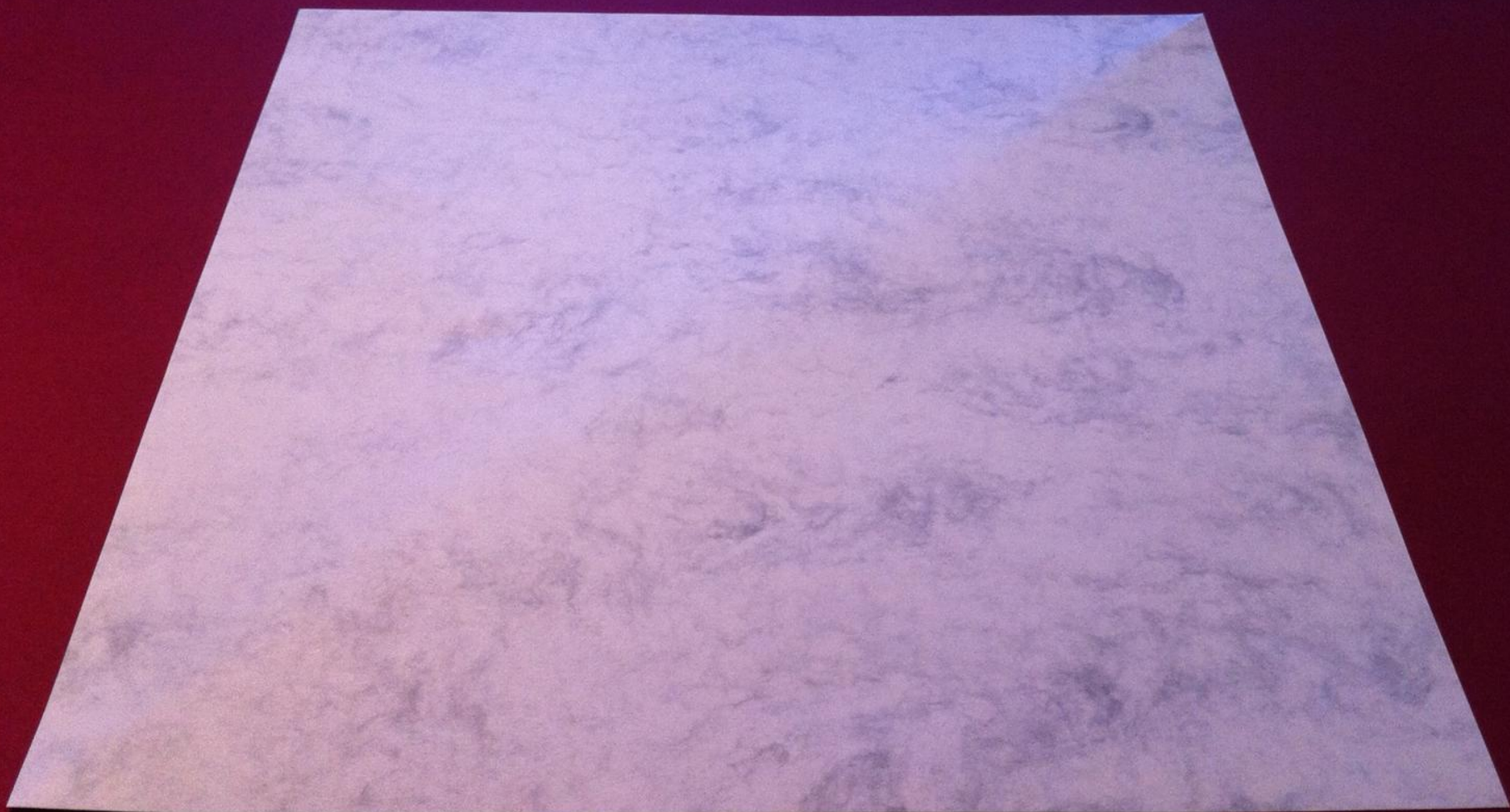


Scuba Steve

by Peter Whitehouse

©2011





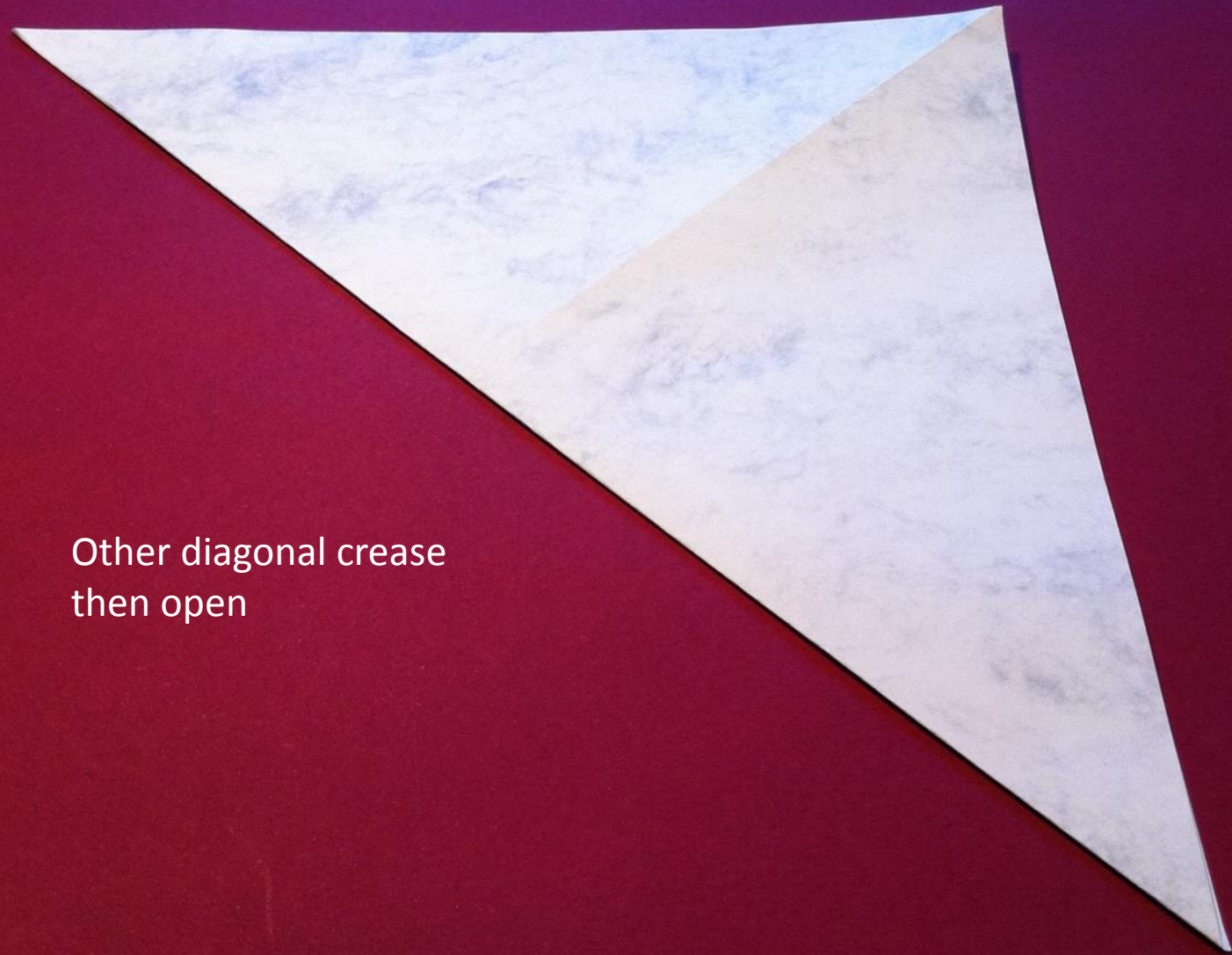
Duo paper looks good



Colour side down



Diagonal crease then open



Other diagonal crease
then open



Horizontal edge to edge then open

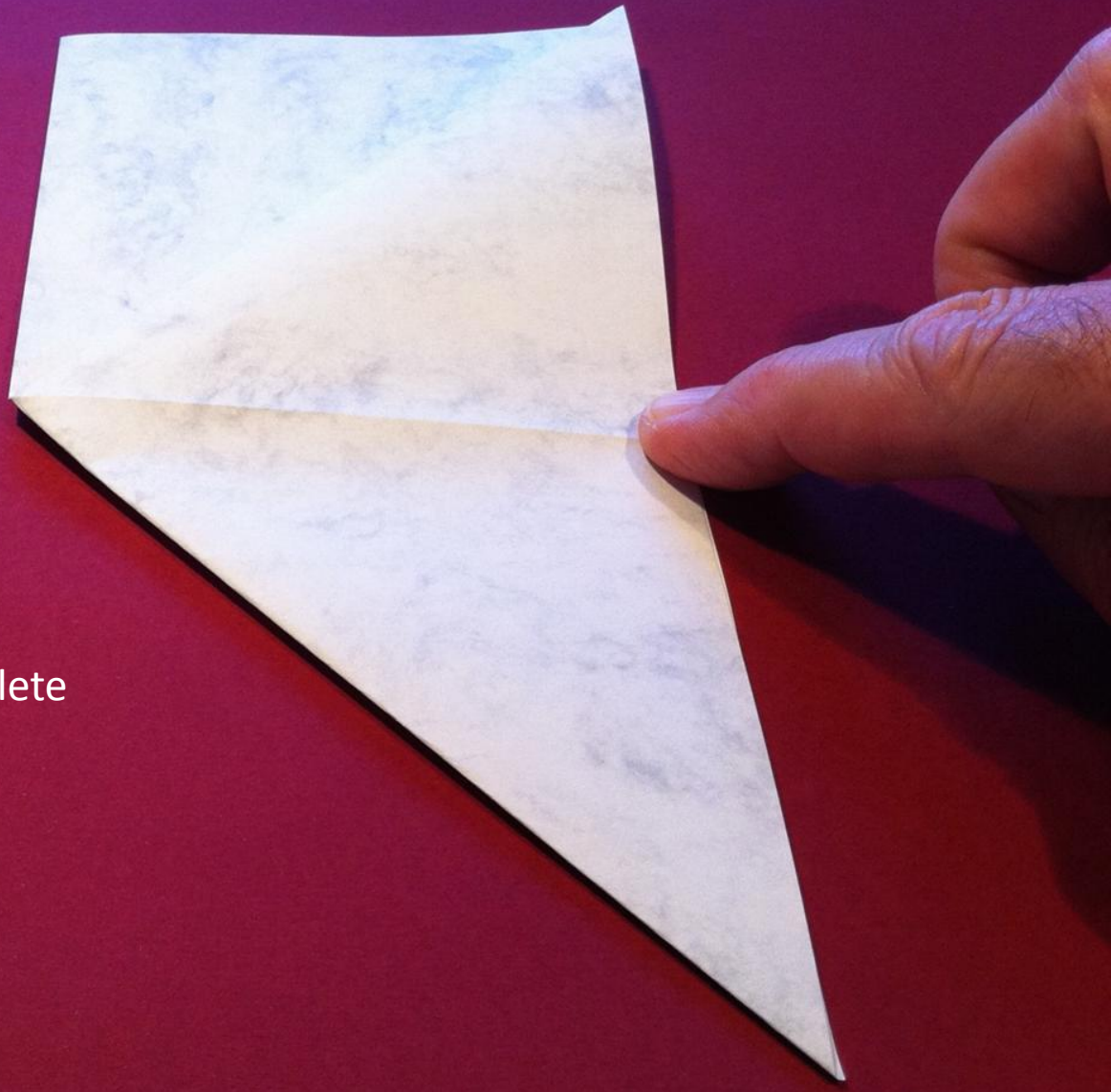
Vertical edge to edge



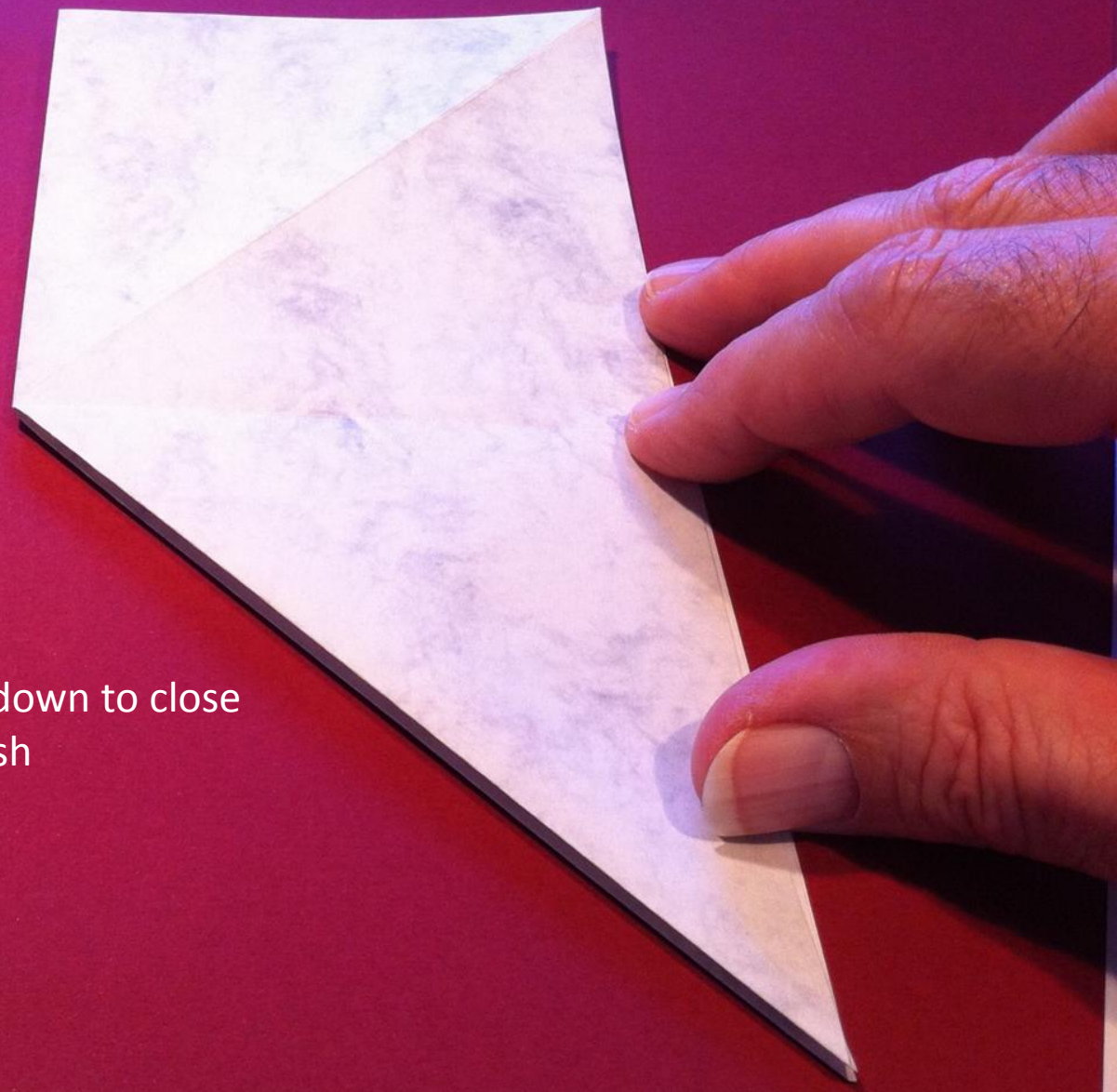
Squash along existing creases



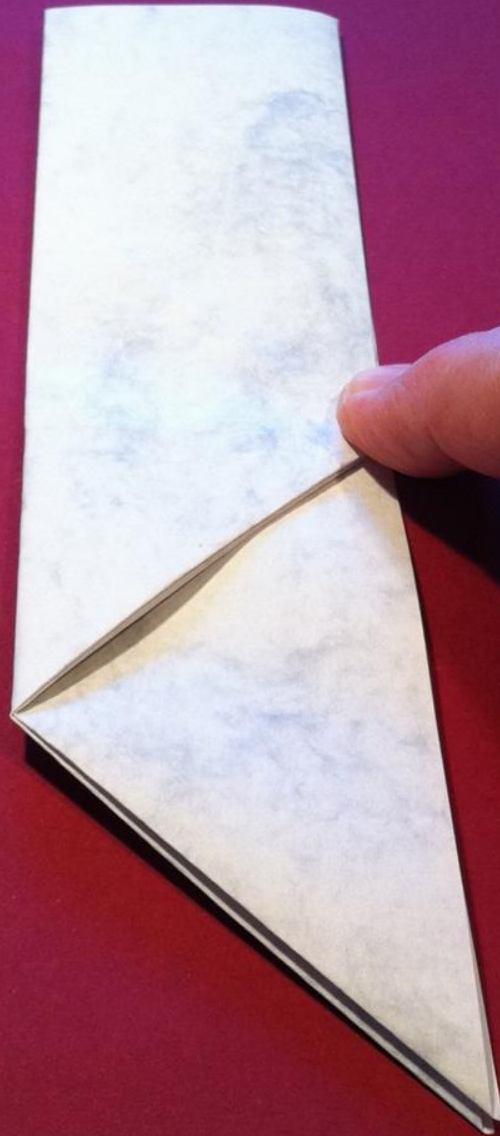
Squash complete



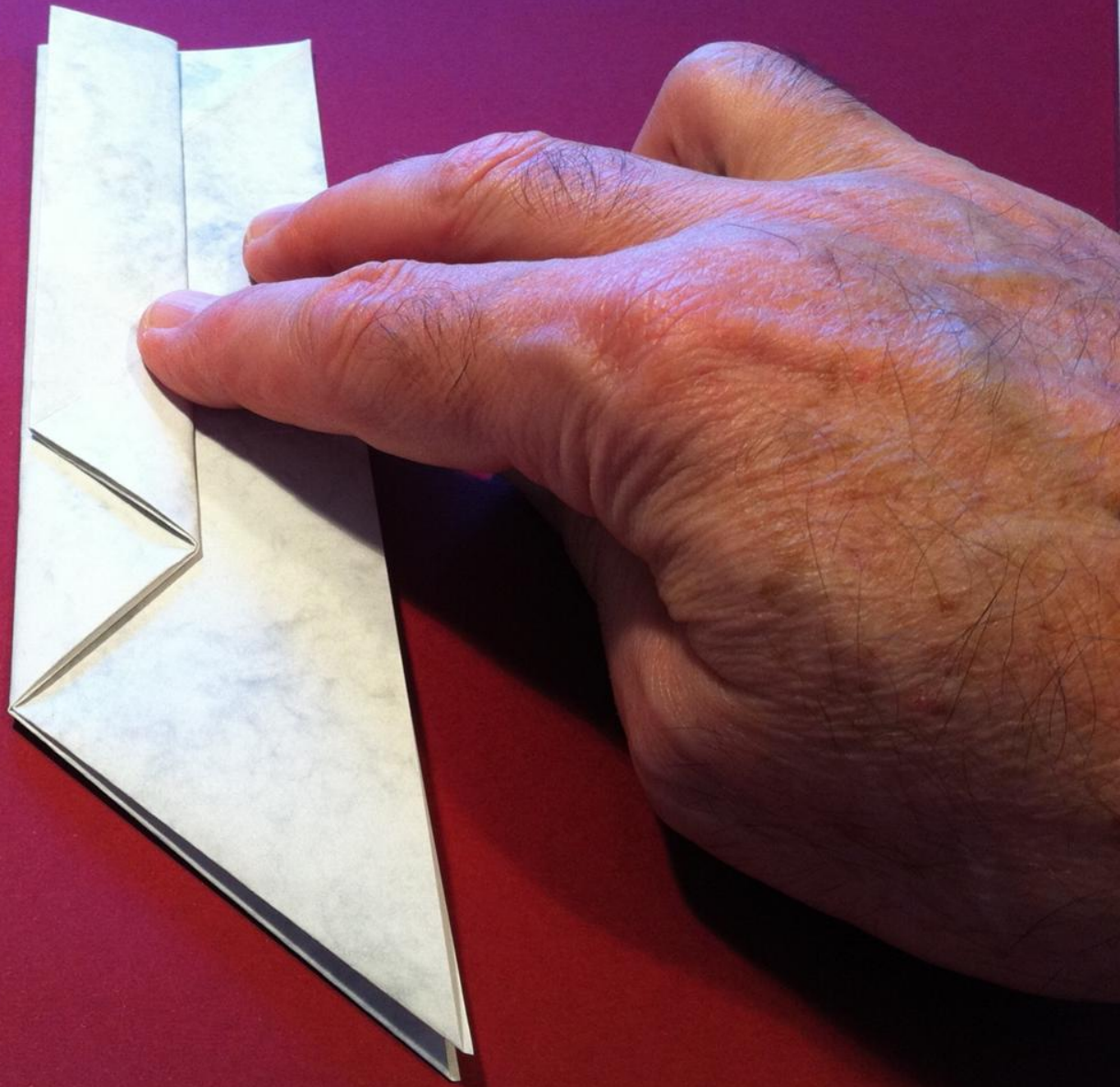
Top flap down to close
the squash



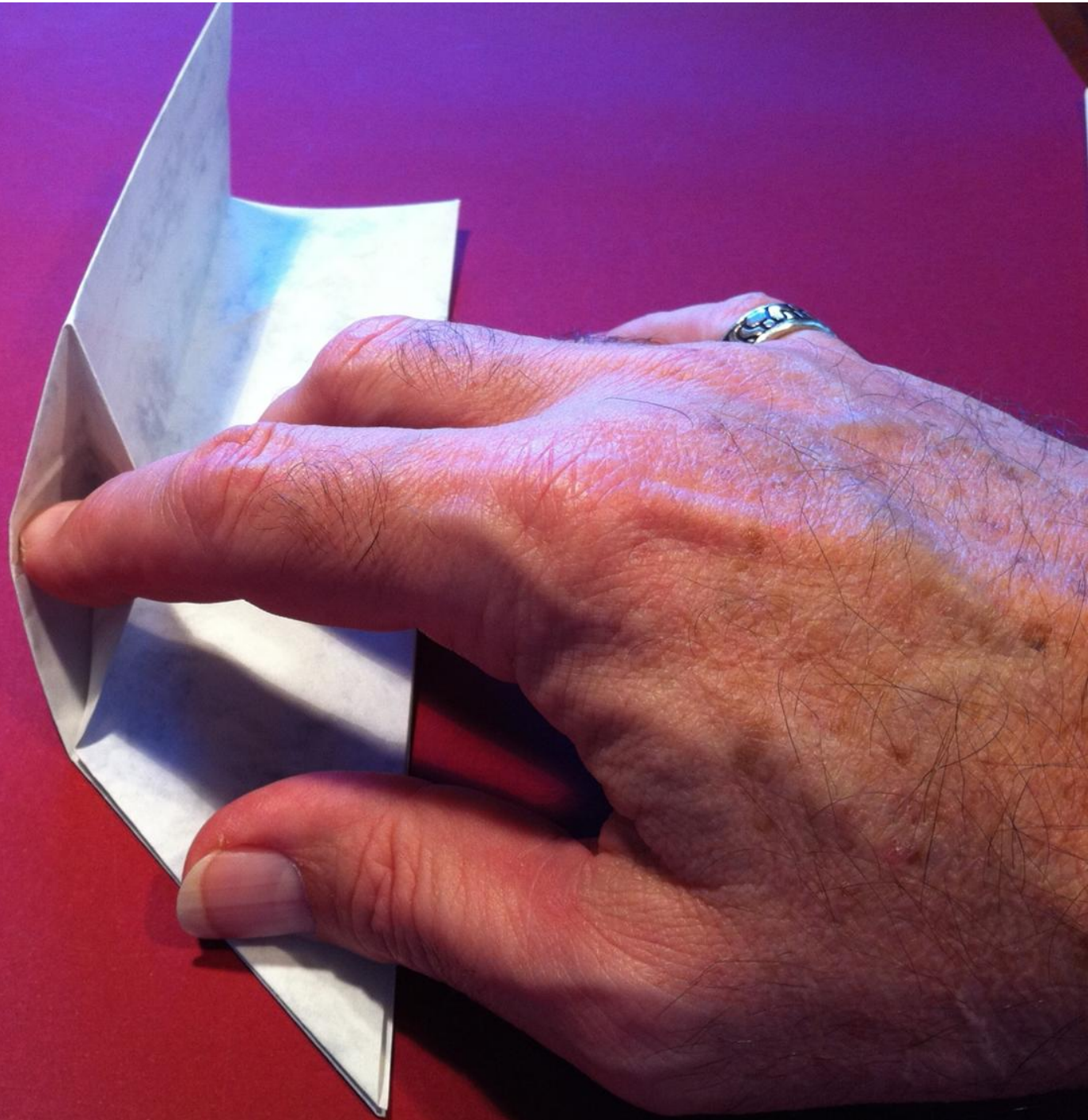
Valley in half



