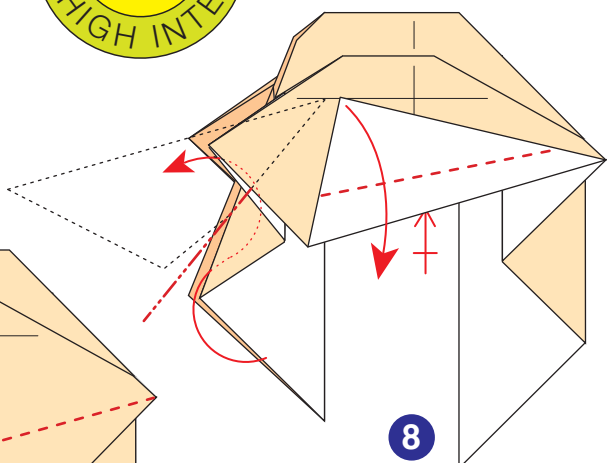
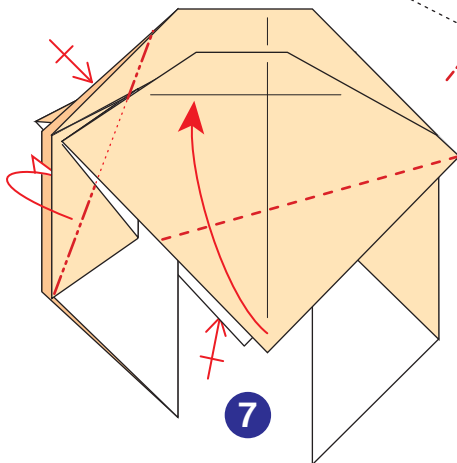
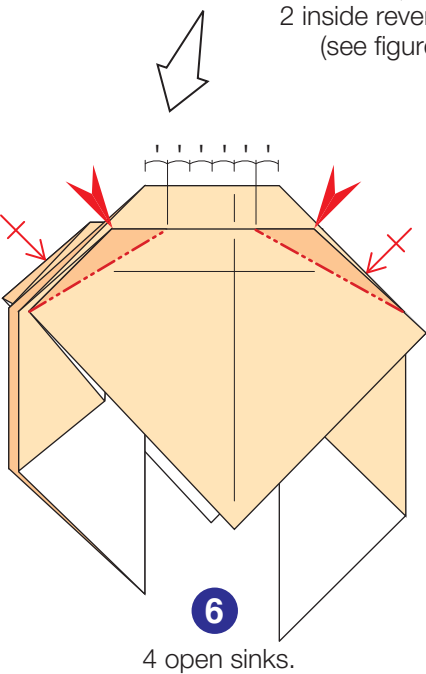
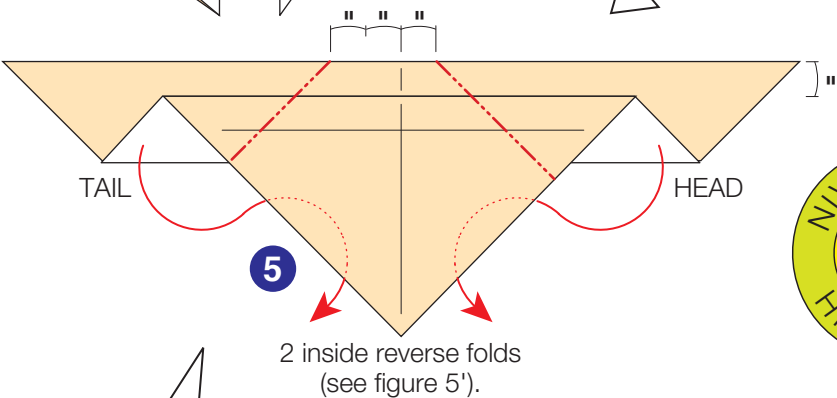
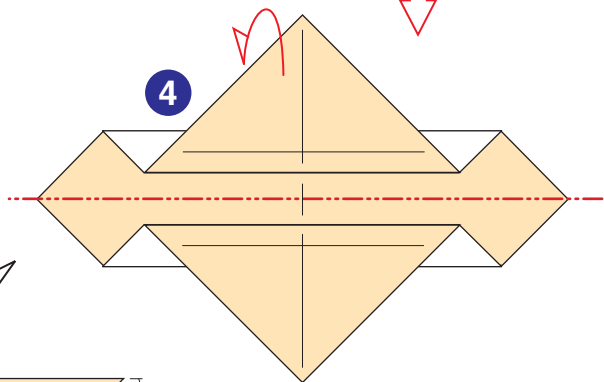
