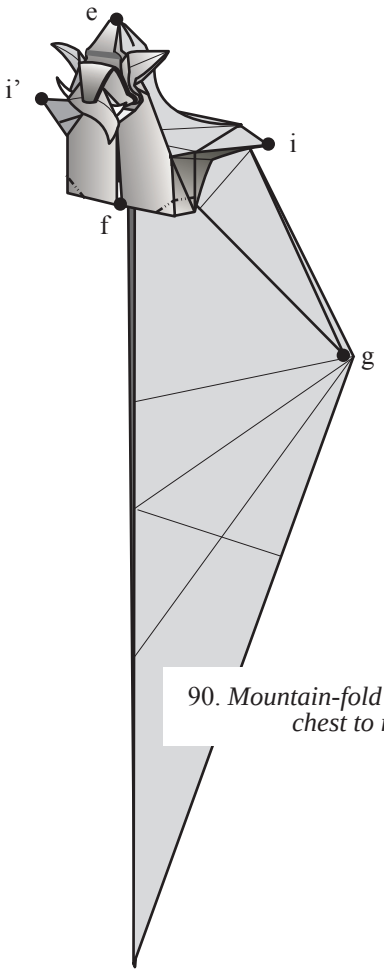
87.*The result. Repeat step 86 on the right. This step only shows part of the model.*

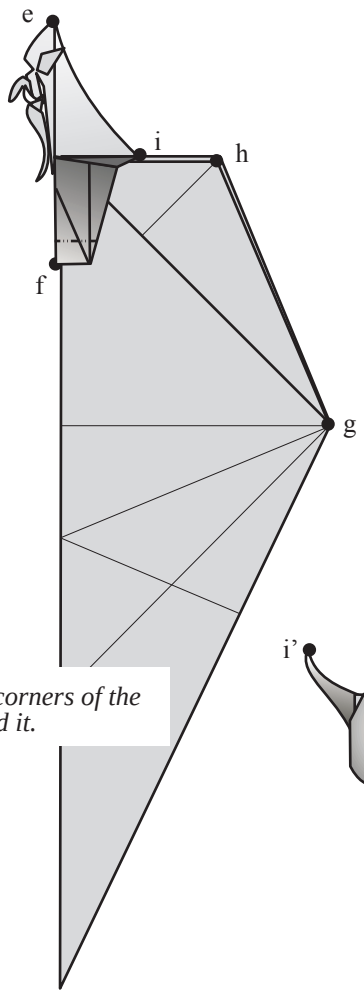


88.*Mountain-fold the chest. The head follows the movement. Narrow the tips and the chest with partial reverse-folds. Partial because these reverse-folds are not flat to follow the 90° angle. That's why the arms "g" can't stay in their initial position and must be swivel-folded to lie along the body.*

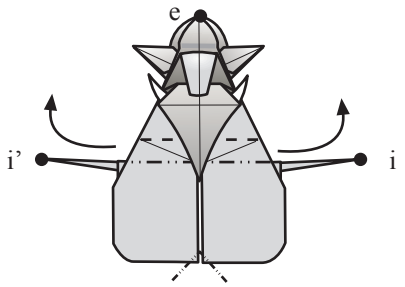


89. *The model is in 3D. Check your folding with the next step.*

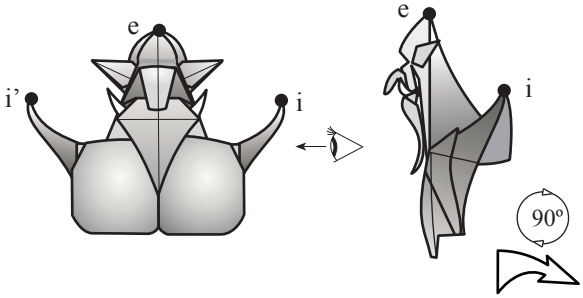




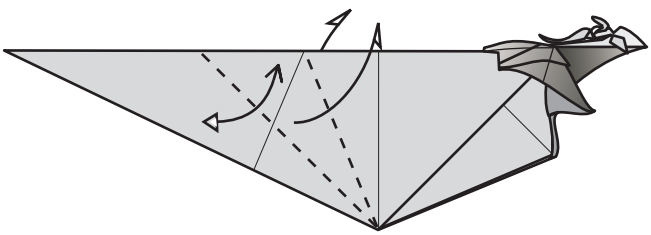
90. *Mountain-fold the corners of the chest to round it.*



