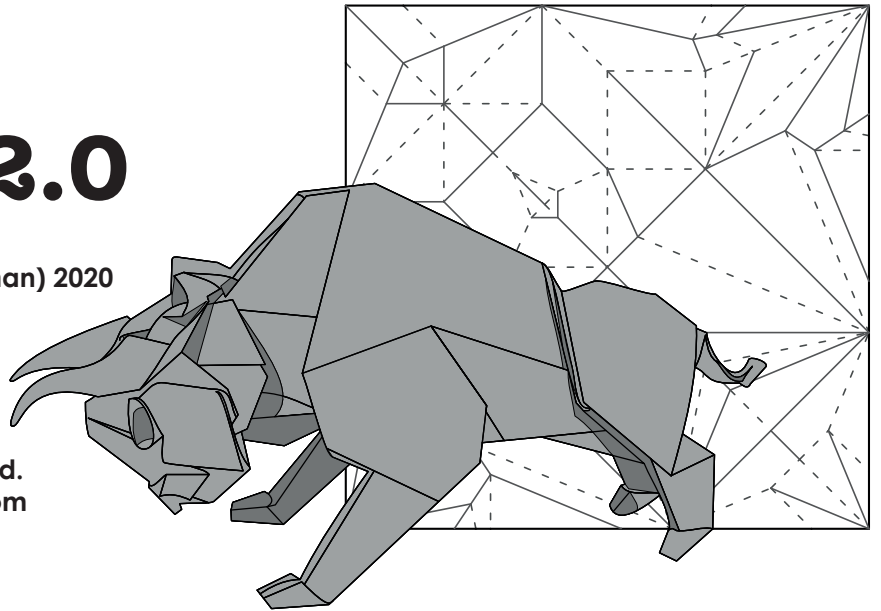


Wild Bull 2.0

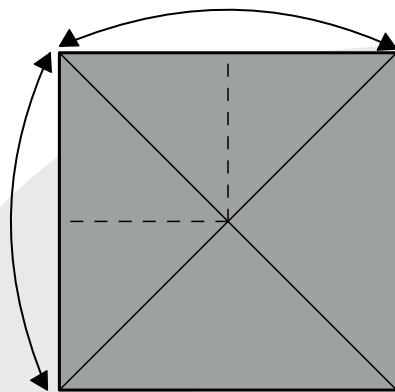
Designed by : Chan Pak Hei (Kade Chan) 2020
Instagram @KadeChan_Origami

Diagrammed by : Gabriele Barbera
Instagram @Gabriele_Origami

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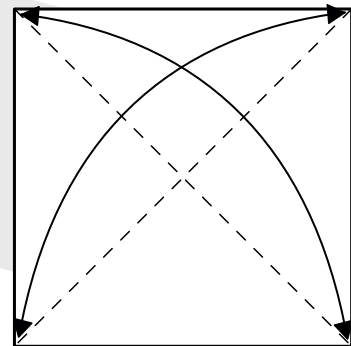


②



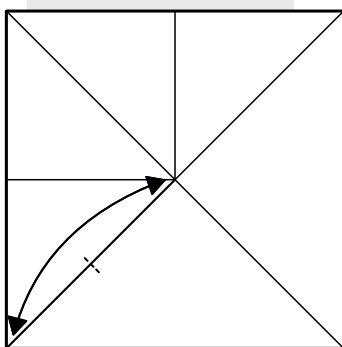
-Valley fold.
Turn over.

①



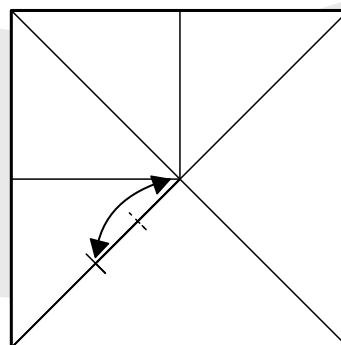
-Valley fold.

③



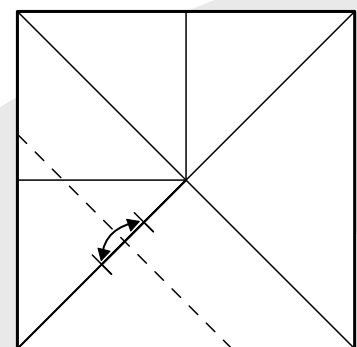
-Pinch at the center
of the line.

④



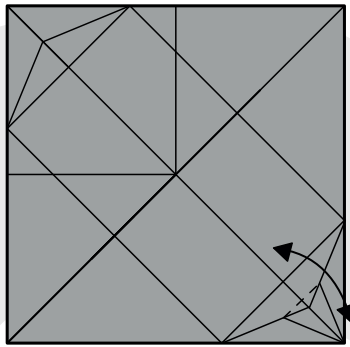
-Bring the marked
point to the center
and pinch at the
center of the line.

⑤



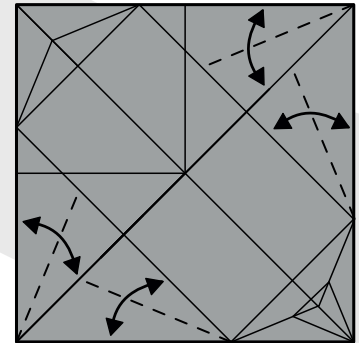
-Bring the marked
points together and
valley fold.

11



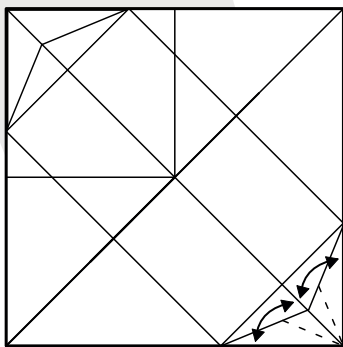
-Valley fold at the line intersection.

