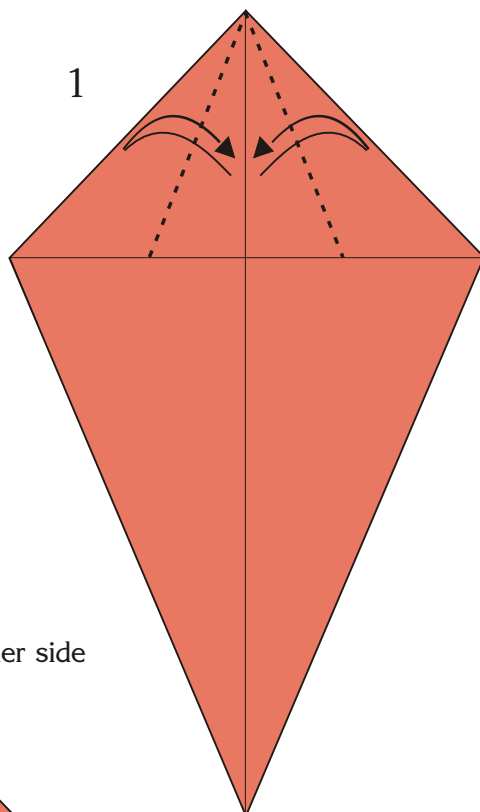


Start with a bird base.

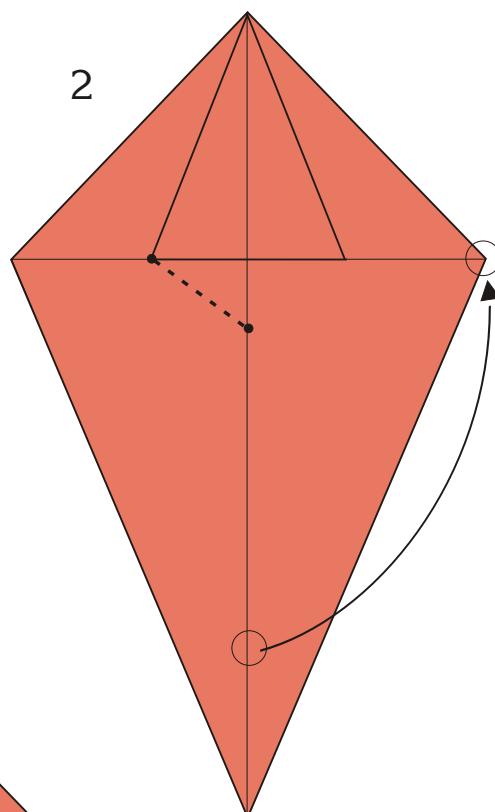
Valley fold both sides of the upper layer to the middle and open again. The creases shouldn't pass the horizontal line.



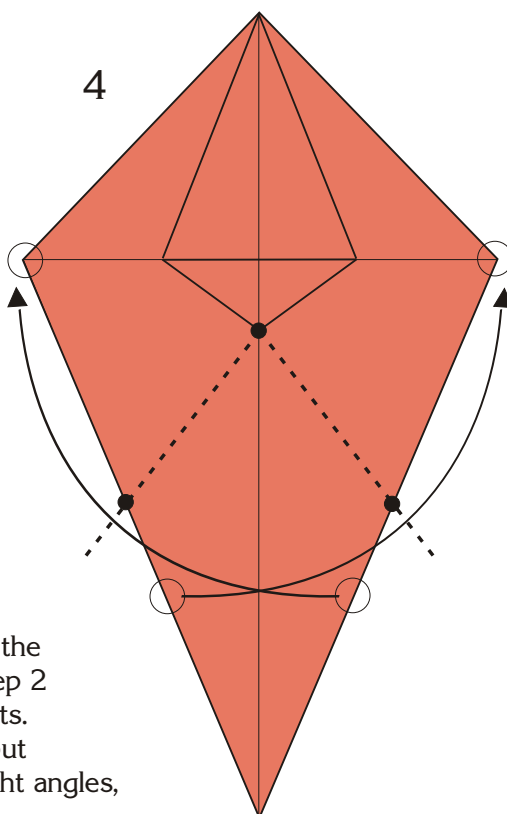
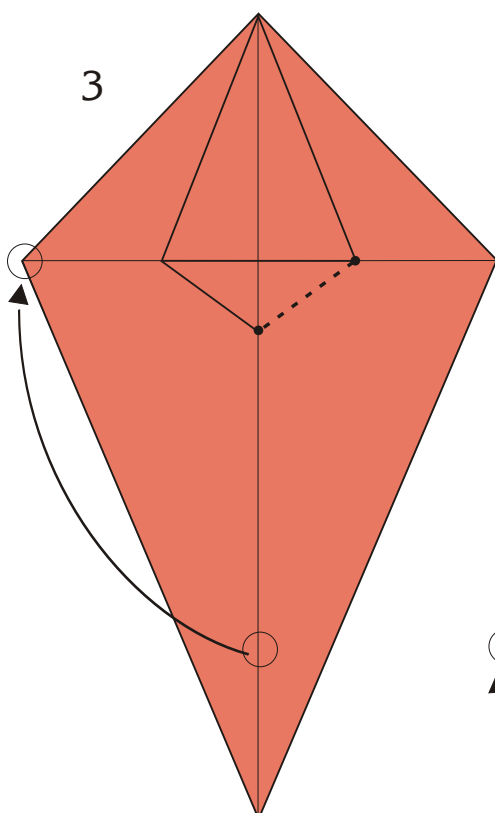
Precrease the following valley folds, which are changed into mountain folds later on.

