Paper Hen

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Alien Wall Sculpture



3D Low Poly Alien Pattern

The Truth is out there! Build this wall sculpture of an alien arriving from the 5th Dimension and appearing through your wall.

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Product No: PHSAL01

Instructions

These instructions are in two parts: general instructions, which should be read if you are new to paper craft; and assembly instructions, which describe a suggested order for assembling your model. *Please read these instructions before printing the pattern.*

General Instructions

Tools and Materials

You'll need the following tools and materials to complete this model.

Tools

- Scissors with a blade length of around 3"
- A clear plastic ruler
- Glue spreader (if using liquid glue), which can be bought from a craft shop or you can use a small flexible piece of plastic
- Scoring tool such as an opened paper clip, empty ball point pen, or blunt pair of scissors

Materials

- Paper (card) for the model. Use card which has a grammage of 170-210 gsm (with 210 gsm preferred) and/or thickness of 230-280 micron. Pulp board or craft card is ideal. If your printer supports printing directly onto card then use A4/Letter size card otherwise the pattern can be used as a template. As an alternative you can also reuse existing materials such as old greeting cards and cereal boxes.
- Glue. White school glue (PVA) or a glue stick. If this is your first model then we suggest using school glue since it takes a little longer to dry so giving you time to make small adjustments as you build the model. If you want quicker results then use a glue stick.

Making the model

Introduction

The basic steps needed to build the model are: printing the pattern to the correct size, (optionally) using the pattern as a template, cutting out, scoring and folding, locating the parts and finally gluing and assembling the parts.

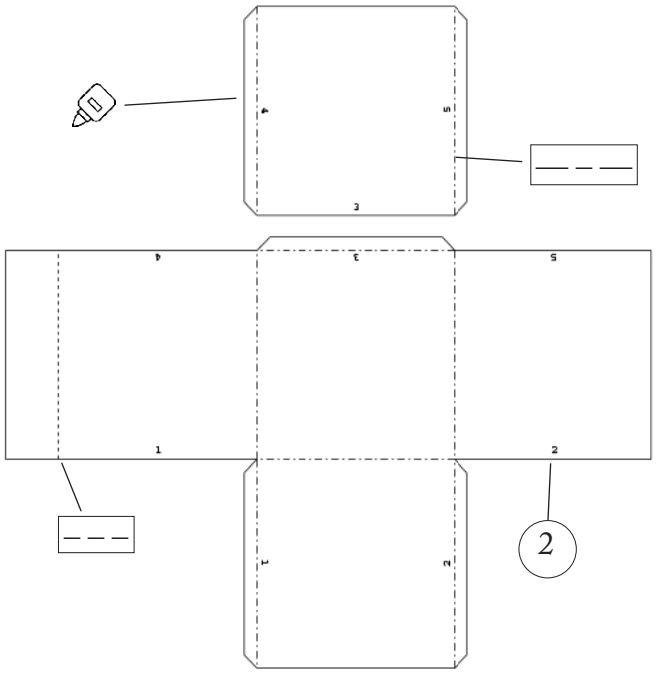
The Pattern

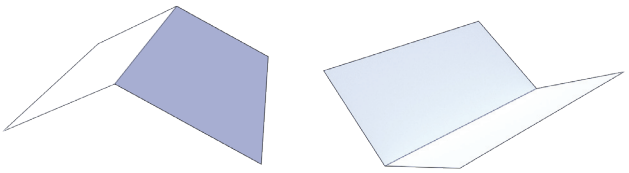
A pattern shows the parts which you glue together to create your model. An example partial pattern with two parts is shown below.

The parts have gluing tabs and edge numbers which show how to assemble the model.

Each part also has a variety of line types and symbols:

- Solid lines, which show where to cut.
- Even dashed lines (– – –) , showing ***hill*** folds where the card is folded downwards
- Uneven dashed lines (— – —), showing ***valley*** folds where the card is folded upwards
- A Glue symbol placed on a tab showing where to glue. Note that the whole tab is glued. Tabs always end up on the inside of the model
- A Scissors symbol which may appear inside a shape showing a section to be cut out. A craft knife will be required to cut this out.