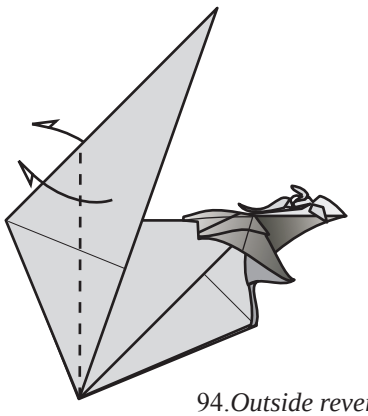
91.*Pleat-fold to shape the neck and emphasise the chest. Round the shoulder-pads. The bottom part of the model isn't shown here.*



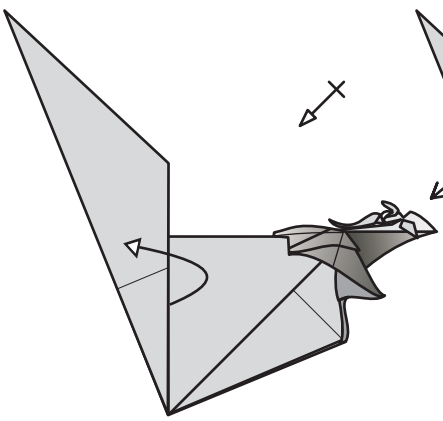
92.*The Goblin's bust is finished*



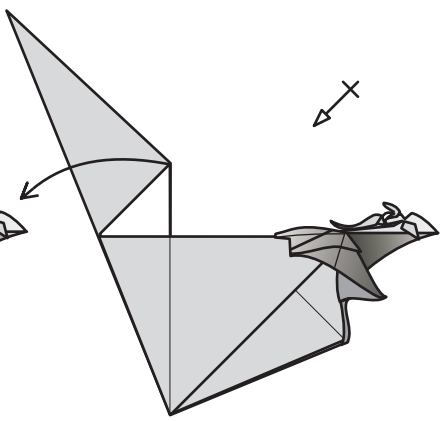
93.*Fold and unfold through all the layers. Then outside reverse-fold*



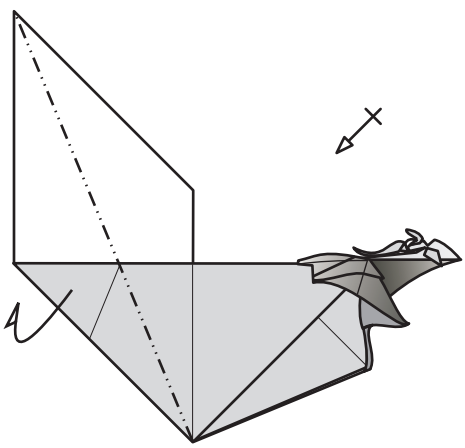
94.*Outside reverse-fold*



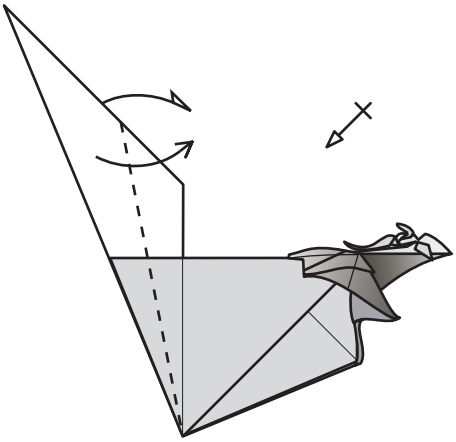
95. *Pull out the hidden flap. Repeat behind.*



