## Polar Bear

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## Difficulty / Intermediate

Time to Create / 25 minutes
Dimension / $\mathrm{R}=0.57$ for length


1. Valley-crease the midline.

2. Crease the midpoints of the sides.


Author's advice: Use 6 inch kami or larger thicker paper. Wet folding works particularly well. The reverse side of the paper is colored gray in these diagrams, however you can use white colored paper on both sides if you want to.

2. Place the top left corner on the bottom edge midpoint and crease the midline at point P .

5. Bisect distances on both sides with creases.

3. Make a horizontal crease through point $P$.

6. Valley-crease from the bottom left corner to the horizontal crease of step 3. Do this by placing the top left corner on the crease of the last step near the right edge.

7. Repeat the last step on the right.

10. Lift up the top layer slightly.

13. Pull out the trapped edge. Repeat behind.

16. Open sink.

8. Extend the last two creases to the
top corners.

11. Valley-fold edges and align them with those of the bottom layer.

14. Valley-fold along the edge underneath. Repeat behind.

17. Outside reverse-fold the bear's head.

12. Valley fold the model in half and rotate it 90 degrees clockwise.

15. Crease through all layers from side to side.

18. Pull trapped paper out from under the head while swivel-folding the shoulder back to its position in step 14.

## Repeat behind.


19. Crimp foreleg. Repeat behind.

20. Mountain-fold foreleg corner behind. Inside reverse-fold the rump so that the tail is barely visible. Repeat behind.

22. Flatten bulges in the head on both sides with a small crimp. Then crimp the nose downward on both sides of the head. Note that crimps do not meet at the top of the head.

21. Shape belly and paws with reverse folds. Repeat behind.

23. Close-sink rump corner. Mountainfold the corner on the hind foot behind to round it. Repeat behind.

24. Turn the bear over on its back and spread its legs apart.

27. Bring the feet toward the center and turn the bear over.

25. Flatten the midline ridge to make the model 3 D..

26. Lift up an edge perpendicular to the back to lock the 3 D shape.


Optional: Depress the front of the forelimbs to shape them.

