

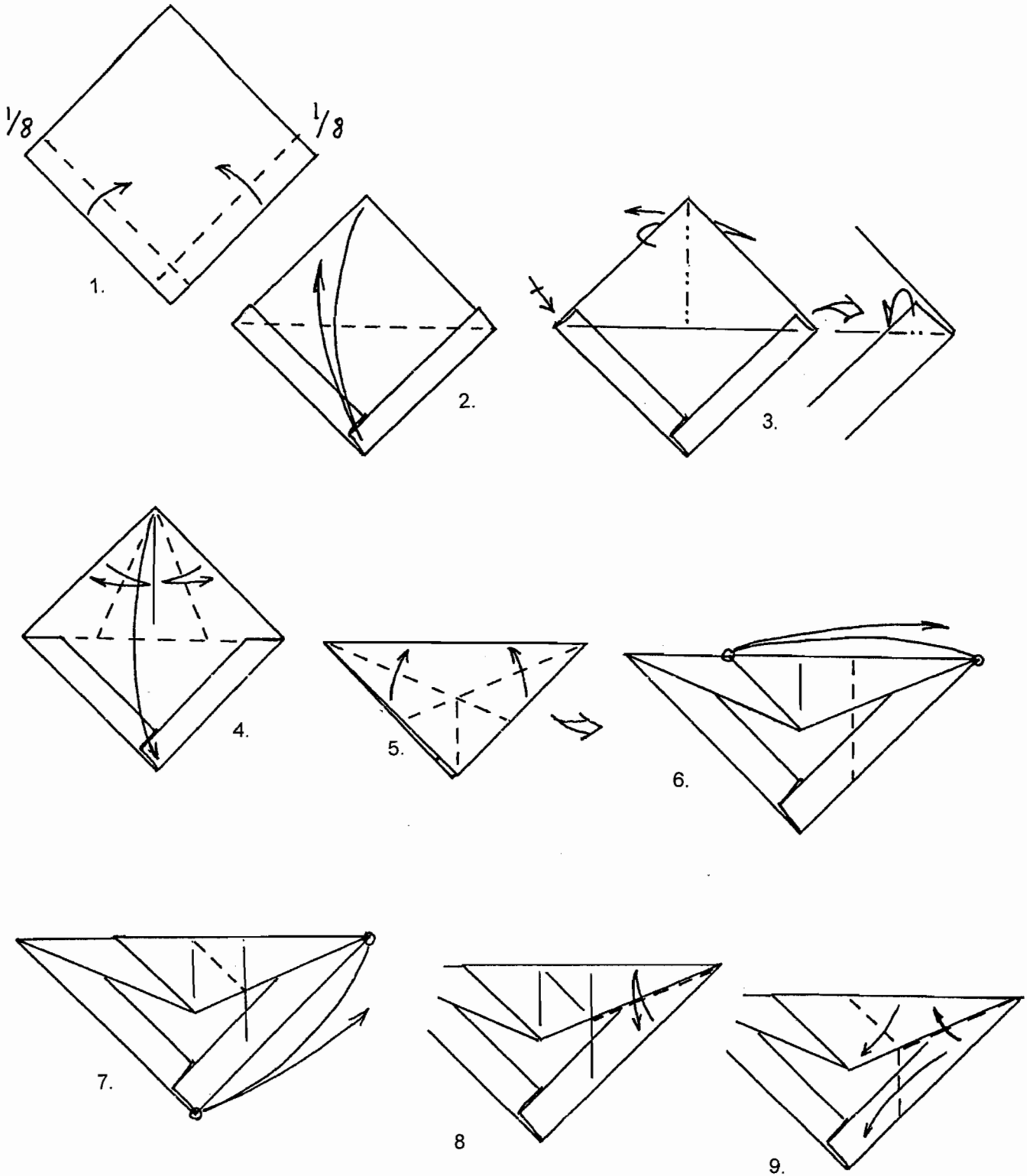
SKULL

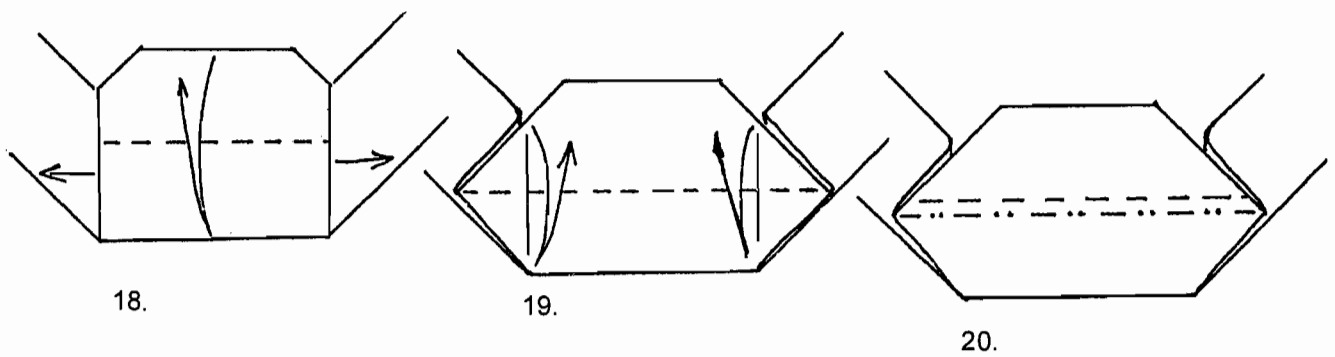
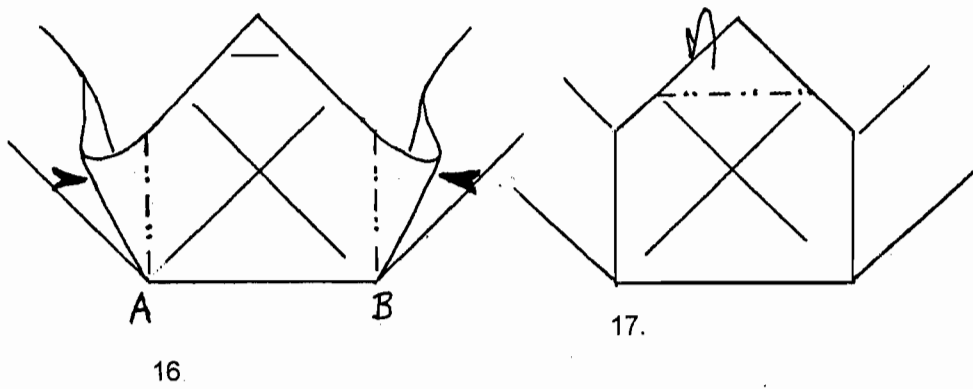