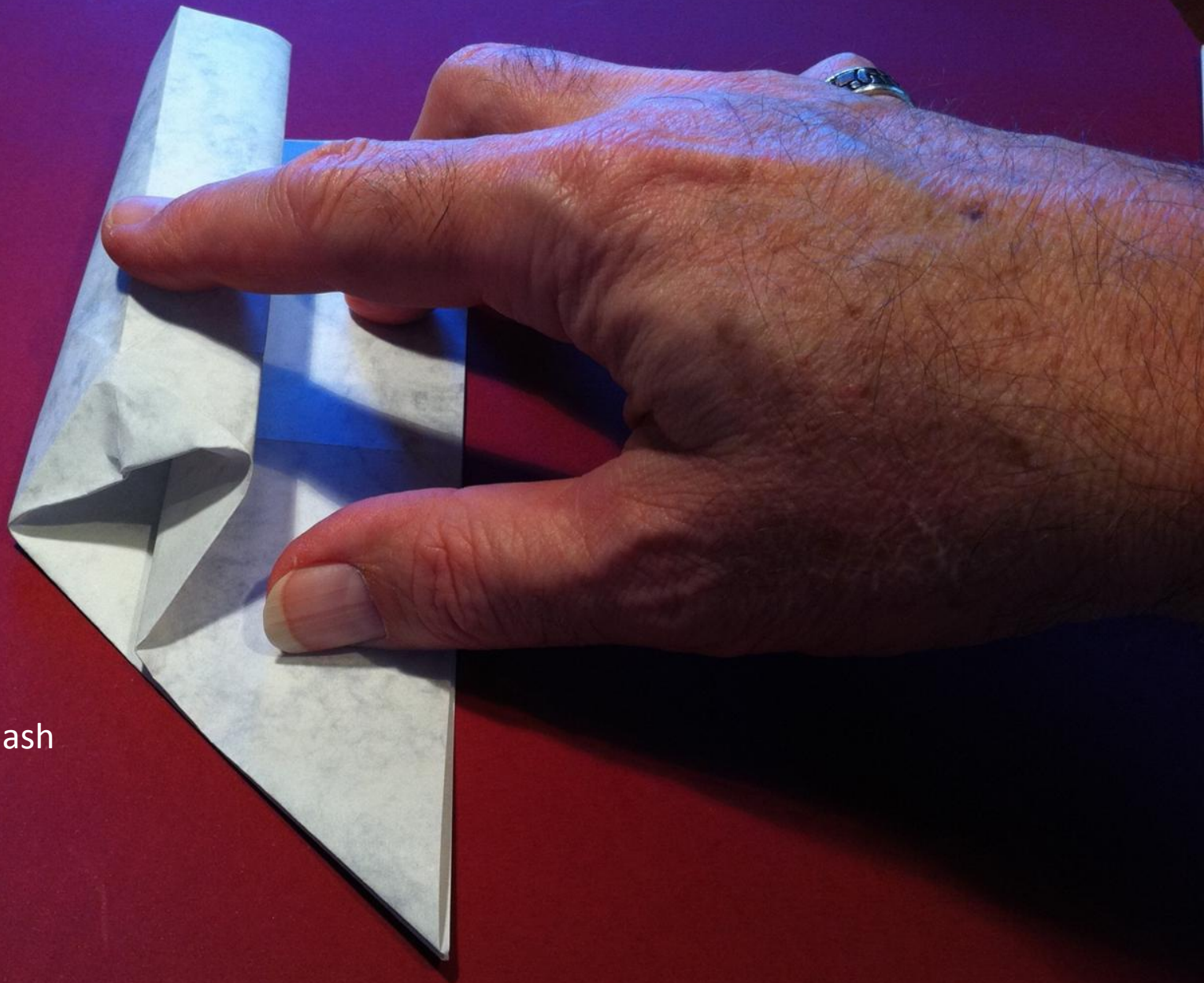
Valley the half
in half

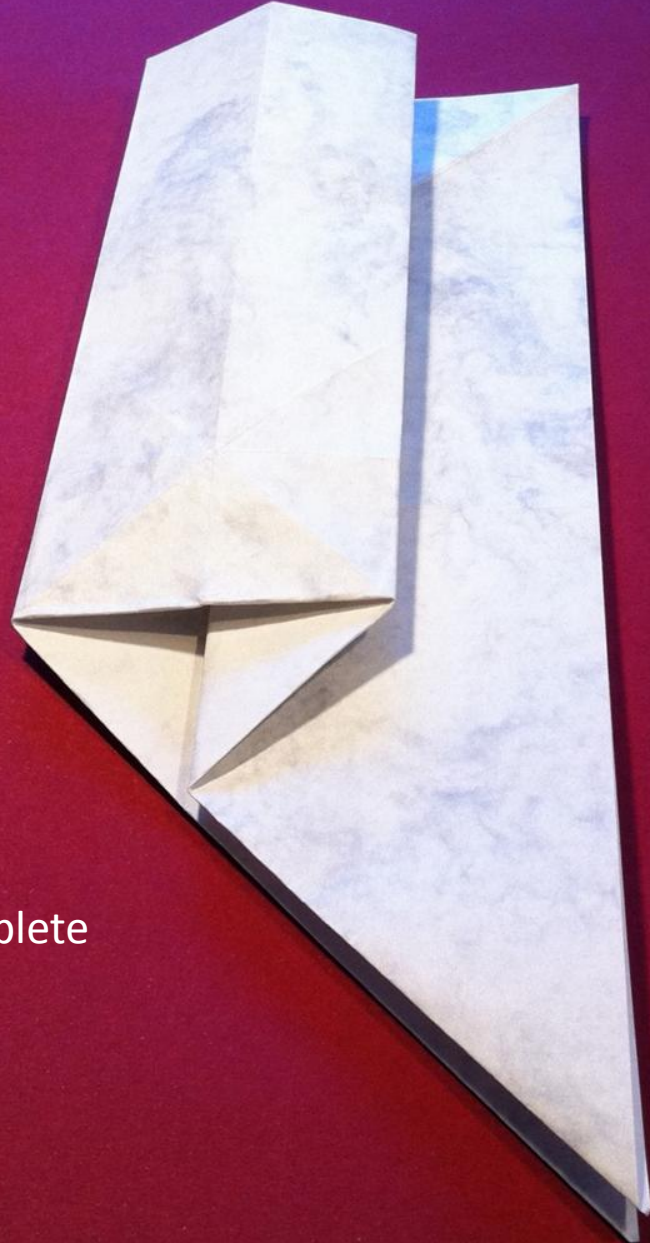


Spread squash on
just folded creases



Spread squash
in progress



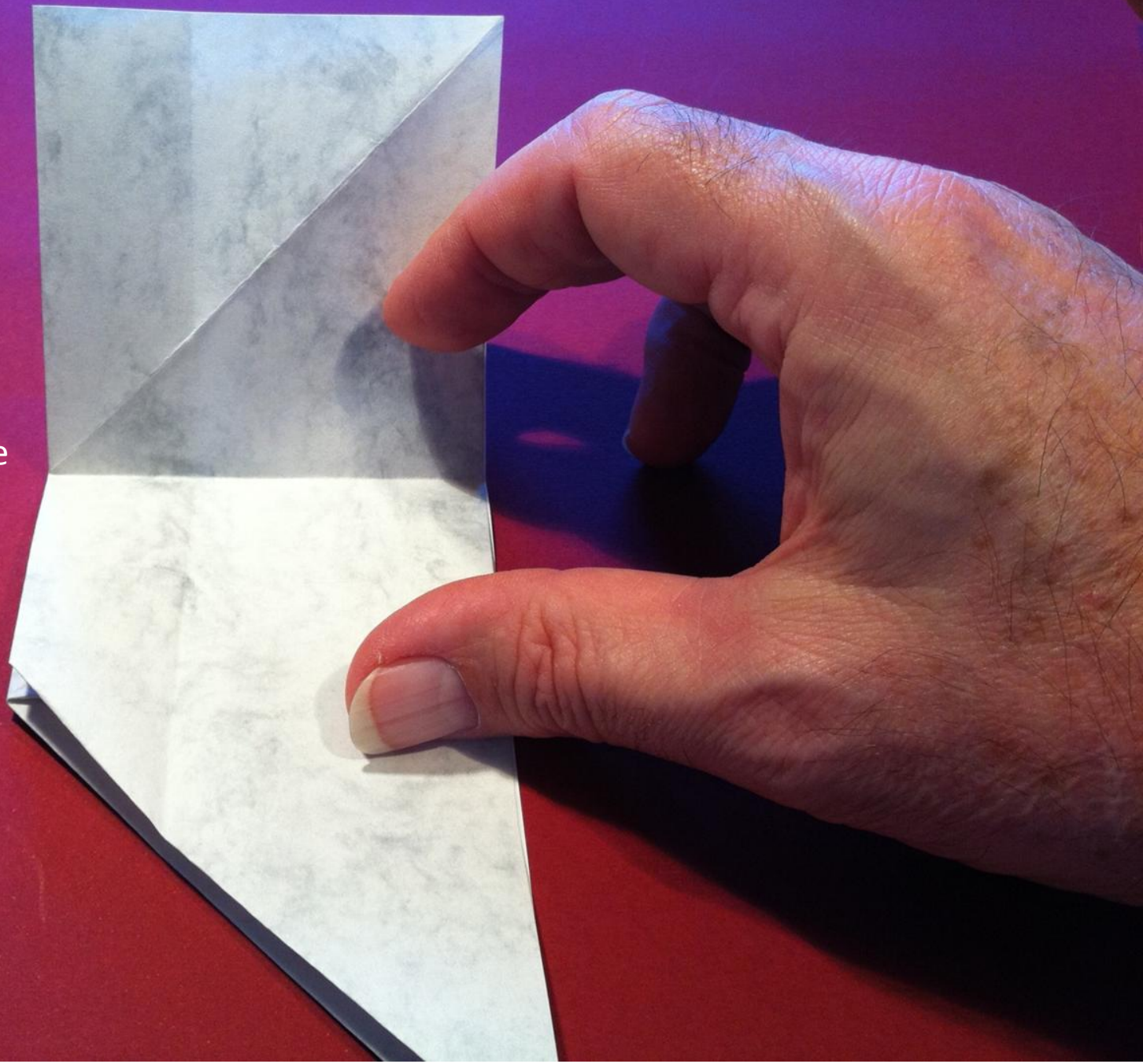


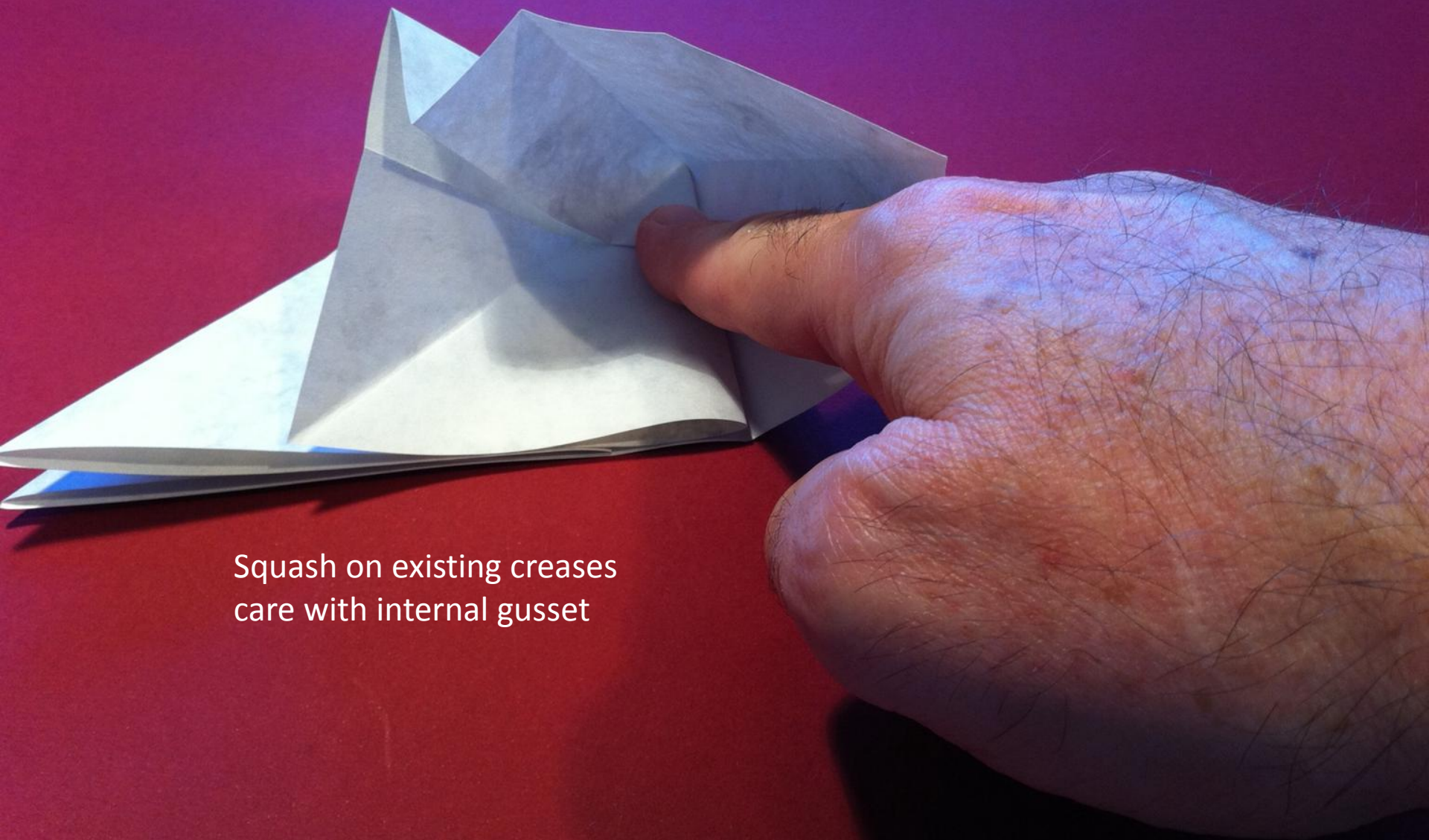
Spread squash complete



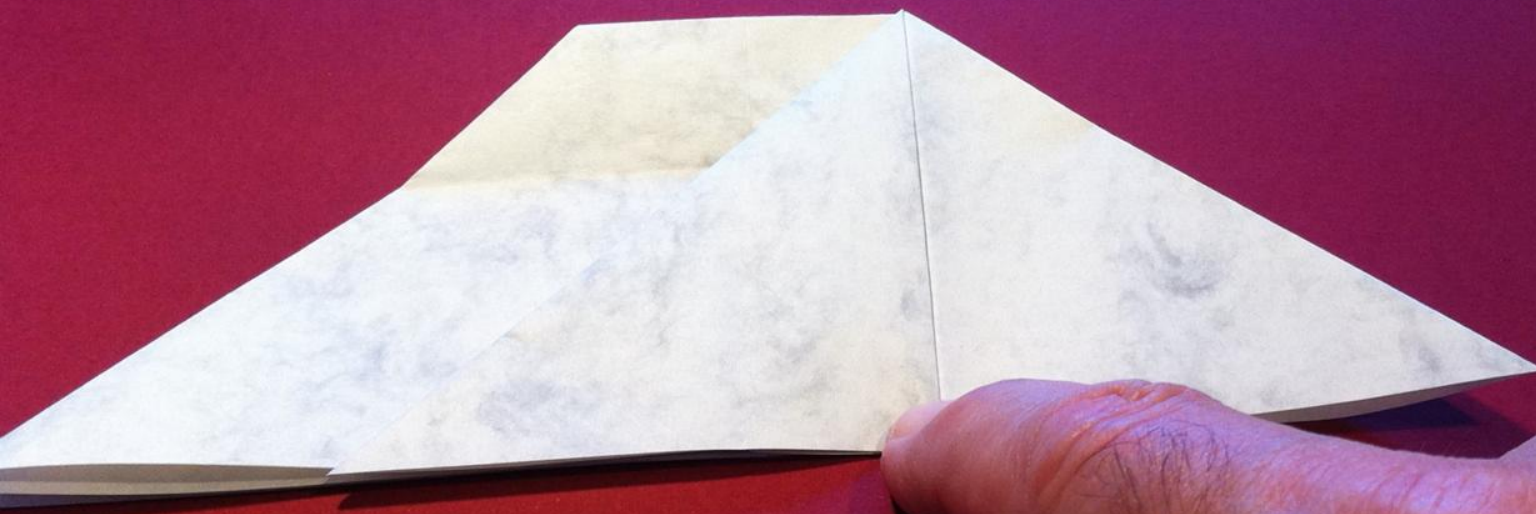
Valley squash closed

New valley fold guide
crease at diagonal
intersection



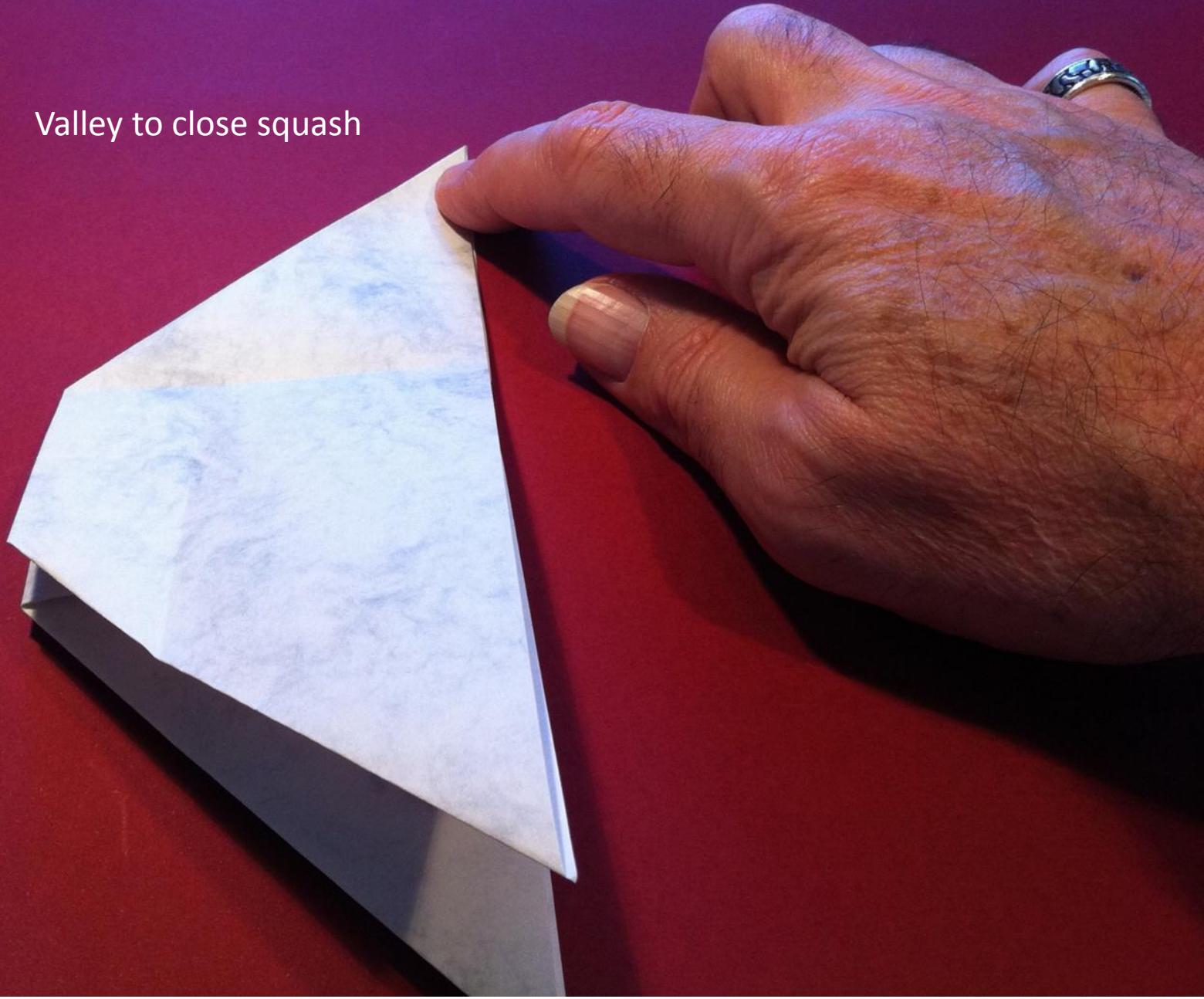


Squash on existing creases
care with internal gusset



Squash complete

Valley to close squash



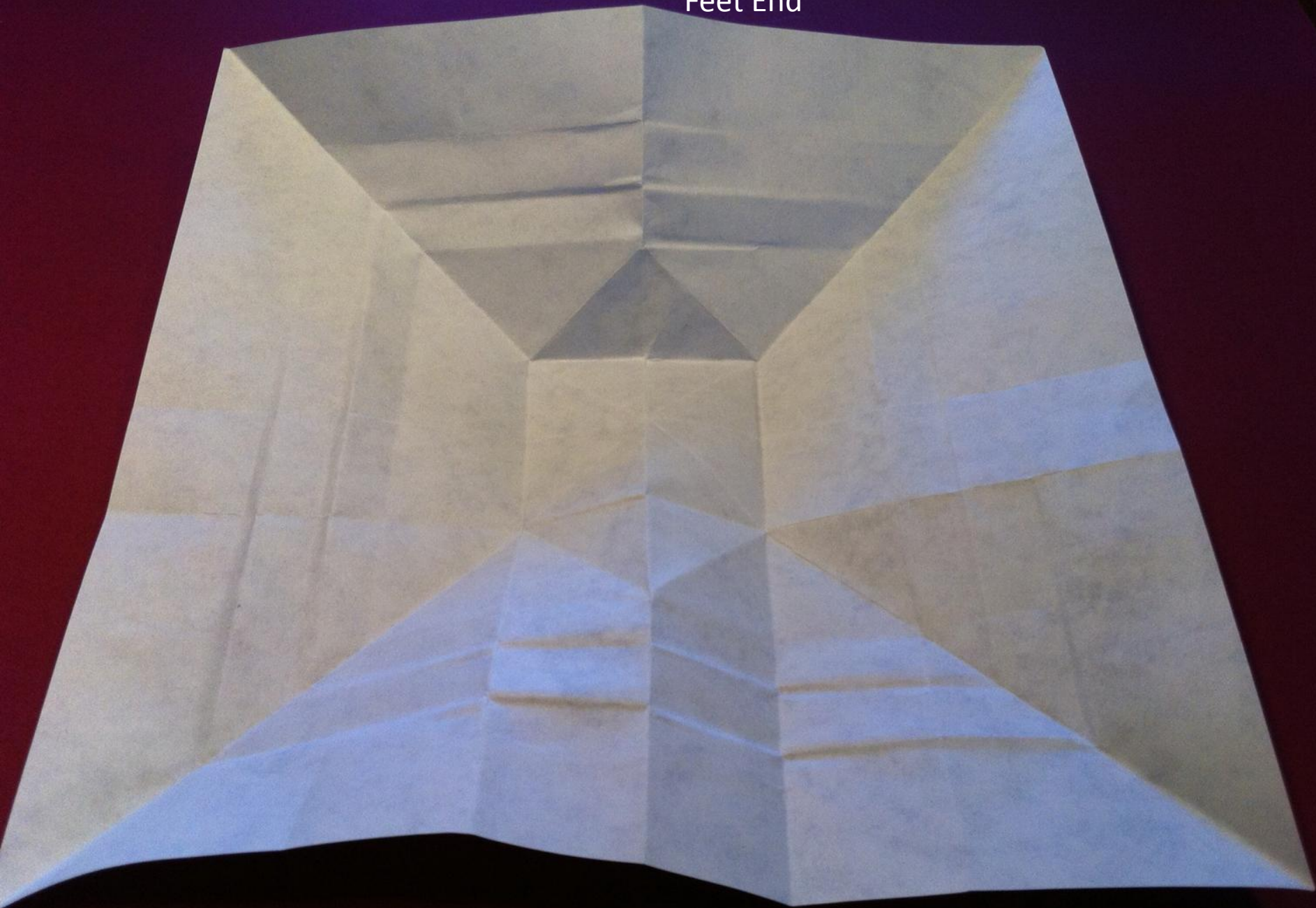
New crease to existing
crease landmark then open