The vertical line has to meet the circled corner. Make sure to crease only the short distance between the two dots on the horizontal and vertical line.

While making this crease, the flap doesn't lie flat.

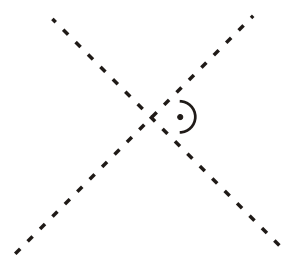


Repeat step 2 on the other side and unfold again.

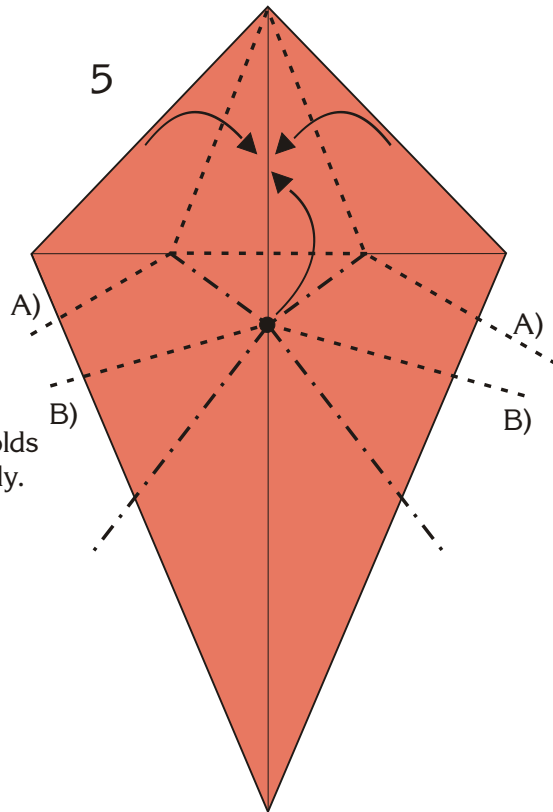


Now make the circled edges meet the upper corners across, similar to step 2 and 3. Crease only between the dots. I had best results with this angle, but you could also experiment with right angles, shown in step (B).

