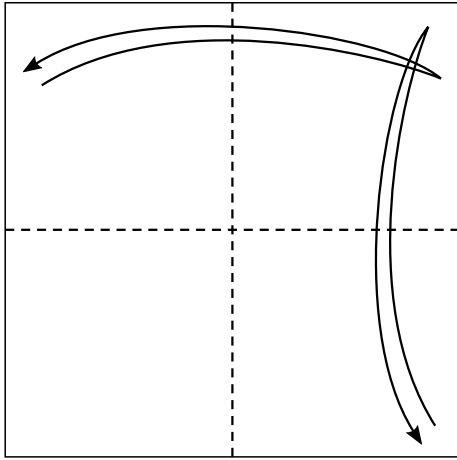


4-Pointed Star

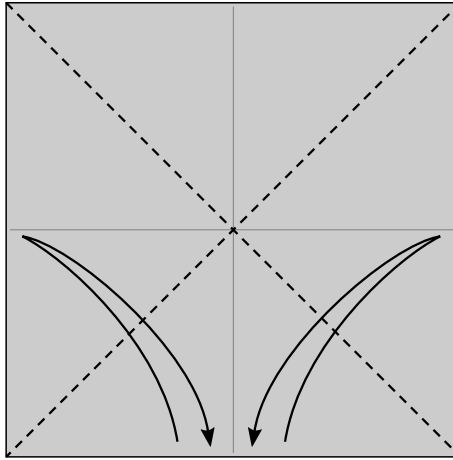
This is an early model that I made of a simple geometric shape. It holds its shape well, but there is a tricky fold that's part of the key to that.

1.



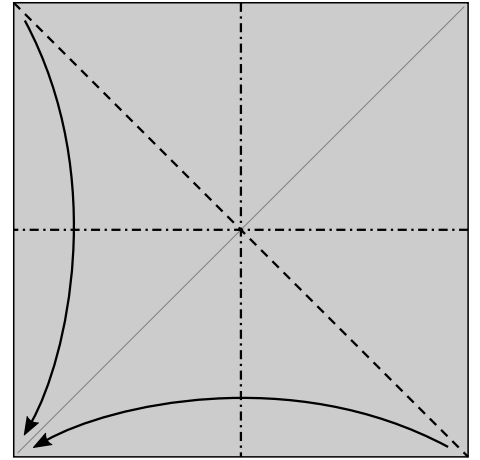
Crease both perpendicular bisectors.

2.



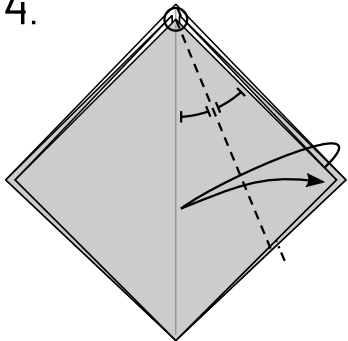
Crease both diagonals.

3.



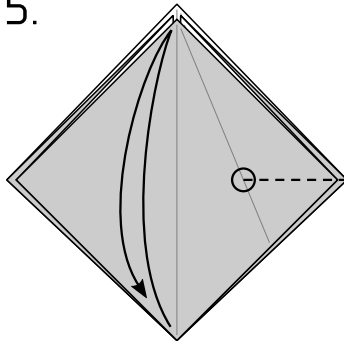
Fold the Square Base.

4.



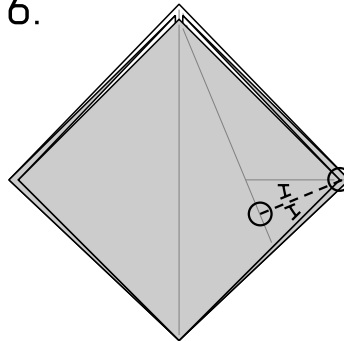
Crease the angle bisector. Also do so on the back side.

5.



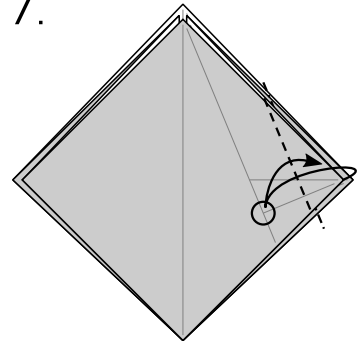
Fold the corner to the corner and crease up to the intersection.

6.