New crease to halve model
then open out, colour side down



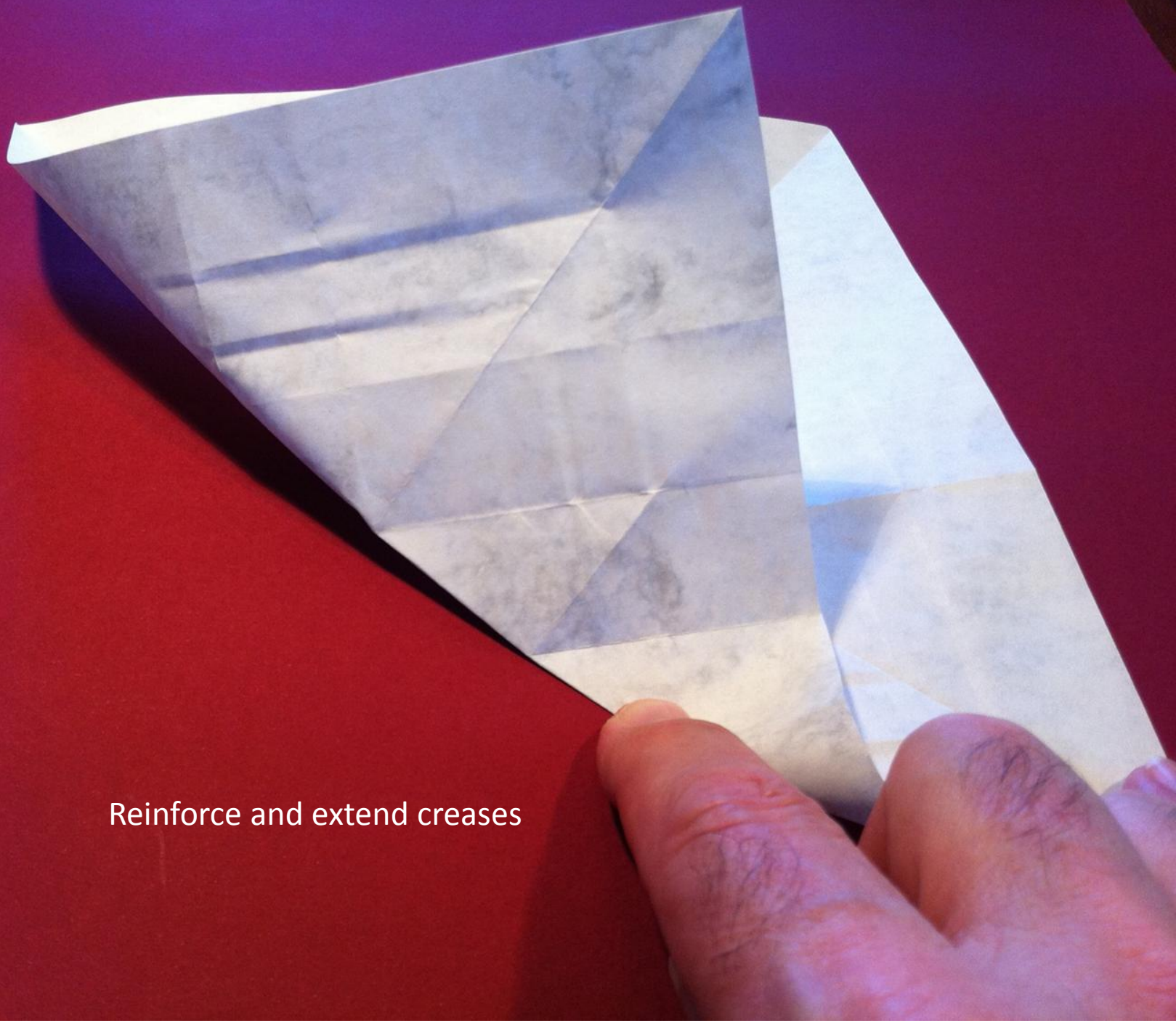
Feet End



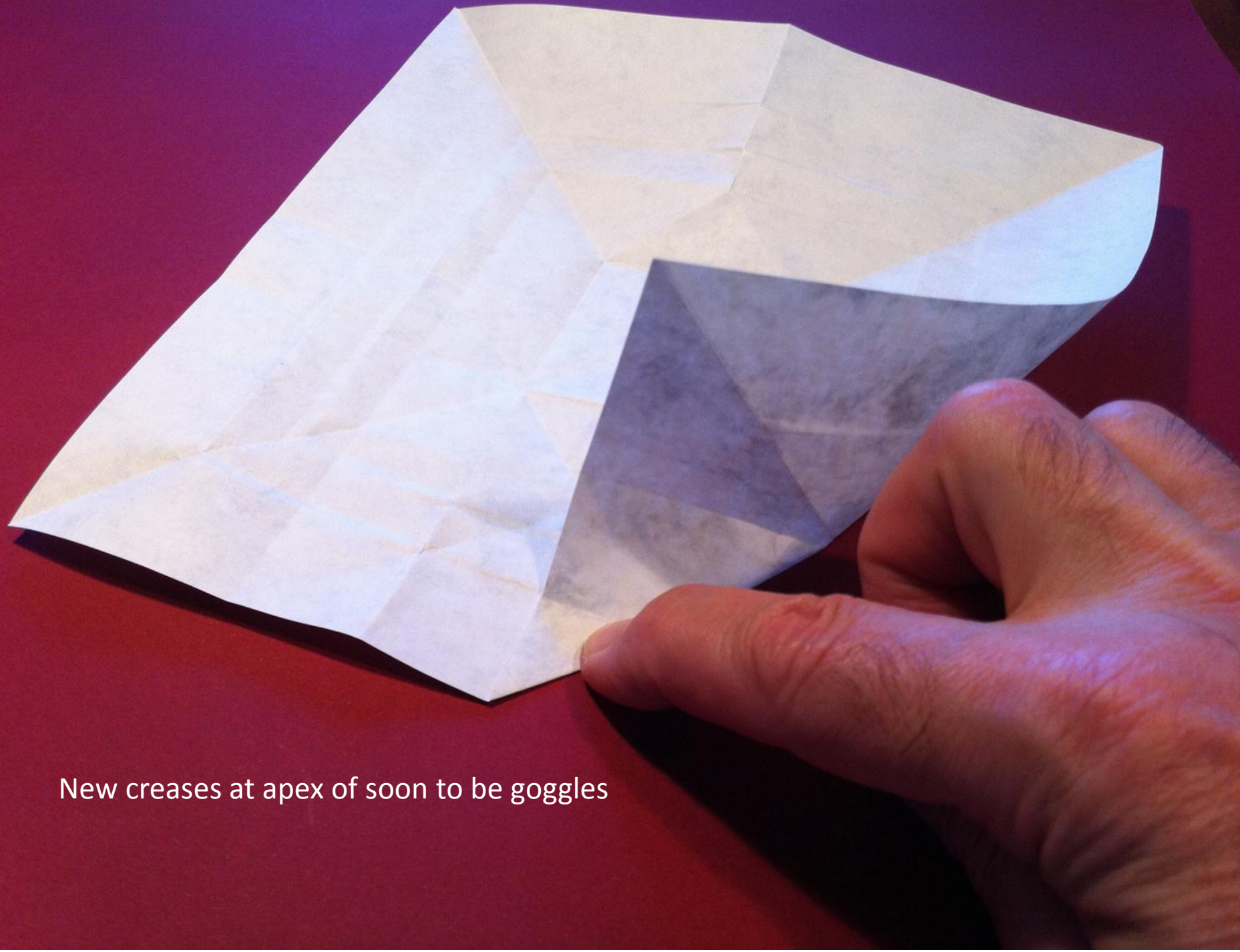
Head End



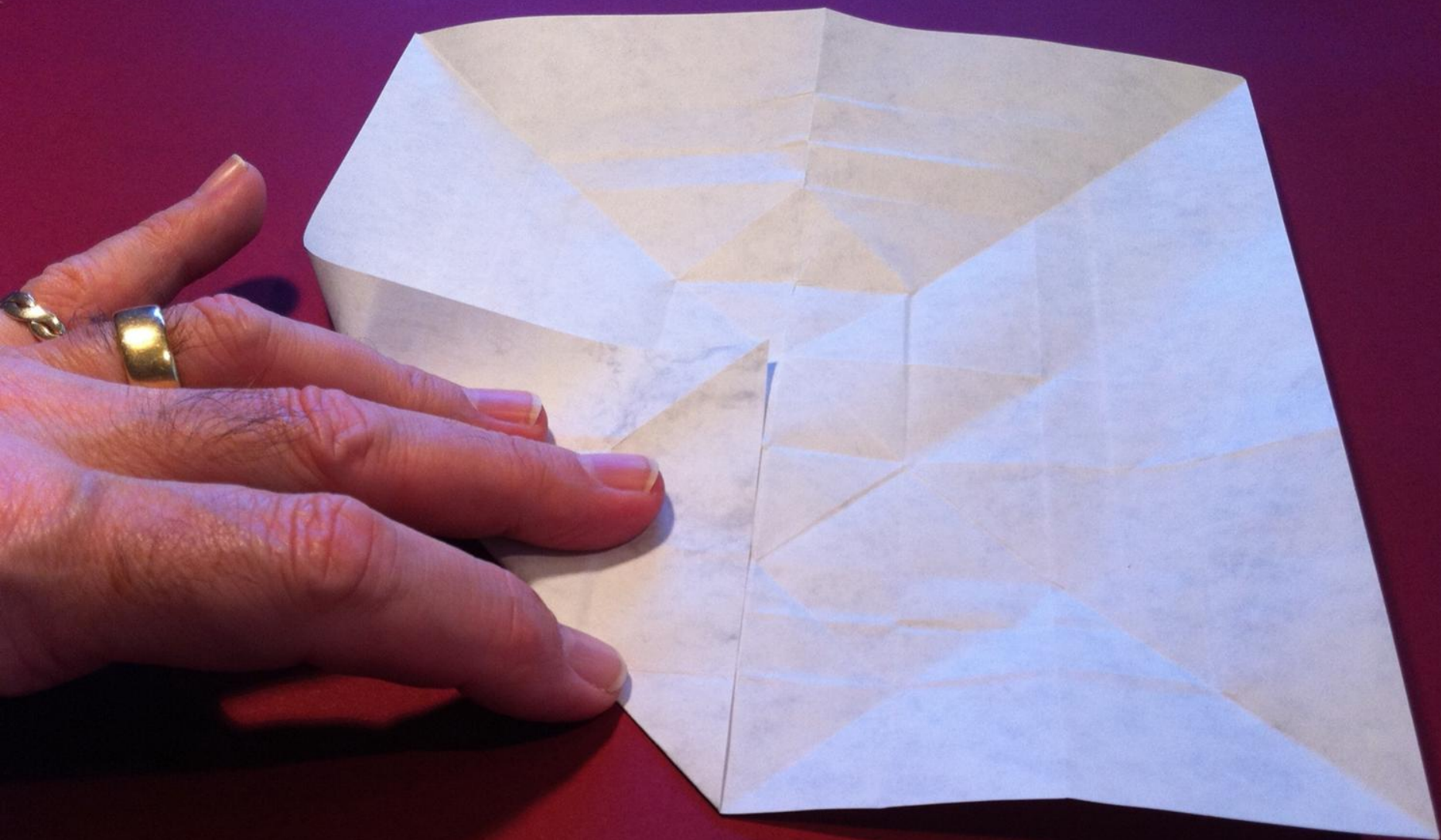
Reinforce and extend creases



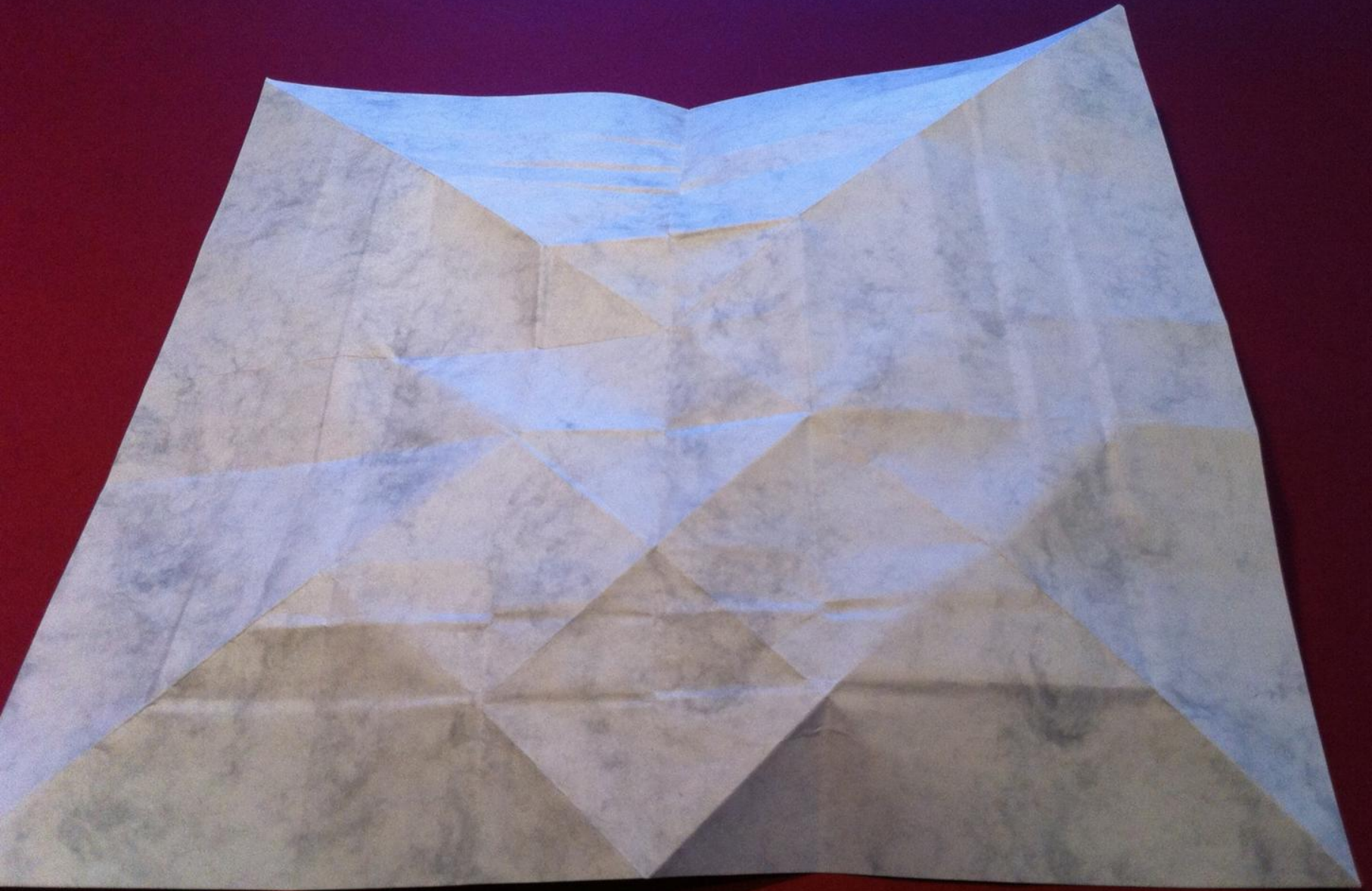
Reinforce and extend creases



New creases at apex of soon to be goggles



New creases at apex of soon to be facemask