12



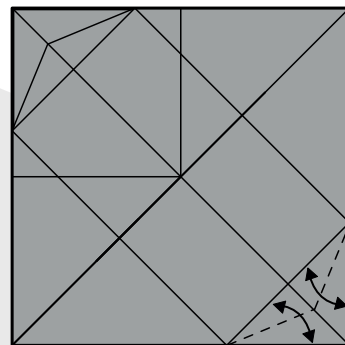
-Valley fold the angle bisector.

10



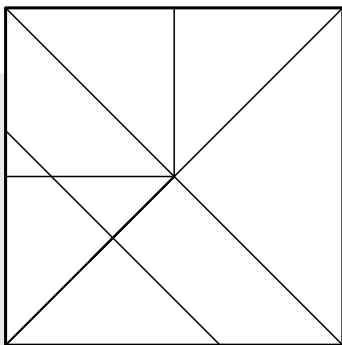
-Valley fold the angle bisector but mark only until the line. Turn over.

9



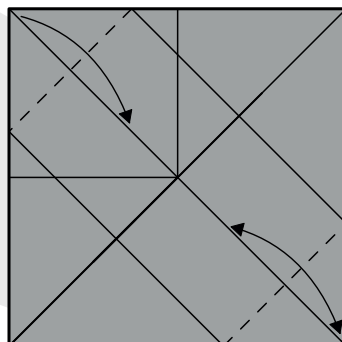
-Valley fold the angle bisector and turn over.

6



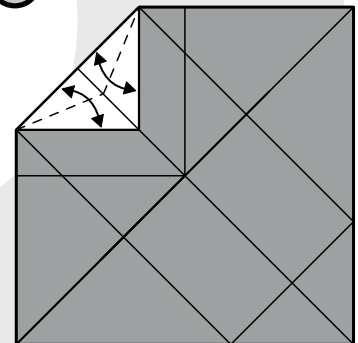
-Turn over.

7



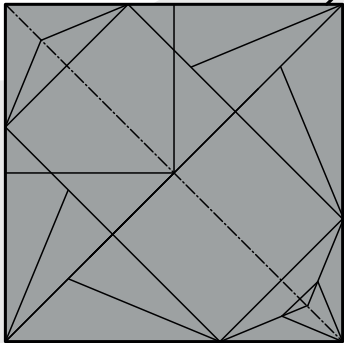
-Valley fold at the line intersection.

8



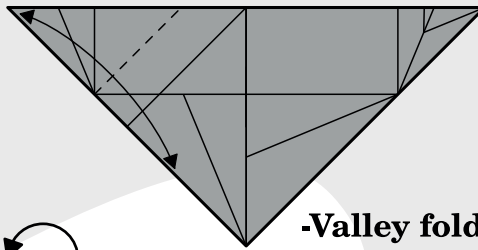
-Valley fold the angle bisector.

13



-Mountain fold in half. Rotate.

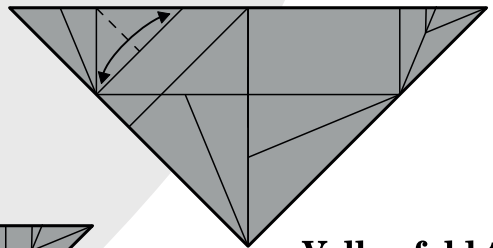
14



45°

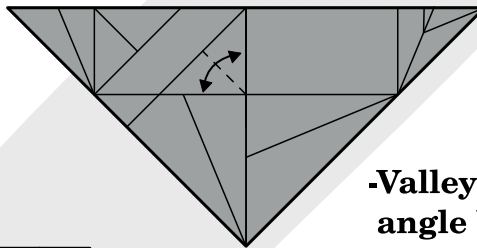
-Valley fold to the line intersection.

15



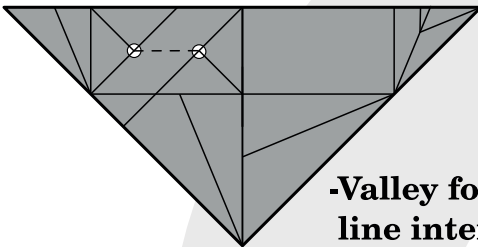
-Valley fold the angle bisector.

16



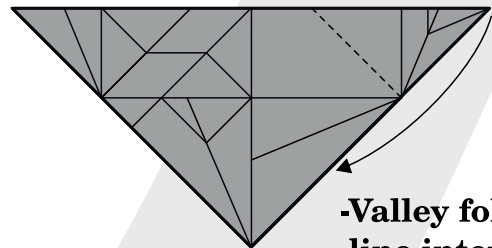
-Valley fold the angle bisector.

17



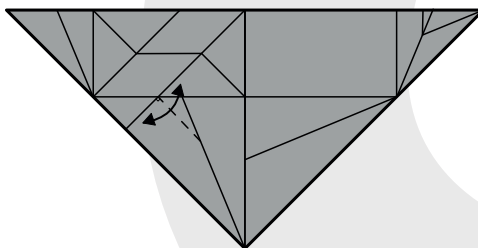
-Valley fold at the line intersection.

20



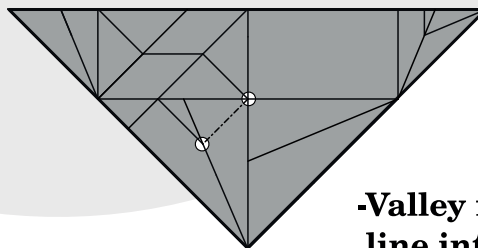
-Valley fold to the line intersection.