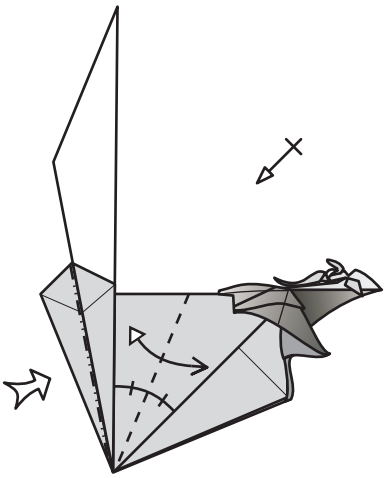
96.*Pull out the flap. Repeat behind.*



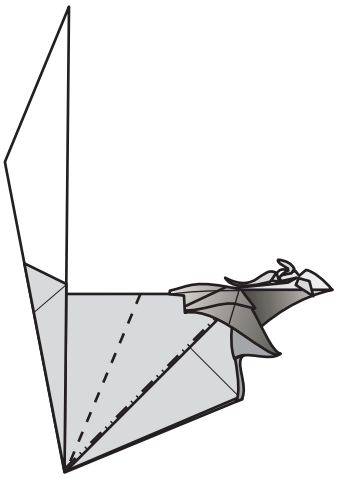
97. *Mountain-fold. Repeat behind.*



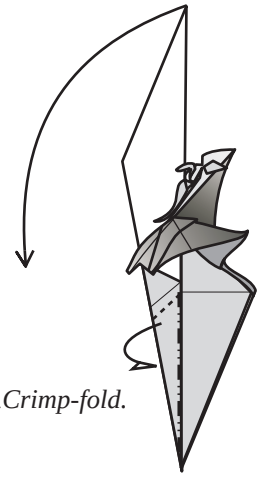
98. *Outside reverse-fold.*



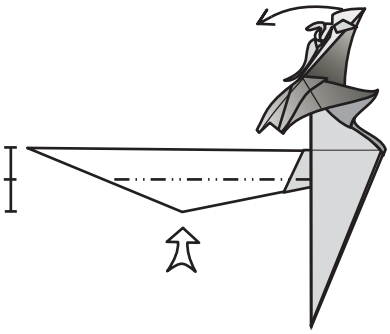
99. *Open sink. Fold and unfold along angle bisector.*



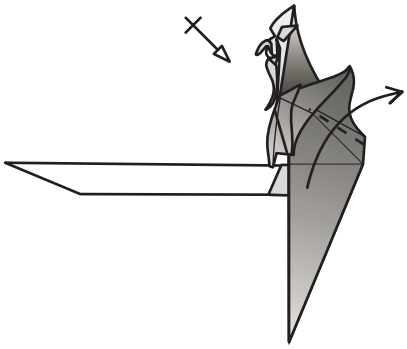
100. *Inside then outside reverse-fold.*



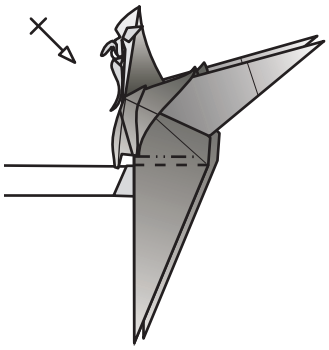
101. *Crimp-fold.*



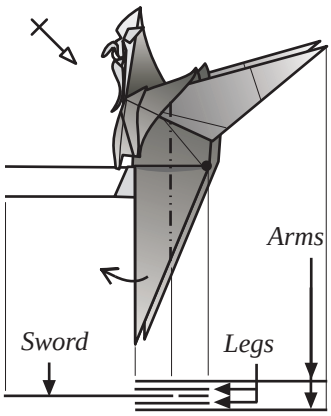
102. *Closed sink. Tip the head forwards to make it stand vertically.*