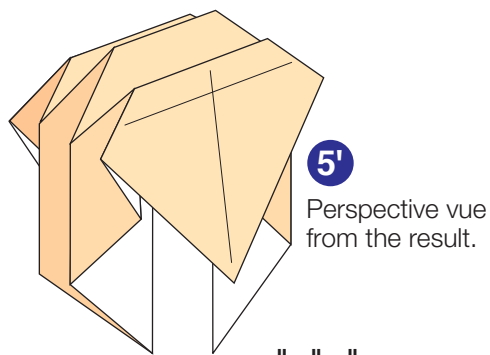
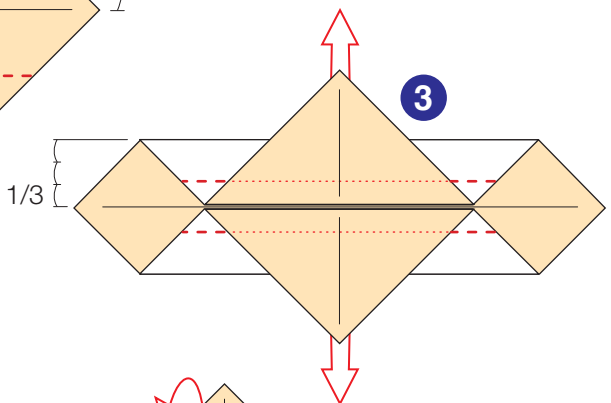
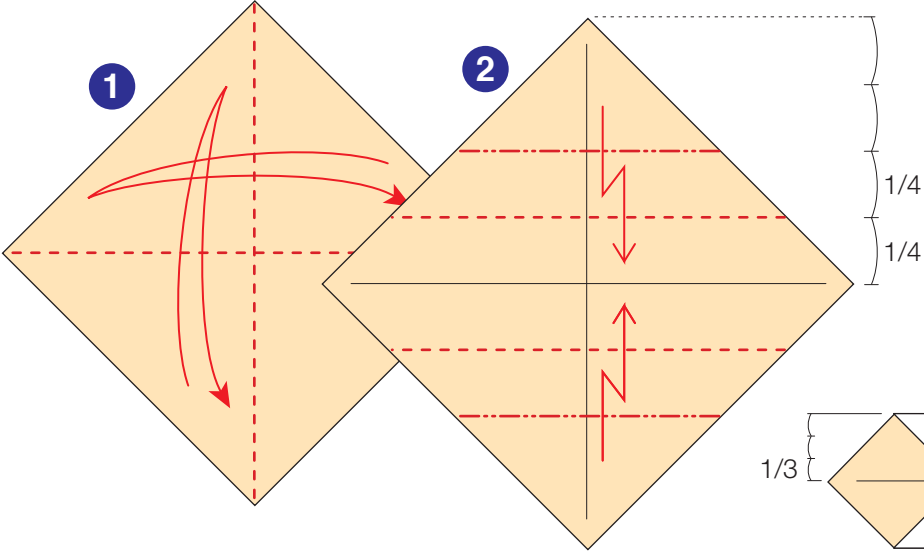
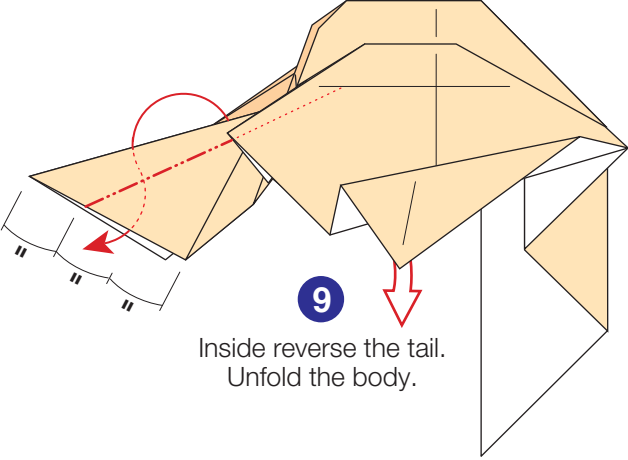


