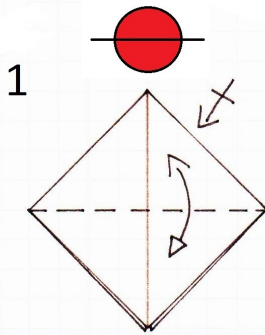
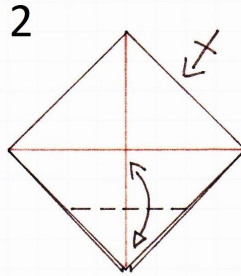


# Tamanoir Raphaël Maillot



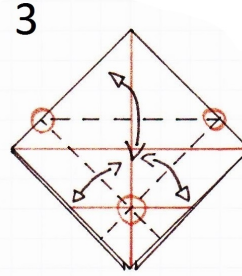
1

*Start with a preliminary base. Crease a valley fold. Repeat behind.*



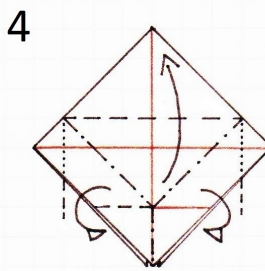
2

*Crease a valley fold on the center. Repeat behind.*



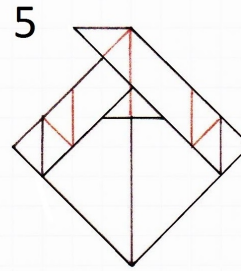
3

*Crease valley folds by using the previous crease.*



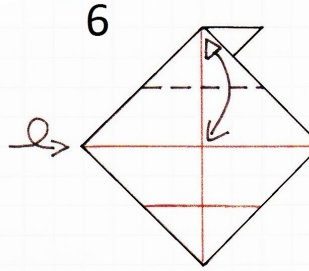
4

*Valley fold and rabbit ear.*



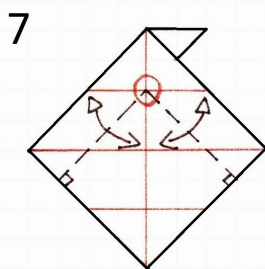
5

*The result. Turn over.*



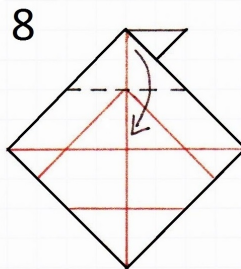
6

*Crease a valley fold to the center.*



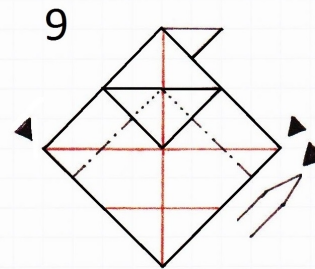
7

*Crease perpendicularly from the mark.*



8

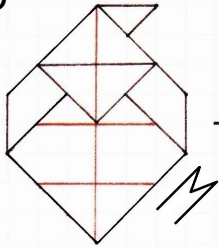
*Valley fold.*



9

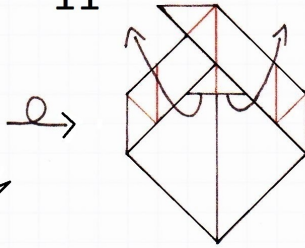
*Two closed sinks. Warning, difficult step.*

10



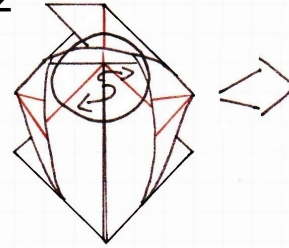
*The result. Turn over.*

11



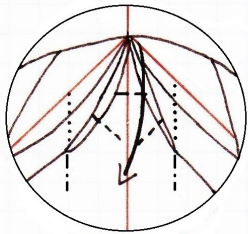
*Open up the layers gently.*

12



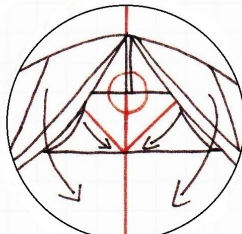
*Open 2 flaps on each side and look inside.*