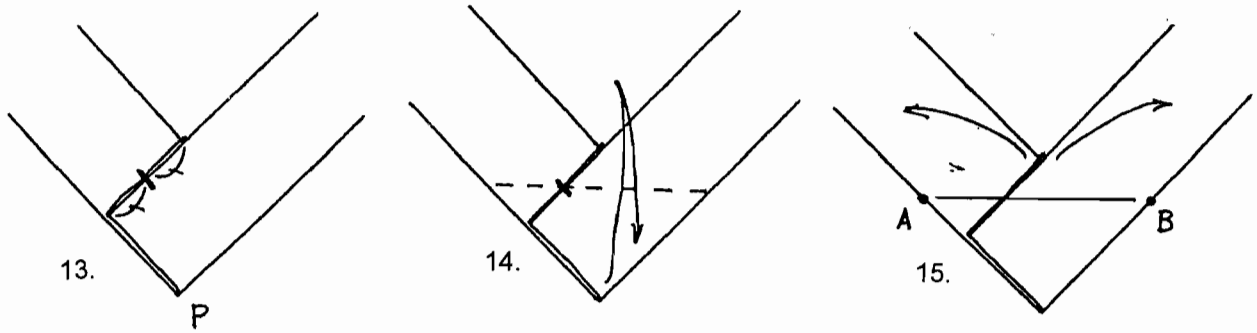
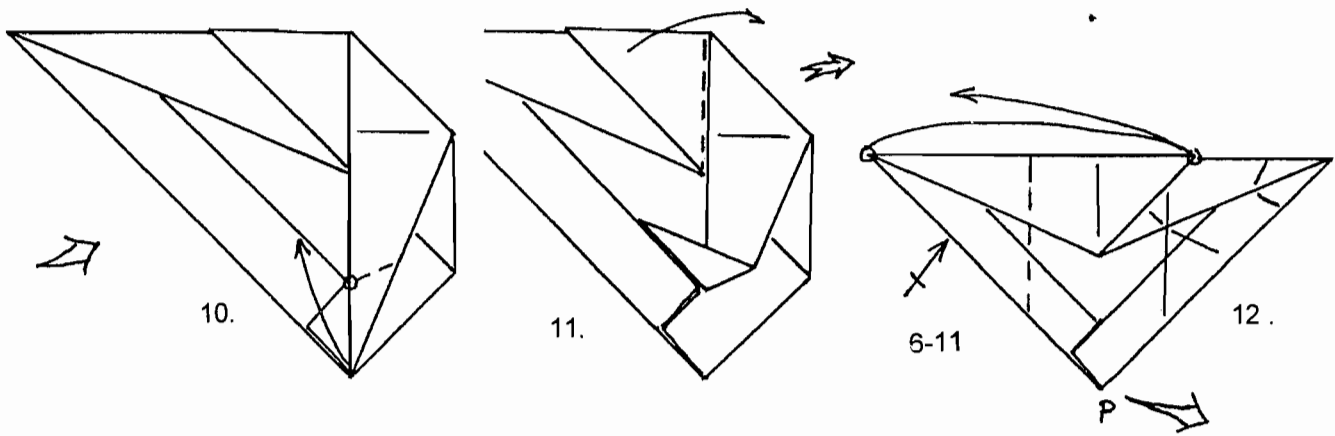
Herman Van Goubergen ©1998