18



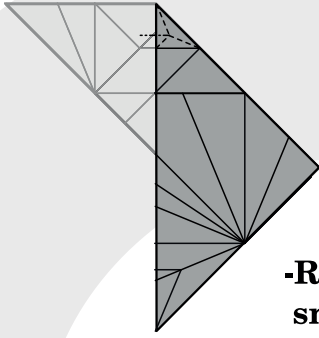
-Valley fold to the line intersection.

19

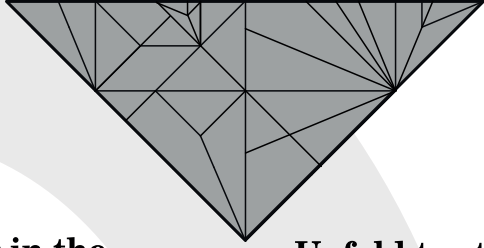


-Valley fold at the line intersection.

27



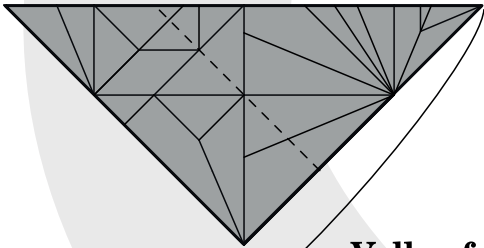
28



-Rabbit ear in the small triangle. unfold to step 26.

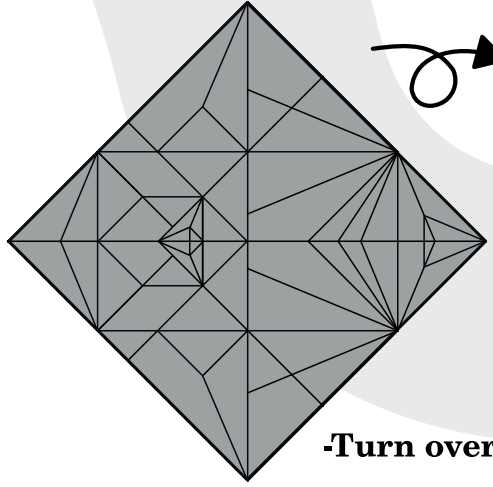
-Unfold to step 13.

26



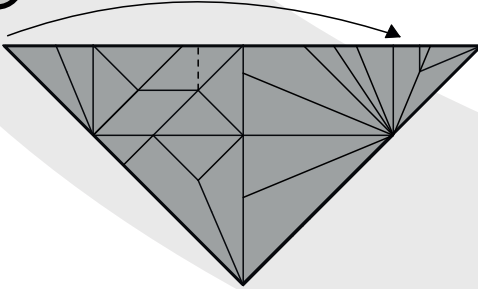
-Valley fold with the existing line.

29



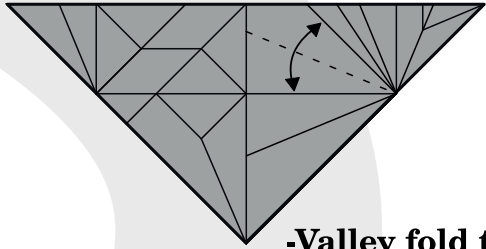
-Turn over.

25



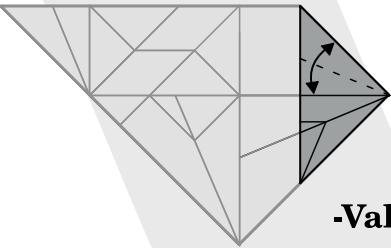
-Valley fold at the line intersection.

24



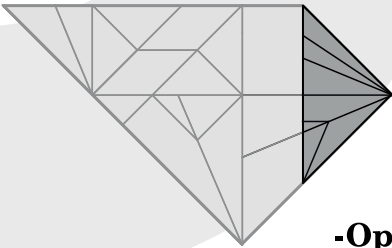
-Valley fold the angle bisector.

21



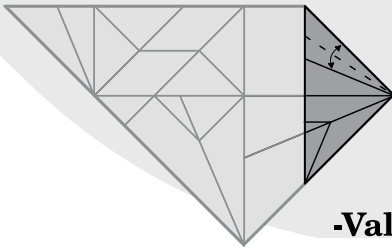
-Valley fold the angle bisector.

23

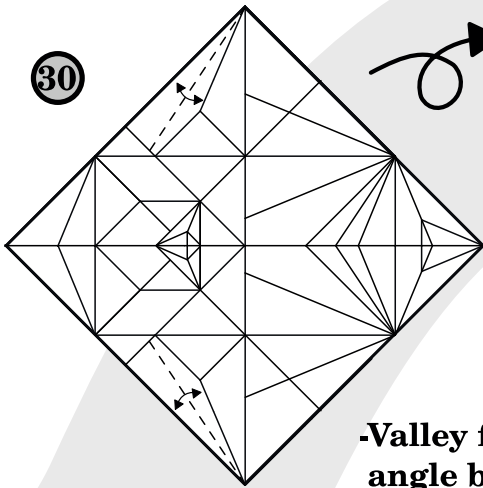


-Open to step 20

22



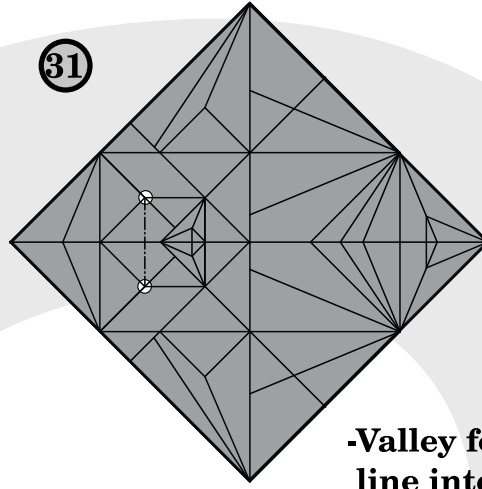
-Valley fold the angle bisector.



