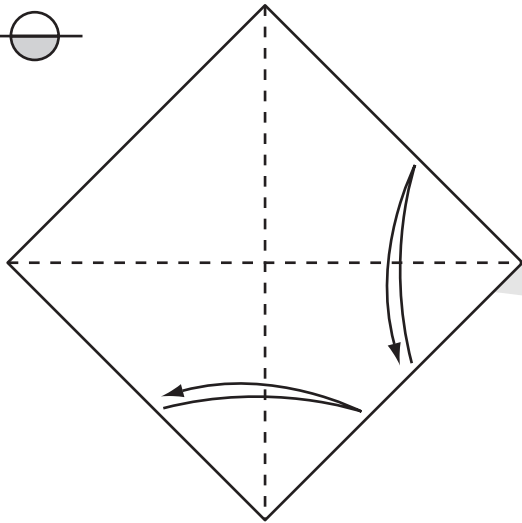
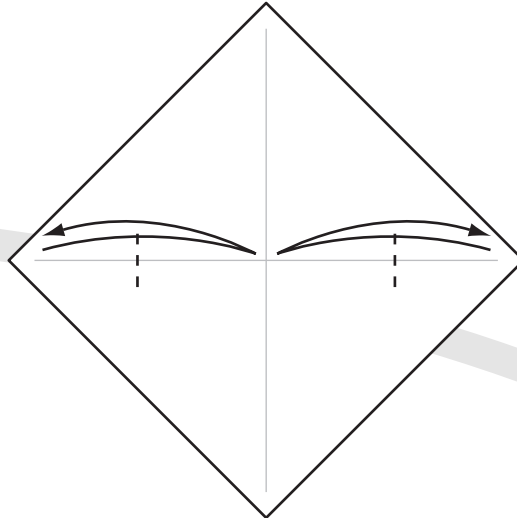


# Horse

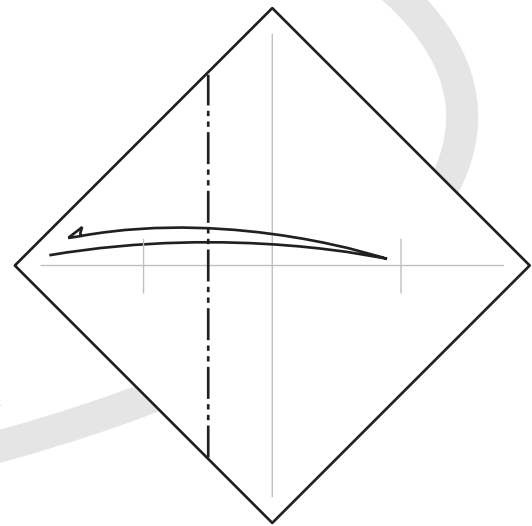
Design & Diagrams by Anna Kastlunger (2014)



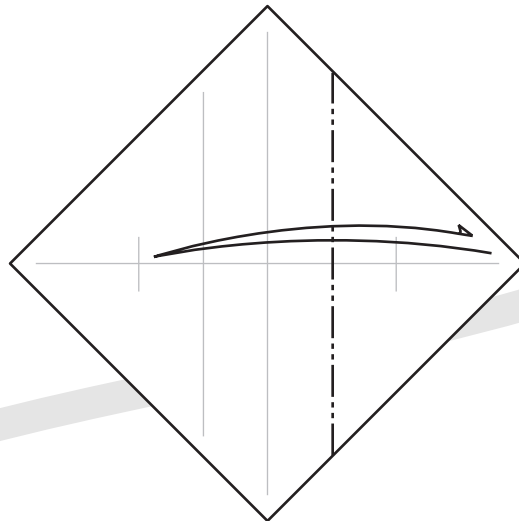
1. Fold and unfold.