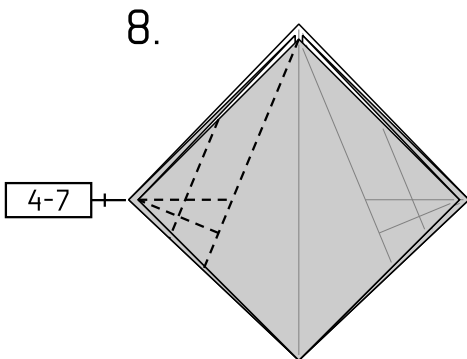
Crease the angle bisector up to the intersection.

7.



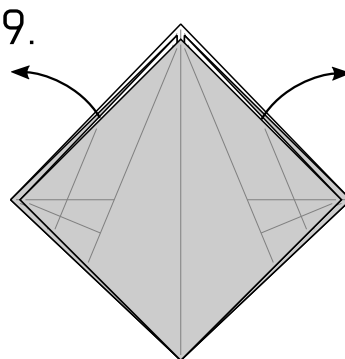
Bring the corner to the intersection and crease. Also do so on the back side.

8.



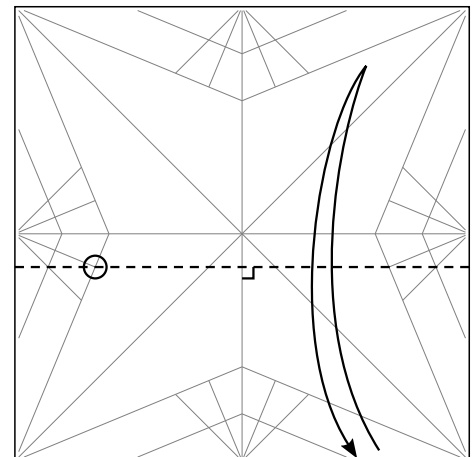
Repeat Steps 4-7 on the left side.

9.



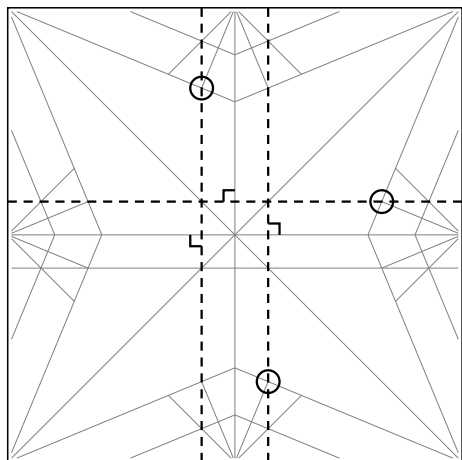
Unfold everything.

10.



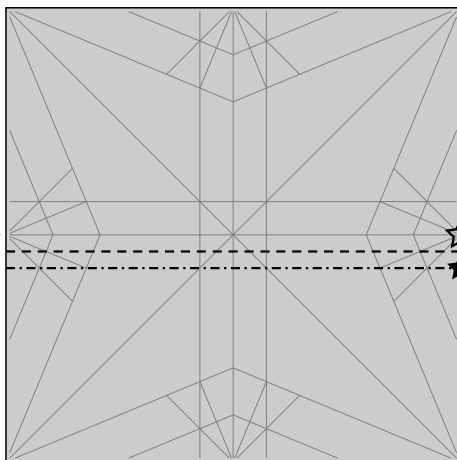
Crease a perpendicular line through the intersection.

11.



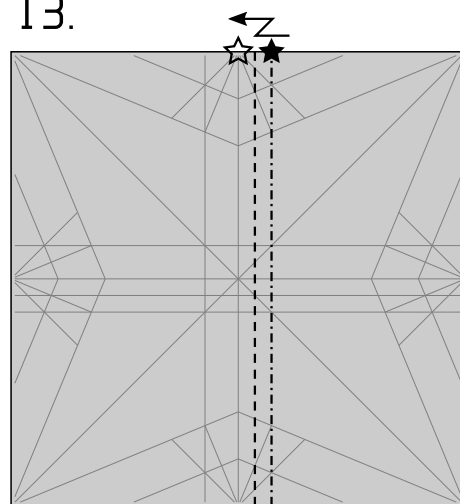
Repeat on the other 3 sides.

12.



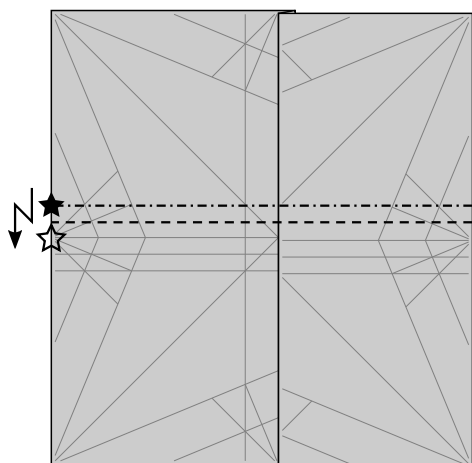
Pleat and unfold.