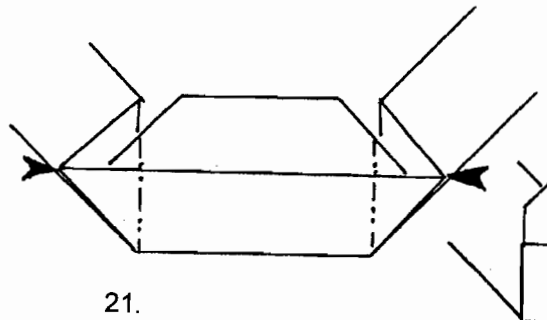
Complex

(Belgium)

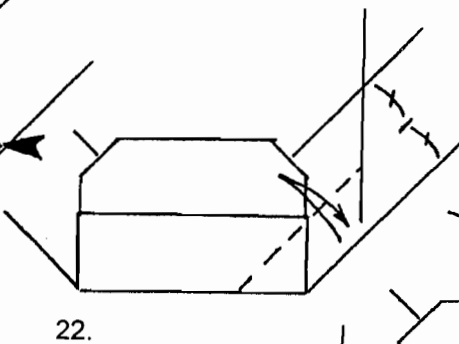
Start with a square, whitish on both sides. Beige elephant hide works well.



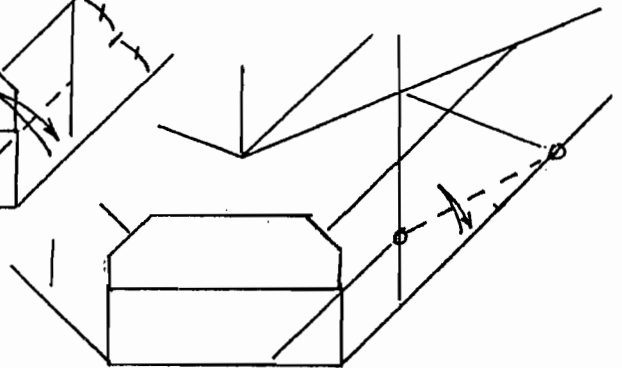




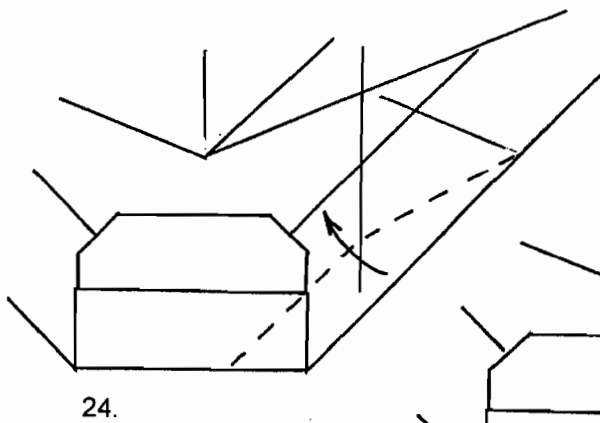
21.