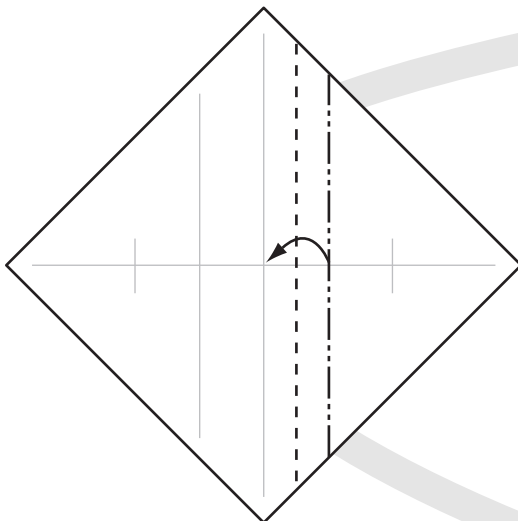
2. Fold and unfold.



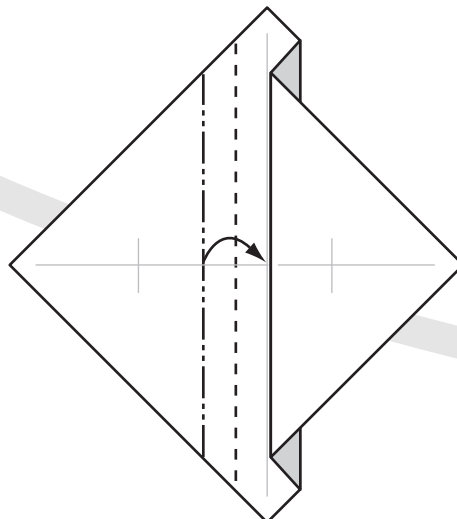
3. Mountain fold and unfold.



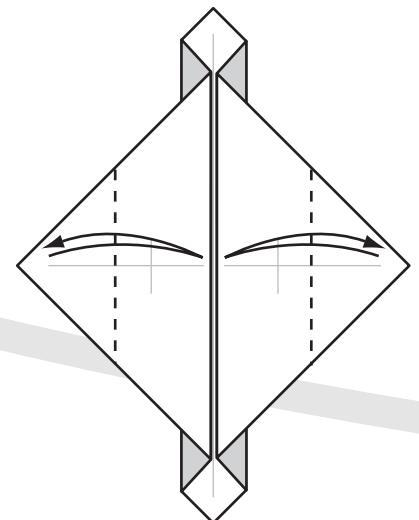
4. Mountain fold and unfold.



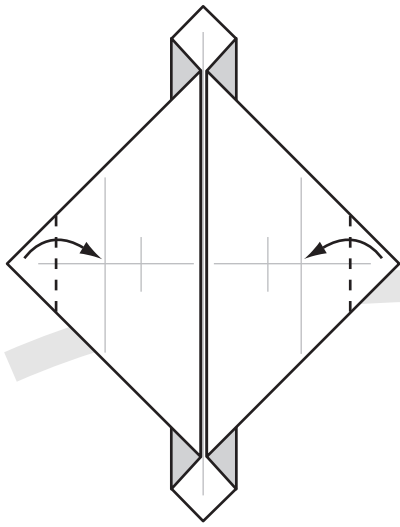
5. Bring the just made crease over to the middle line.



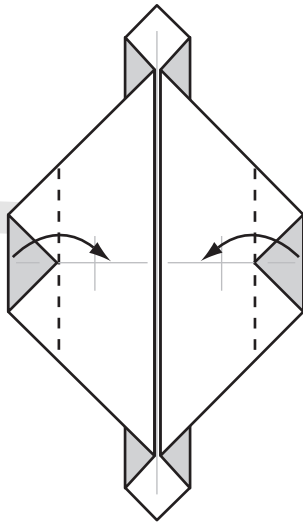
6. Repeat on the other side.



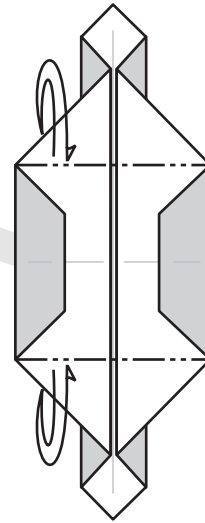
7. Valley fold and unfold.