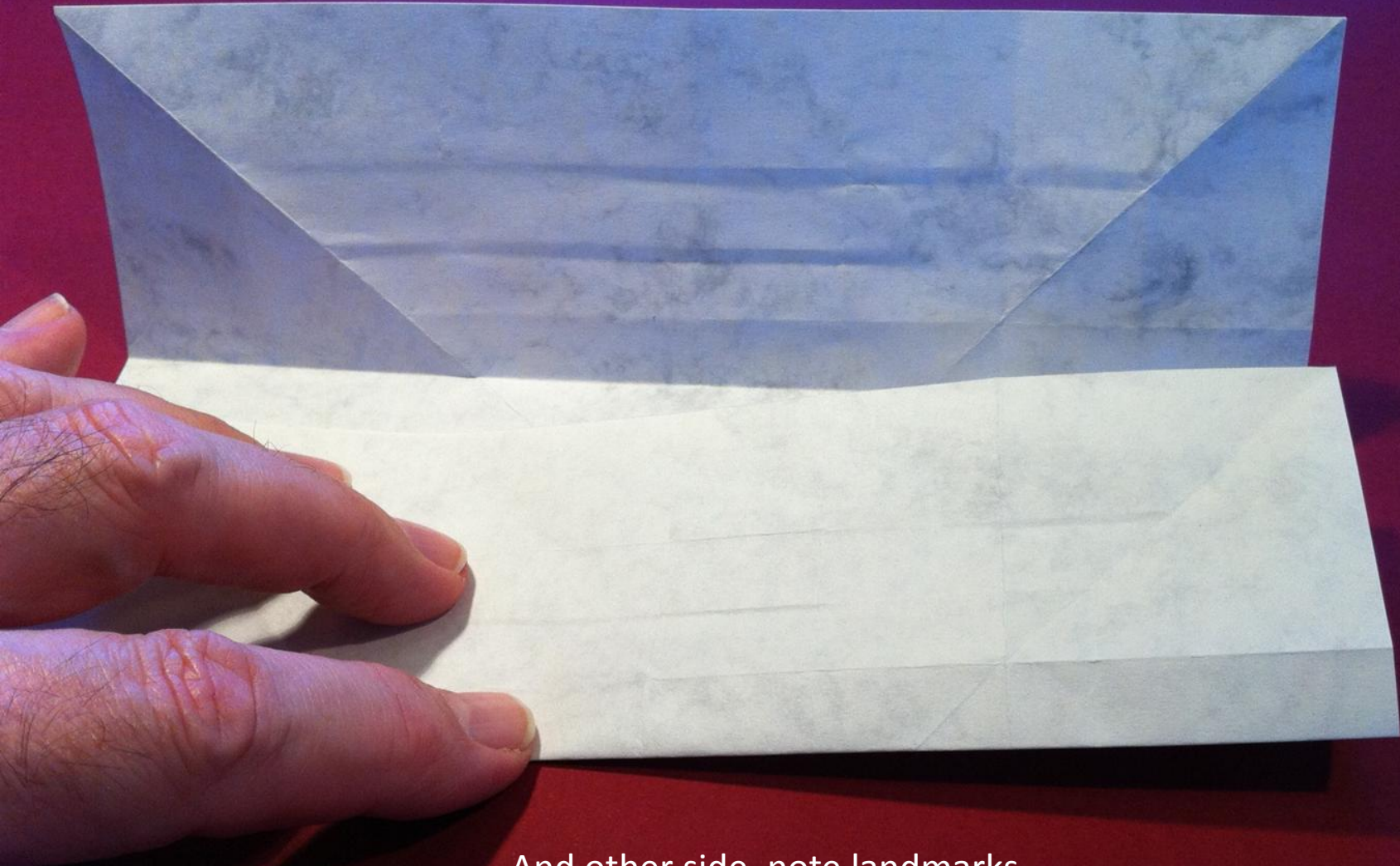
Turn over model – like so



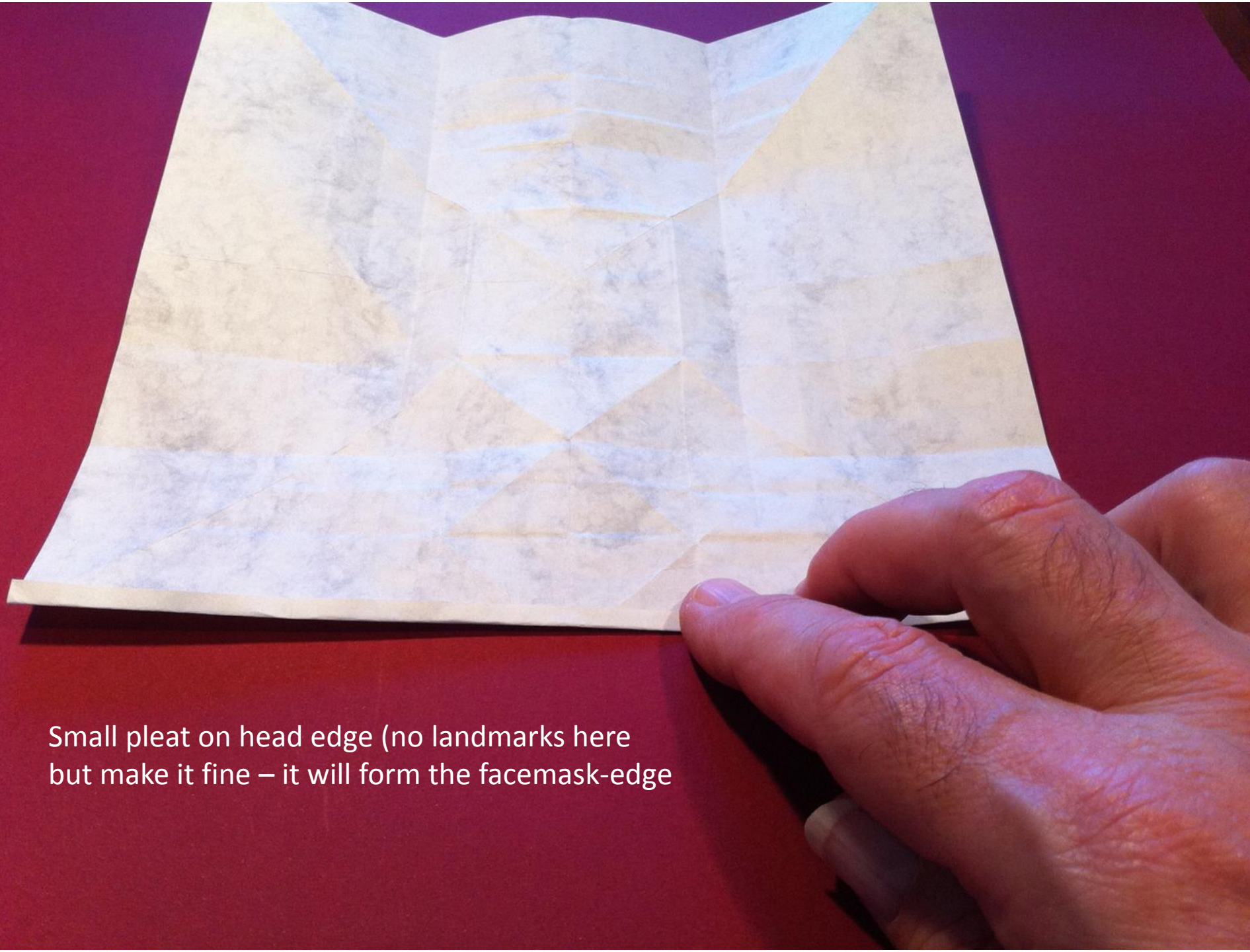
Valley fold through intersection landmark



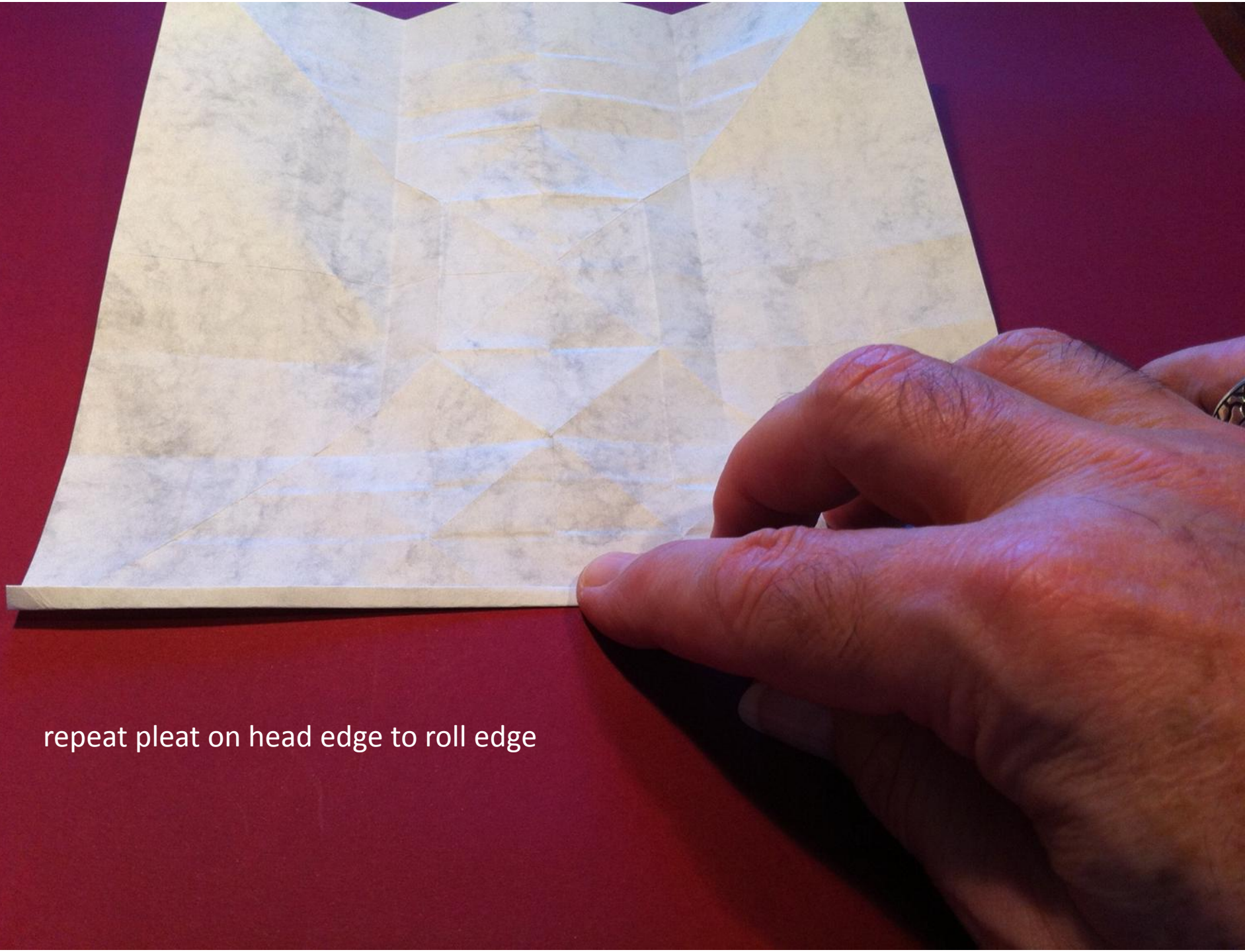
New valleys on sides to aid collapse, note landmarks



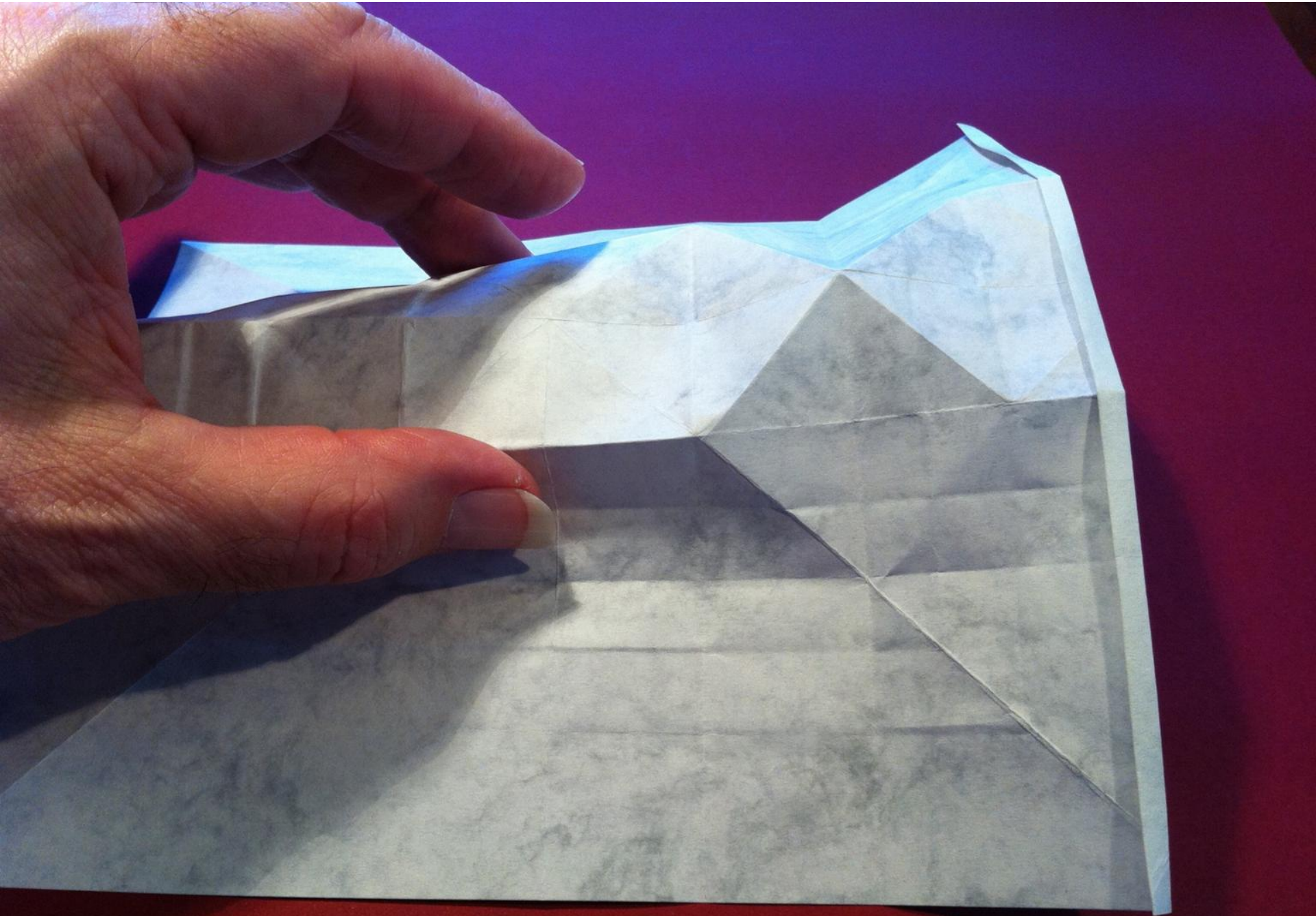
And other side, note landmarks



Small pleat on head edge (no landmarks here
but make it fine – it will form the facemask-edge