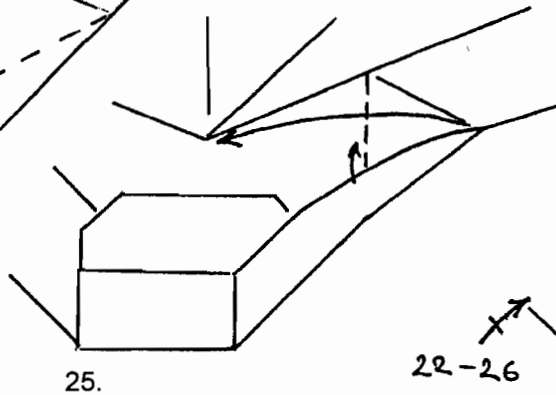
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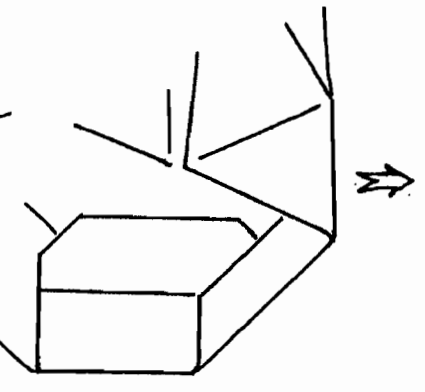
23.



24.

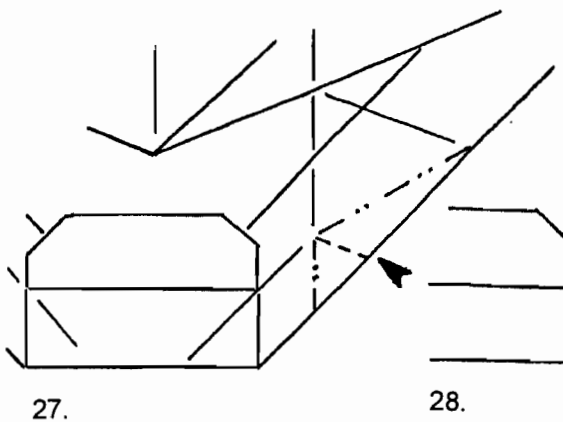


25.

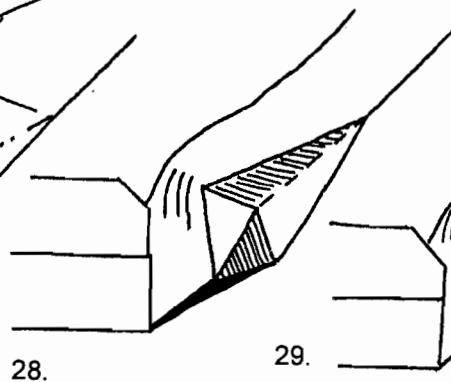


22-26

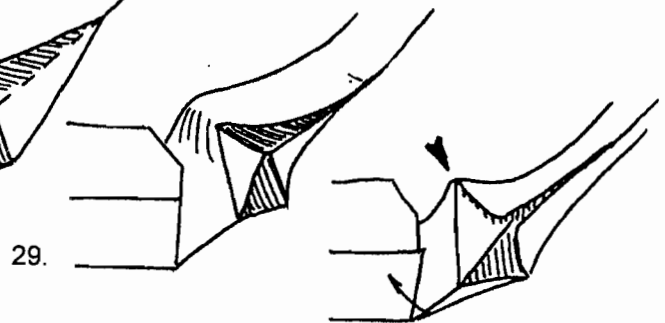
26. Press down hard; this will mark valley fold in 27.



27.