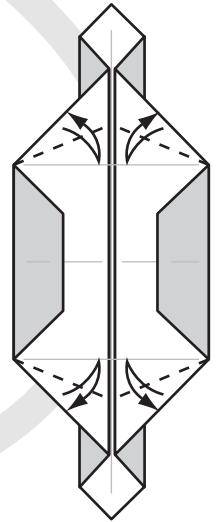
8. Valley fold.



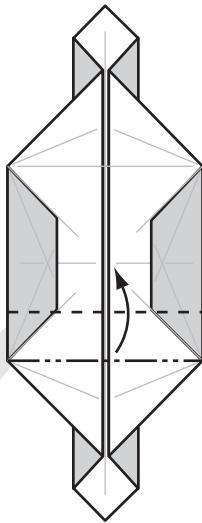
9. Valley fold along existing creases.



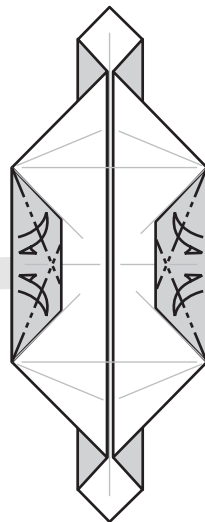
10. Mountain fold and unfold.



11. Fold and unfold.

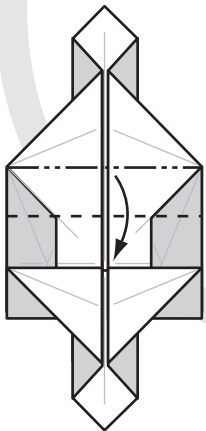


12. Fold and unfold.

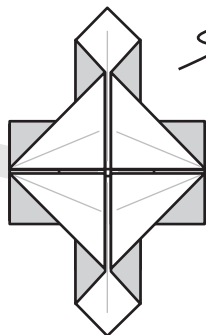


13. Mountain fold and unfold.

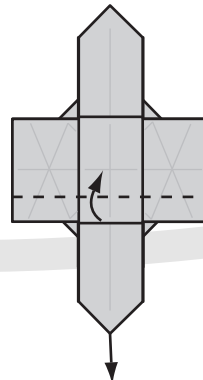
14. Bring the existing crease up to the middle line.



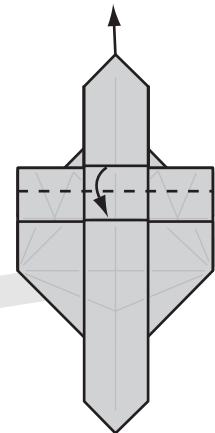
15. Bring the existing crease down to the middle line.



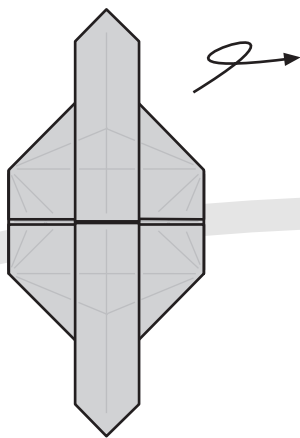
16. Turn the model over:



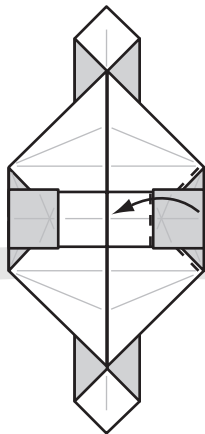
17. Bring the edge to the middle line, while releasing all the connected paper.



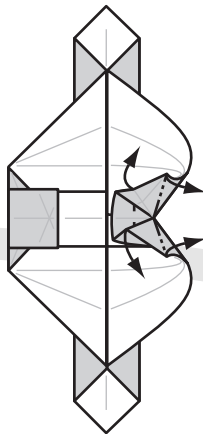
18. Repeat on the other side.



