

SHEIK

By Xenon



"The flow of time is always cruel... its speed seems different for each person, but no one can change it... A thing that does not change with time is a memory of younger days..."



Notes:

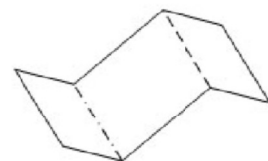
This is my first template made using a model from a 3DS game. These are more detailed than N64 models so I have increased the scale slightly to avoid unnecessarily small parts. But even with more detail, it is still an angular model in places so building using the score and fold method will give the most accurate results.

Being small but detailed I recommend a paper thickness of about 120-180gsm, though you could go thinner if that is your preference. Remember, thick paper is strong but leaves visible edges and overhangs. Thin paper creates less visible seams, but does not give much strength to hollow shapes.

Part Letter List:

- A: 1-15 Arms and Hands
- B: 1-16 Body
- H: 1-18 Head
- HP: 1-14 Harp
- L: 1-17 Legs

Mountain Fold

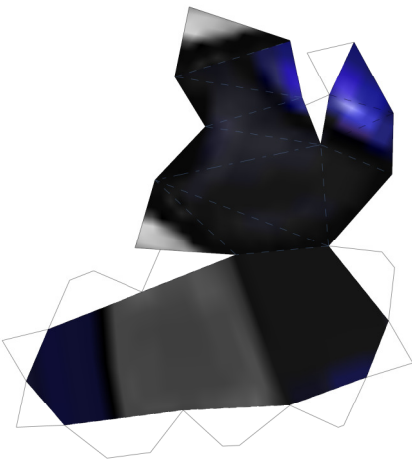


Valley Fold

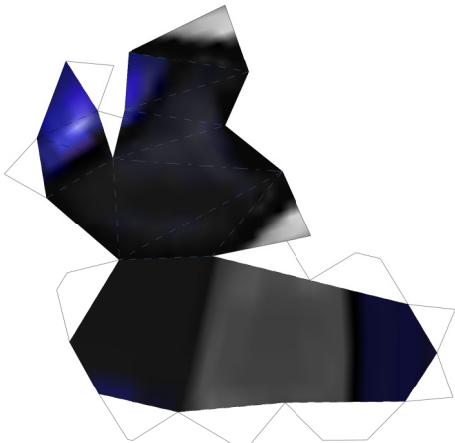
Right and Left Legs



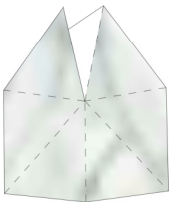
Feet and Head



