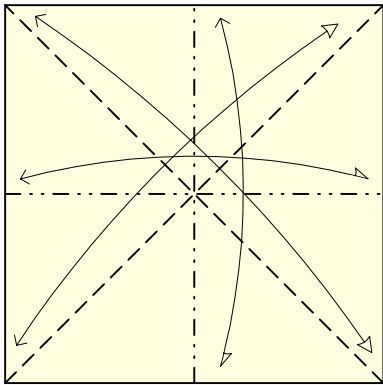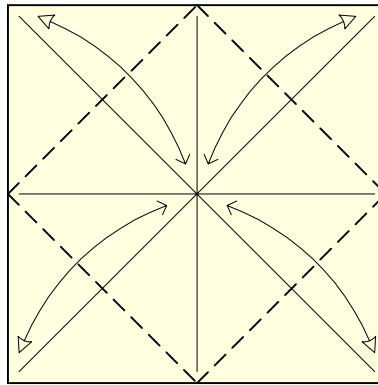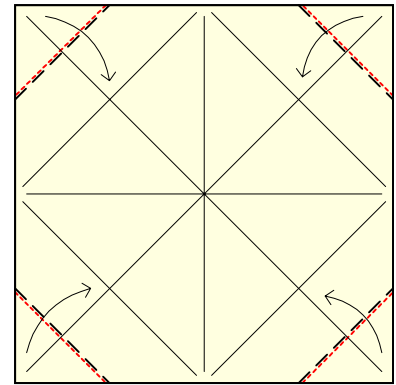# Heart

Lucas Garron

1. Start with a square; white side up. Form two mountain folds orthogonally, two valley folds diagonally, and unfold.
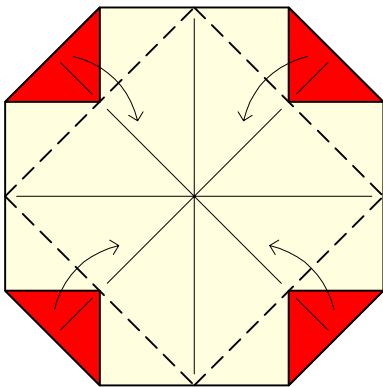
2. Valley-fold the four corners to the center and (un)fold them back.
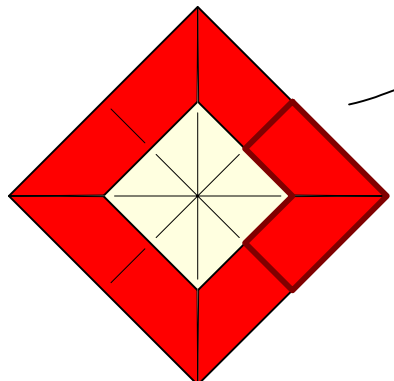
3. Valley-fold the corners in again, to the intersections between the folds from step 2 with step 1.
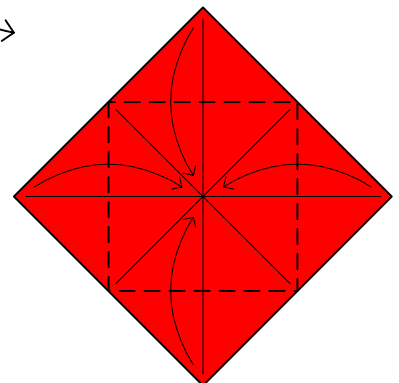Hint: To create a slightly more rounded heart, make these creases barely fall short.
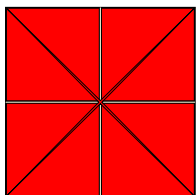
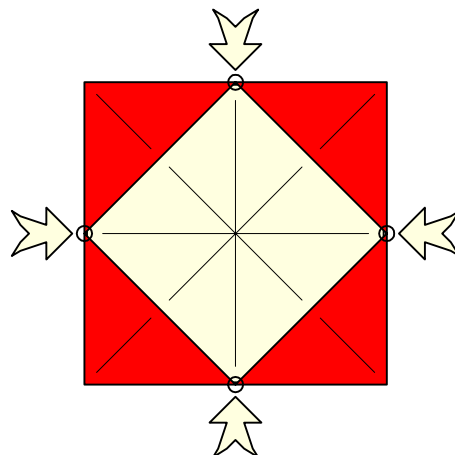4. Refold the creases from step 2, but do not unfold them.