13.



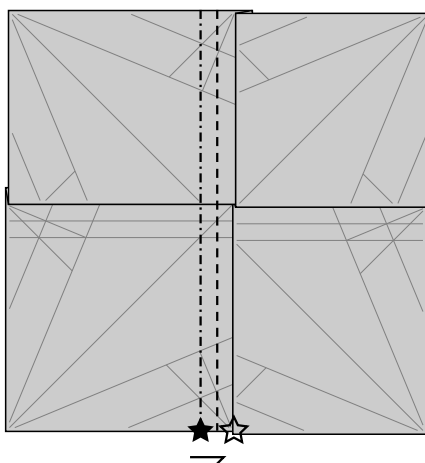
Get ready. Pleat.

14.



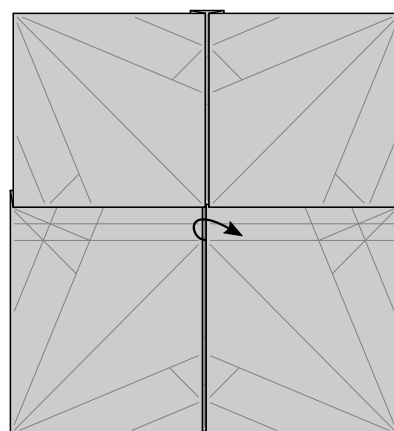
Pleat.

15.



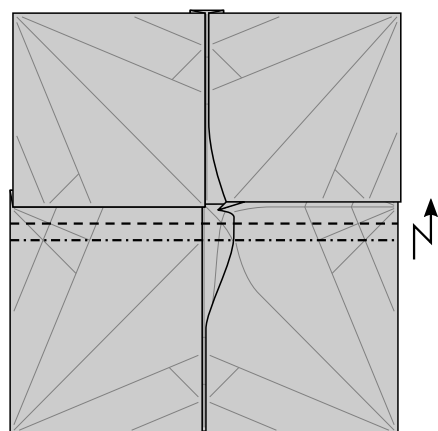
Pleat. It's time.

16.



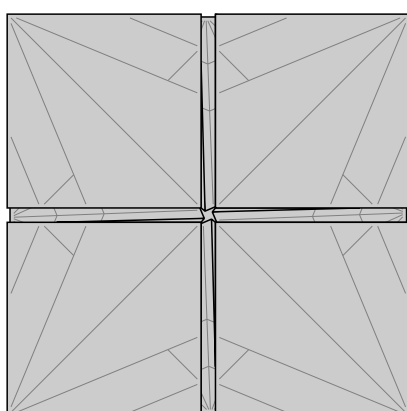
Open up the bottom right pleat.
The pleats will come undone a little.
The model will not lie flat.

17.



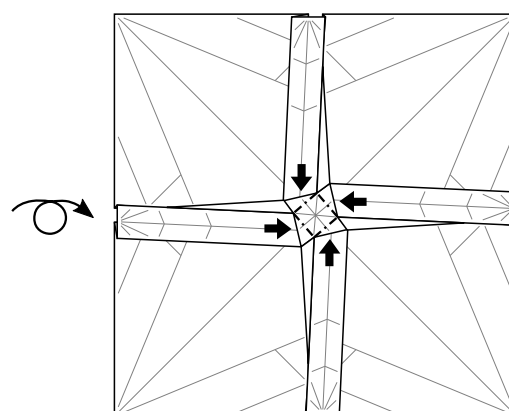
Pleat along existing creases.
The paper may open up a bit.

18.



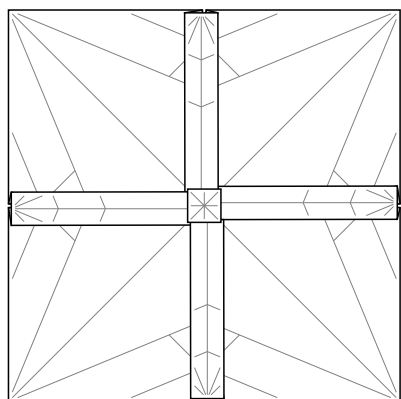
In progress.

19.