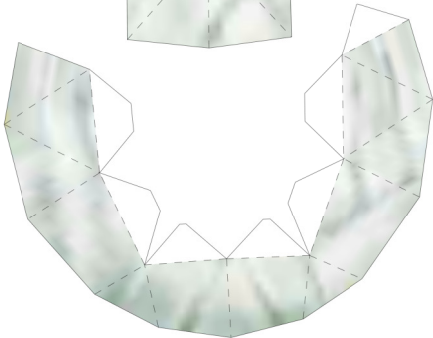
L1



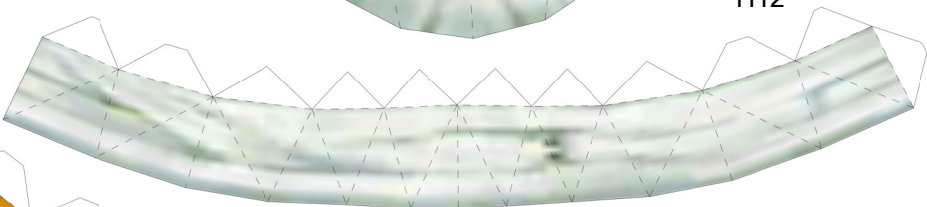
L10



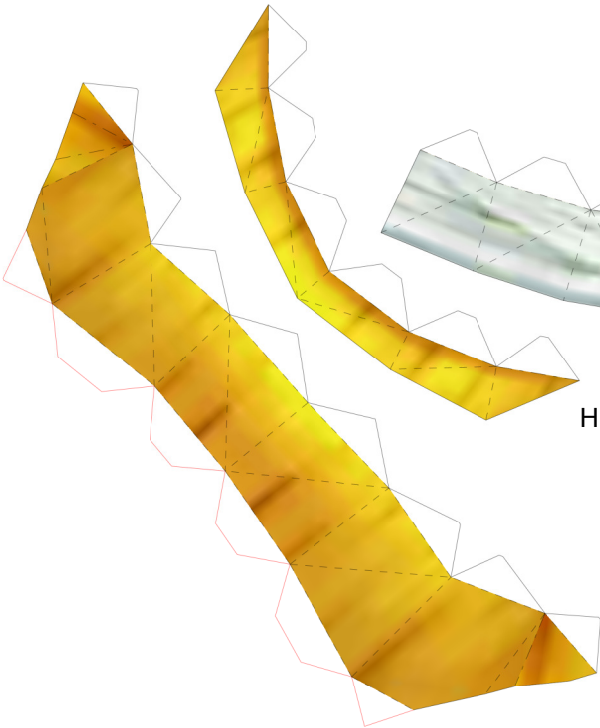
H10



H11



H12



H13

H14



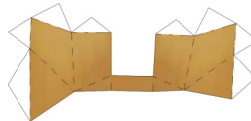
H9



H8

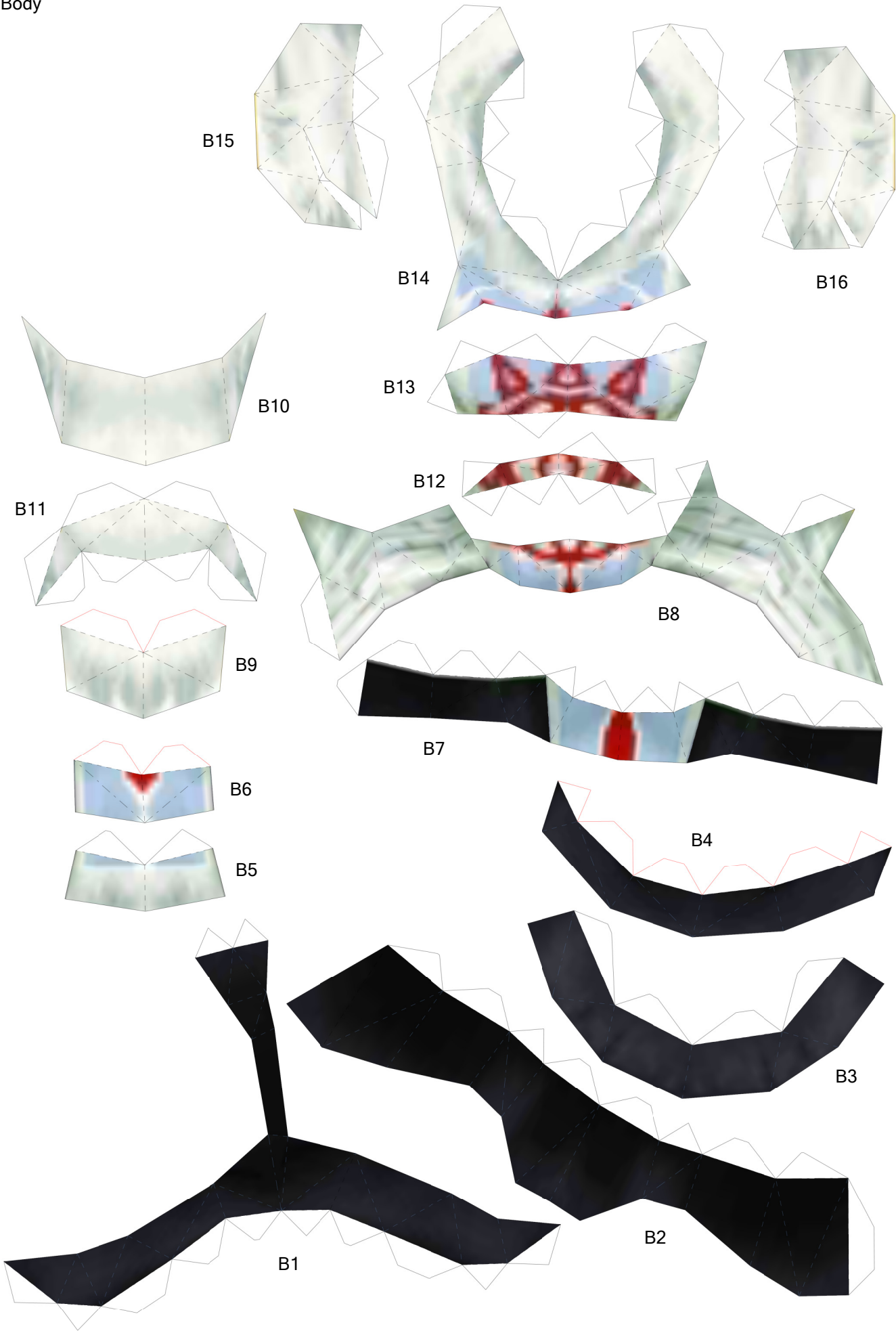


H6

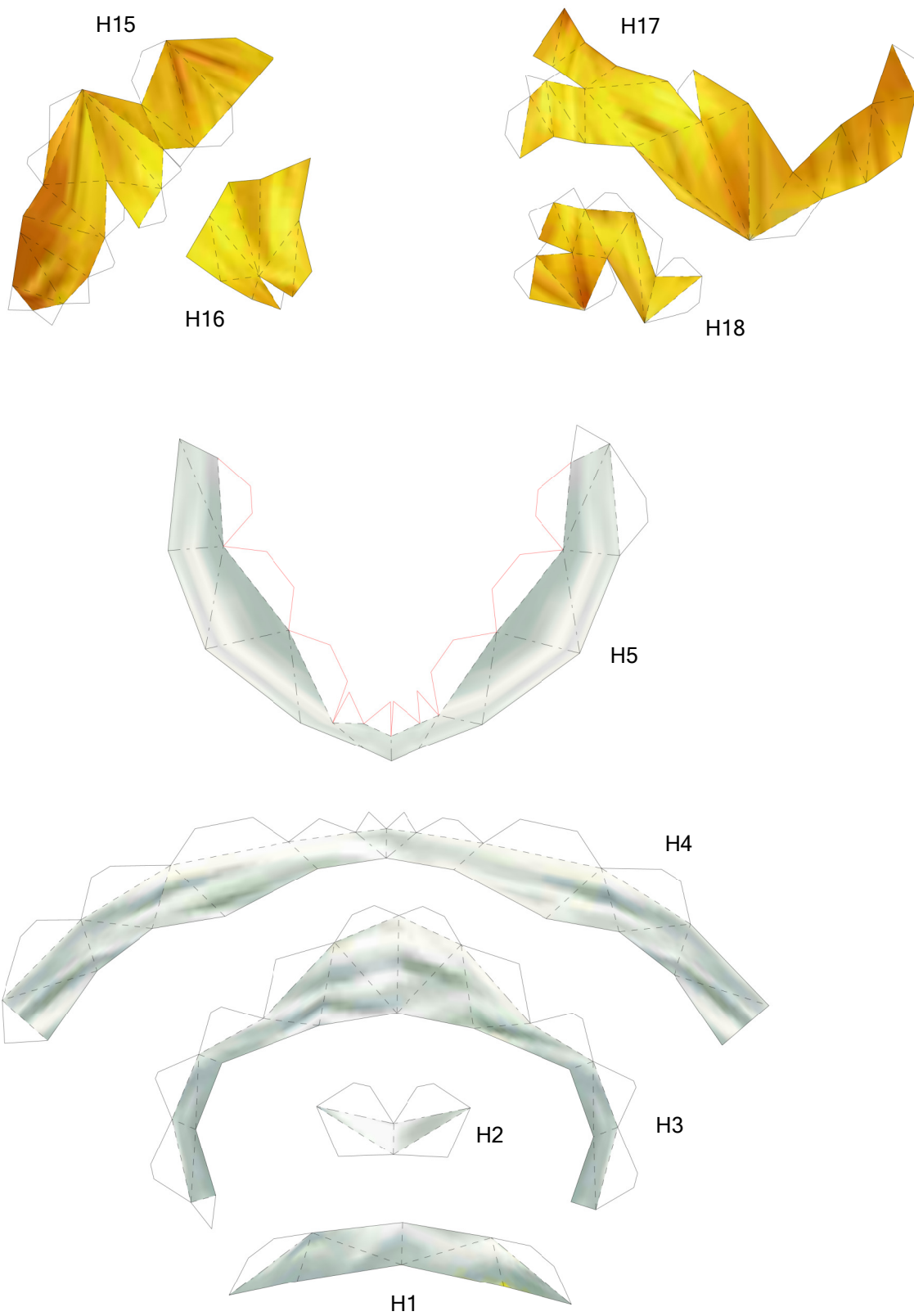


H7

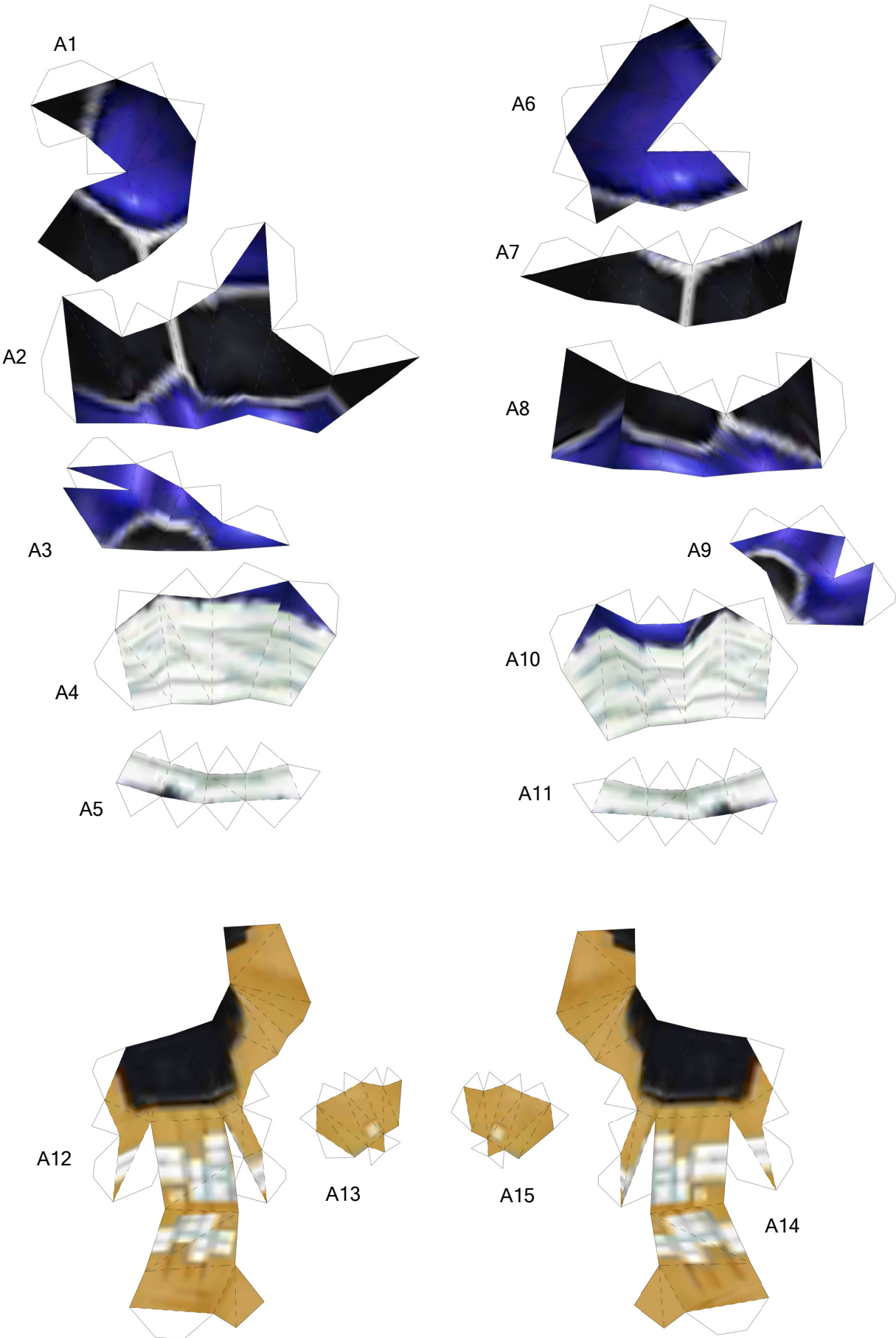
Body



Hair and Collar



Right and Left Arms



Harp