repeat pleat on head edge to roll edge



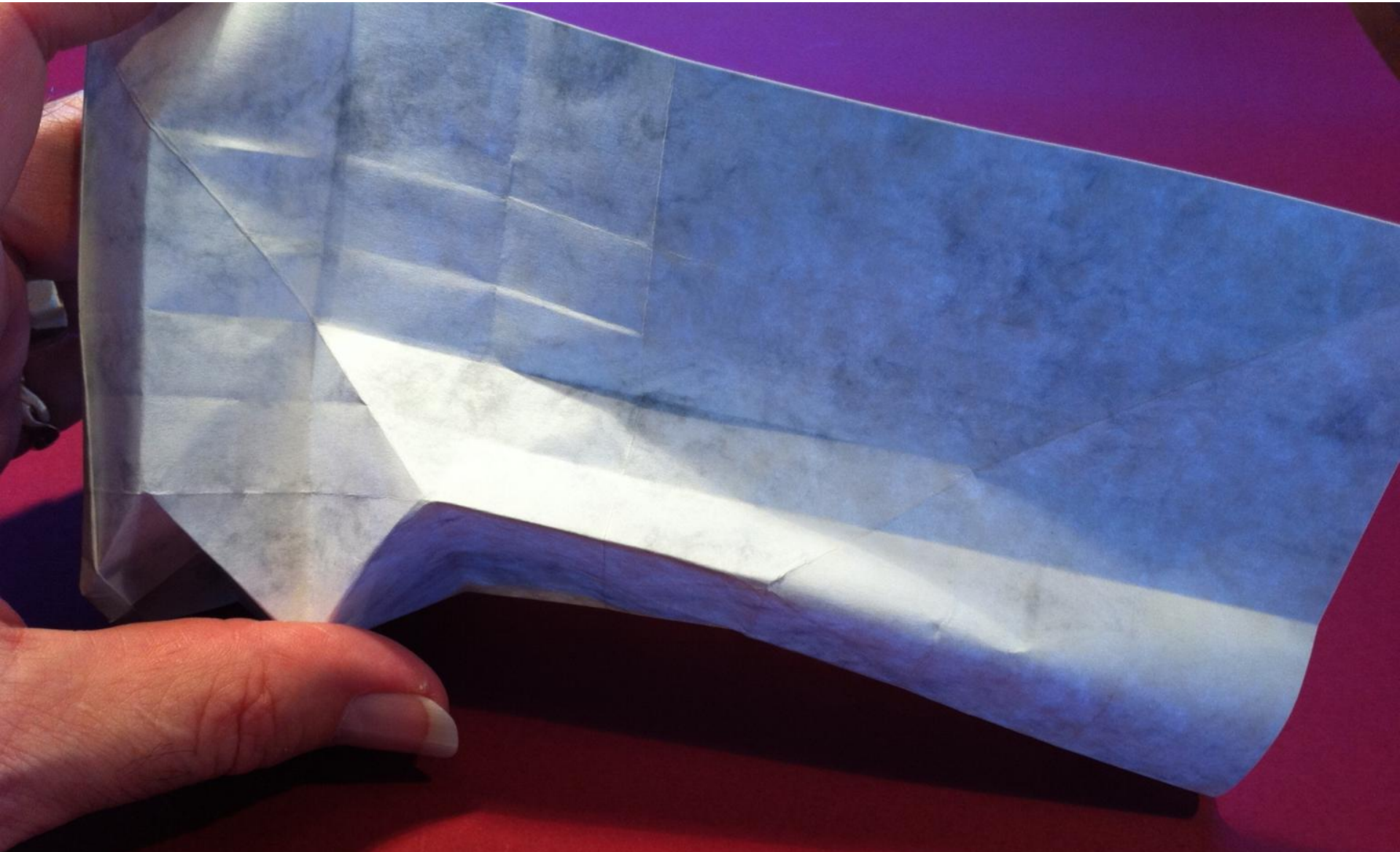
Begin collapse – look ahead to see what ends up where



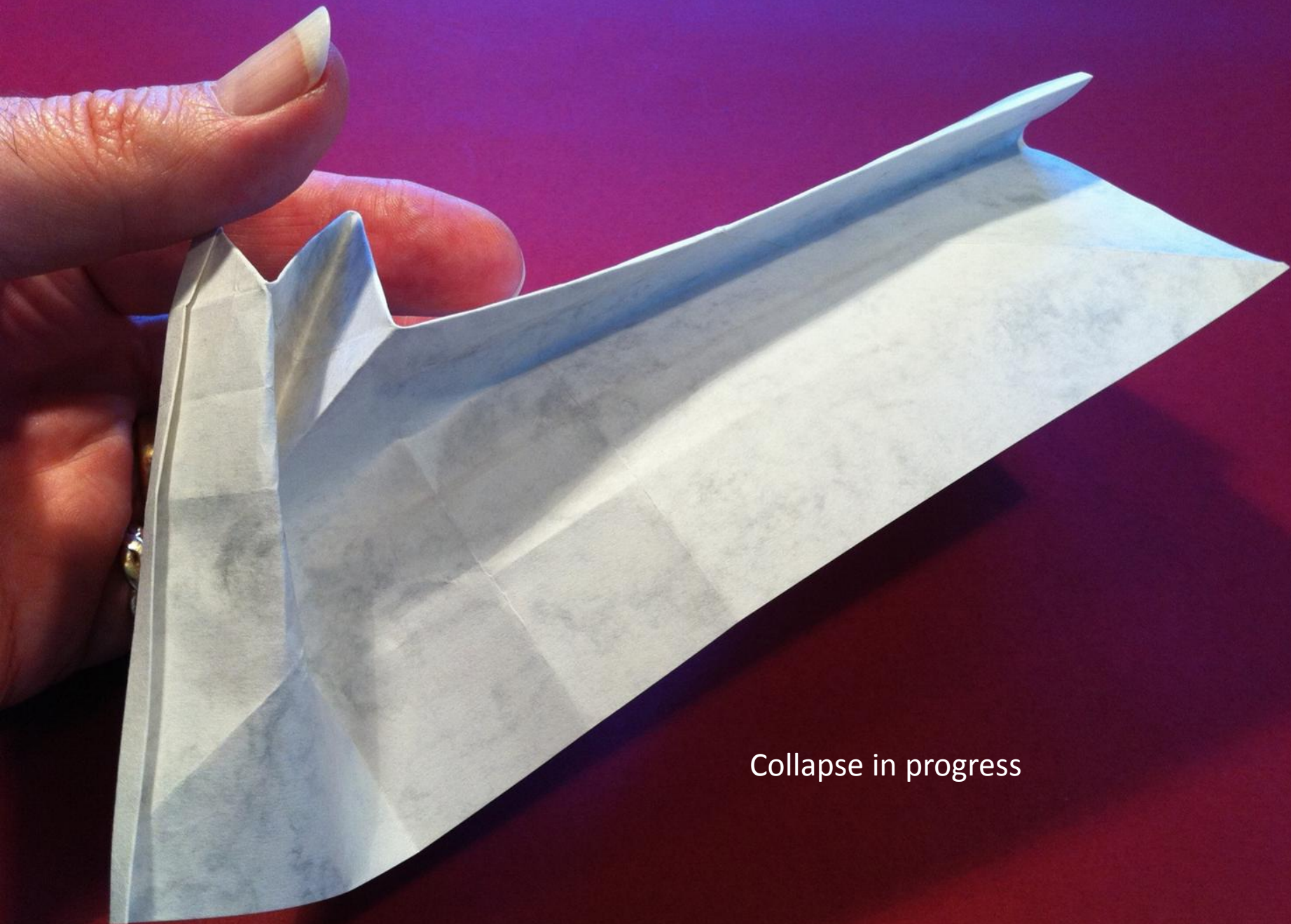
Facemask, neck collapse is quite natural, on existing creases



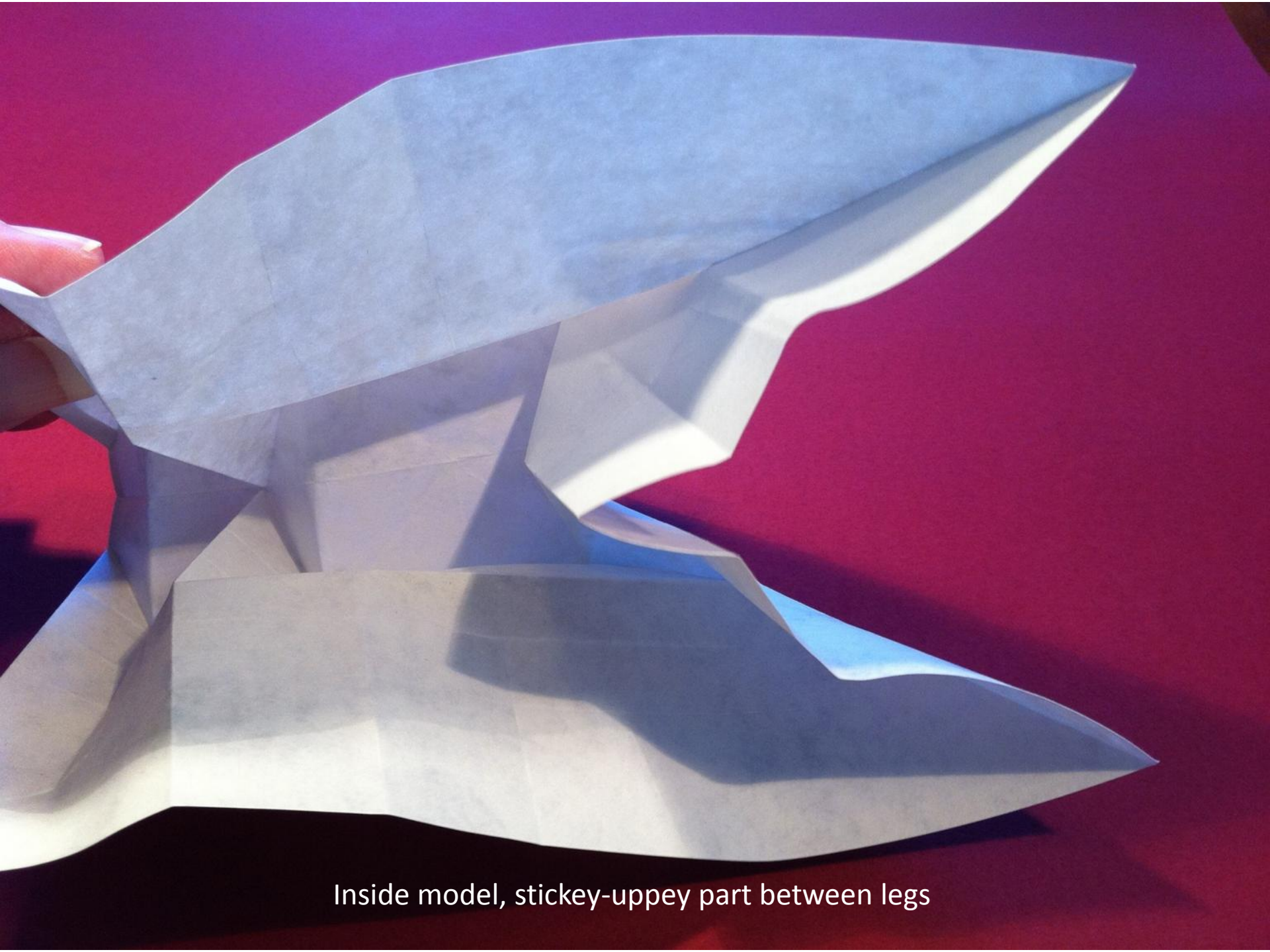
Facemask/head collapse nearly complete



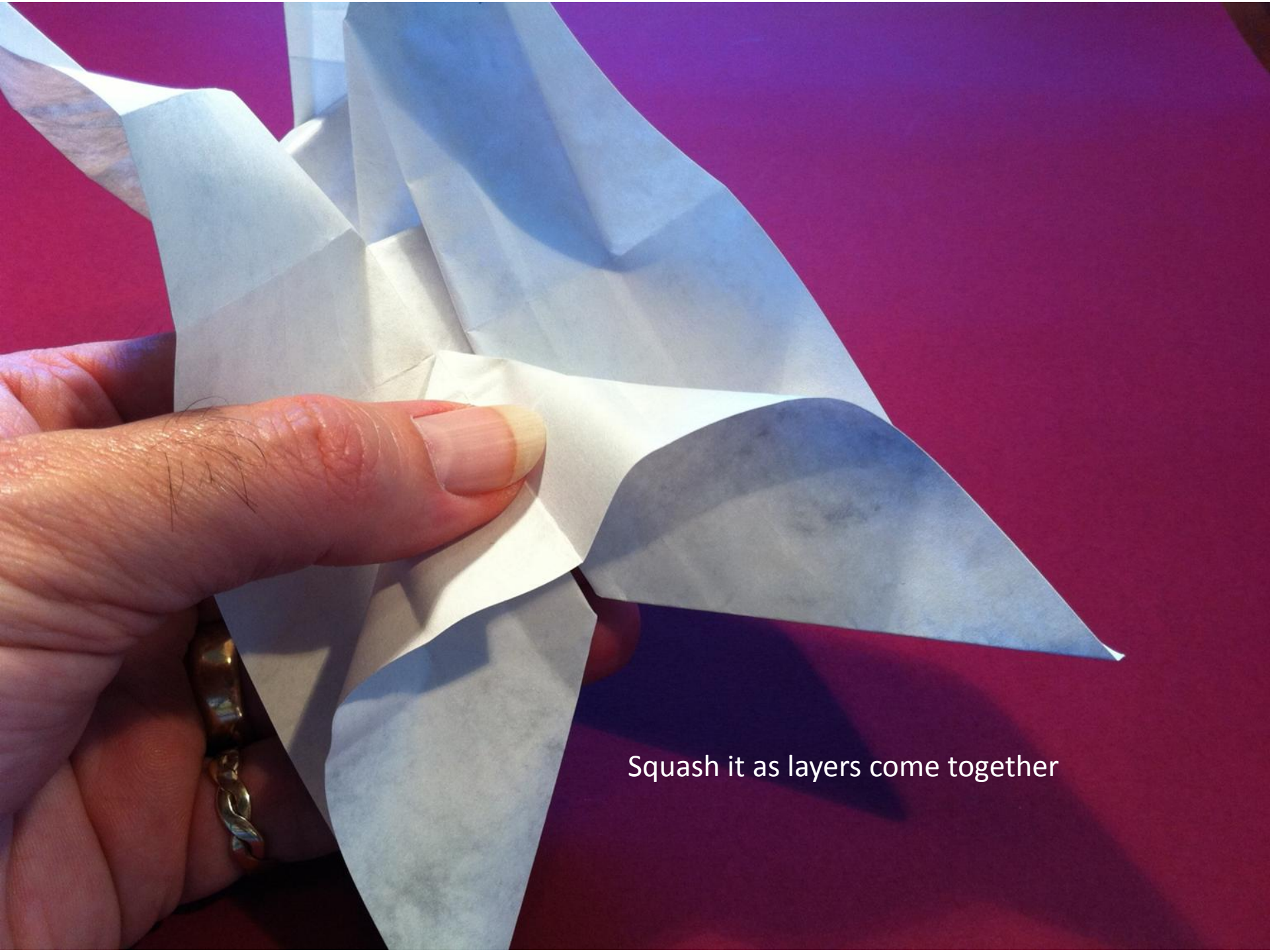
Organise creases for body collapse



Collapse in progress



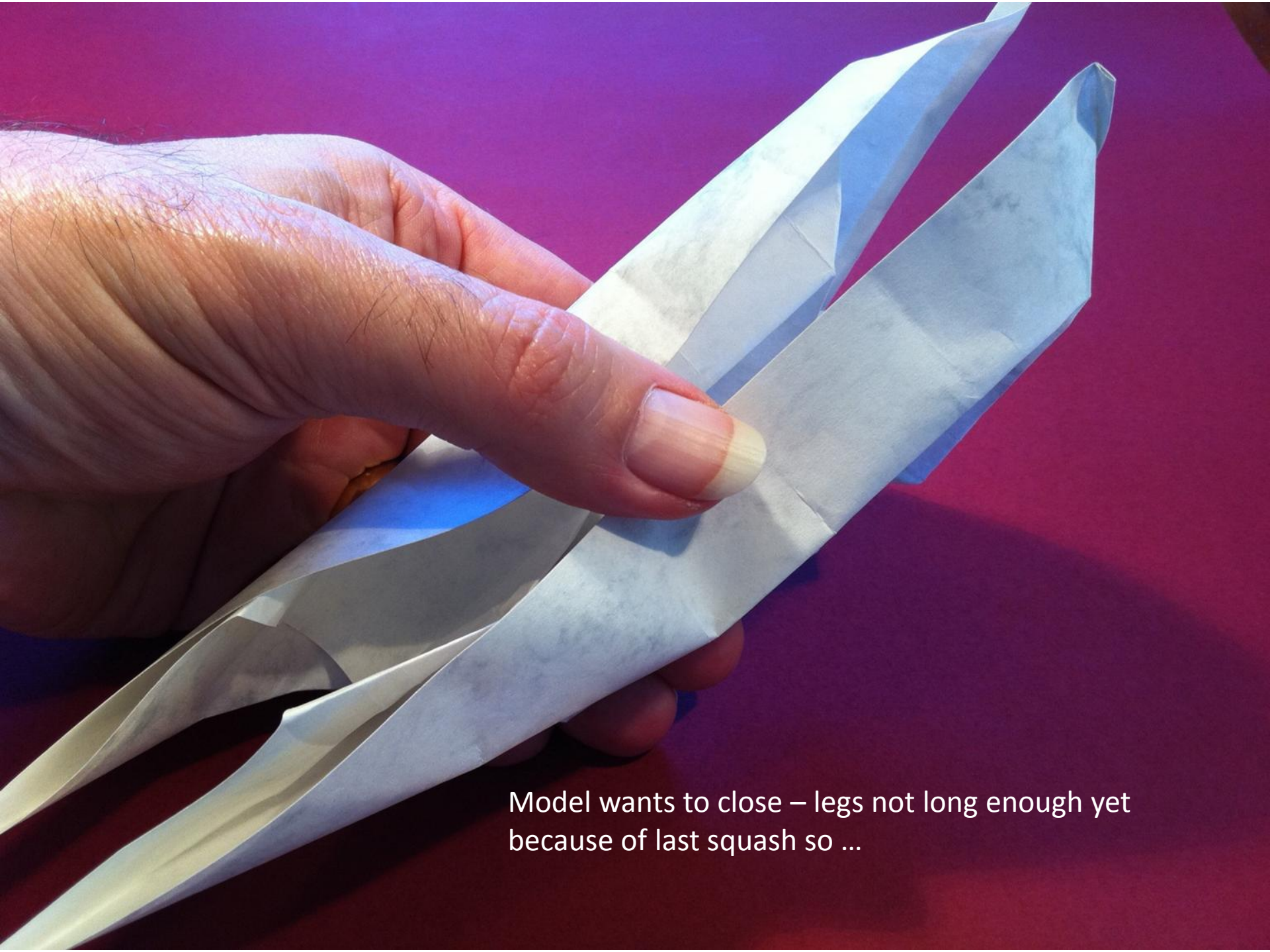
Inside model, sticky-uppey part between legs