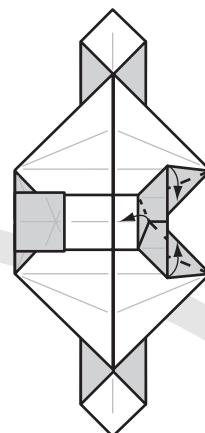
19. Turn the model over:



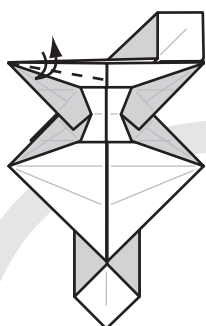
20. Valley fold.  
The model becomes 3D.



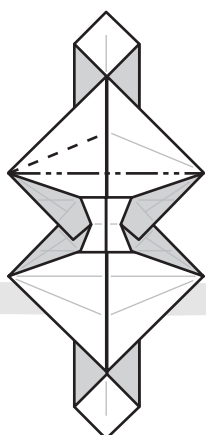
21. Flatten like shown.



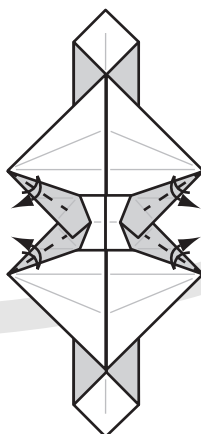
22. Fold the sides to the edges, making kind of a rabbit ear where they meet.



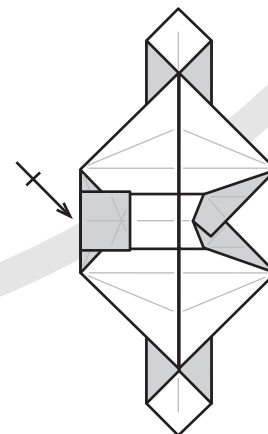
26. Fold and unfold.  
Then unfold to the previous step.



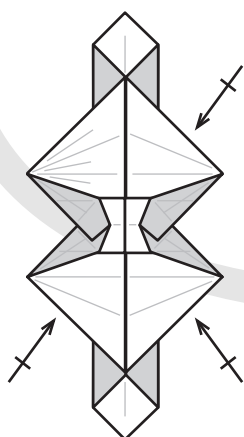
25. Fold along existing creases.  
Do not extend the upper crease.



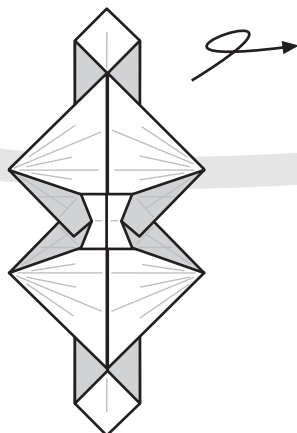
24. Fold and unfold.



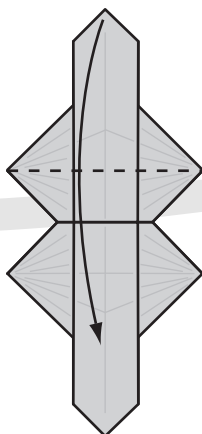
23. Like that.  
Repeat steps 20-22 on the other side.



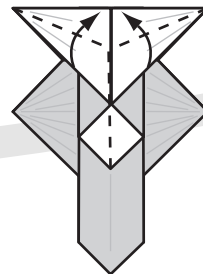
27. Repeat steps 25-26 on the other three sides.



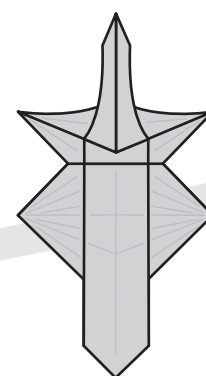
28. Turn the model over:



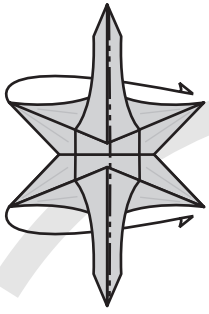
29. Valley fold.