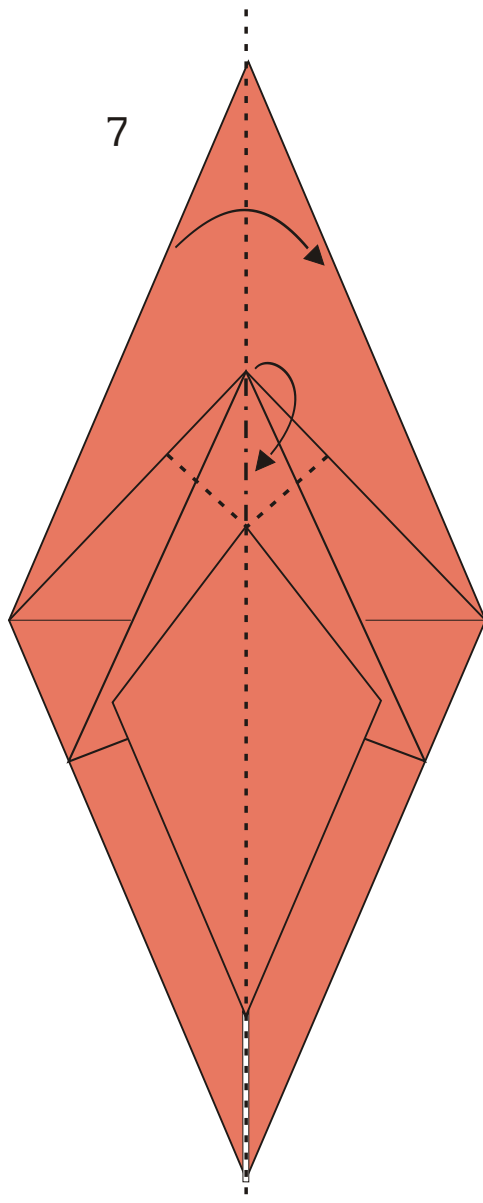
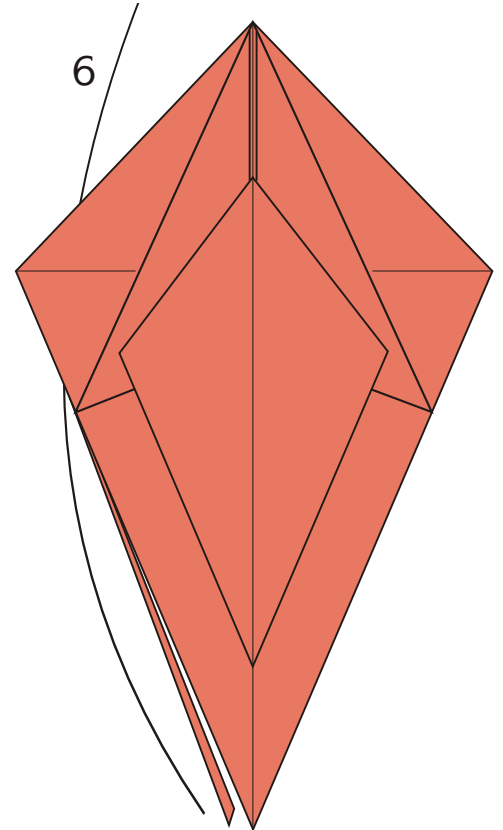
(B) Optional



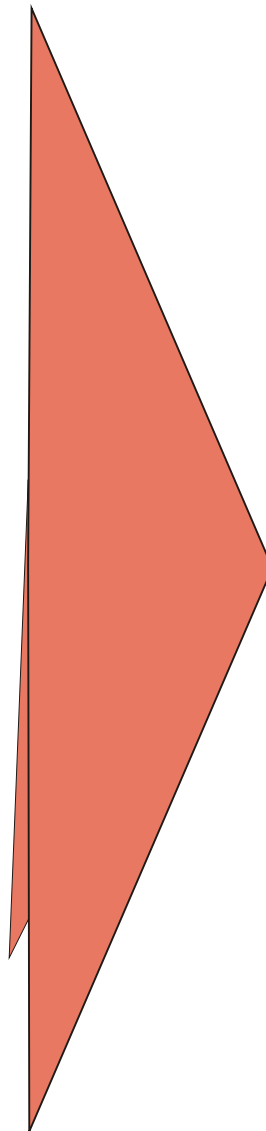
Collapse the upper layer by folding up the dot, so it touches the vertical line. Note, that the precreased valley folds, which you made in step 2, 3 and 4 will have to change into mountain folds. The four additional valley folds A) and B) will come naturally.



This is what your model should look like now. Swing up layer from underneath to the top.

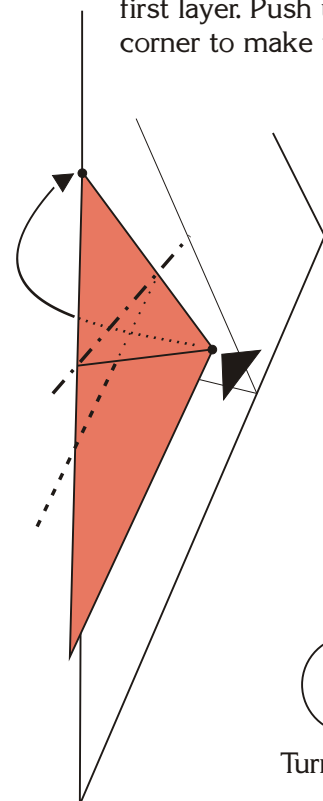


8

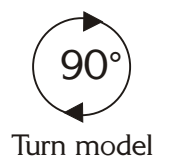


9

Let's have a look under the first layer. Push up marked corner to make the tail.