13



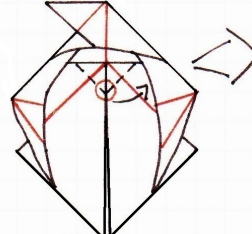
*Pull down the inside point by creating 2 crimps (nota : Vertical valley folds become mountain).*

14



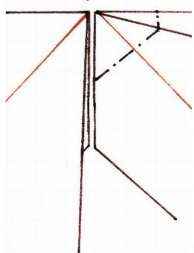
*Close the 2 flaps. Note the reference point for the next step.*

15



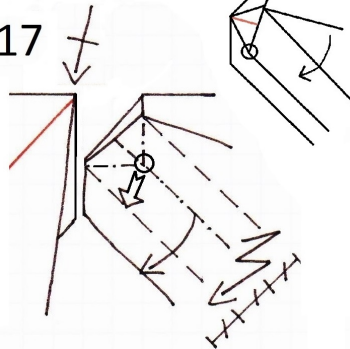
*Crease 2 valley folds. Open the first flap.*

16



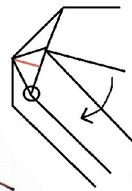
*Sink the little triangle.*

17

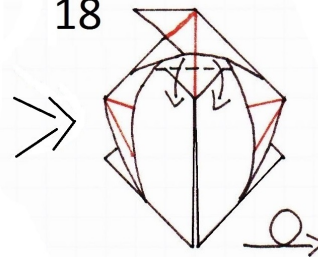


*Form a crimp by pulling out some paper at the top and close the flap. Repeat steps 16 and 17 on the other side.*