30

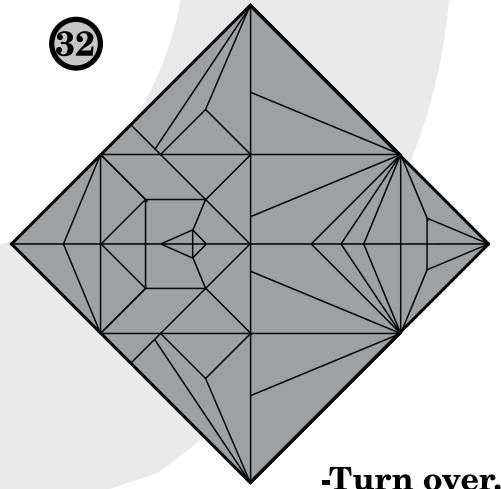


-Valley fold the angle bisector.
Turn over.



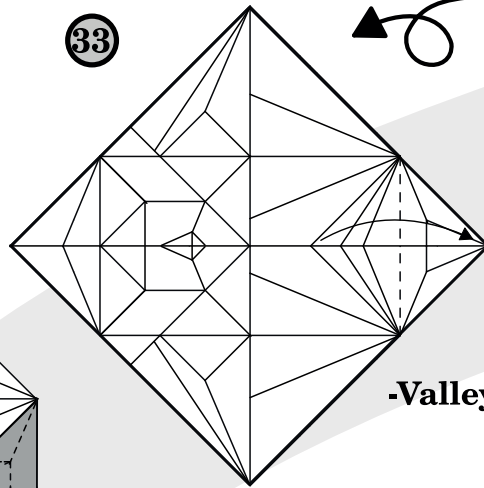
31

-Valley fold at the line intersection.



32

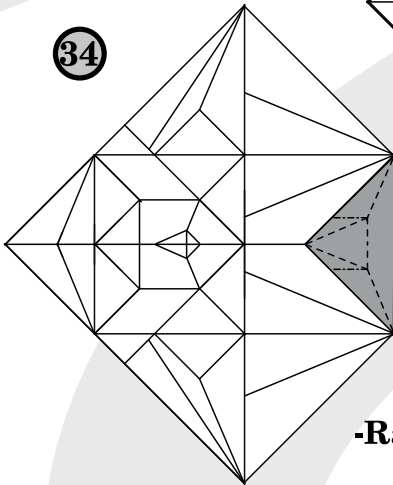
-Turn over.



33

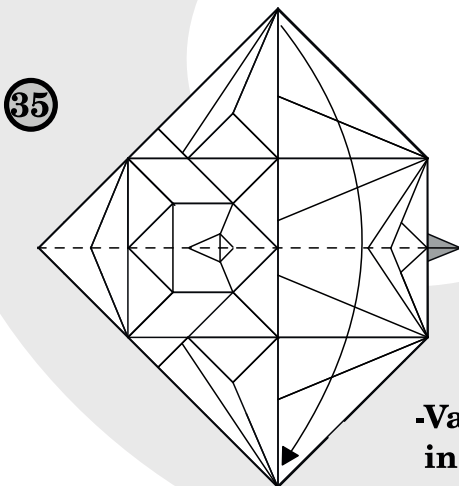


-Valley fold.



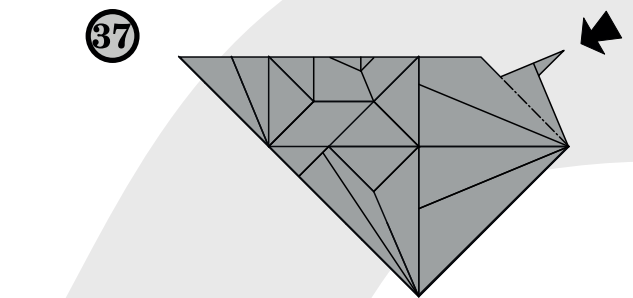
34

-Rabbit ear.



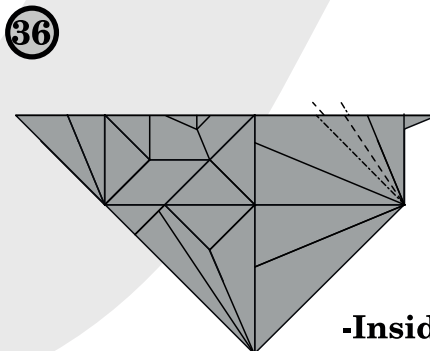
35

-Valley fold in half.



36

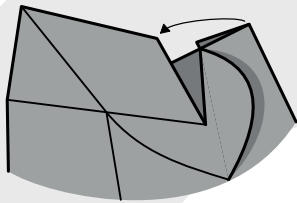
-Inside reverse fold.



37

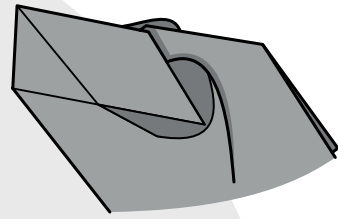
-Inside reverse fold two times.

44



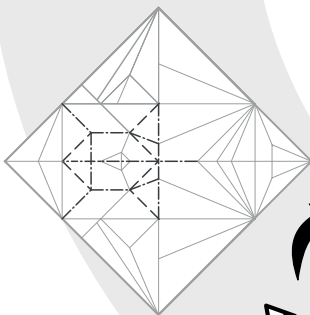
-Insert the layers inside the pocket. Follow the crease pattern.