Hill fold *Valley fold*

Printing

The pattern is full scale and should be printed using the `actual size` option on your printer and not the `scale to fit` option. There is a 100mm guideline on each pattern page so that you can check that it has been printed to the correct size. If you print the pattern at a reduced scale then this line can be used to check that your scaling is correct (e.g. the line will be 75mm if the pattern has been printed scaled by 75%).

Use A4 or US Letter size when printing.

Depending on your printer and the card you have chosen for your project, you can either print the pattern pages directly onto the card; or print the pattern onto normal paper and then use this as a ***template*** for your card. If printing directly onto card make sure that you follow the instructions for your printer.

Using the pattern as a template (optional step)

When using the pattern as a template, the model is built so that the template is on the *inside* of the card and the tabs are also glued on the inside. This leaves the outside of your model with a smooth surface.

- After printing the pattern on normal paper, trim them roughly to size and arrange them on your card
- Glue the template pieces to the card then continue with the instructions below

Cutting out

The pattern parts need to be cut out accurately.

- Using scissors cut out the parts along the solid lines mak-

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ing only short cuts with the card positioned near the scissors hinge as you go.

Since most models are symmetrical there will be two of each part - one being a mirror image of the other. Keep each pair together to make it easier to find them during assembly.

Scoring and folding

Scoring puts a dent into the card so that it folds more easily and makes the edges of the model clean and sharp.

Use a tool with a fine but blunt point such as the nose of a pair of scissors, or an opened paper clip held at an angle of about 30°. The idea is to crease the surface but not to cut it.

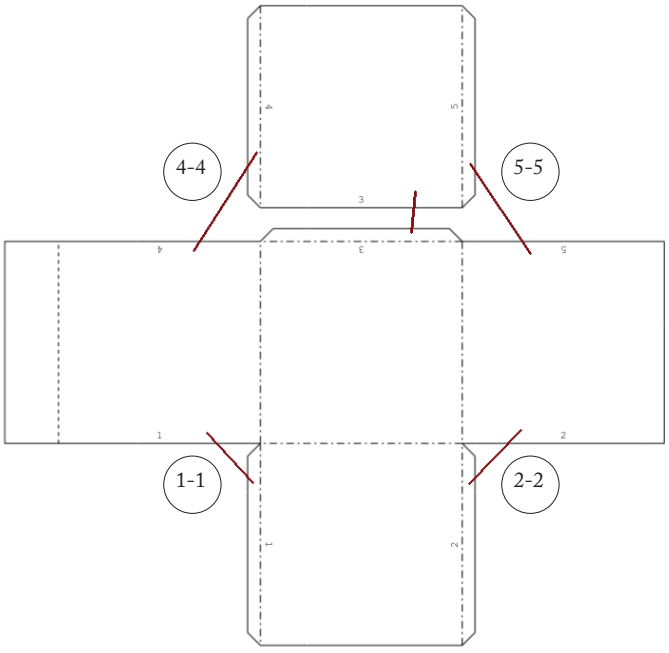
- Line up your ruler with each fold line in turn and score along it's full length using the rules as an edge. All fold lines should be scored.
- After scoring, fold the edge as either a valley or hill fold as required. For valley folds it's better to fold as a hill fold first and then fold in the opposite direction to give a sharper valley fold.

It is a good idea to practice scoring and folding on some scrap card beforehand.

IMPORTANT NOTE: if you want to create a model with the pattern on the inside surface then folds should be interpreted in the opposite sense - even dashed lines should be interpreted as valley folds and uneven dashes as hill folds.

Locating the parts

Each join point on the pattern has two corresponding numbers - one on the tab side and one on the edge side. So for instance, tab number 2 joins with edge number 2. The model is constructed by joining corresponding tabs to edges as shown in the example below.



Joining edges to tabs

Gluing and Assembly

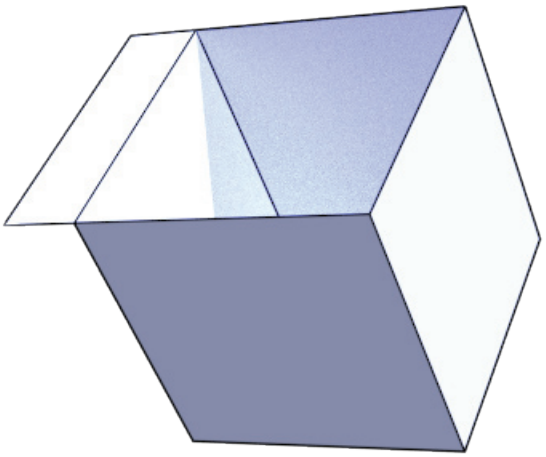
Assemble the model parts in the order suggested in the next section, Assembling the Model.