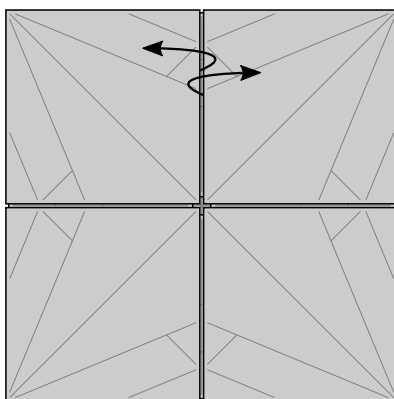
Push the paper inward
and flatten the model.

20.



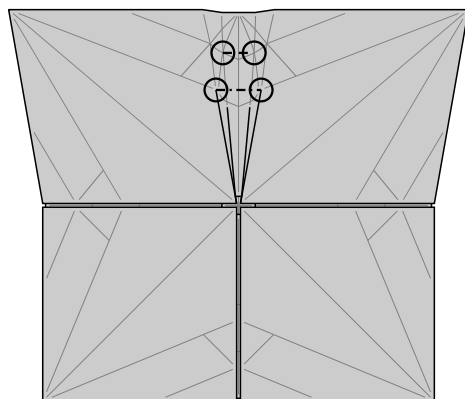
Done.

21.



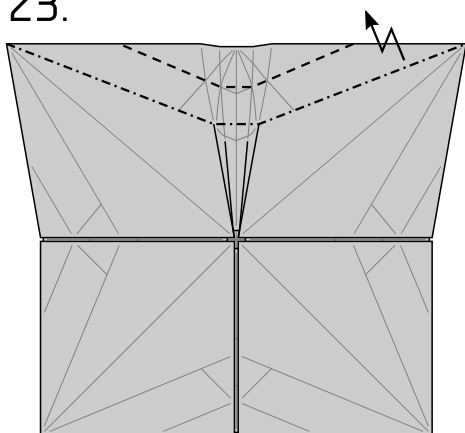
Open up the top.
The model will not lie flat.

22.



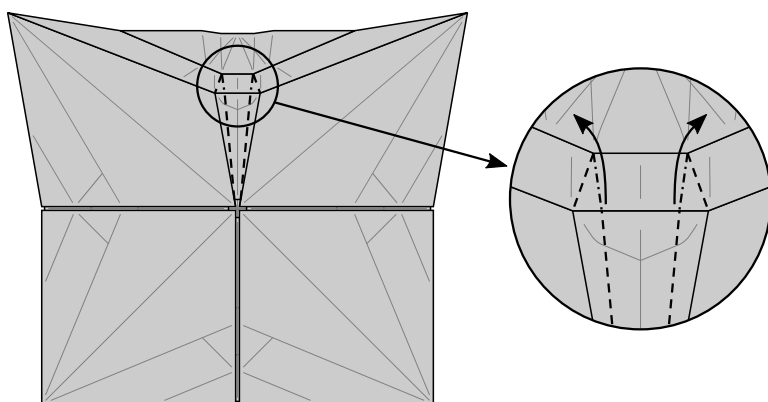
Pinch straight lines
between the intersections.

23.



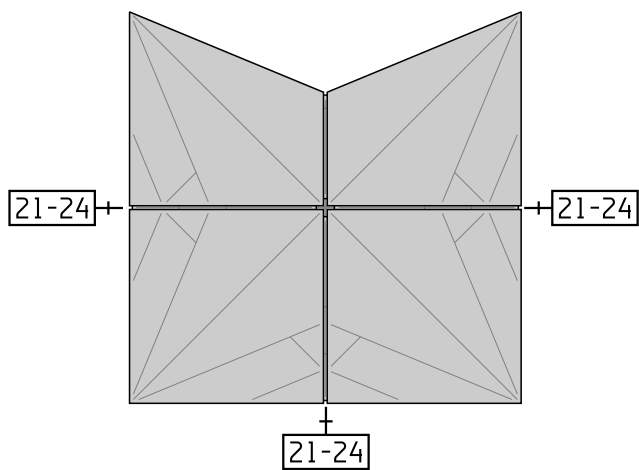
Pleat along existing creases.

24.



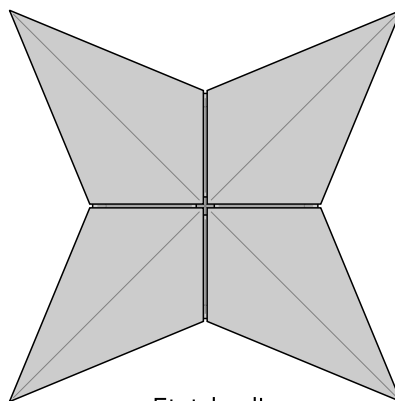
In progress.
Fold the parallel pleats back.

25.



Done.
Repeat Steps 21-24 on the
other three sides.

26.



Finished!