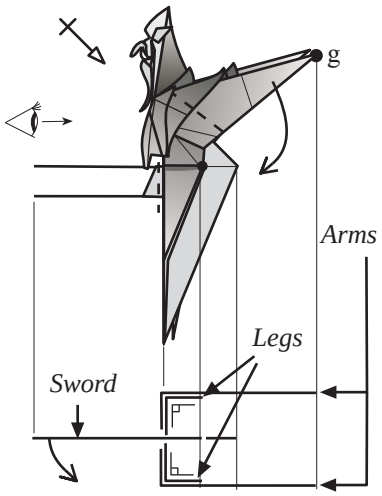
103. *Fold the arms just below the shoulder-pads.*



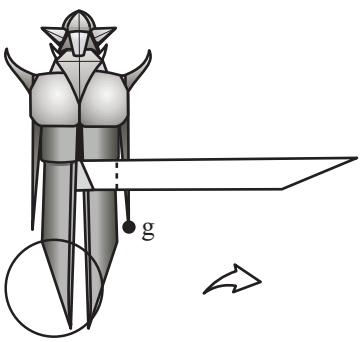
104. *Pleat-fold to separate the belly and the legs. Repeat behind.*



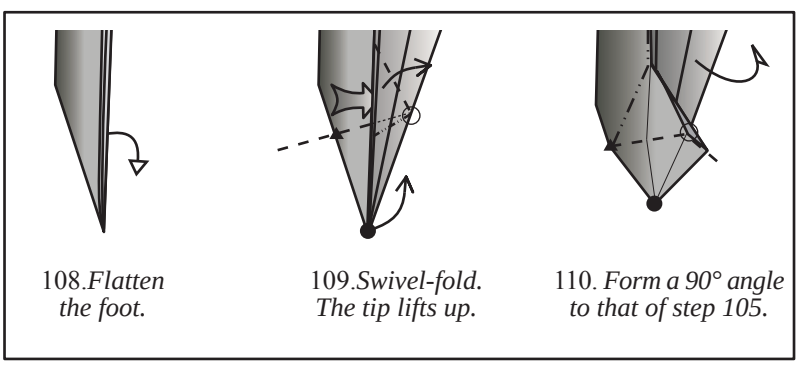
105.
Mountain-fold each side at 90° through all layers. The drawing below shows a cross-section of each part. Check the result of the fold with the next step.



106. *Check the final view with the next step. Valley-fold the sword and the arms.*



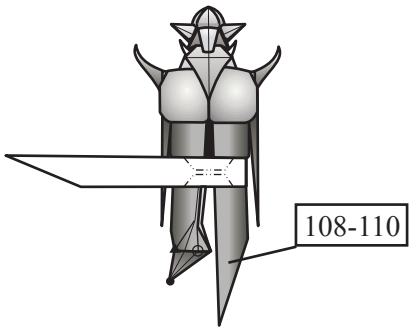
107. *Valley-fold the sword as shown.*



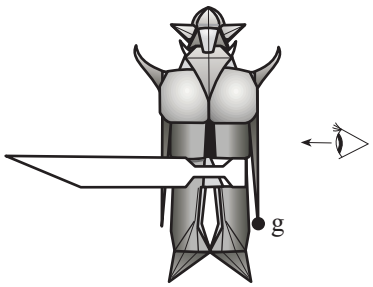
108. *Flatten the foot.*

109. *Swivel-fold. The tip lifts up.*

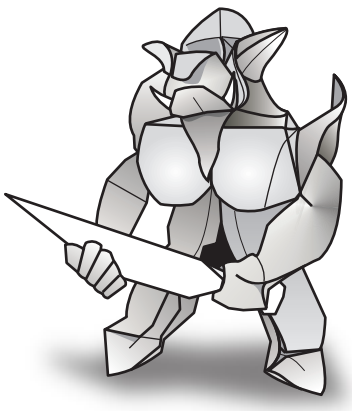
110. *Form a 90° angle to that of step 105.*