- Before gluing, test fit each part so that you know how they will eventually fit together
- Place a line of glue along the full length of the tab. For liquid glue use a glue spreader and spread the glue out to cover the whole tab in a thin layer
- Join the tab and edge together whilst the glue is still wet, positioning them so that both fold marks are exactly aligned
- Pinch the join together with your fingers for a few seconds to allow it to bond
- Let the joint dry for a minute or so before moving onto the next one.

NOTE: Assemble the model by gluing one tab/edge at a time, allowing it to dry sufficiently before moving on to the next edge.

Finishing off

After assembling your model, you can paint or decorate it in any way you wish. Visit our web site `www.paperhen.com` for examples.



Completed example

Contact us

If you have any questions then contact us at

`info@paperhen.com`

Get social by sharing your completed model with others on

Facebook at our page `www.facebook.com/paperhen`

Twitter using our name `@paperhen_chris`

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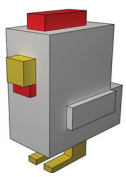
Thank you for using our designs!

Christine



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Assembling the Sculpture

Score and fold so that the pattern and tabs are on the *inside* of the completed sculpture.
Follow the build sequence as described in the following diagrams. These show the pattern parts and the corresponding position on the sculpture.

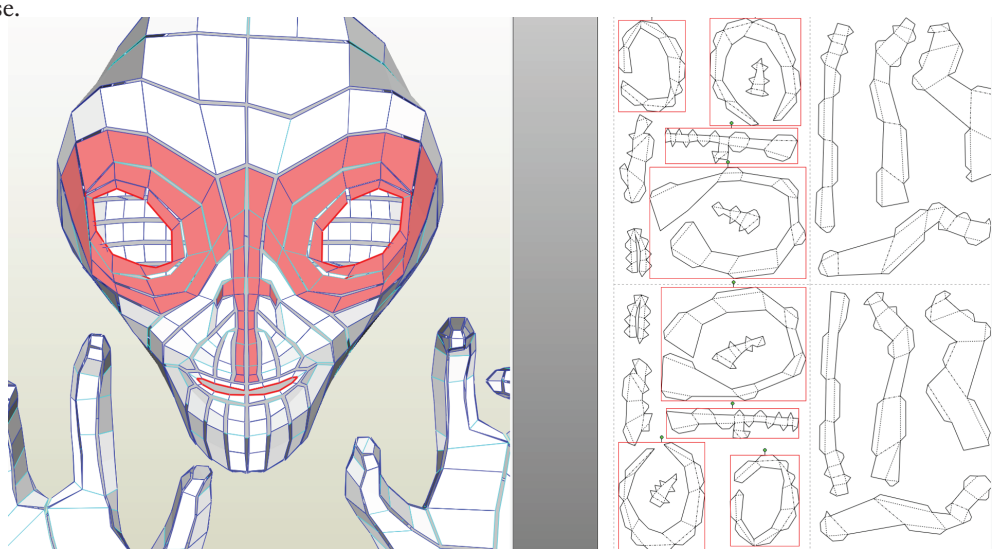
Build sequence

The Alien sculpture comes in four parts: the head, eyeballs, and two hands. The head is symmetrical with left and right parts arranged on corresponding pages on the pattern.
The head is built by starting with the eye region, then the face and finally the back and sides of the head. The eyeballs are glued to the inside of the head before closing it.
The hands are built by making each finger separately and then joining these together; finally closing the back of the hand.
Assembling the sculpture in this way gives you more working space to press the joints together from inside the sculpture.
You may find that a narrow tool is useful to get into spaces where your fingers would be too large. A crochet or knitting needle is ideal for this.