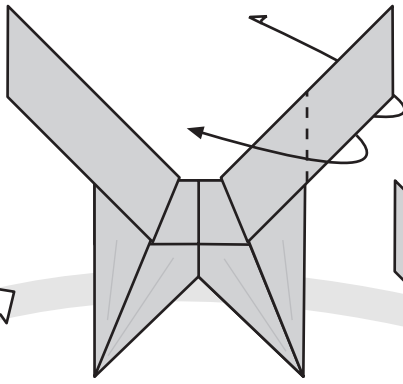
30. Rabbit Ear.  
The model will not lie flat.



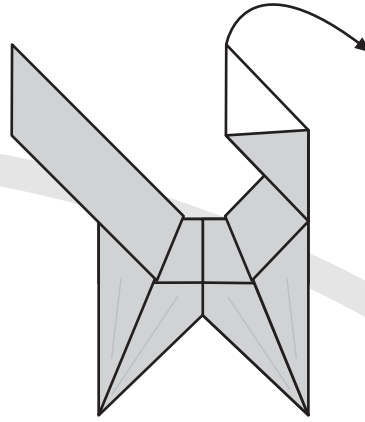
31. Repeat steps 29-30 on the other side.



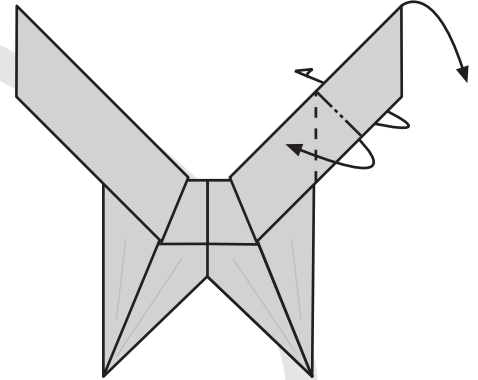
32. Mountain fold the whole model in half.



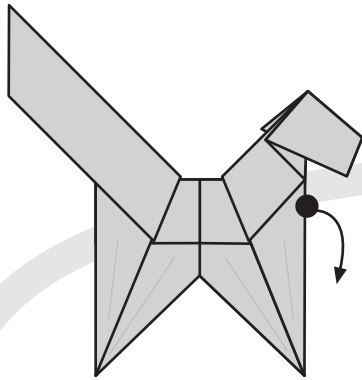
33. Outside Reverse fold along the hidden edge.



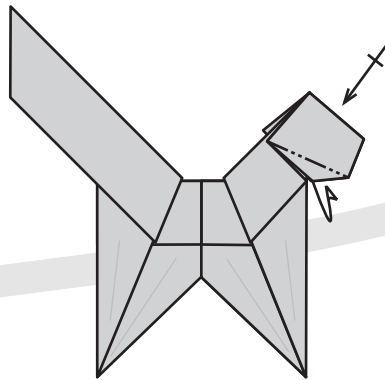
34. Unfold.



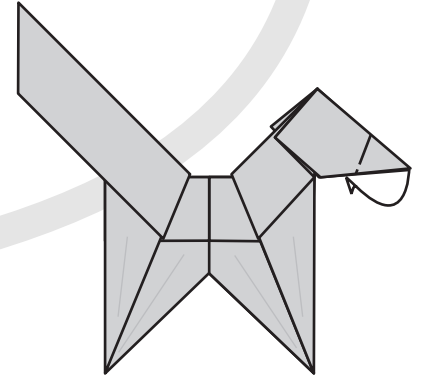
35. Crimp to both sides.



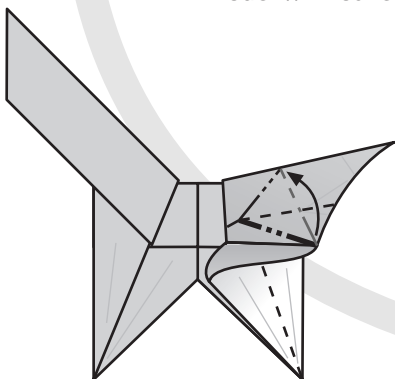
36. Fold inside.



