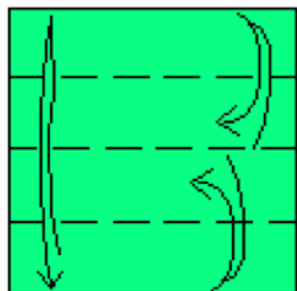
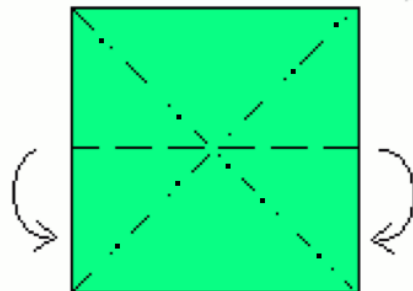


Turtle

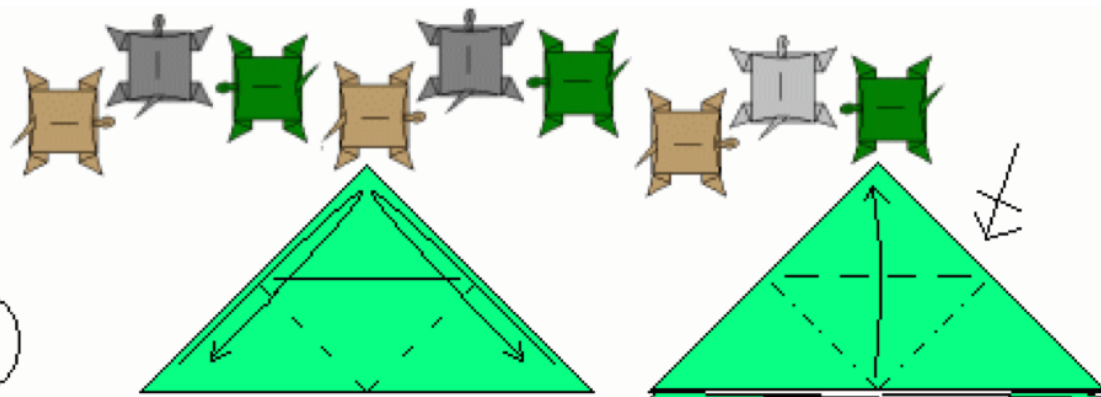
traditional model
diagrammed by Aaron Walden



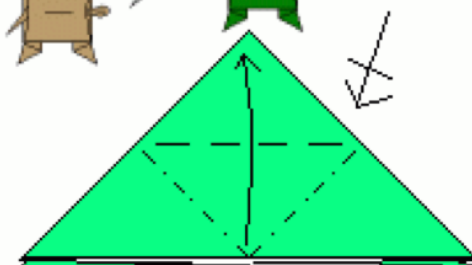
1. Valley fold center, and fold top and bottom to meet at it. Unfold.



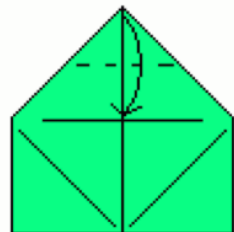
2. Mountain fold diagonals. Collapse into a right triangle.



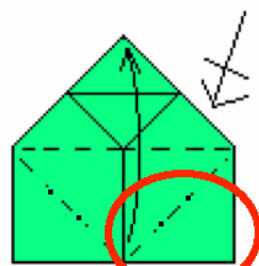
3. Valley fold front right and left corners to top point. Unfold.



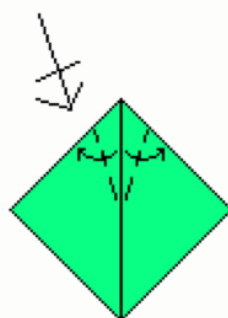
4. Fold up, along creases. Flatten it. Repeat on reverse.



5. Fold front layer top point down to center crease.



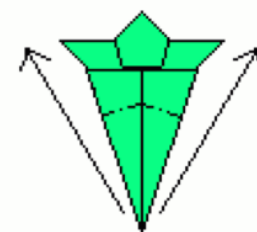
6. Fold up, along creases. Flatten it. Repeat on back.



7. Fold top left and right front layers back to where the horizontal line on the next layer meets the edge. Repeat on reverse.



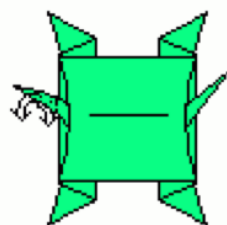
8. Fold front right and left to center. Repeat on back.



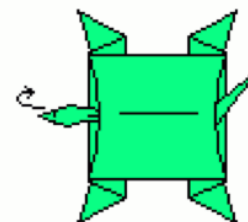
9. Inside reverse fold the left and right points.



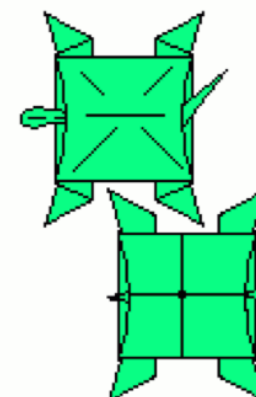
10. Pull apart (and downward) the horizontal portion on front and back, to form shell.



11. Outside reverse fold one narrow point, for head. Leave other point narrow, as tail.



12. Mountain fold the tip of the head, to blunt.



The completed turtle has both a carapace (top shell) and a plastron (bottom shell).