The Head

Start on the Eyes

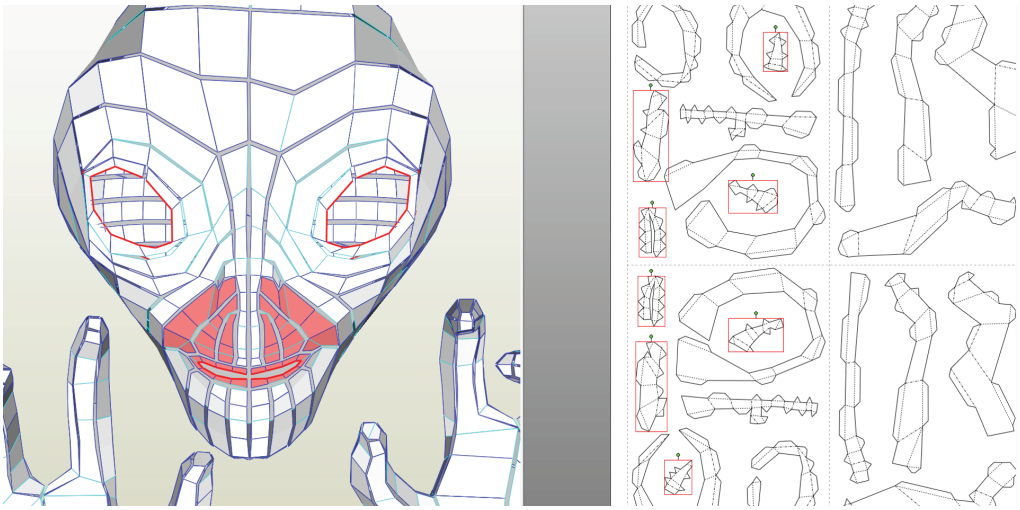
Locate the parts for the left and right eyes on the pattern.
Starting with the inner eye loop assemble and glue each eye region separately. Attach the nose strip before joining the two eye regions together at the nose.



Eye region

The Mouth and Upper lip

Locate the parts for the upper lip and mouth. Attach these strips one at a time starting with those closest to the nose.



Mouth and upper lip

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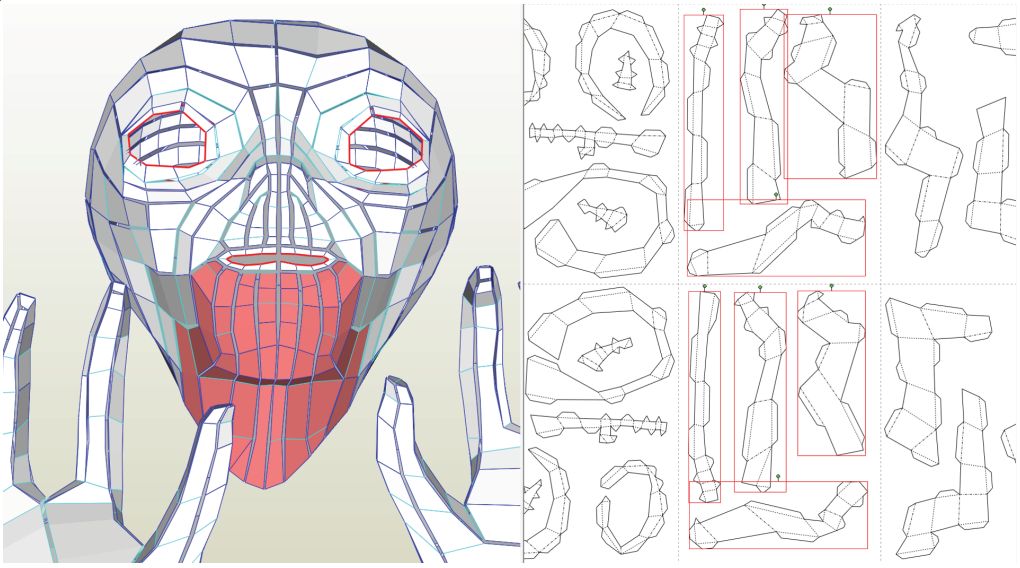
Chin and neck