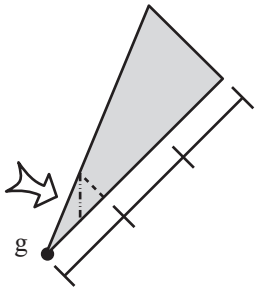
111.*Shape the sword. Repeat steps 108 to 110 on the other foot.*



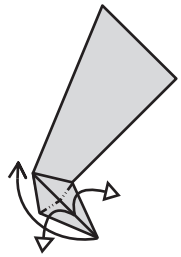
112. *Focus on the hand.*



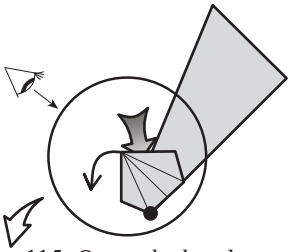
120. *Goblin finished.*



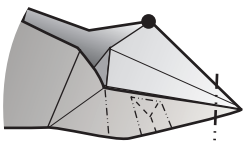
113.*Only the arm is shown. Squash-fold at 1/3. Depending upon the original position of the arm, you may need a longer arm to positione the hand well on the sword. For that, change the placement of the hand with a squash-fold between 1/3 and 1/4 of the arm.*



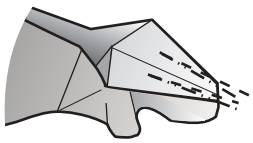
114. *Open each side.*



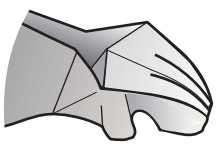
115. *Open the hand to make it 3D.*



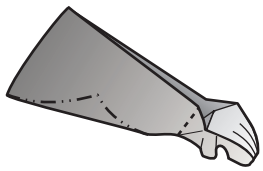
116. *Create the thumb and mountain-fold the tip of the hand*



117. *Pleat-folds to create the fingers.*



118. *Shape as you want.*

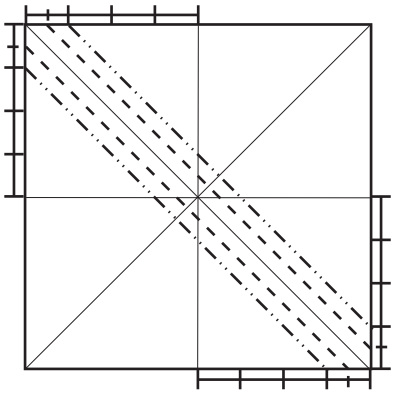


119.*Completed hand. Shape the arm to place the hand on the sword. I often use some glue to secure it. Repeat steps 113 to 117 on the other arm.*

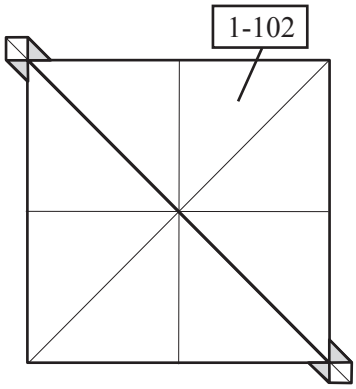
Goblin with fingers

Looking closely at the CP, we can see that the centre of the square doesn't have any key points. So it's easy to add pleat-folds on the diagonal between the arms without changing the folding sequence of the model. Now, using that, add 4 fingers to your Goblin. Challenge : add 5 fingers by adding one more pleat.