Squash it as layers come together



Tidy inside squash and under-lying layers of leg end



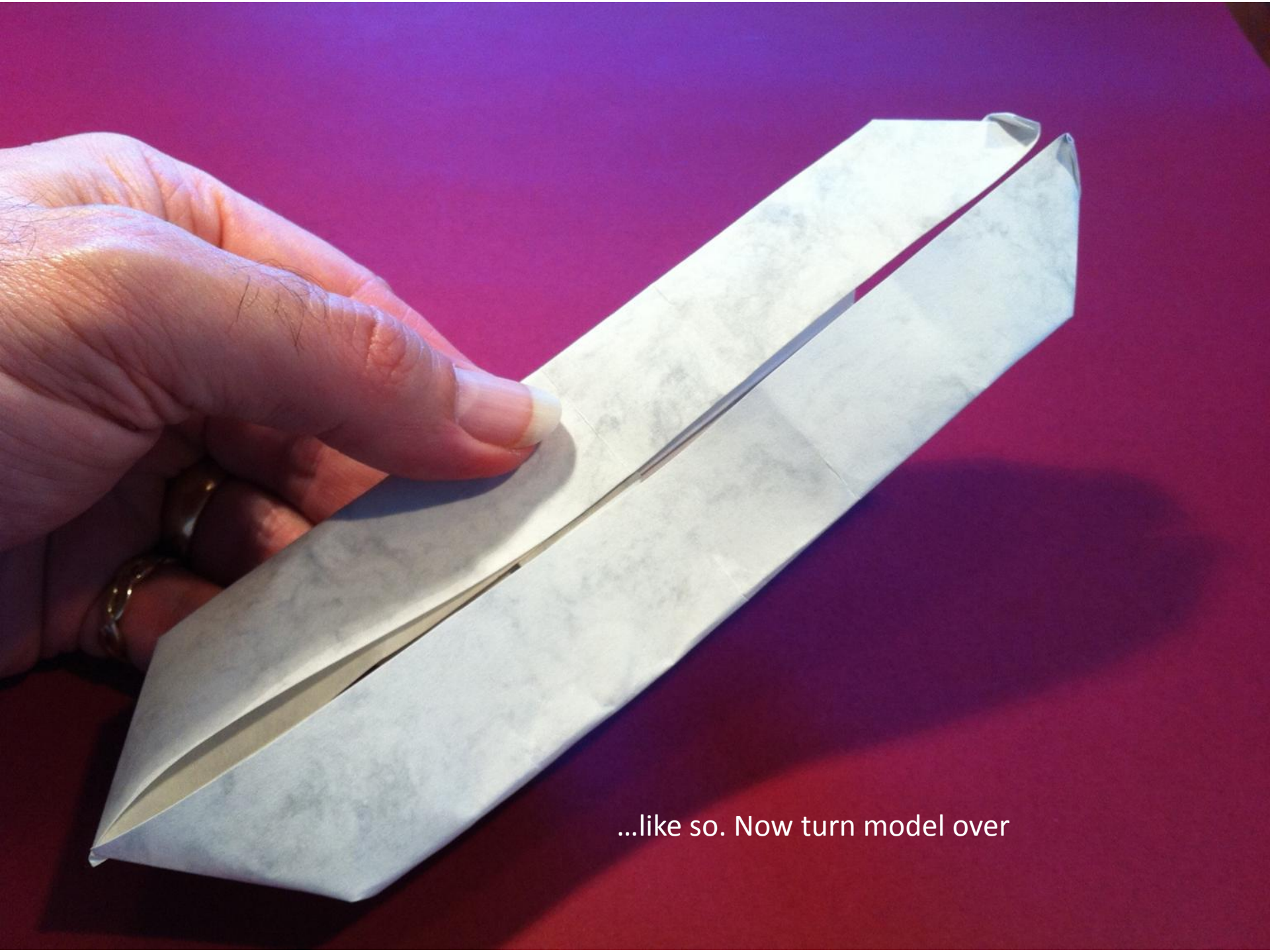
Model wants to close – legs not long enough yet
because of last squash so ...



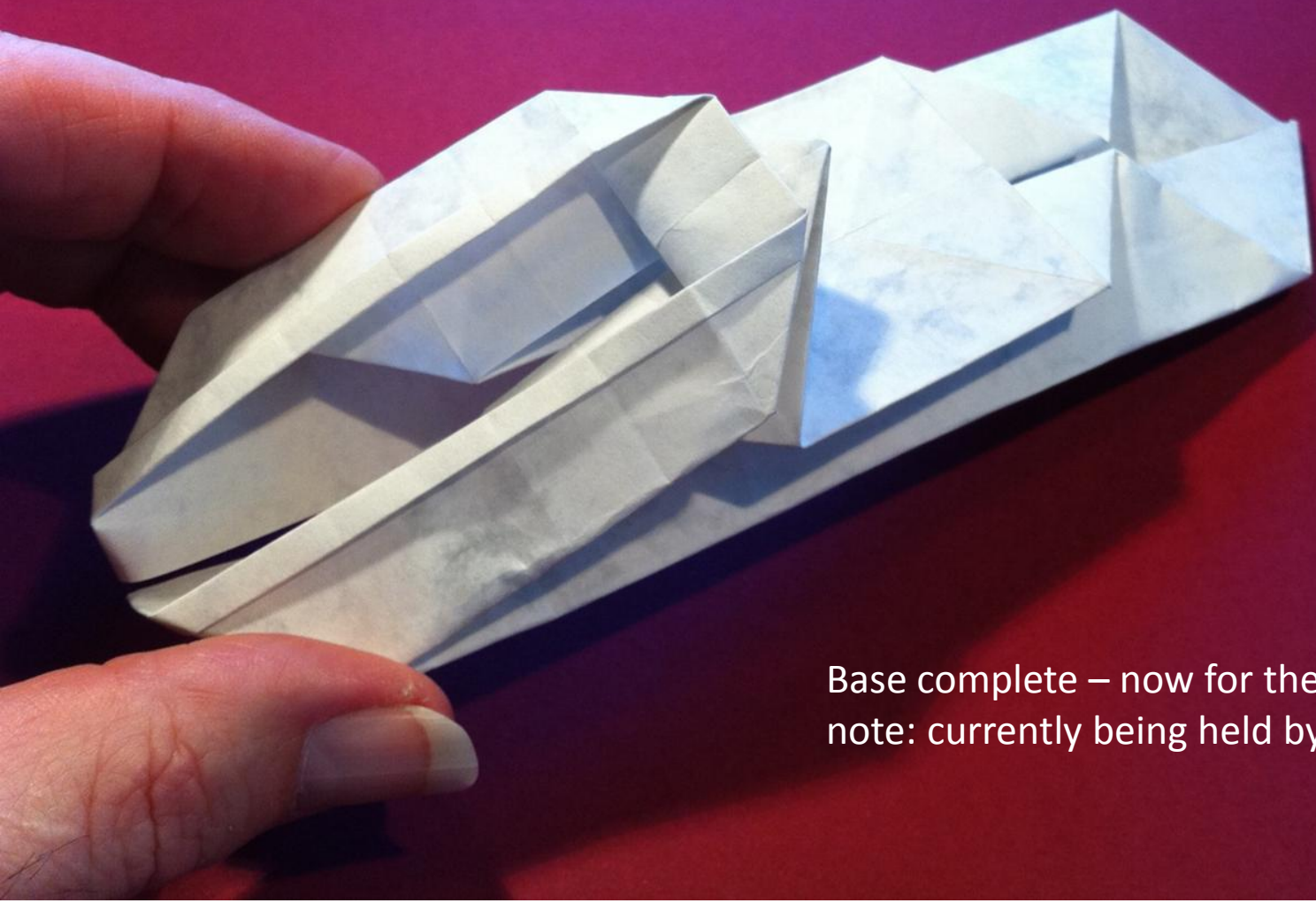
Crimp squashed area between legs – in progress



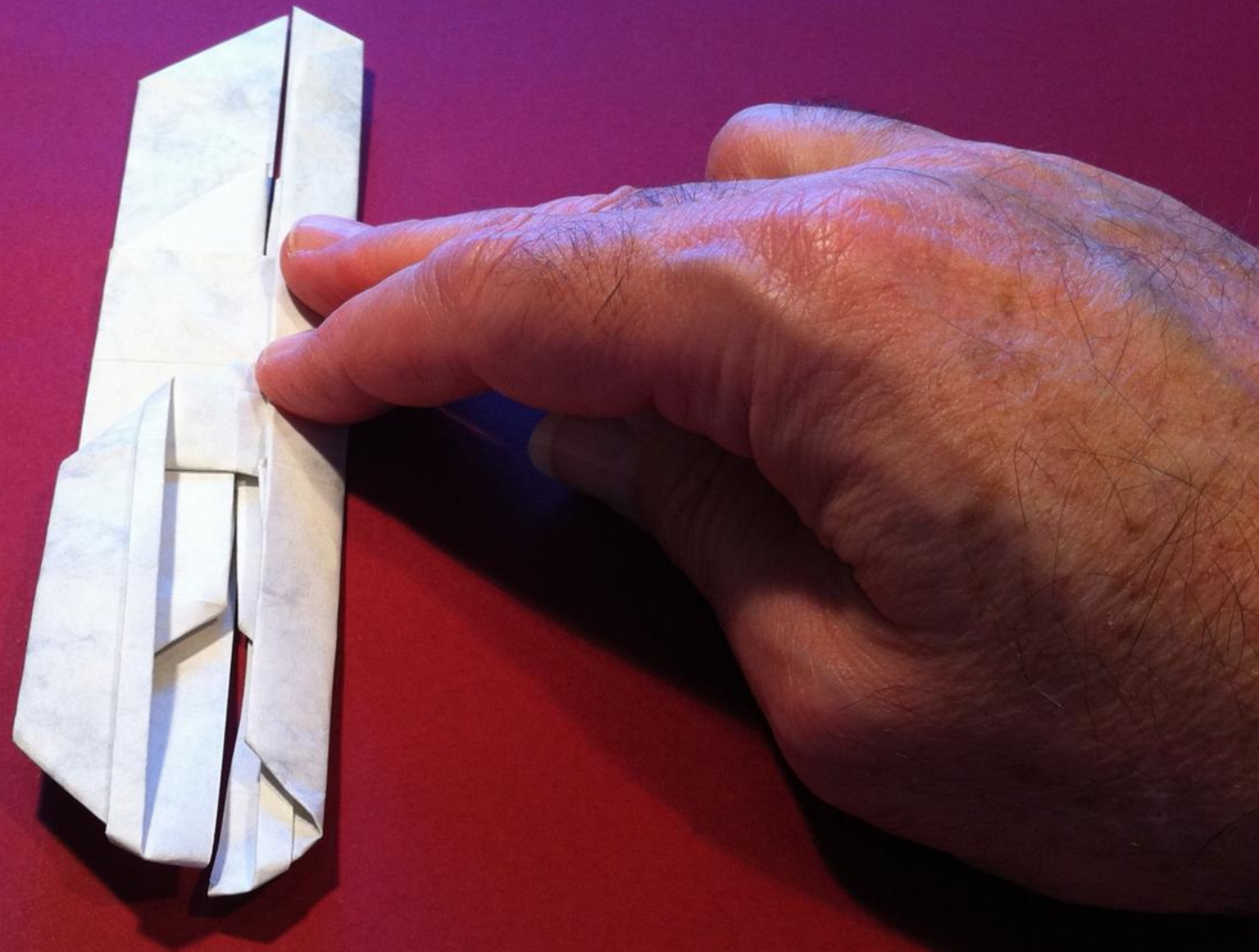
Crimp now complete, close up underside of model



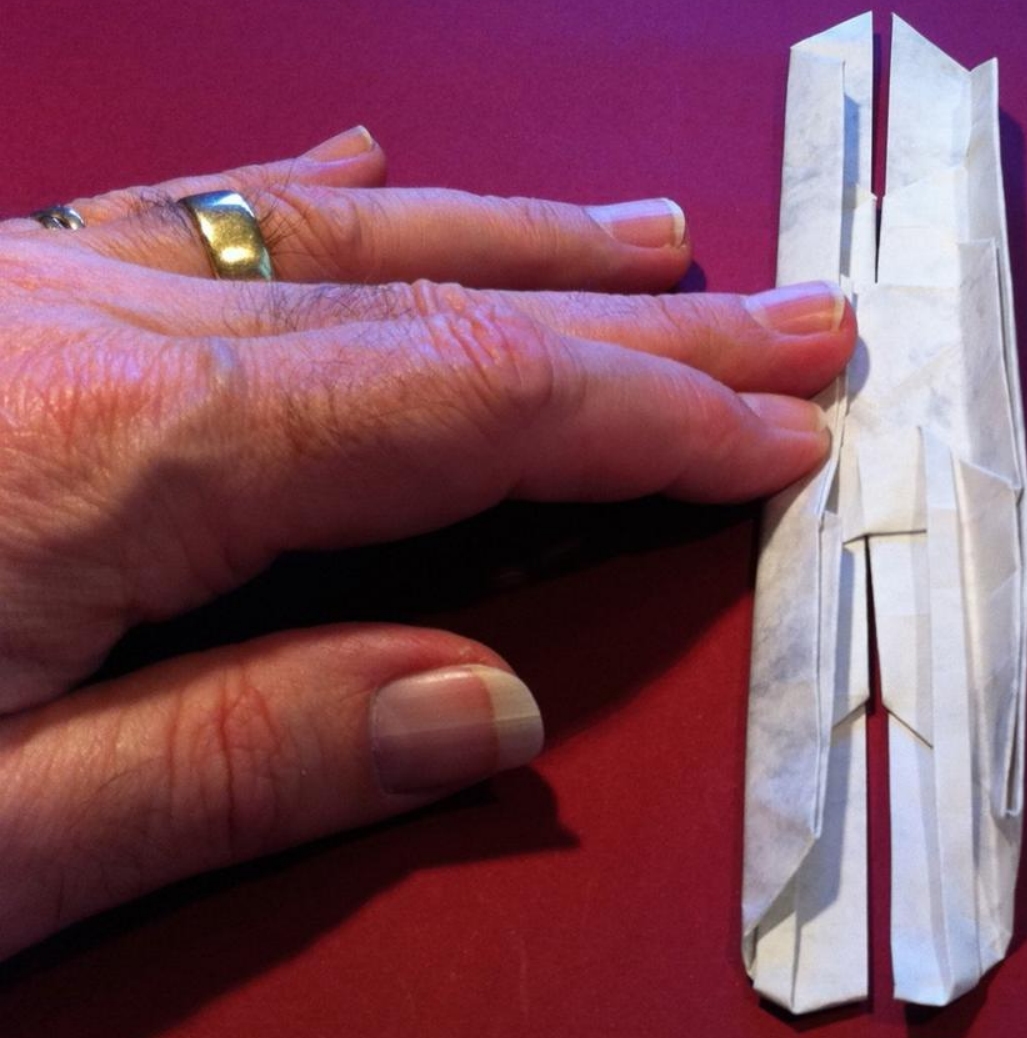
...like so. Now turn model over



Base complete – now for the shaping
note: currently being held by arms



Fold, through all layers to centre line (mountain and valley to make a strong crease)



Repeat on other side



We are now sinking legs (closed sing at feet end)
and body – in progress



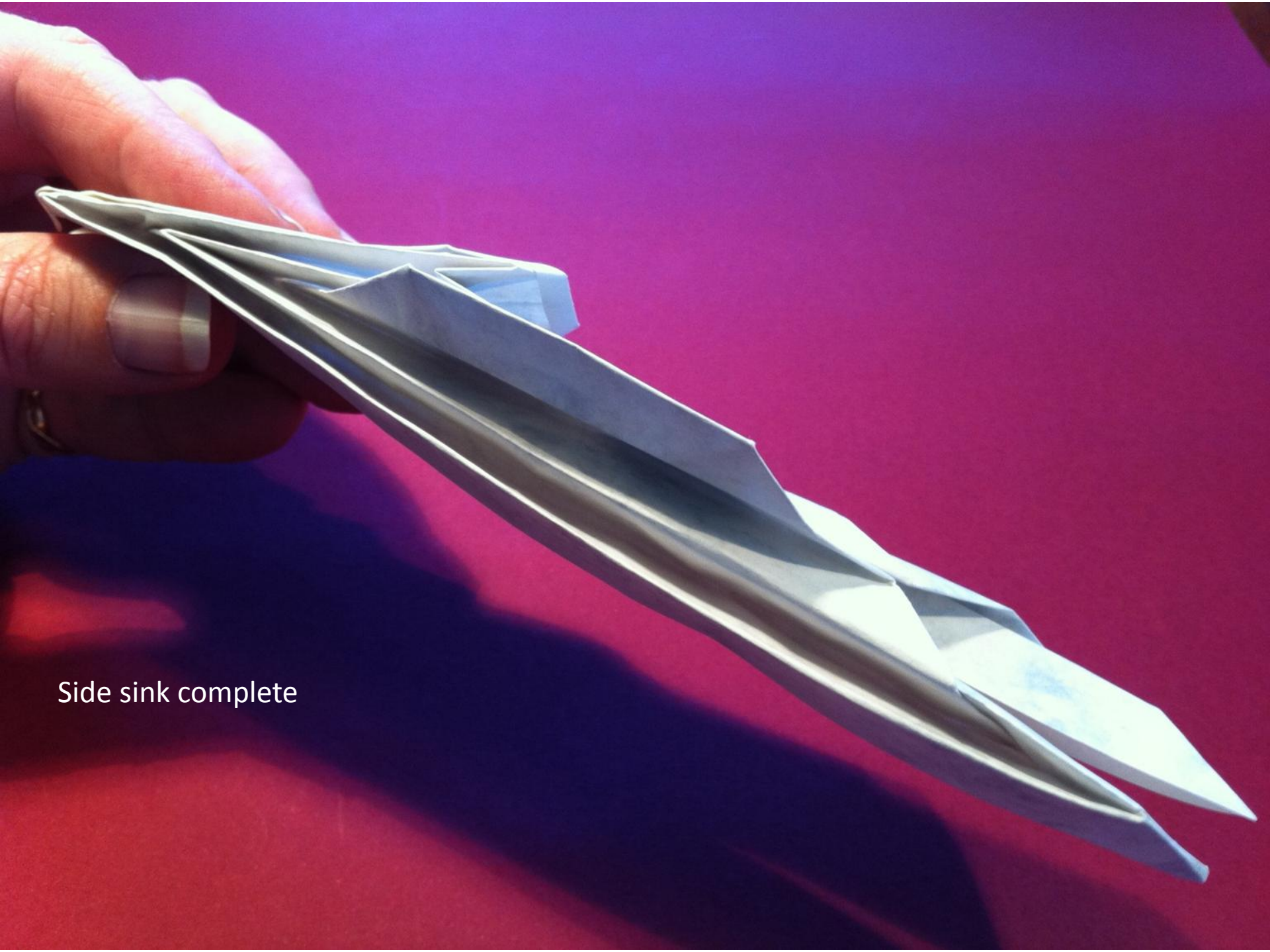
Closed sink of the foot end complete – now open sink
along the body and up the arms