Fold model in half, while bringing down the lower tip of the bird base on the indicated valley and mountain folds.



Turn model

10

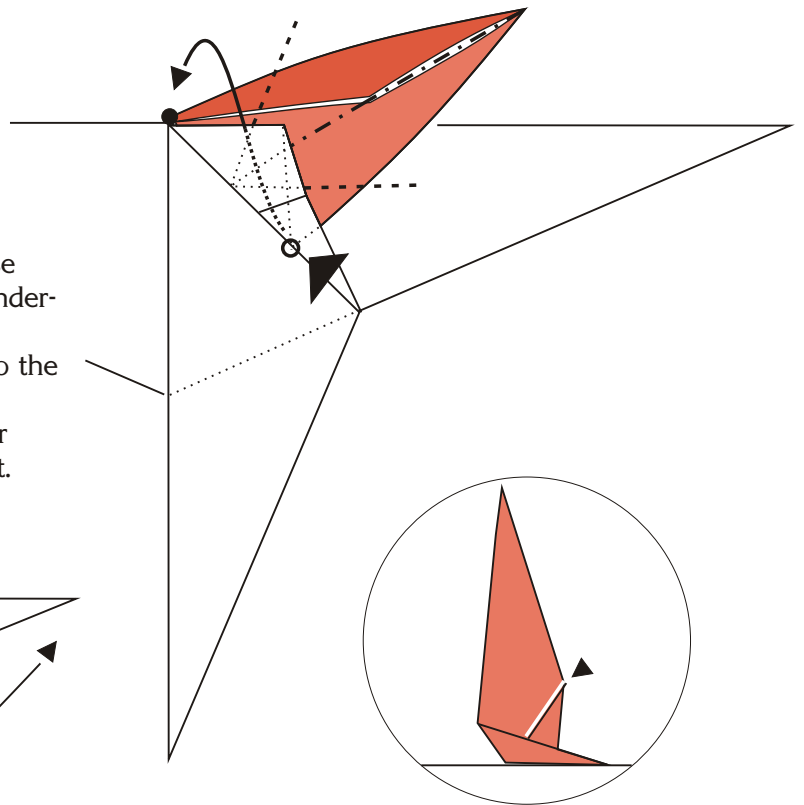
(In this 3D diagram the first layer is folded down, to allow a better view on to the tail underneath. Don't crease.)
In the next diagram you will notice, that part of the tail's paper swang to the left side.

Turn model over.



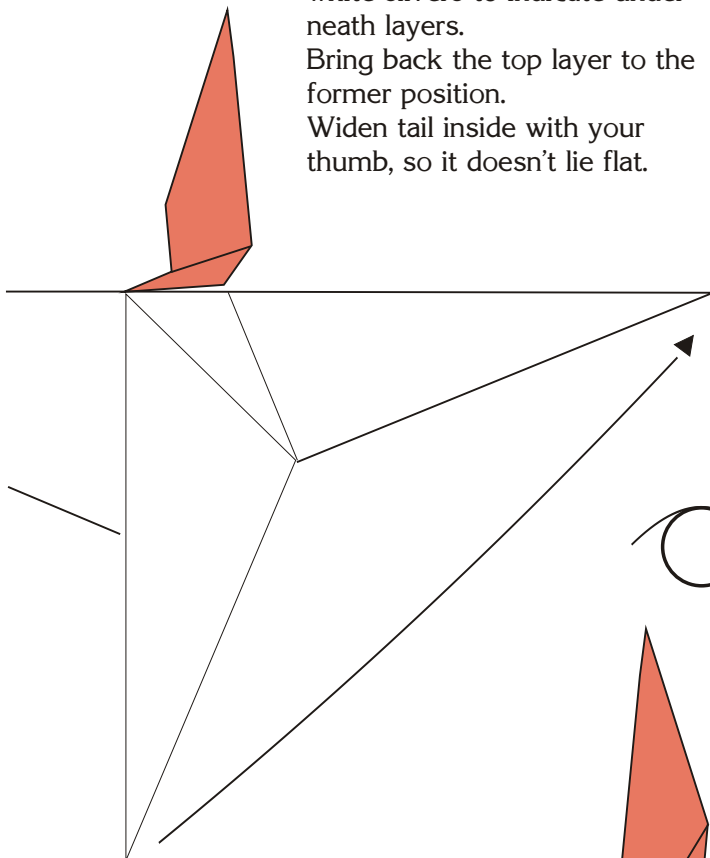
11

This is, what the model looks like from behind. Repeat step 9 on this side. While you push up the hidden marked corner, the tail will slip up into the vertical position, shown in the following diagram.