5. Note the four hearts around the rim. These will become the visible surface when you're done. As for right now, flip the model over.
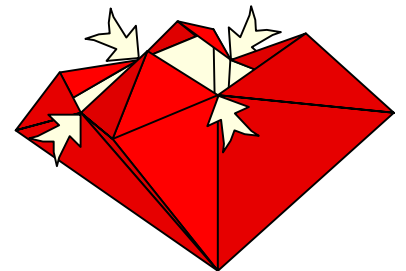
6. This should look familiar; you've done it before; Valley-fold the corners as you did in step four.
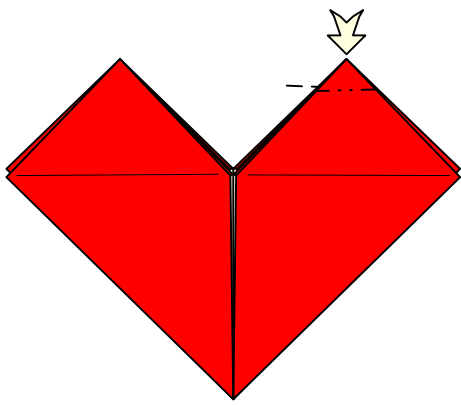
7. Your model should look like this now. Turn it over, and hold it at the middles of the four edges (Thumbs and index fingers work well).
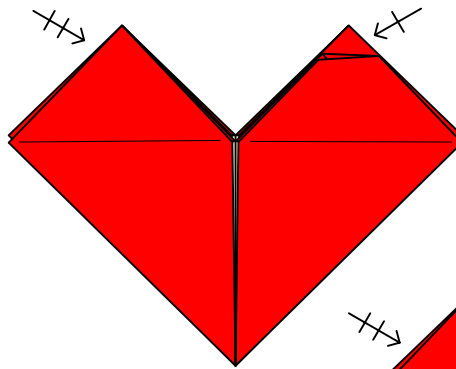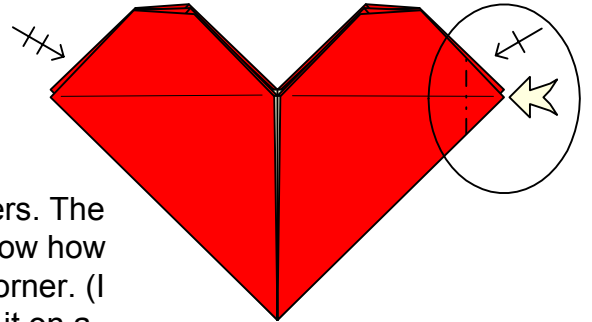
8. Now push the edges together...

9. As shown here in 3-D; And then flatten the model as flat as it can be.
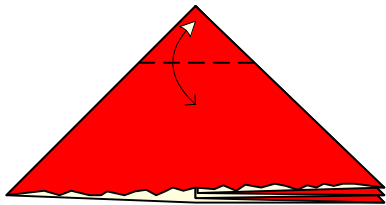
Heart, pg.1
©2005 Lucas Garron

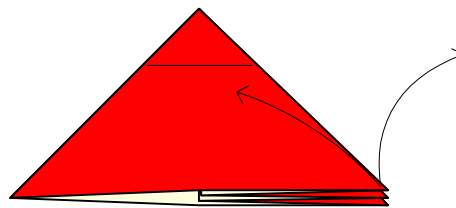10. Inside-reverse-fold the near flap on the right.

11. Repeat on the other flaps at exactly the same height (unless you prefer a more uneven look).
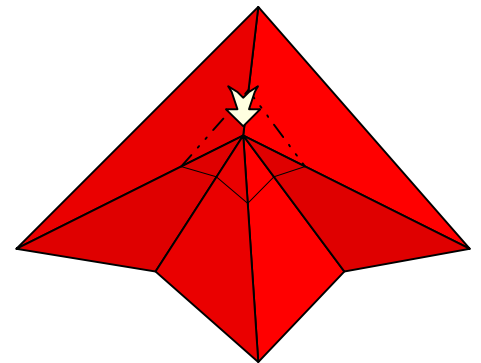
12. Closed-sink the corners. The following substeps will show how to do this, with just one corner. (I suggest that you first try it on a waterbomb base -with the near left flap swung to the right- and then do it on the model.)
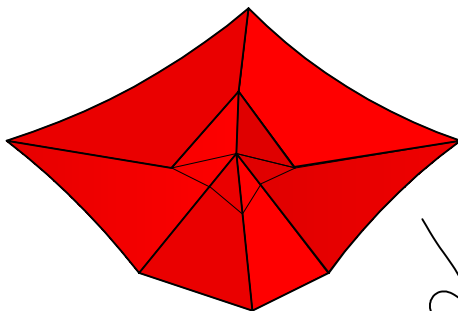
12a. Valley-fold and unfold the top through all layers
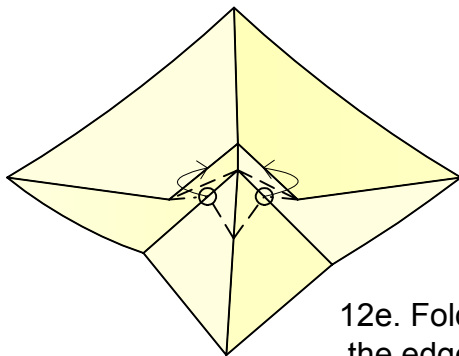
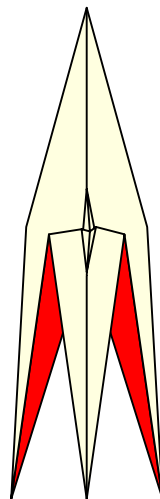12b. Pull the flaps apart.

12c. Invert the top point. <u>Do not</u> make the model lie flat; in fact, don't even add new creases.
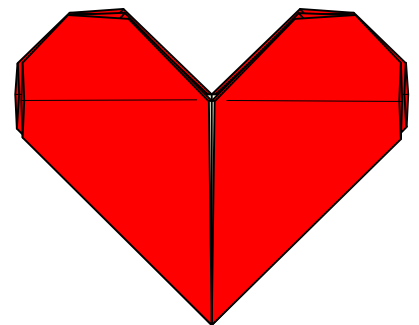
12d. Turn over.

12e. Fold together the middles of the edges of the central square; two on the left, two on the right.

12f. Done. You should have the flaps with which you started, with an additional triangle pointing the opposite direction at the tip.

13. Finished Heart.

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