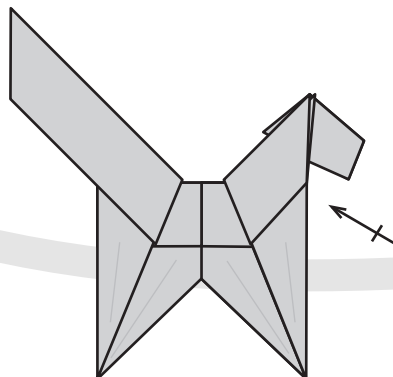
37. Fold inside. Repeat behind.



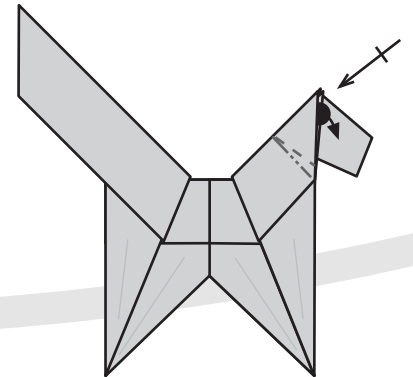
38. Pull a single layer downward. The head will unfold and the model will not lie flat.



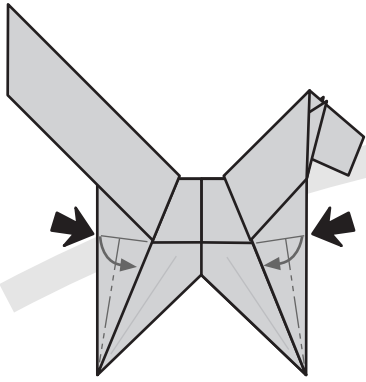
39. Turn the bold crease over into a Mountain fold and recollapse the model.



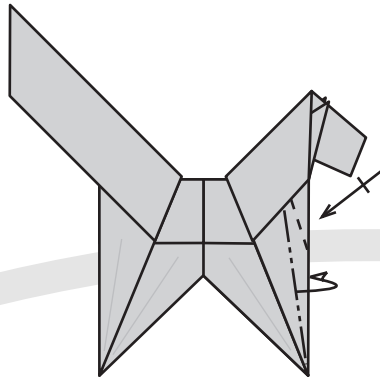
40. Repeat behind.



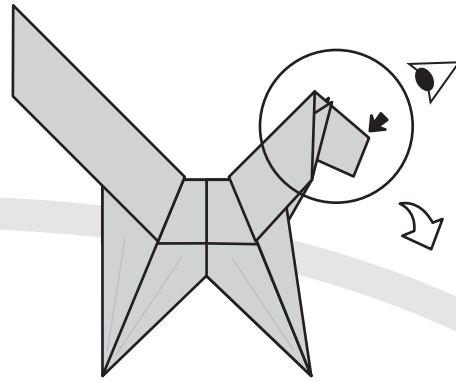
41. Grab the whole ear and pull it downward a bit, fixing it in place with two little crimps on the inside. Repeat behind.



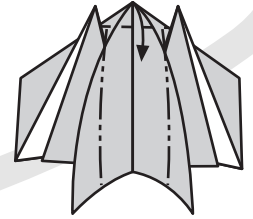
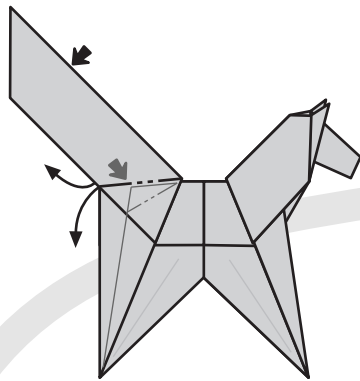
42. Inside Reverse Fold the inner layers.