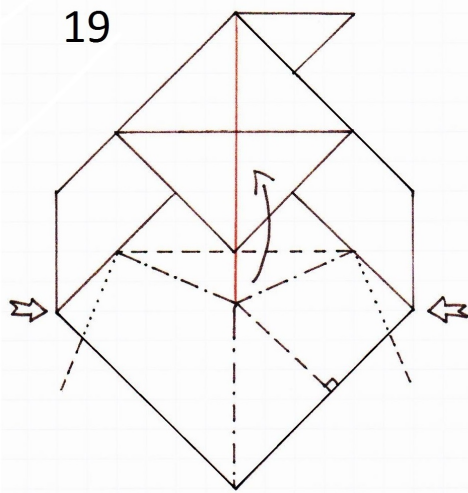
17 bis



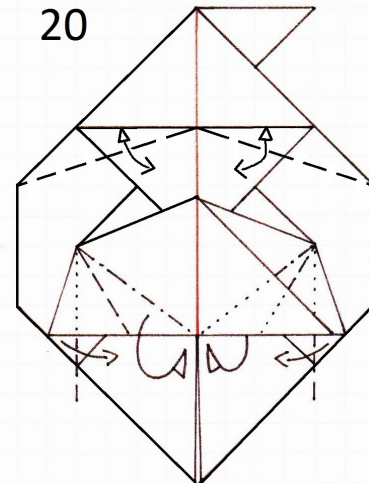
18



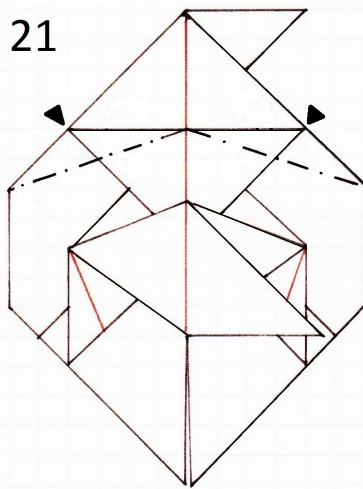
*You can close the model.*



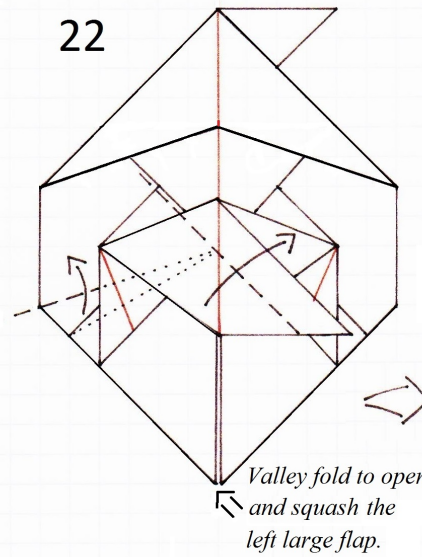
*Rabbit ear.*



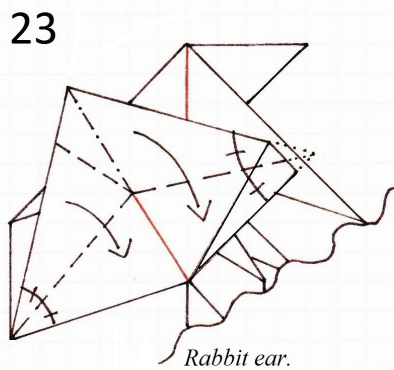
*Two swivel folds. Crease two valley folds.*



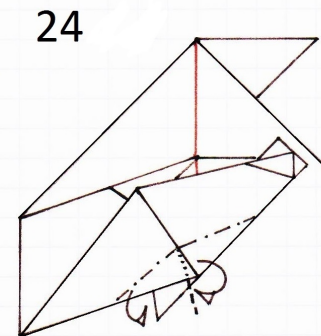
*Two closed sink.*



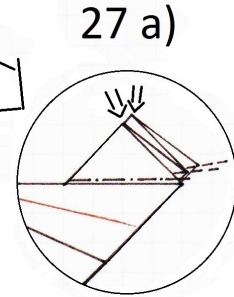
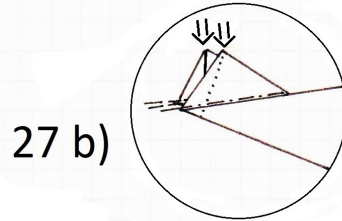
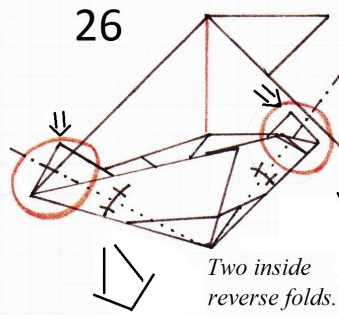
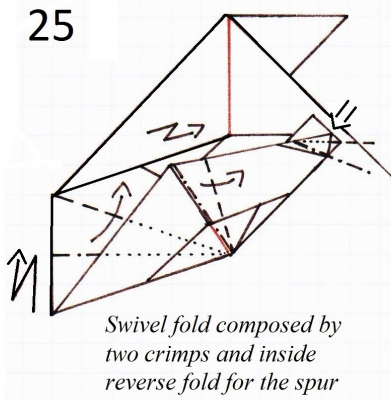
*Valley fold to open and squash the left large flap.*