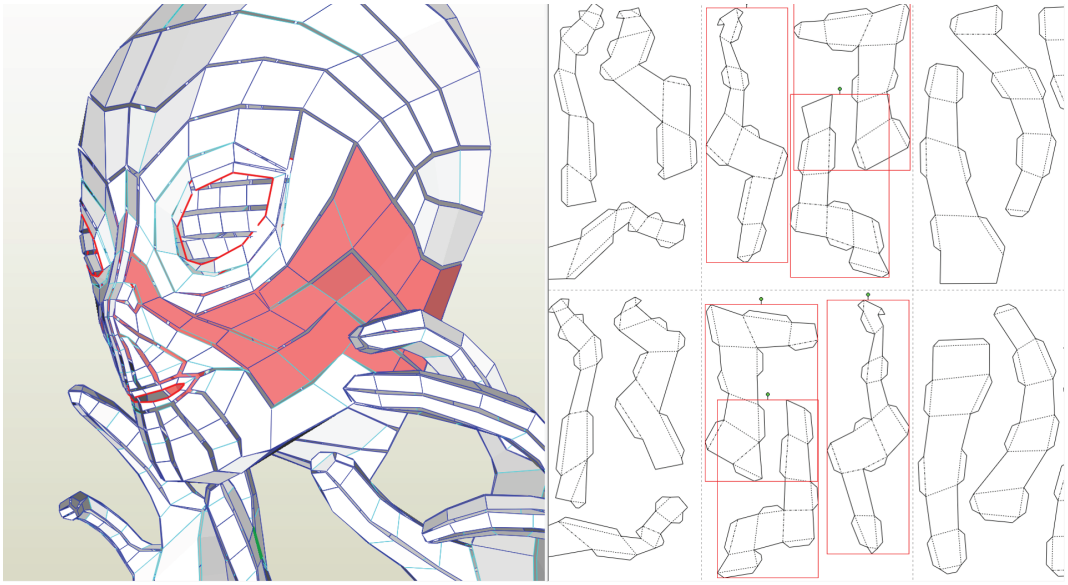
Locate the parts for chin and neck. Starting with the strips nearest the centre of the mouth, glue these together to form the region shown in the diagram.



Chin and neck

Cheeks and side of face

Find the parts for the cheeks and side of the face. Starting with the part which attaches to the nose, build the cheek region on each side of the head.



Cheek and face side

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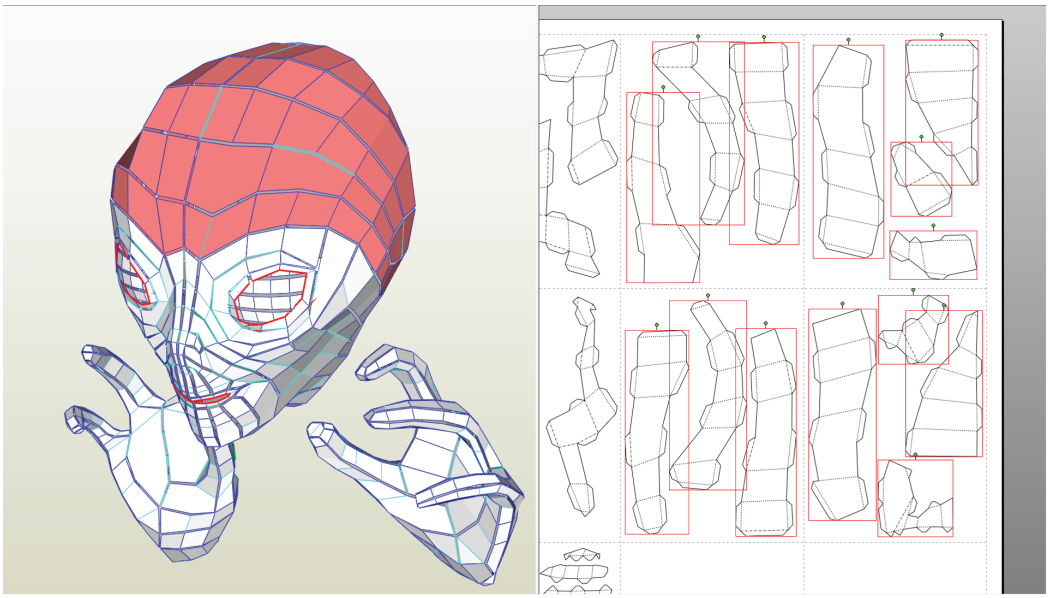
Top of the head

Complete the face by attaching the parts for the top of the head. Start with the strips closest to the eye region and attach these one at a time, finishing at the ears.