45

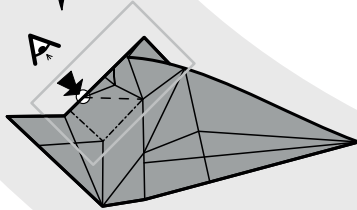


-Layers inserted, now will see in full view.

45°

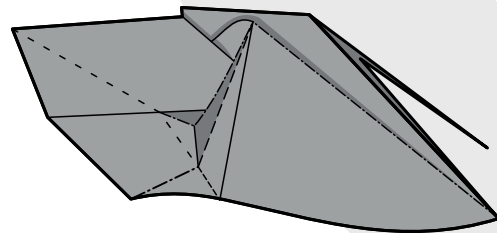


43

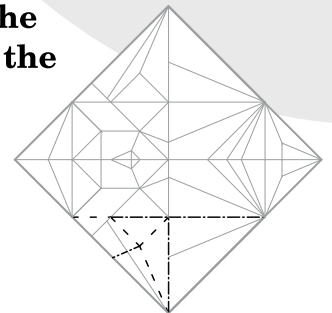


-Push the circled point, follow the crease pattern.

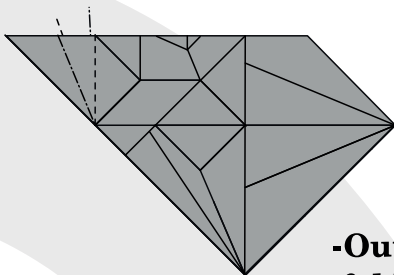
46



-Collapse following the crease pattern, now the model will lay flat.

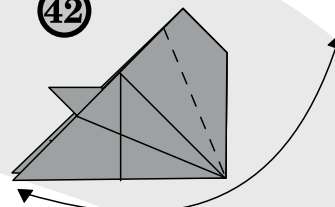


38



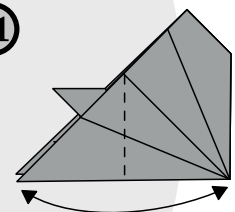
-Outside reverse fold.

42



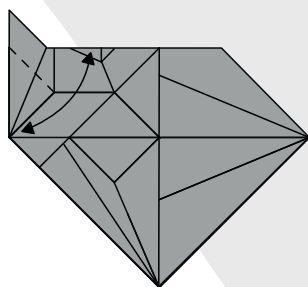
-Valley fold. The following steps will be 3D.

41



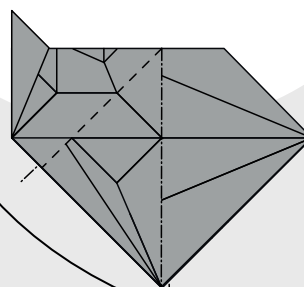
-Valley fold.

39



-Valley fold until the line intersection.

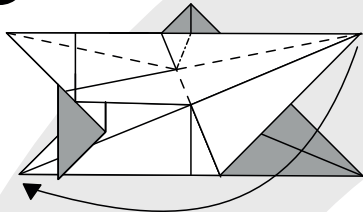
40



-Squash.

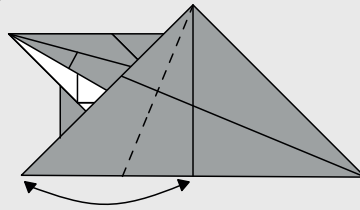
45°

48



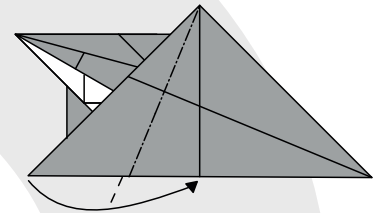
-Close the flap following the angle bisector of that triangle on the right.

49



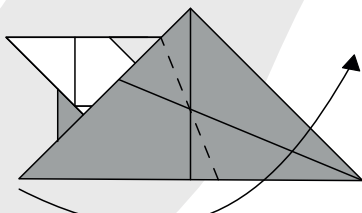
-Valley fold the angle bisector.

50



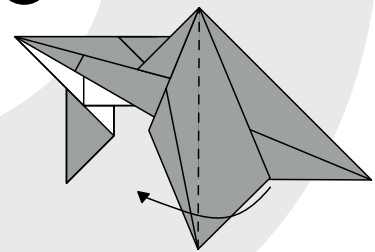
-Squash.

47



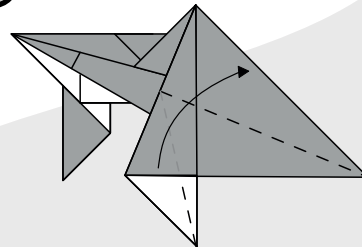
-Open the flap.

51



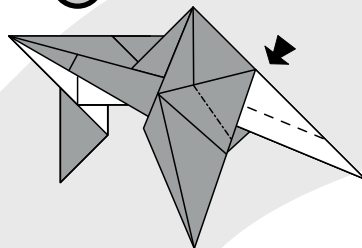
-Fold to the left.

52



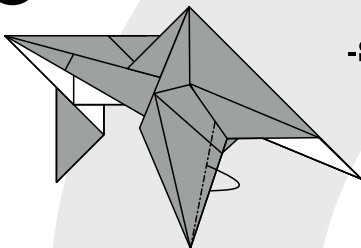
-Squash.

53



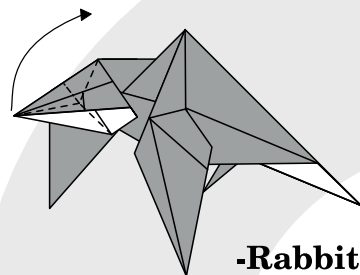
-Squash.