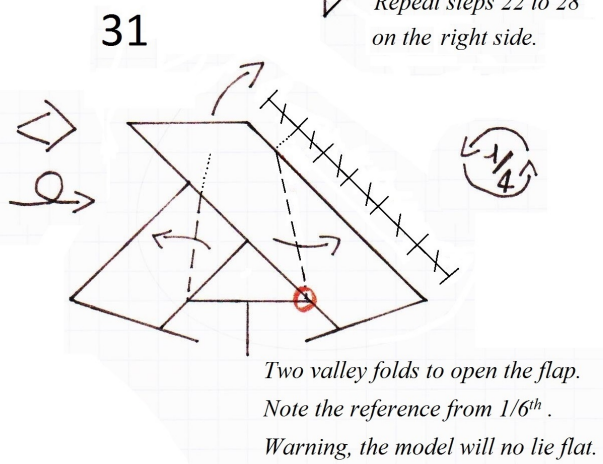
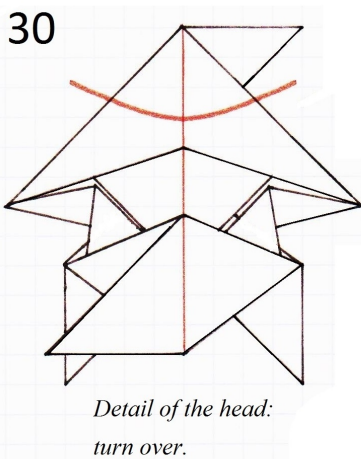
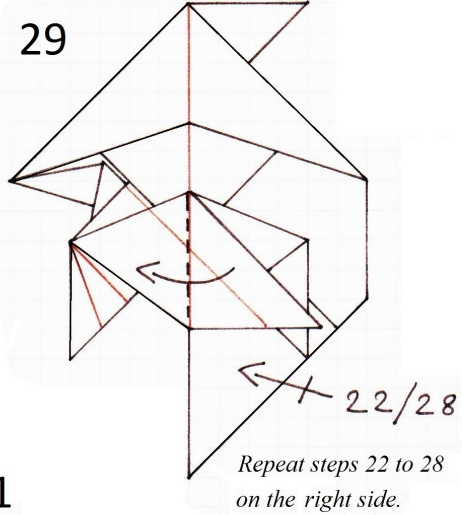
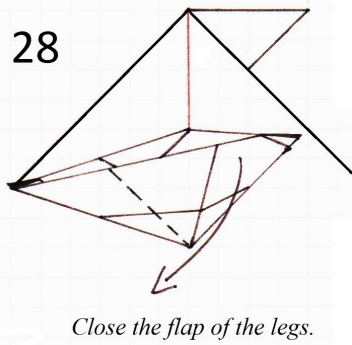
*Rabbit ear.*



*Thin with a mountain fold.*

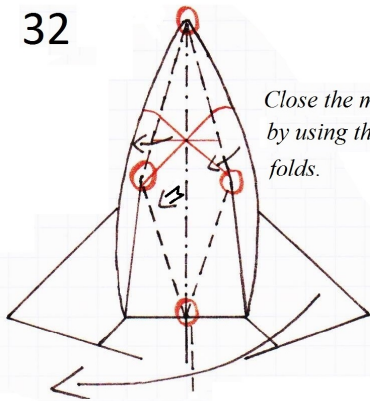


*Two inside reverse folds on each leg to create claws.*



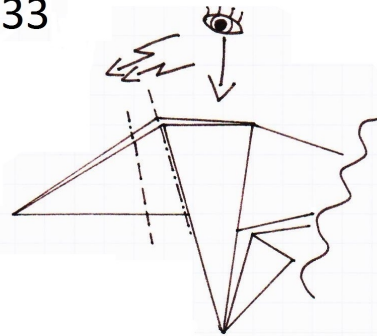


32



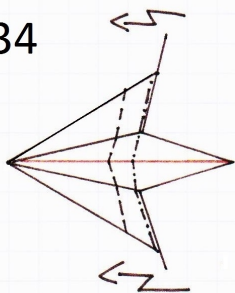
*Close the model in half by using the indicated folds.*