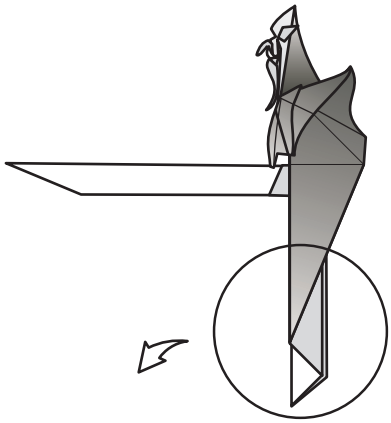
If you want your new Goblin to be the same size as the Goblin without fingers, just multiply the size of the square by 8/7. For example :
- Goblin without fingers : 25 cm (square) => 8 cm (Model)
- Goblin with fingers : 25 x 8/7 = 28.6 cm (square) => 8 cm (Model)



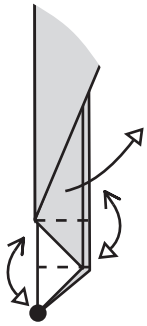
a. *Pleat-fold.*



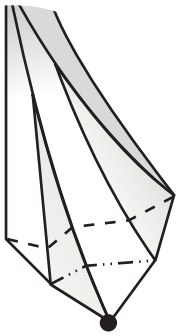
b.*Continue with steps 1 to 102 of the Goblin.*



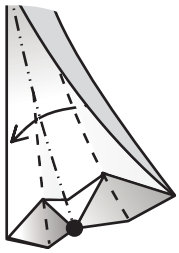
c.*Focus on the arm.*



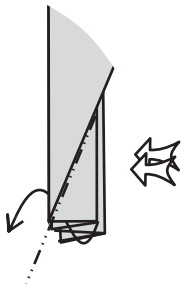
d.*Fold and unfold. Then partially open the arm.*



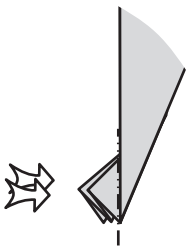
e.*Pleat-fold following the creases made in step d.*



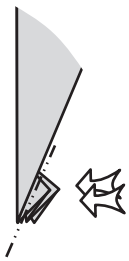
f.*Close the flaps.*



g.*Reverse-fold both flaps.*

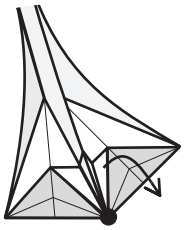


h. *Reverse-fold both flaps.*

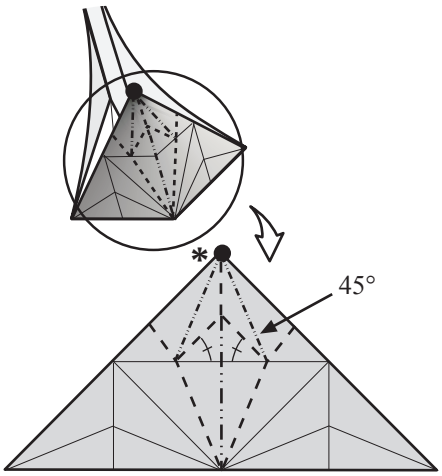


i.*Reverse-fold both flaps.*

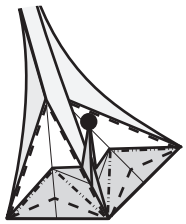
j. *Partially unfold the arm.*



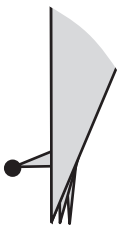
k. *Partially unfold the flap.*



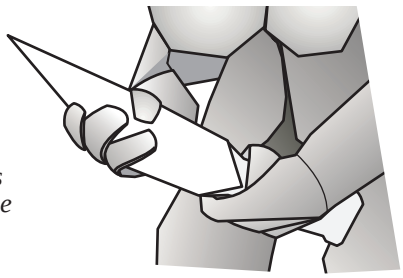
l. *Fold the tip * up at 90° by using the 45° valley folds.*



m. *Close the flap using the reverse-folds of steps g to i.*



n. *The thumb is now at 90° to the 3 other fingers.*



o. *Repeat steps d to n on the other arm. Then complete the model following steps 103 to 111 of the Goblin. Place the fingers around the sword to make their presence more obvious.*