43. Crimp the paper to the inside. Repeat behind.



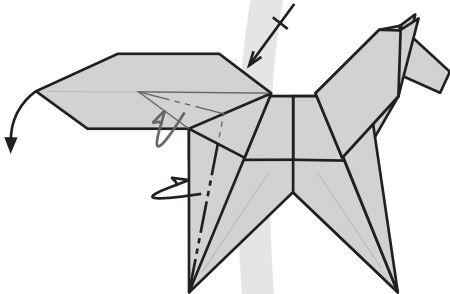
44. The next step shows only the head. Push on the nose to open the head a bit.



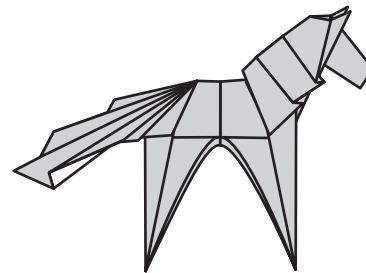
46. Back to normal view.

45. Valley fold the part between the ears and shape the head with mountain folds.

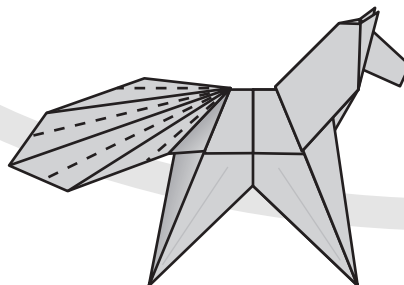
47. Squash the tail. Note that the inner thick layer needs to be squashed too. The model will not lie flat.



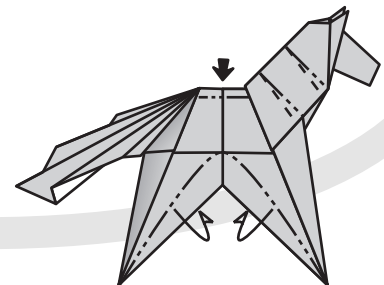
48. Inside Reverse fold a layer on the front and behind.



49. Shape the tail with mountain folds.



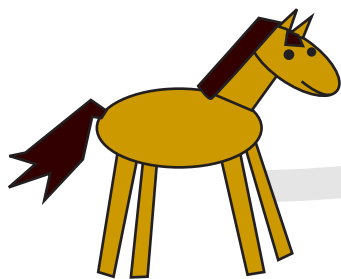
50. Add some valley folds between the mountain folds.



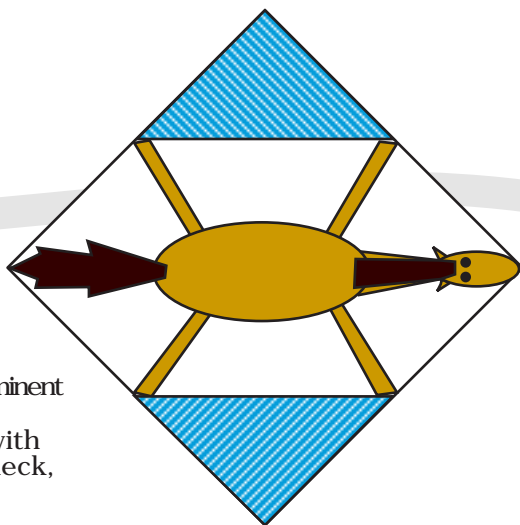
51. Crimp the mane. Shape the legs and back.