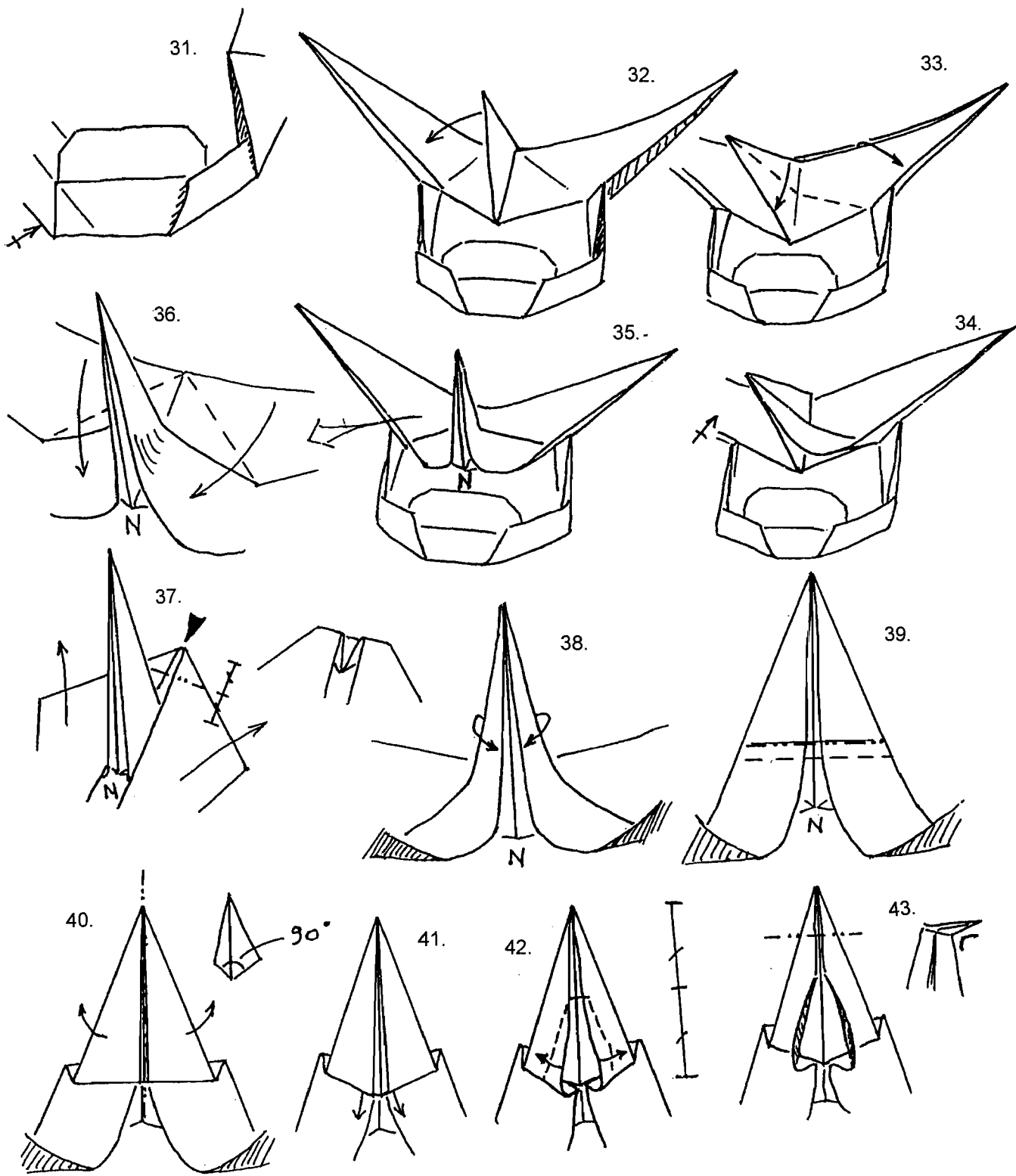


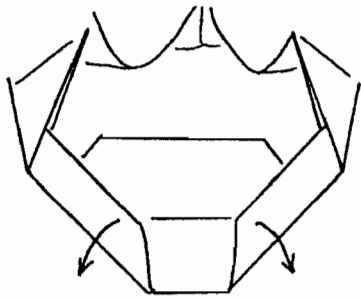
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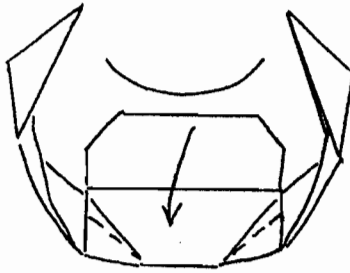
29.