54



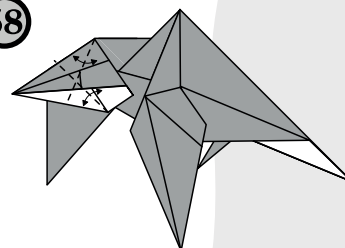
-Mountain fold behind.

59



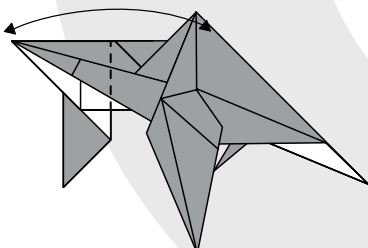
-Rabbit ear fold.

58



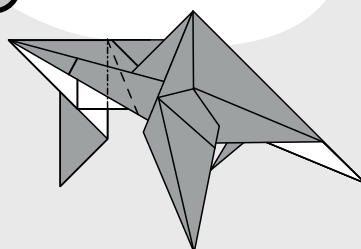
-Valley fold the angle bisector following the grey line.

55



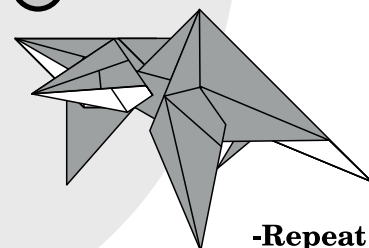
-Valley fold.

56

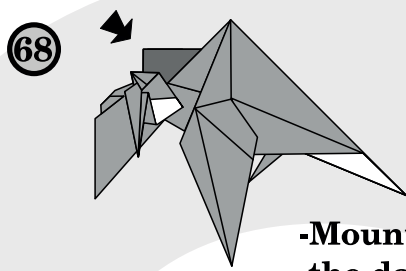


-Spread fold.

57

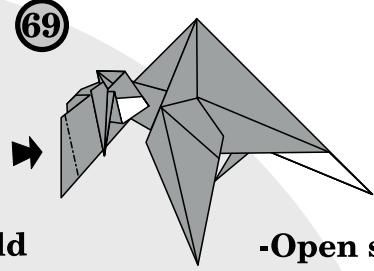


-Repeat behind steps 55 and 56.



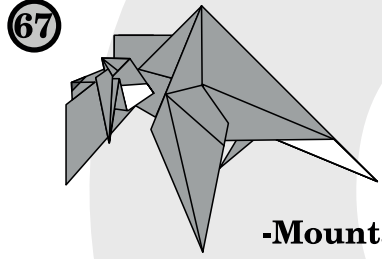
68

-Mountain fold the darkened part.



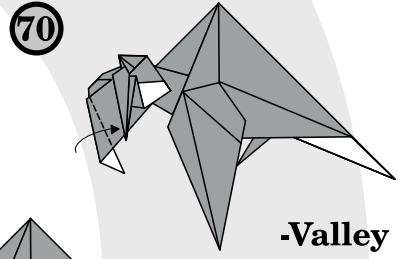
69

-Open sink.



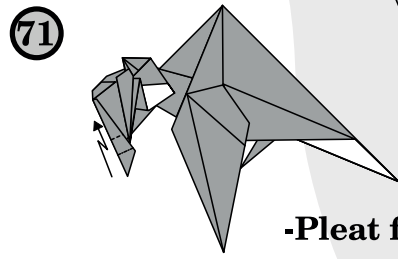
67

-Mountain fold the darkened part.



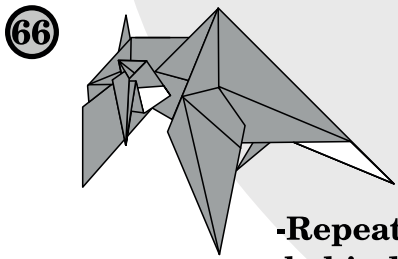
70

-Valley fold.



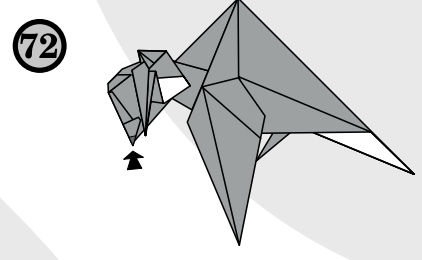
71

-Pleat fold.



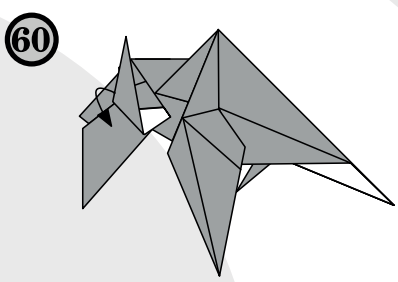
66

-Repeat 60-60 behind.



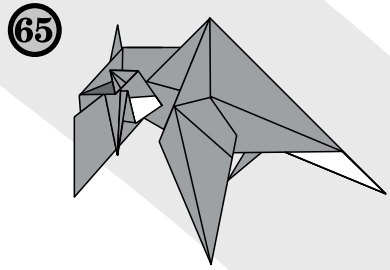
72

-Inside reverse fold the darkened triangle.



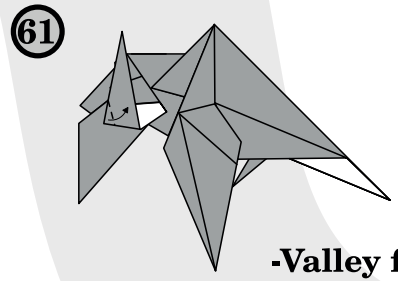
60

-Free the first layer.



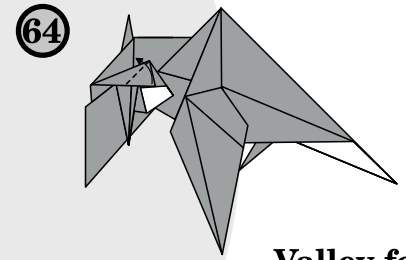
65

-Insert the darkened layer behind.