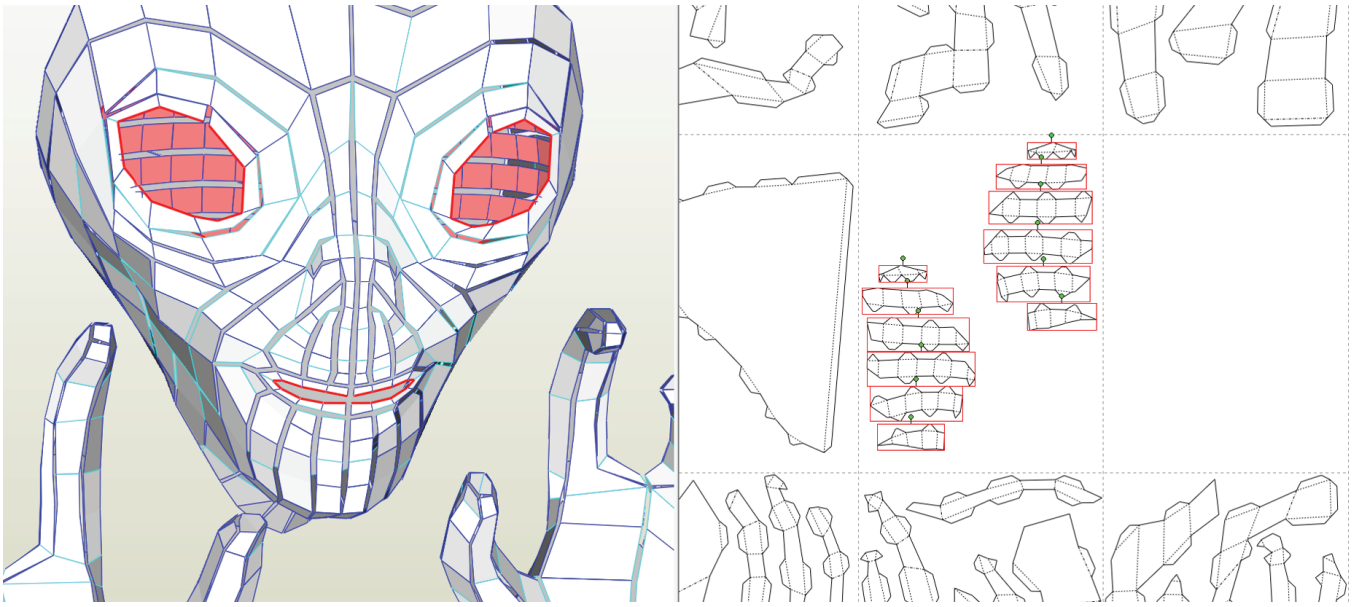
Top of head

The eyeballs

The eyeballs are created by gluing together a curved surface and then attaching these to the inside of the head at an angle which you prefer. Rather than using tabs, the eyeballs are simply glued in place into the head.

Locate the parts for each eyeball and build separately.

From inside of the head, run a line of glue around the open eyelids and gently hold the completed eyeball to the glued area. You may find that holding them in place with some sticky tape helps whilst the glue dries.