30. Difficult-push down sharply and top half will turn inside out to lie inside bottom part. Model becomes 3D. Watch for creep, as trapped ridge of paper tends to shift slightly.

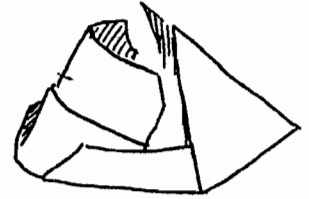




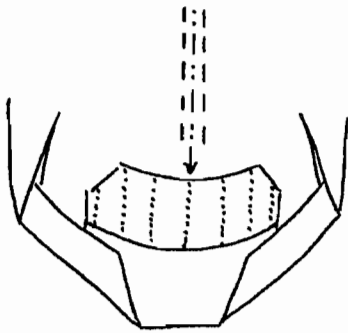
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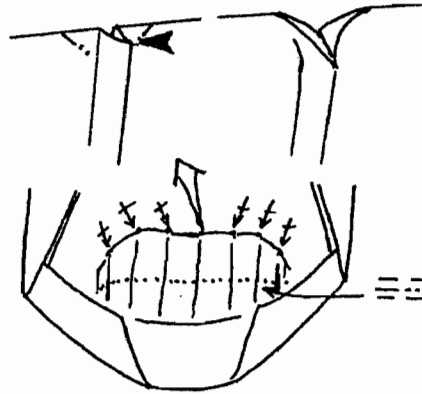
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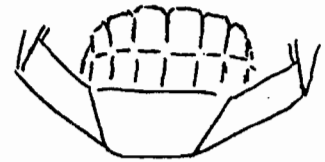
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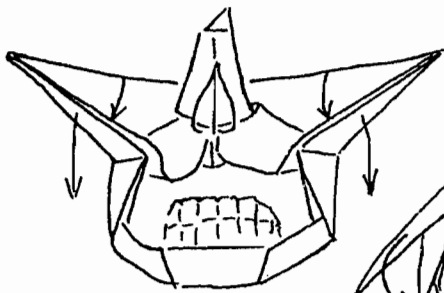
47. Mountain fold first, then pinch a ridge between your fingernails



48.



49.

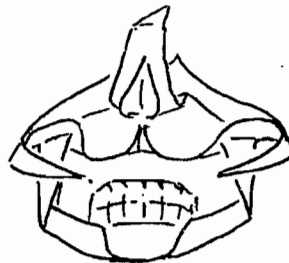


50.

The sides of each long point are held together by curving it.



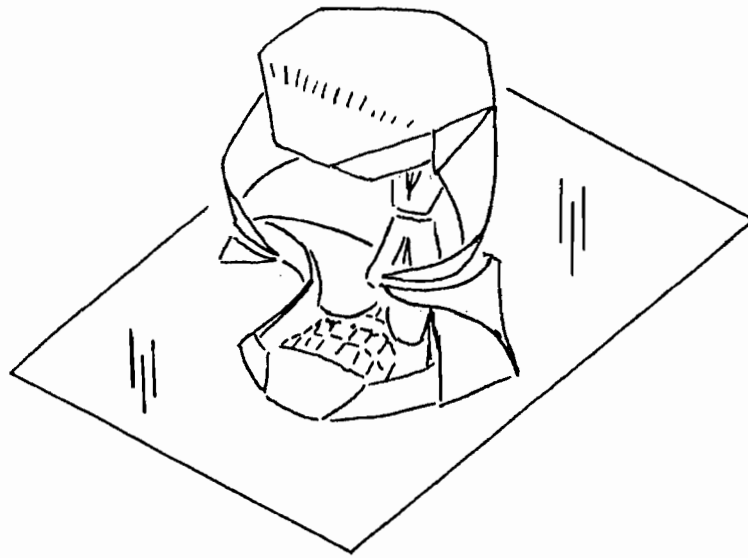
51.



52.



53.



Place the model upside-down on a mirror. Look down at an angle of about 45 degrees and think of the model and its reflection as one object. You'll need to adjust the folds you made in 43 and 50-52 to get the angles right. Place a dark background behind the mirror. Experiment with lighting to minimize brightness differences between model and reflection.