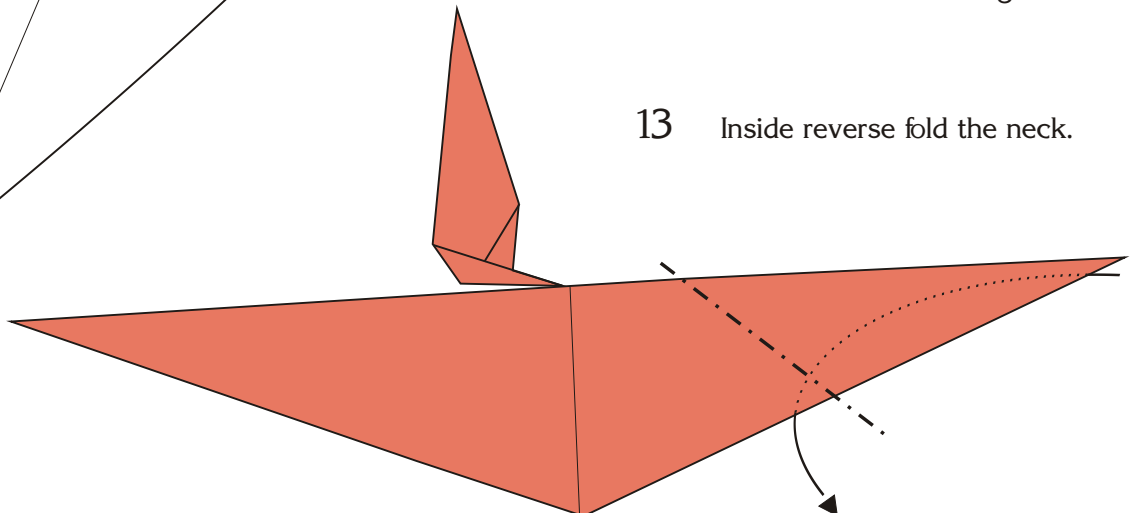
12

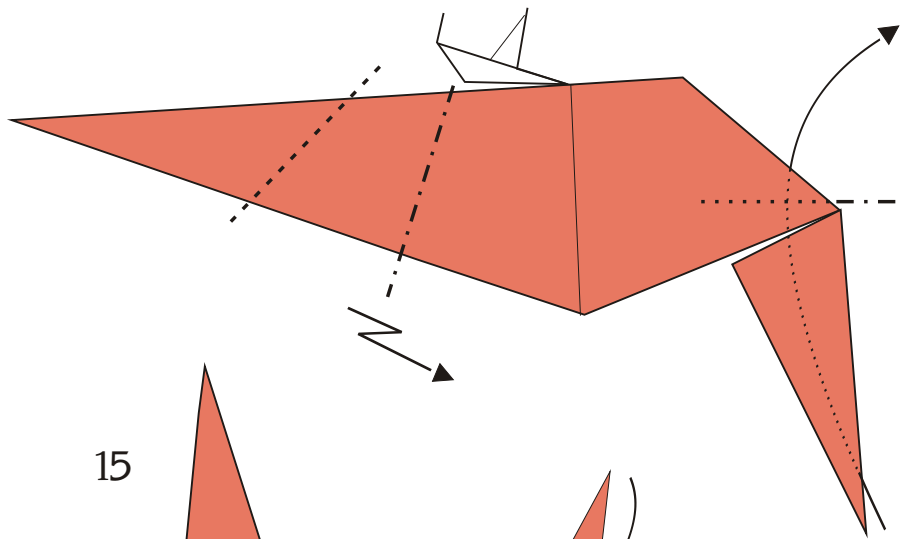
In the next diagrams I'll use white slivers to indicate underneath layers. Bring back the top layer to the former position. Widen tail inside with your thumb, so it doesn't lie flat.