52. The finished horse.

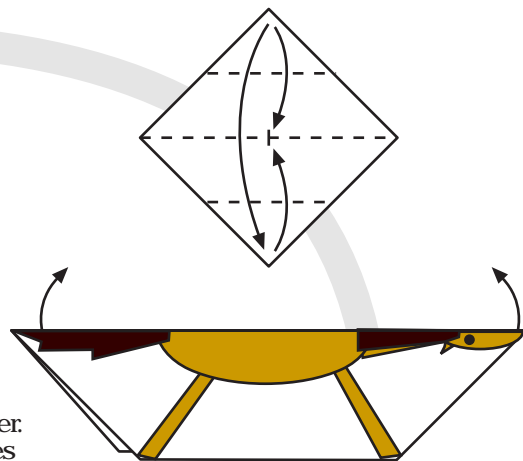
# Some Background Info about my Horse



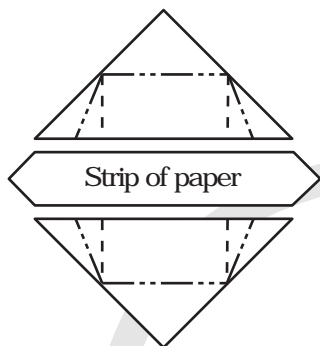
I wanted to design a horse. So first of I thought about the most prominent features of a horse. For me these were the head with pointy ears and mane, a long neck, four legs, body and tail.



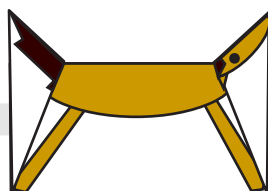
Then I projected my horse onto a square of paper. Doing so I realized that the triangles on the sides wouldn't be necessary and could be ignored for the further design process.



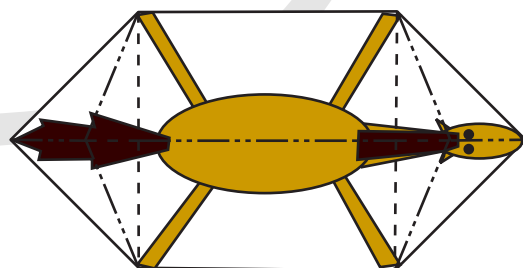
When I fold those unnecessary triangles inwards to the middle and fold the whole paper in half, it becomes obvious, that the head needs to be lifted upwards. For shaping the tail, folding it upwards wouldn't hurt either.



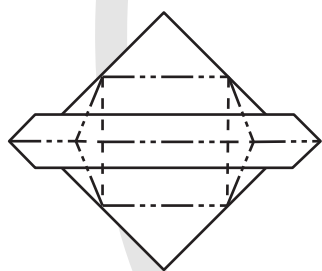
Of course I didn't cut the paper apart, to insert my strip of paper, but instead made a pleat fold.



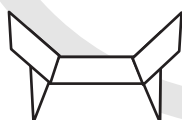
That's the base I got. Now something else got obvious: There isn't enough paper left for the head and it will only be a tiny little tail if I leave it like this. That's when I decided to make a middle graft. A graft is kind of like a strip of paper that you glue onto your model to get more paper. In case of a middle graft, it is like cutting the paper apart along the middle line and insert the strip of paper there.



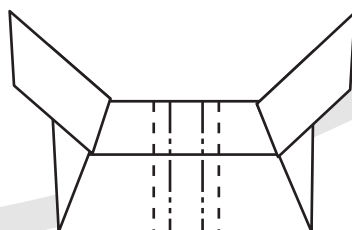
So going back a step, I decided to fold the head and tail triangle to the middle and bring them up with rabbit ears.



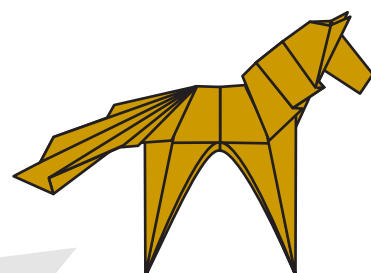
That way I got far more paper for the head and tail section to work with.



Here is what the new base looks like. See? Far more paper for head and tail. Now all that is left is dividing the front and hind legs from each other and shaping everything a bit. Easy eh?



To divide the legs I added a pleat down the middle line, so I was able to fold some paper up. Inside the head I found some additional flaps for the ears that just needed to be freed. Afterwards I shaped everything a bit and tadah, the horse was all done.



The finished horse.

Now the next challenge is to get colour changes for the mane and tail. But that's something I have to figure out for myself first ; -)