33



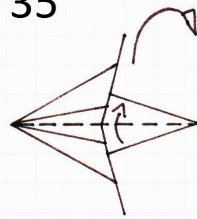
*Crimp on all layers.*

34



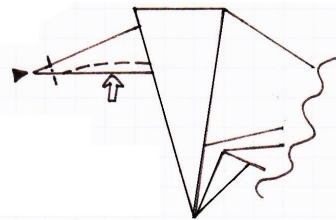
*View from the top.*

35



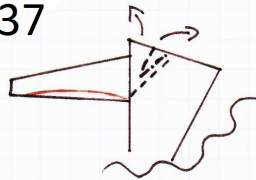
*Close the model.*

36



*Sink the point and thin the muzzle.*

37



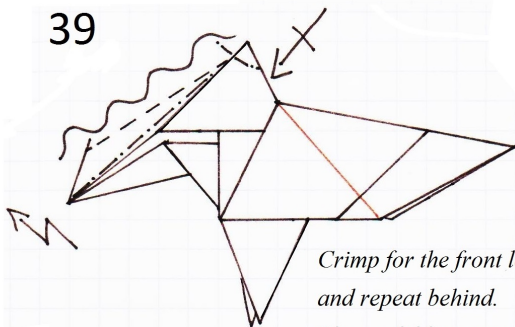
*Open the ears.*

38



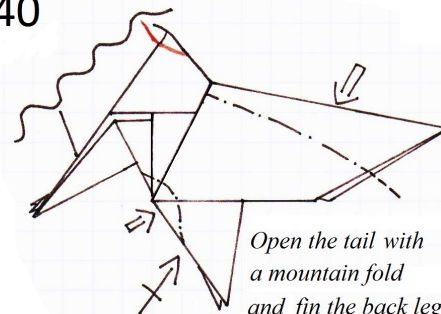
*The result. Change of view.*

39



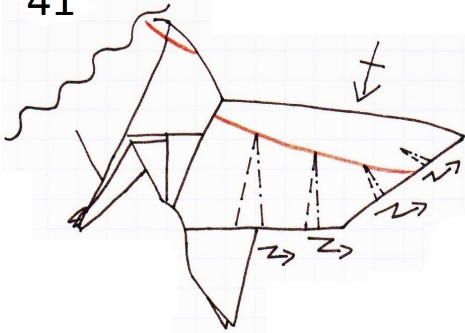
*Crimp for the front leg and repeat behind. The model becomes 3D from now.*

40



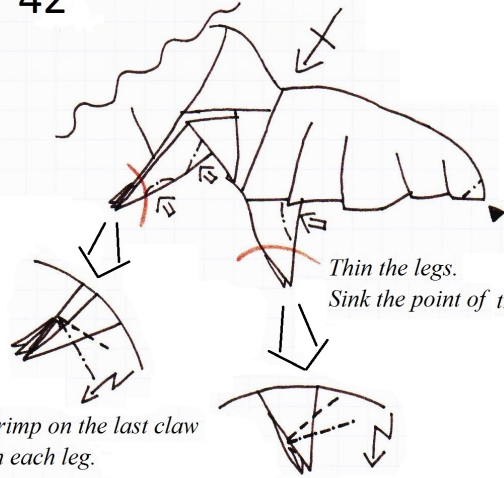
*Open the tail with a mountain fold and fin the back leg. Repeat behind.*

41



*Crimps to form the tail.  
Repeat behind.*

42



*Thin the legs.  
Sink the point of the tail.*

*Crimp on the last claw  
on each leg.*

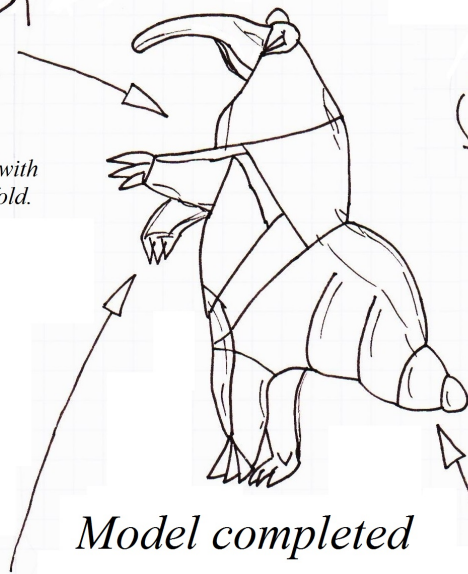
43



*Fin the neck with  
a mountain fold.*



*Shape the muzzle.*



*Model completed*



*Crimp on each leg.*



*Shape the tail.*