Open sink at front of body, in progress

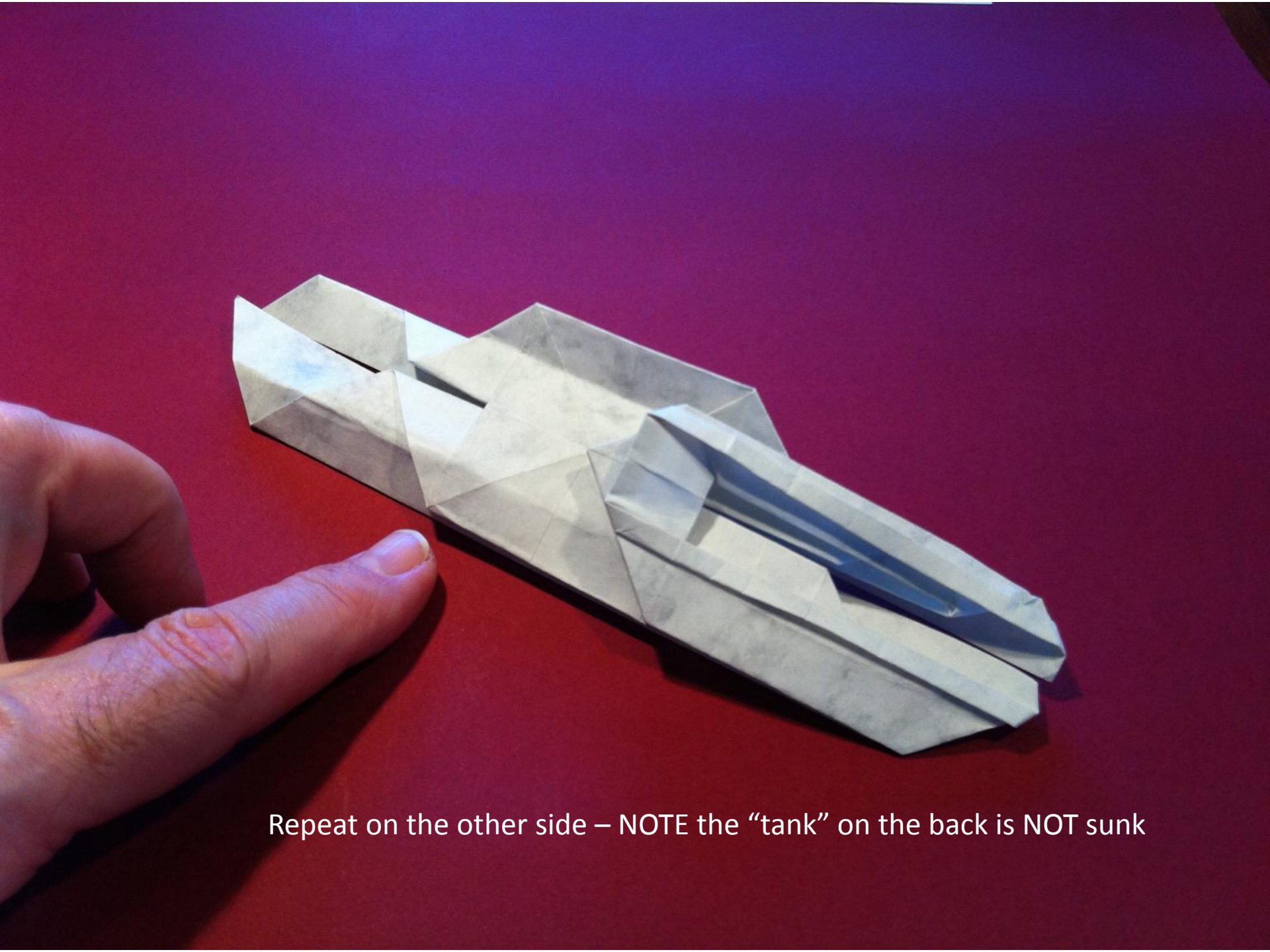


Open sink at end of arm terminates in a gusset that will eventually be the head

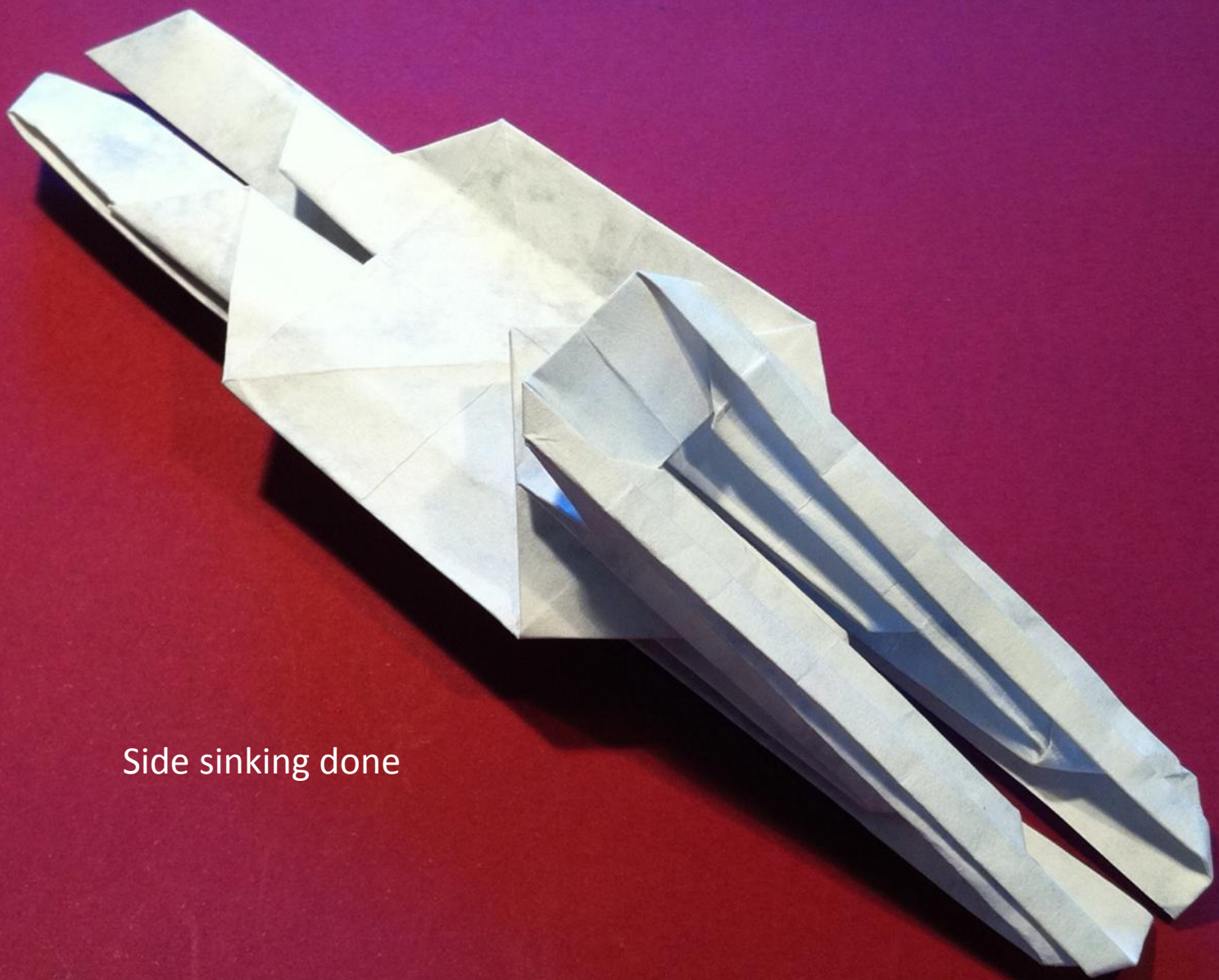




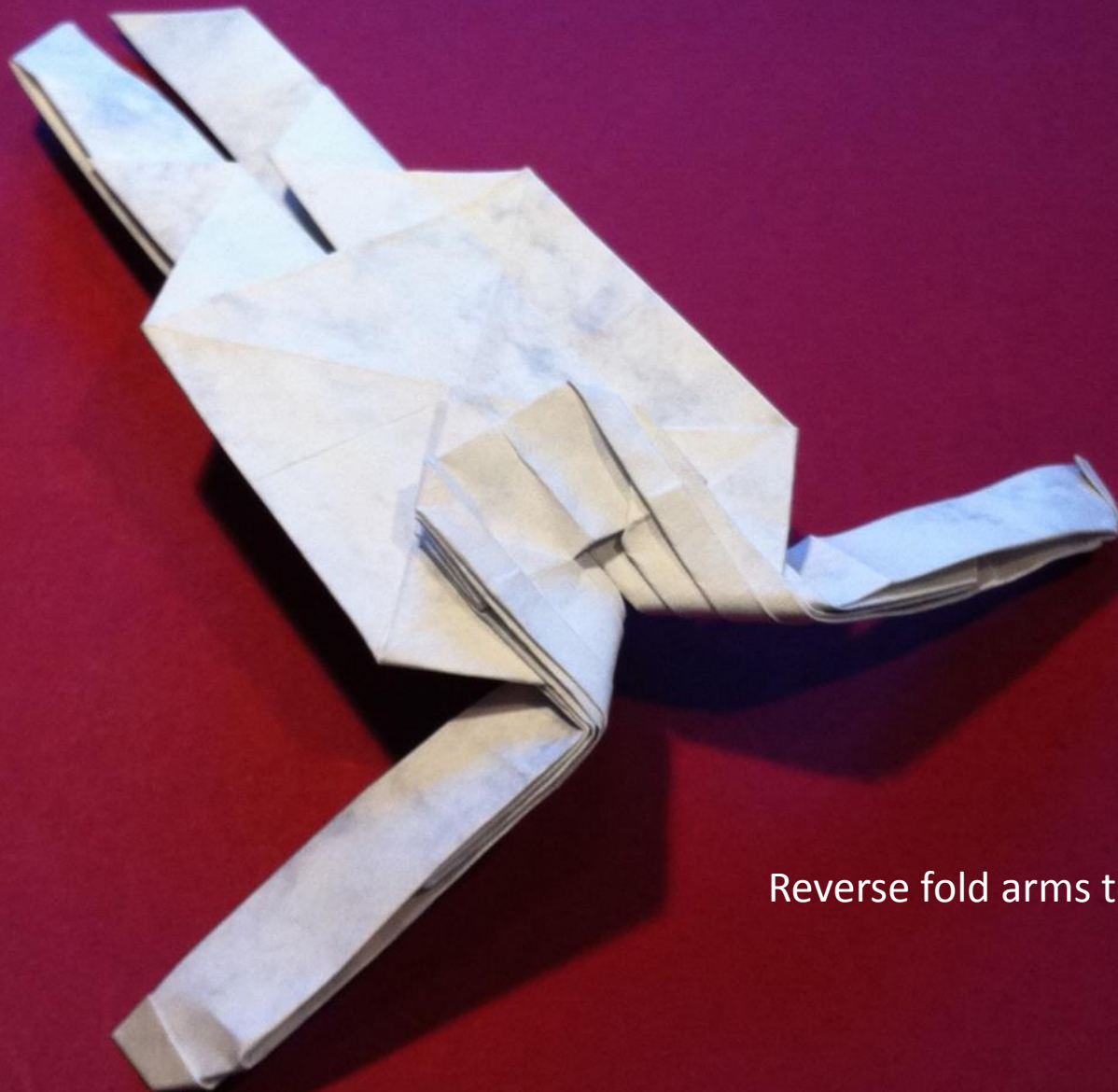
Side sink complete



Repeat on the other side – NOTE the “tank” on the back is NOT sunk



Side sinking done

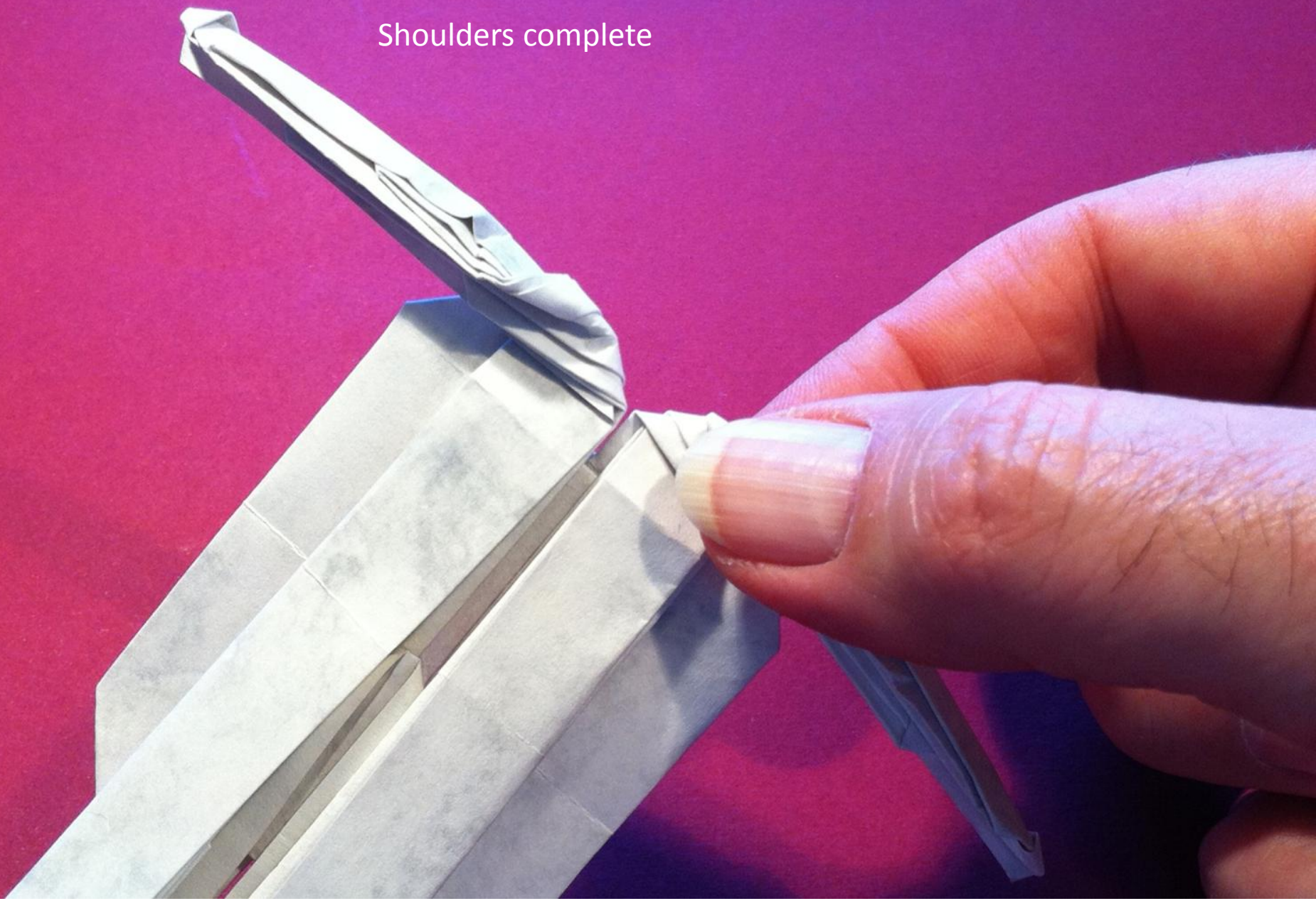


Reverse fold arms to taste

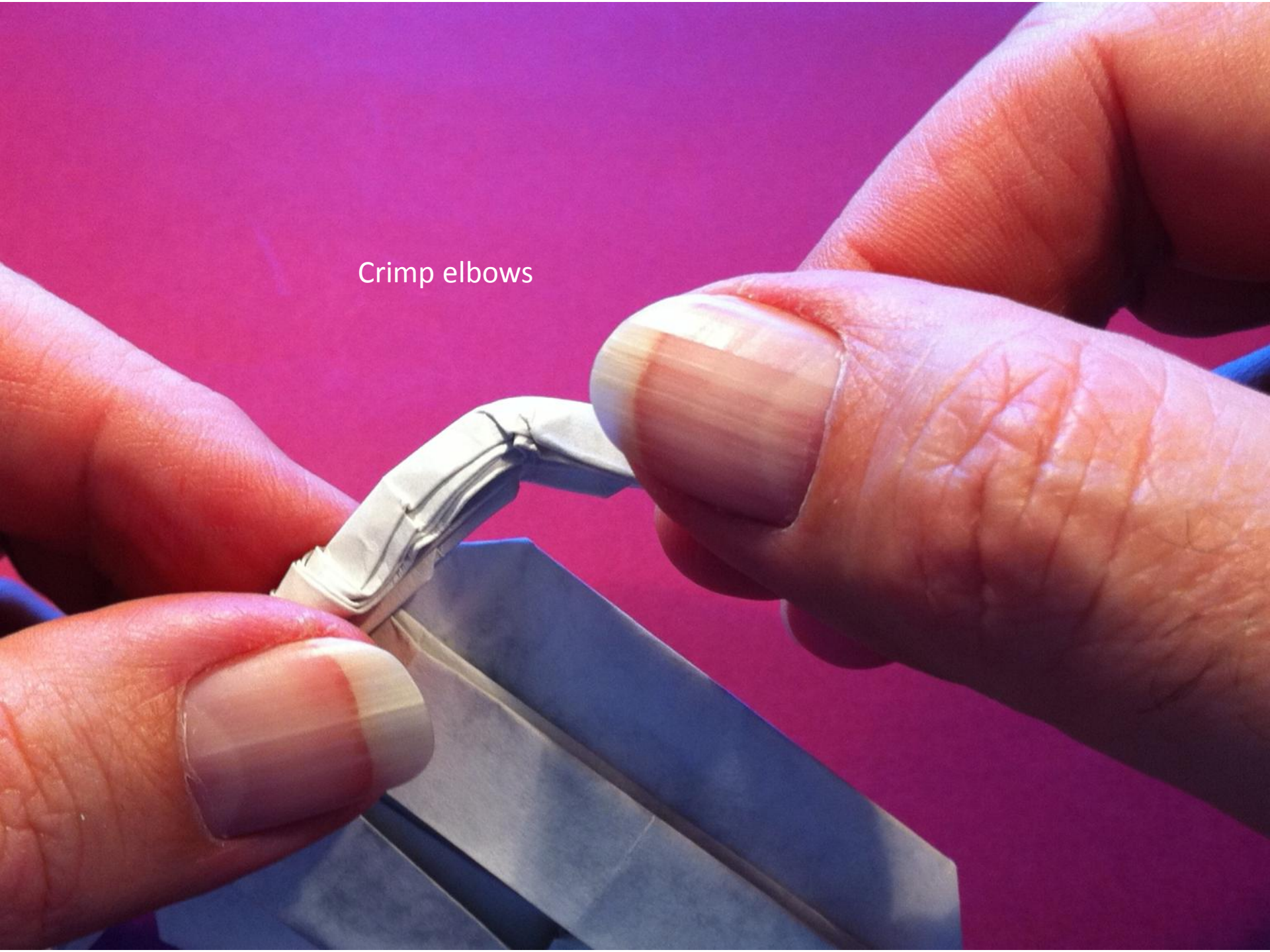


Mountain fold arms to thin and create shoulders

Shoulders complete



Crimp elbows



Fashion hands (there is quite a bit of paper there if you
patiently tease the roll open)





Go for a swimming pose

Pleat top flaps at back of tank to inside leg edge



Forms a crimp that will later shape the air tanks





Valley Fold flipper tips up




Then mountain fold then – form a “z”



Now valley the legs in half – right up
to the crotch which ends in an
open rabbit ear

Squeeze a rabbit ear over the top (in this pic underneath) surface of the fin to form a flipper