# GOLDFISH

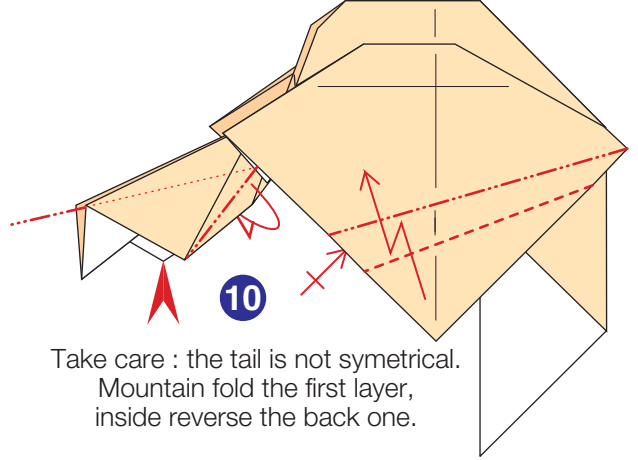
© Eric Joisel - Mai 2003



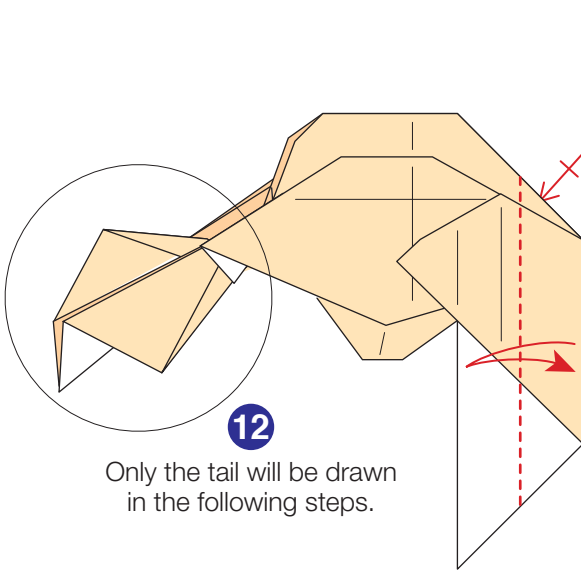
The inside reverse of the tail is complex to realise because of the layers.



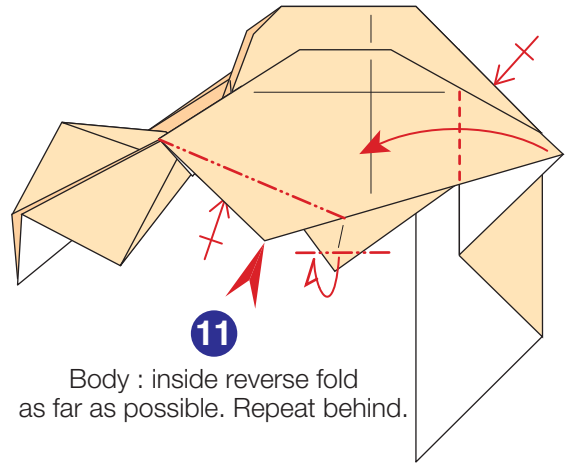
**9** Inside reverse the tail.  
Unfold the body.



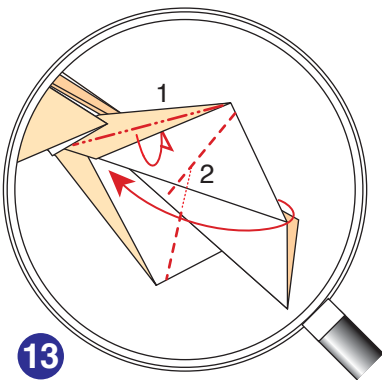
**10** Take care : the tail is not symmetrical.  
Mountain fold the first layer,  
inside reverse the back one.



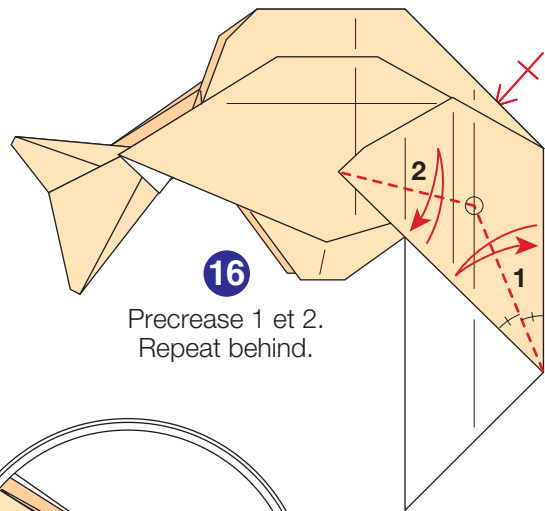
**12** Only the tail will be drawn  
in the following steps.