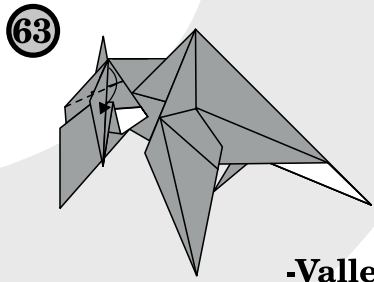
61

-Valley fold.



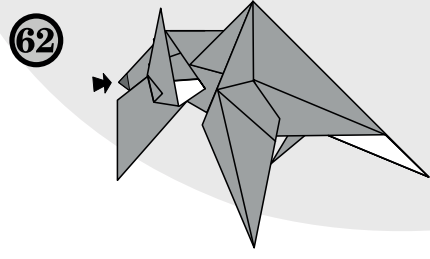
64

-Valley fold.



63

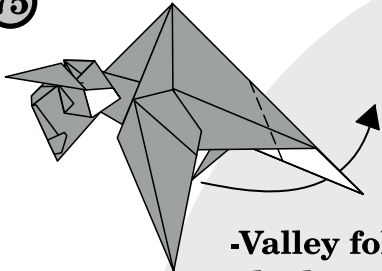
-Valley fold.



62

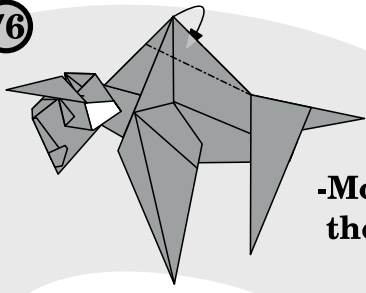
-Inside reverse fold the darkened triangle.

75



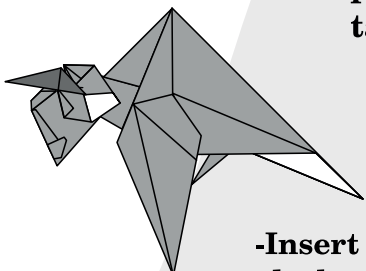
-Valley fold the legs while pulling up the tail.

76



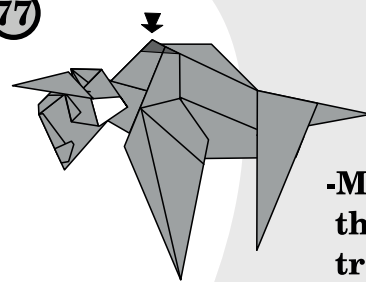
-Mountain fold the two flaps.

74



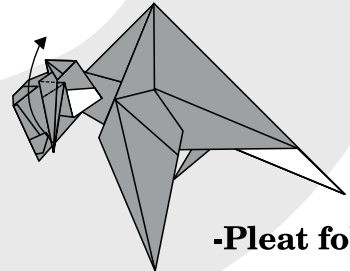
-Insert the darkned part in the layer behind.

77



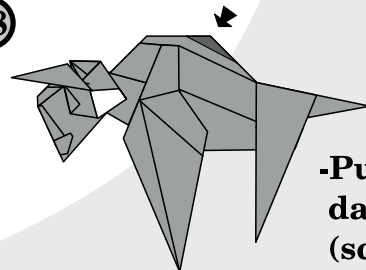
-Mountain fold the darkned triangle.

73



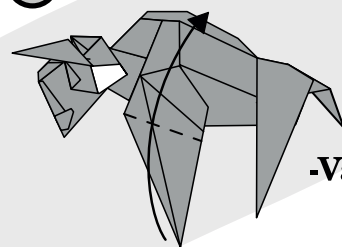
-Pleat fold.

78



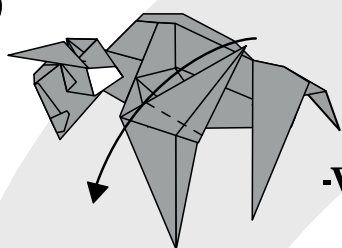
-Push the darkned part (squash).

79



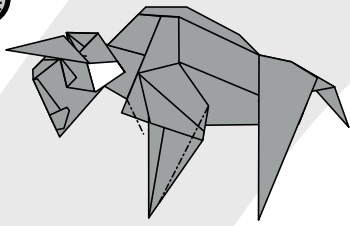
-Valley fold.

80



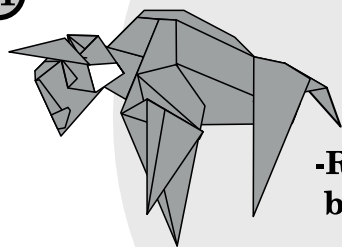
-Valley fold.

84



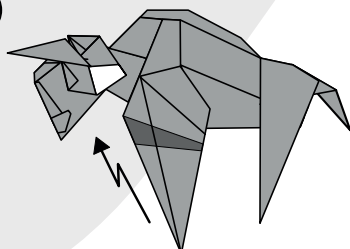
-Mountain fold.

81



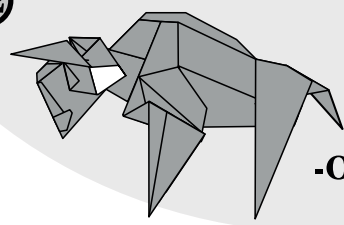
-Repeat 79-80 behind.

83



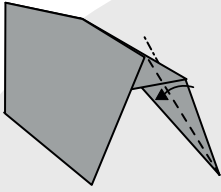
-Double open sink the darkned part.