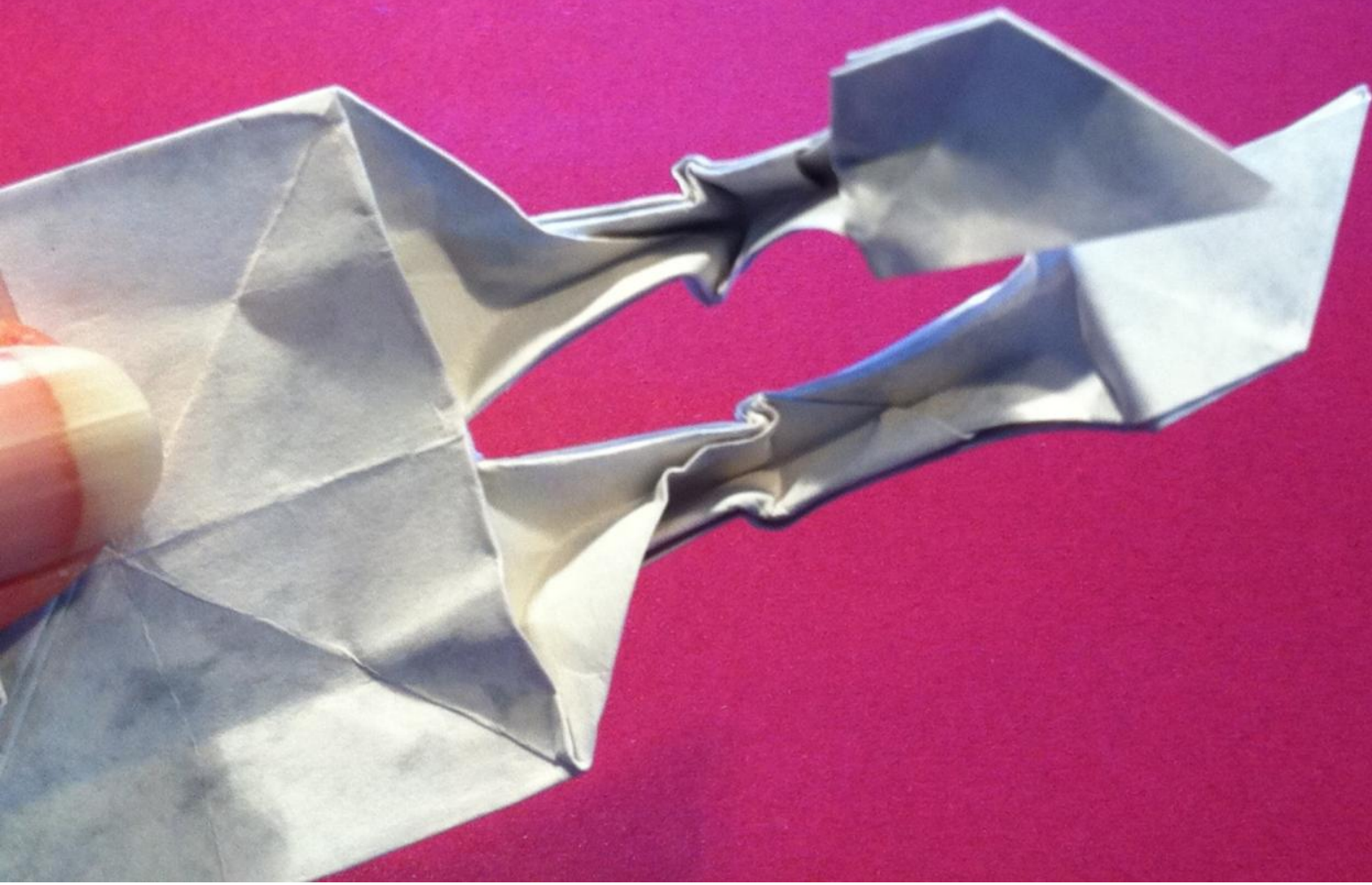
A close-up photograph of a person's hand holding a white paper object that is partially folded. The object has a central vertical crease and several horizontal folds, creating a series of triangular and trapezoidal shapes. The hand is positioned on the right side of the frame, with the thumb and index finger visible. The background is a solid, vibrant red color. The lighting is bright, casting shadows on the paper and the hand.

And repeat on the other leg

Crimp knees (many layers, be patient and pick
your location carefully)



Knees complete – one leg should be more bent than the other (to look like he is swimming)



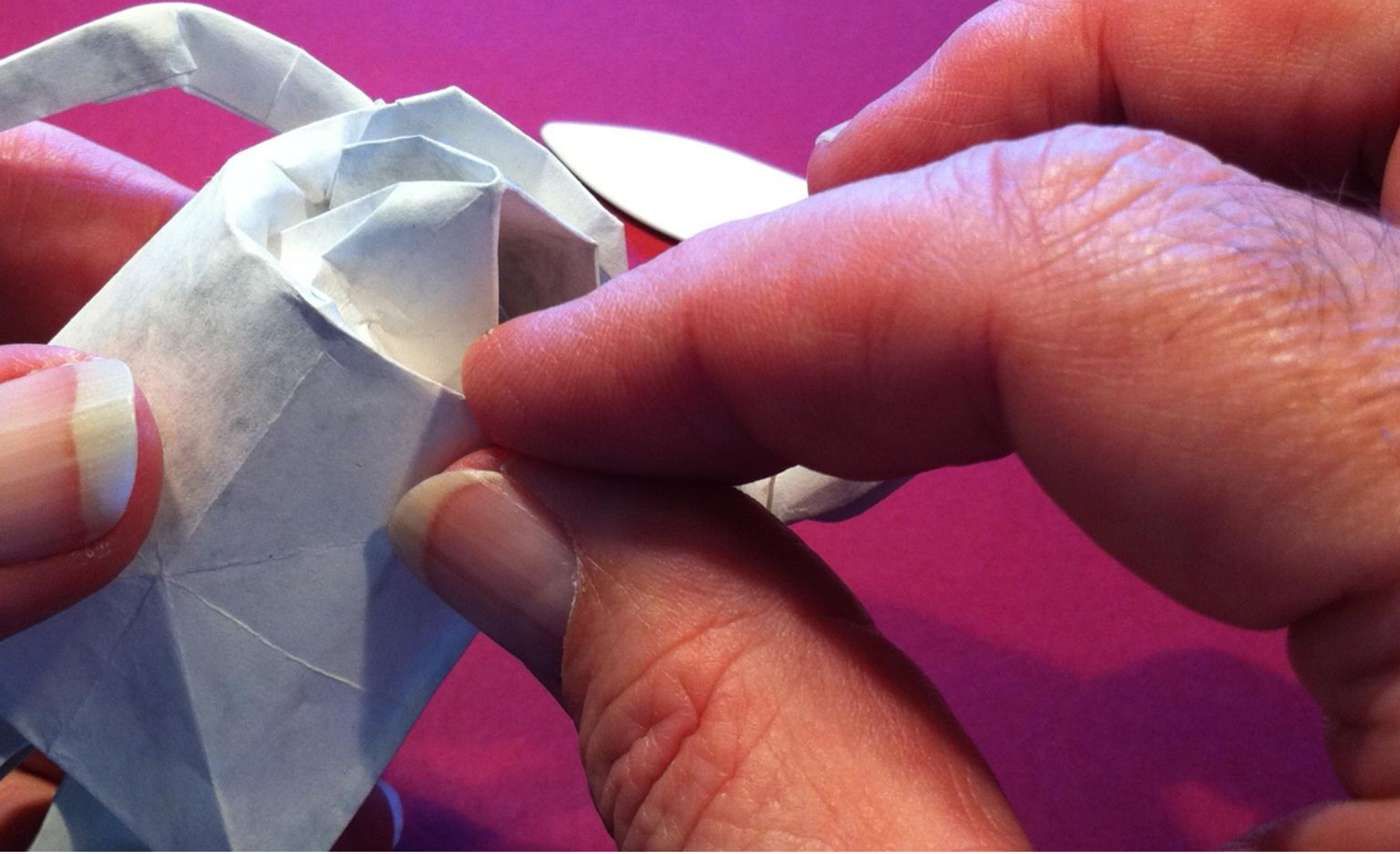
Push head flap forward – note the valley here – a line
will use as a guild for a sink to come.



Gently push in sides to make the tanks 3D
(a bone folder or similar flat object will help here)



Sink the neck into the newly inflated tanks
(this is tricky for fat clumsy fingers – I used a bone
folder to help ease the swearing at this point)





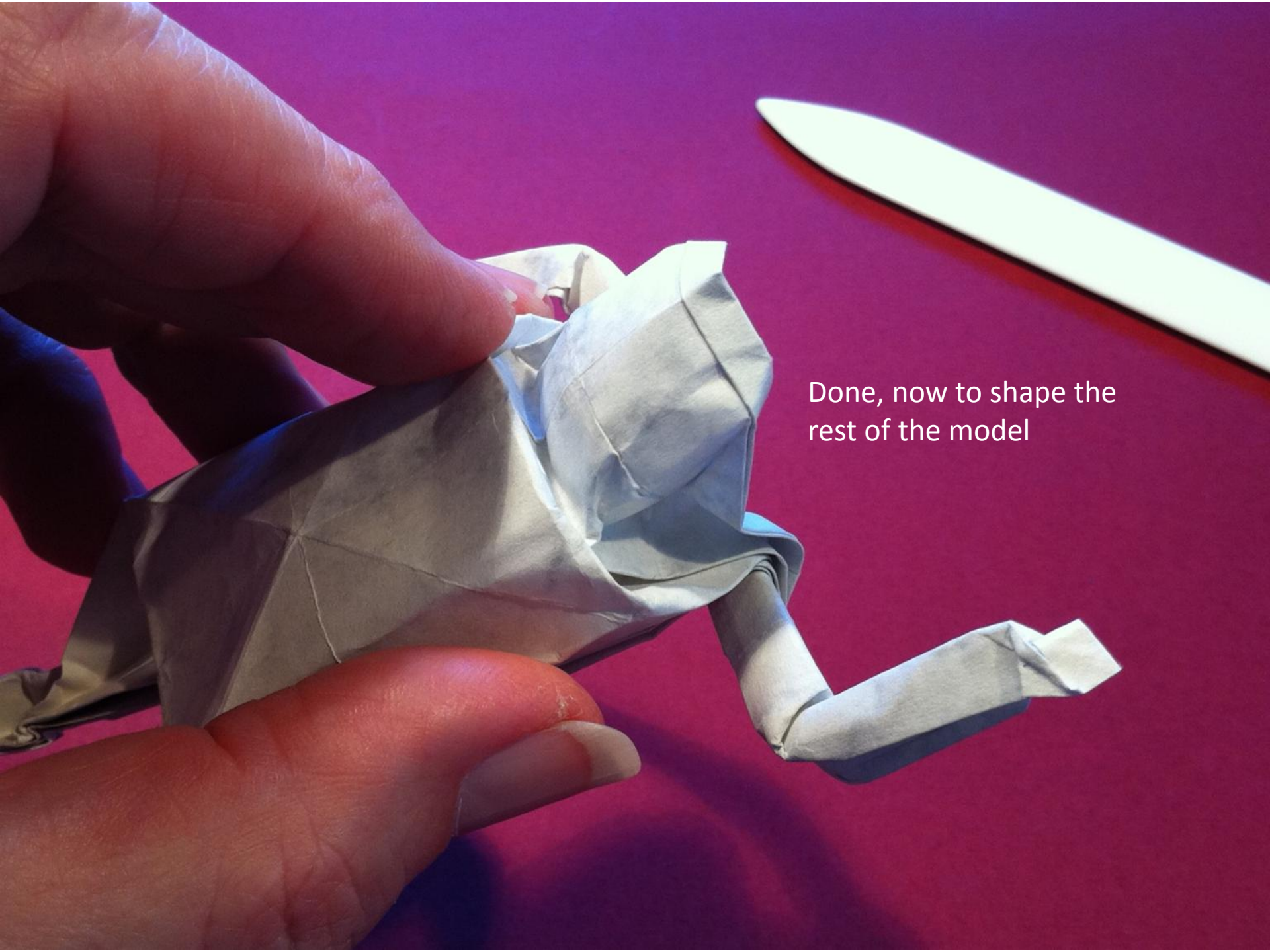
Neck sunk nicely (quite proud of myself, and apex of
prutruding triangle tucked under the edge also

Carefully tease up and open the facemask
easing open side pleats as you go



Round off the head, flare the rolled edge,
suggest a facemask

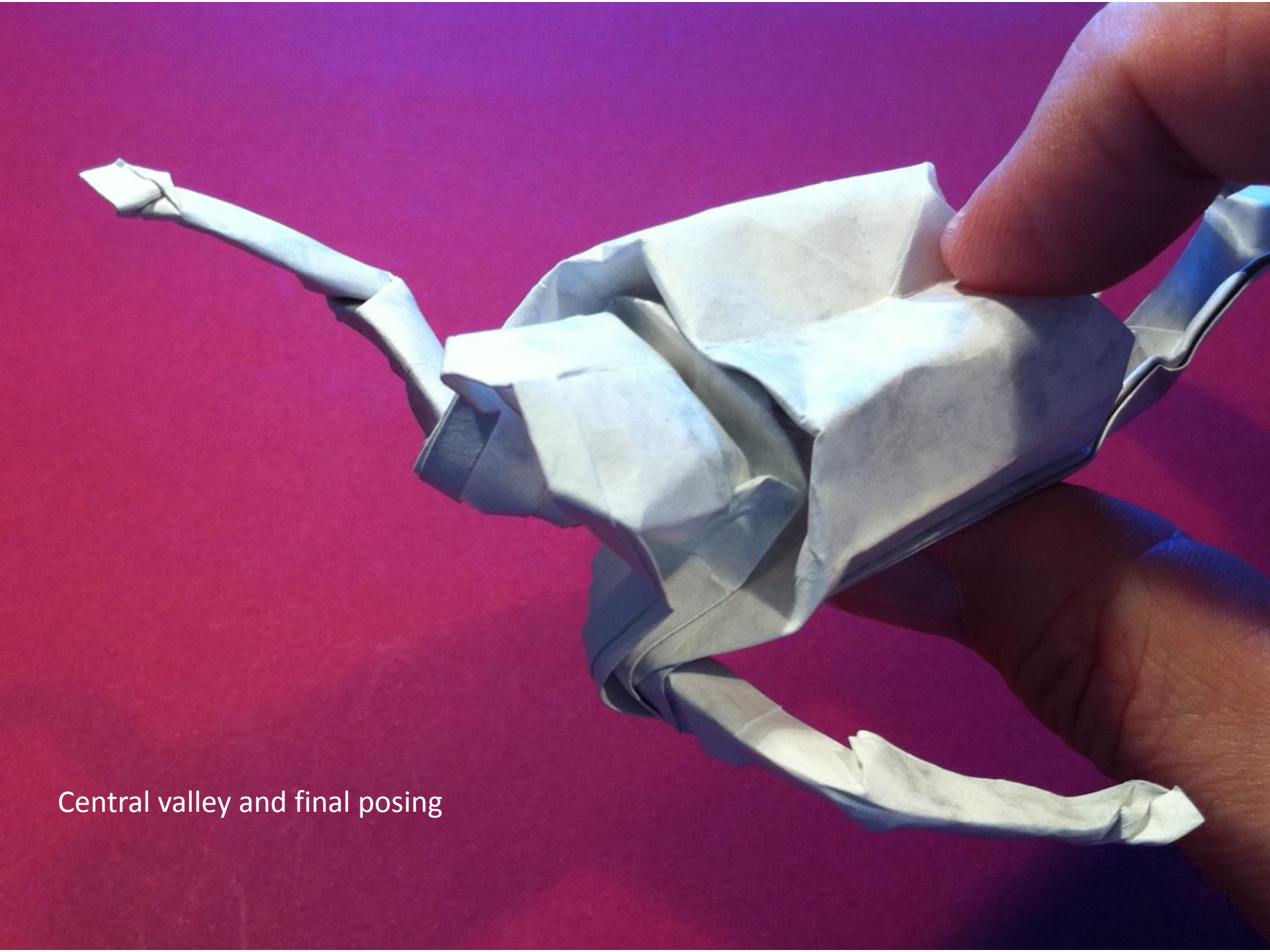




Done, now to shape the
rest of the model

Gently shape the tanks – central valley to suggest two tanks, careful with the puckers around the divers bum

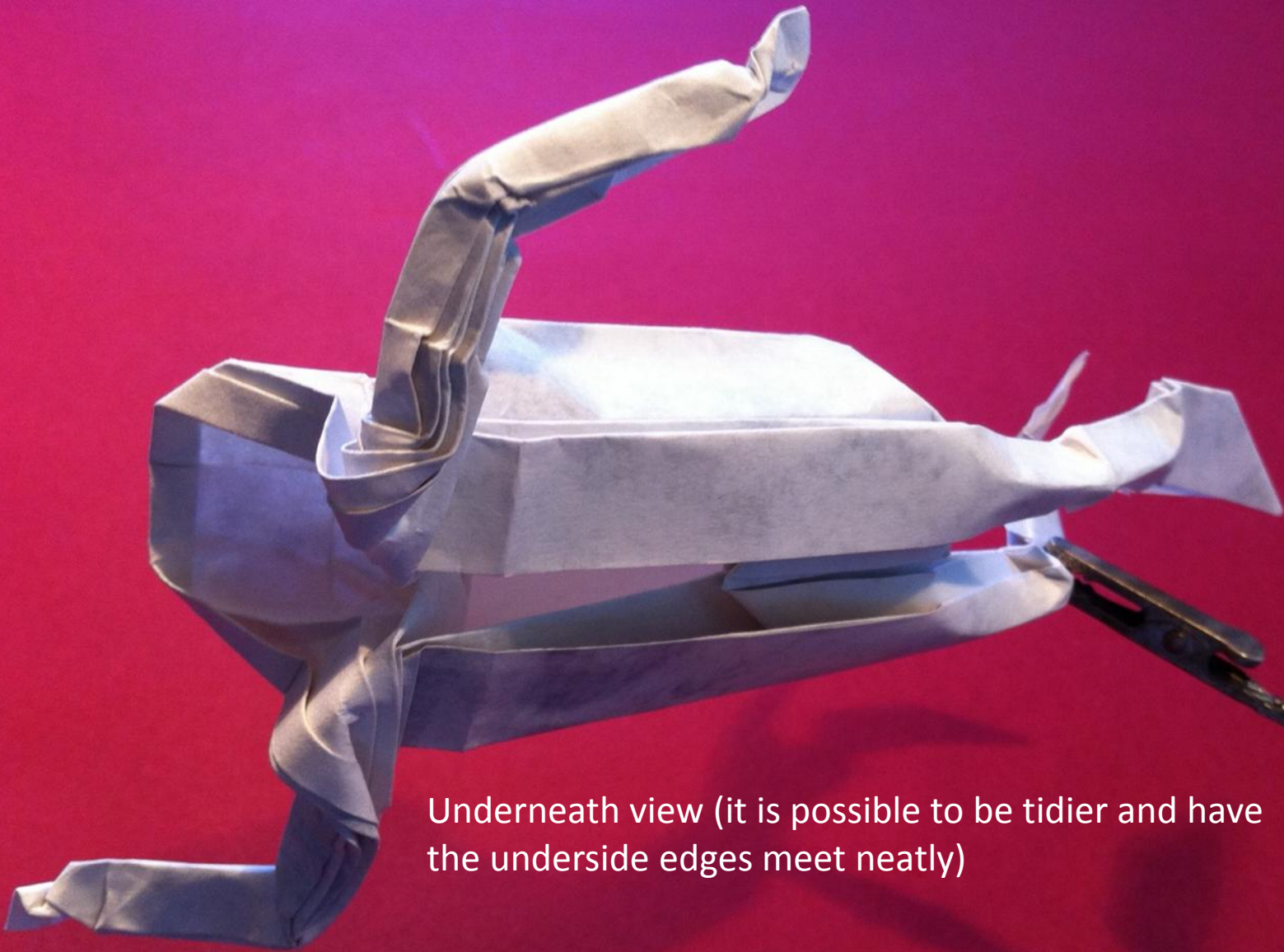




Central valley and final posing

Ready for an adventure under the sea (from above)





Underneath view (it is possible to be tidier and have the underside edges meet neatly)