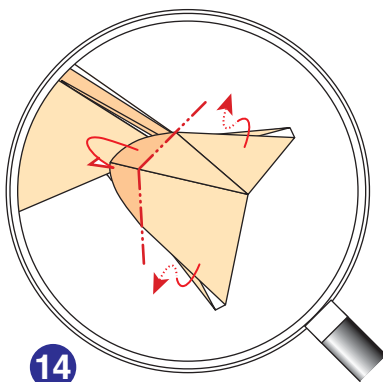
**11** Body : inside reverse fold  
as far as possible. Repeat behind.



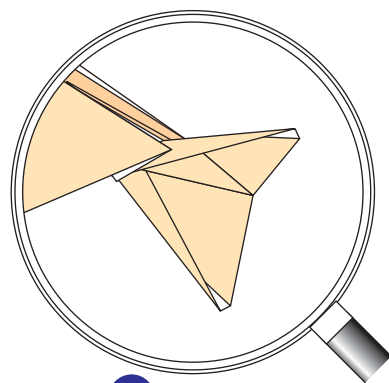
**13** 1 : Mountain fold.  
2 : 2 valley folds  
to reduce the tail.  
(see 14 & 15)



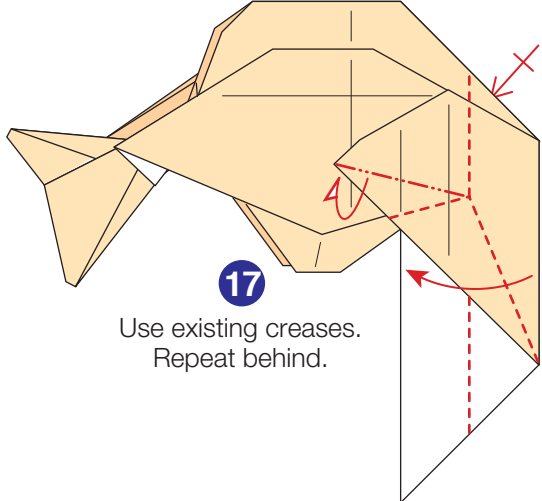
**16** Precrease 1 et 2.  
Repeat behind.



**14** Reduce the tail,  
then insert it under  
the tiny triangles.

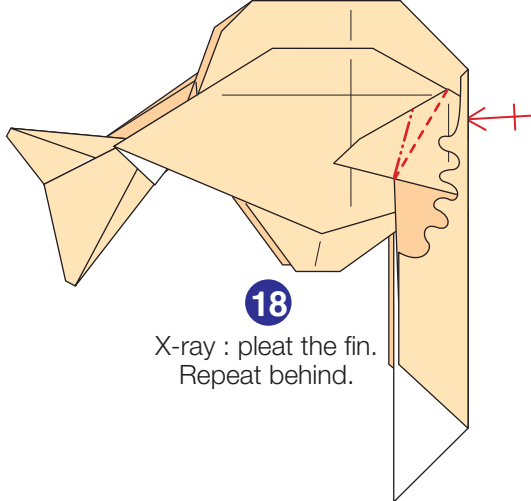


**15** Result.



17

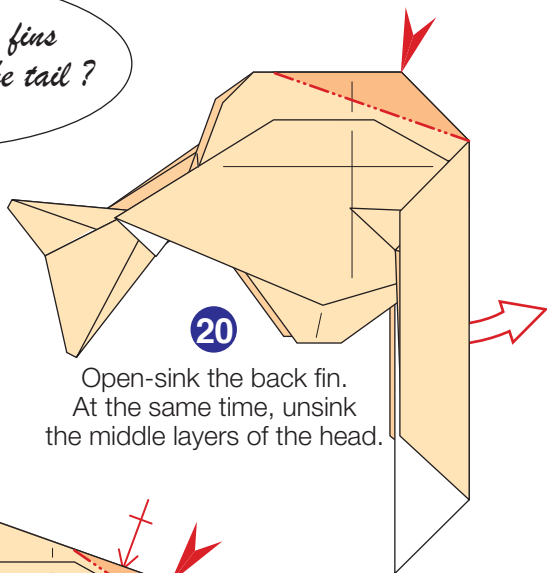
Use existing creases.  
Repeat behind.