Eyeballs

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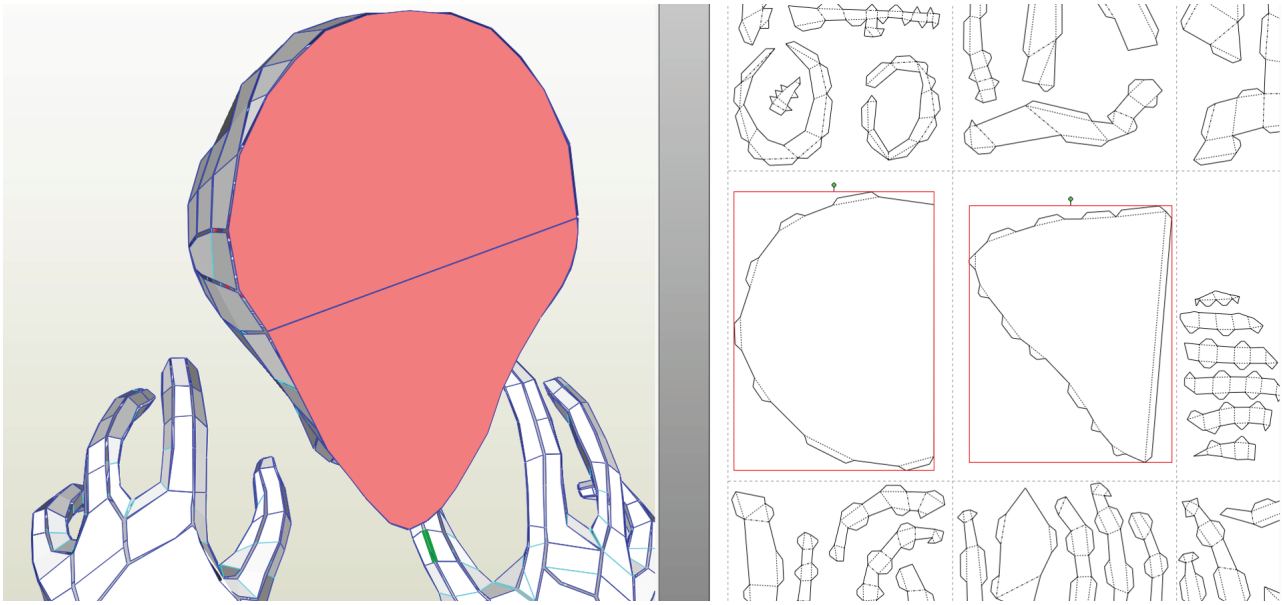
Attach the back of the head (flat parts)

The final step for the head is to attach the flat back surface. This is the surface which is mounted against a wall using a nail or pin for instance.

The back is made in two parts making it easier to attach it to the head.

Start with the top piece. *Before gluing it to the head, make sure that you have created a hole in the position shown on the pattern; this is so that the head can be fixed to a wall using a pin for instance*. Starting with the tabs nearest the top of the head, glue each tab in turn until the top section is complete.

Now attach the bottom piece but this time start with the tabs nearest the bottom of the head. Finally glue the centre tabs together.