82



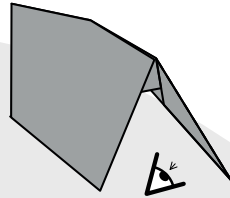
-Open to 79.

92



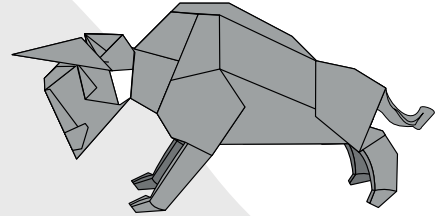
-Valley fold the angle bisector.

93



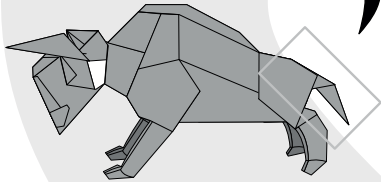
-Open the point of the tail a little bit.

94



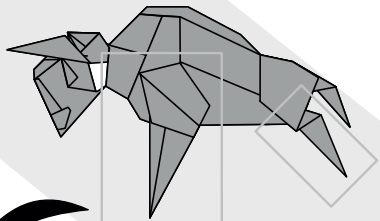
-Full view.

91

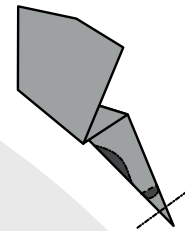
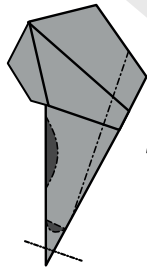


-Focus on the tail.

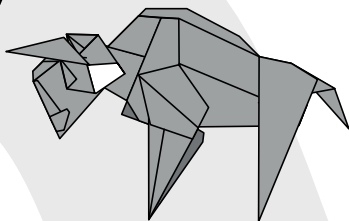
90



-Shape the legs.

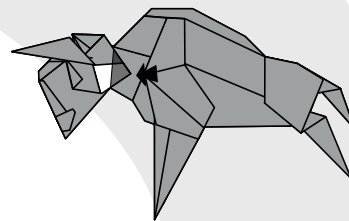


85



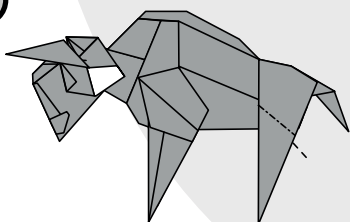
-Repeat behind.

89



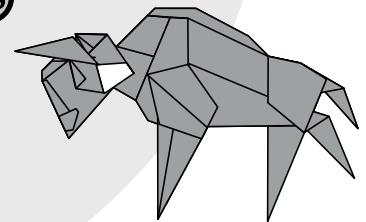
-Inside reverse fold.

86



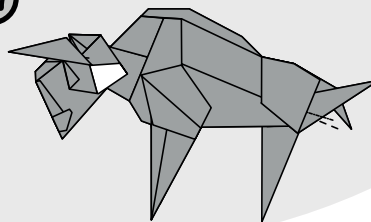
-Inside reverse fold.

88



-Repeat behind.

87

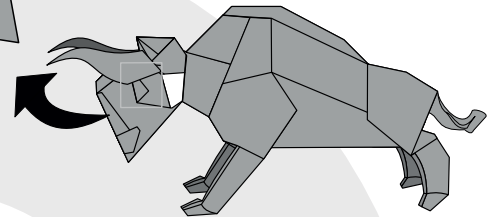
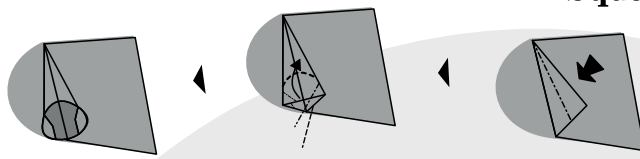


-Inside reverse fold.

-Fold up a little bit.

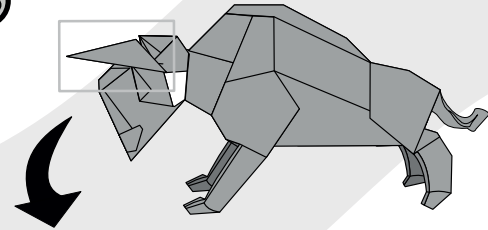
-Squash.

96



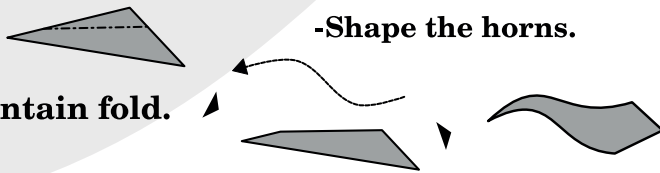
-Focus on the eyes.

95



-Mountain fold.

-Shape the horns.

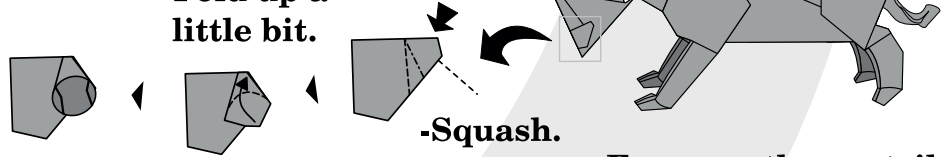


97

-Fold up a little bit.

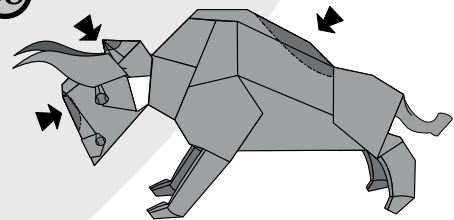
-Squash.

-Focus on the nostrils.



98

-Shape the body.



99

-Finished model.