13

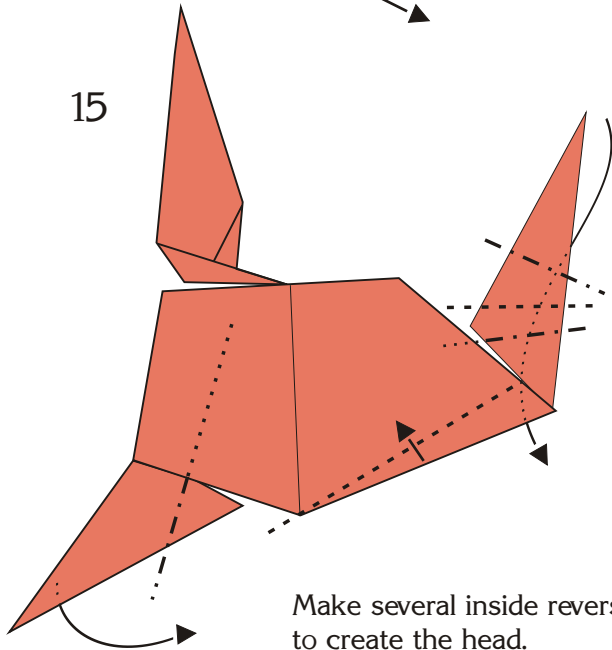
Inside reverse fold the neck.





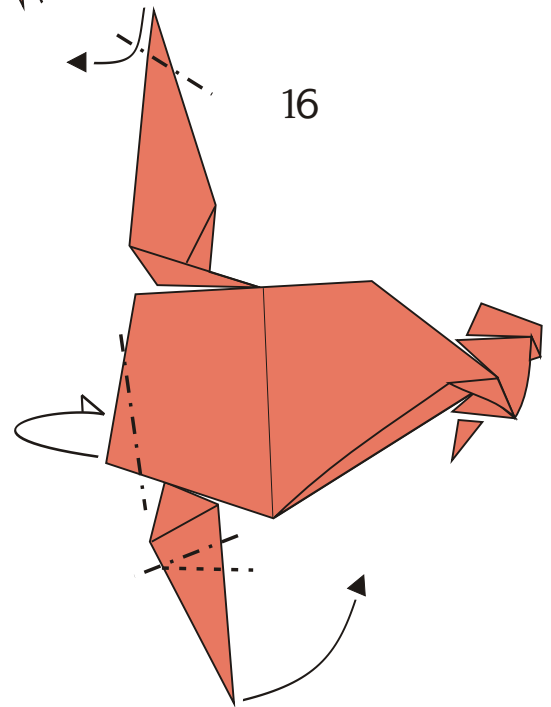
14

Inside reverse fold the front of the model to prepare the head. In the diagram you can see the hidden mountain fold. Then mountain fold the leg and valley fold again. Turn model over and repeat behind.

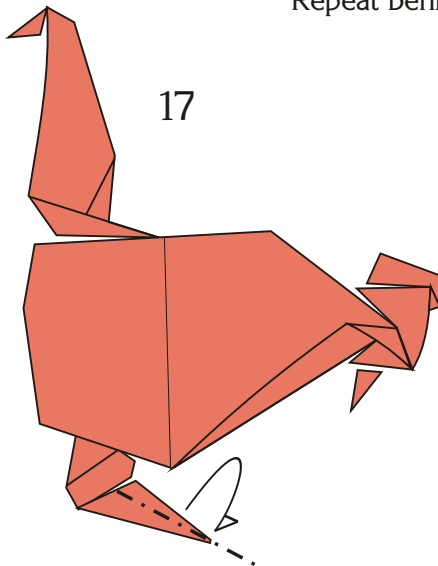


15

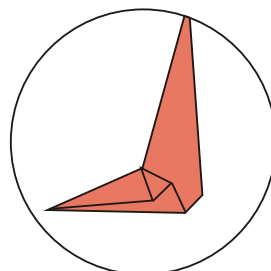
Make several inside reverse folds, to create the head. Valley fold the chest to obtain a nicely curved eye (paper shouldn't lie flat) and inside reverse fold the leg as shown. Repeat behind.



16



17



18

View of the other side of the leg.

Inside reverse fold the tip of the tail. First mountain fold, then valley fold the leg as indicated. Optionally you could make a crimp fold instead, to create a wider foot. Mountain fold part of the hind inside the body. Repeat behind.

Mountain fold leg in half, to make it thinner. Repeat on the other leg. In case you tried a crimp fold in step 12, you can skip this step.

Complete rooster.