18

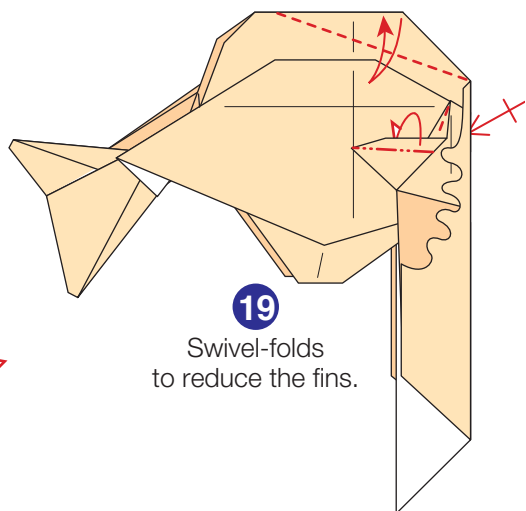
X-ray : pleat the fin.  
Repeat behind.

*Does it flap his fins  
when you stretch the tail ?*



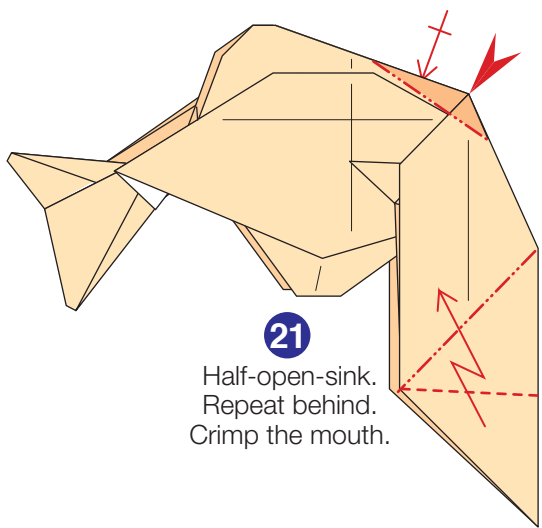
20

Open-sink the back fin.  
At the same time, unsink  
the middle layers of the head.



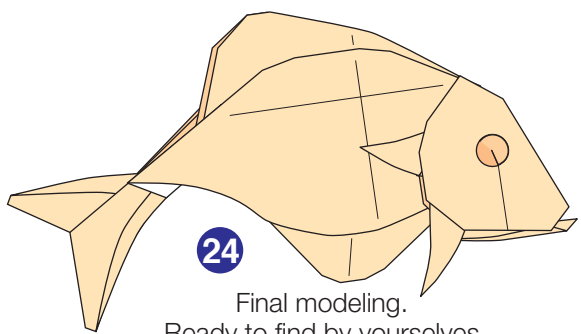
19

Swivel-folds  
to reduce the fins.



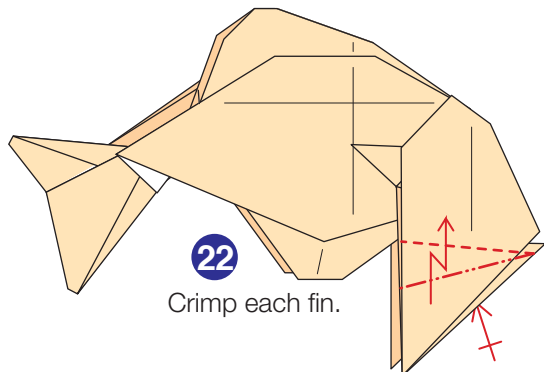
21

Half-open-sink.  
Repeat behind.  
Crimp the mouth.



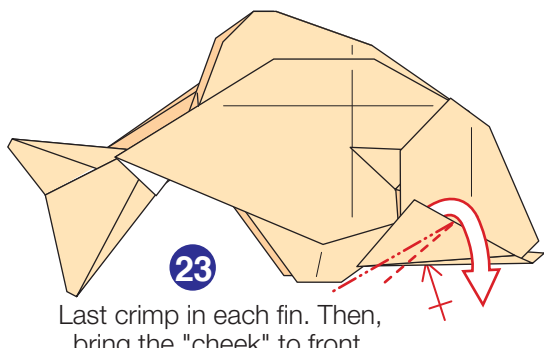
24

Final modeling.  
Ready to find by yourselves  
how to get eyes and a 3D head ?



22

Crimp each fin.



23

Last crimp in each fin. Then,  
bring the "cheek" to front.