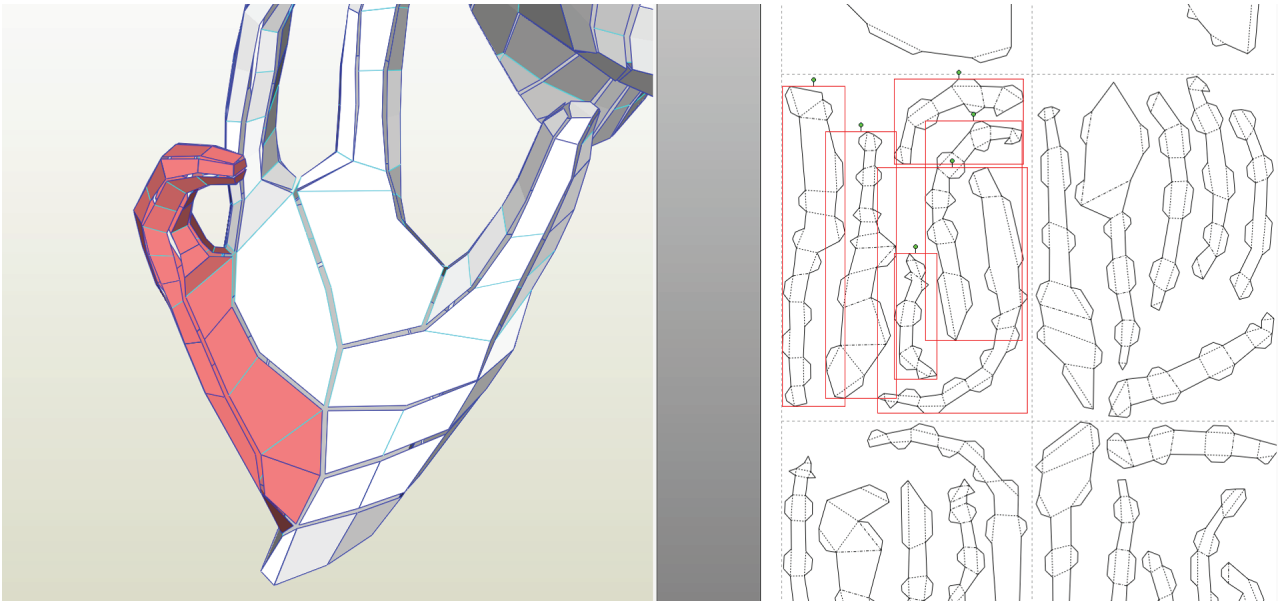
Flat back

At this stage you should have completed the head.

The Hands

The pattern is arranged in a way so that all parts for each finger are on the same page, and consecutive fingers follow on consecutive pages. These instructions describe how to build one finger. Build the other fingers in the same way.

Each finger is built in turn and then the completed fingers are joined together to form the hand. Finally the hand is closed with a flat surface piece which is then fixed to a wall for example.



A finger

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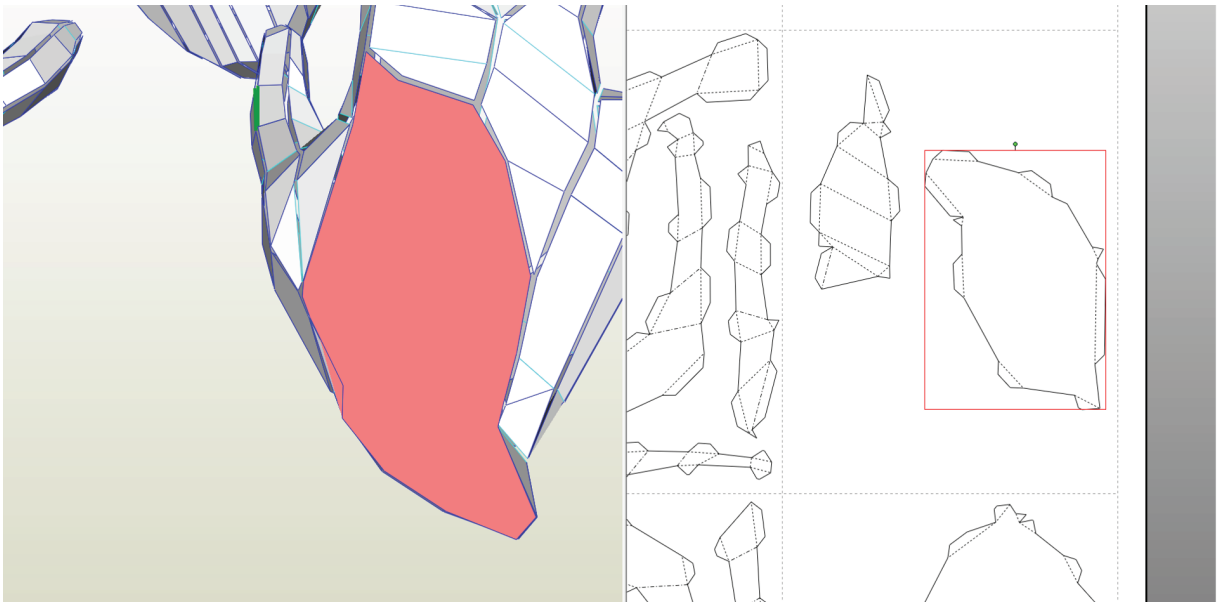
Locate the parts for the finger. Start at just below the tip of the finger and glue each strip together forming a 'fan' of strips. Now work downwards and around the finger, gluing each tab in turn. The finger will gradually take form as you work from the tip to the base.

Close the hand

The final step for the hand is to close the sculpture by attaching the flat surface piece.
Before gluing the flat part, make sure that you have created a hole at the position shown on the pattern.
Starting with the tabs nearest the fingers and working towards the bottom, glue each in turn. You may find that using tape to temporarily hold the part in place helps.



Flat back

Your Alien sculpture is now complete and just needs to be attached to the nearest wall!

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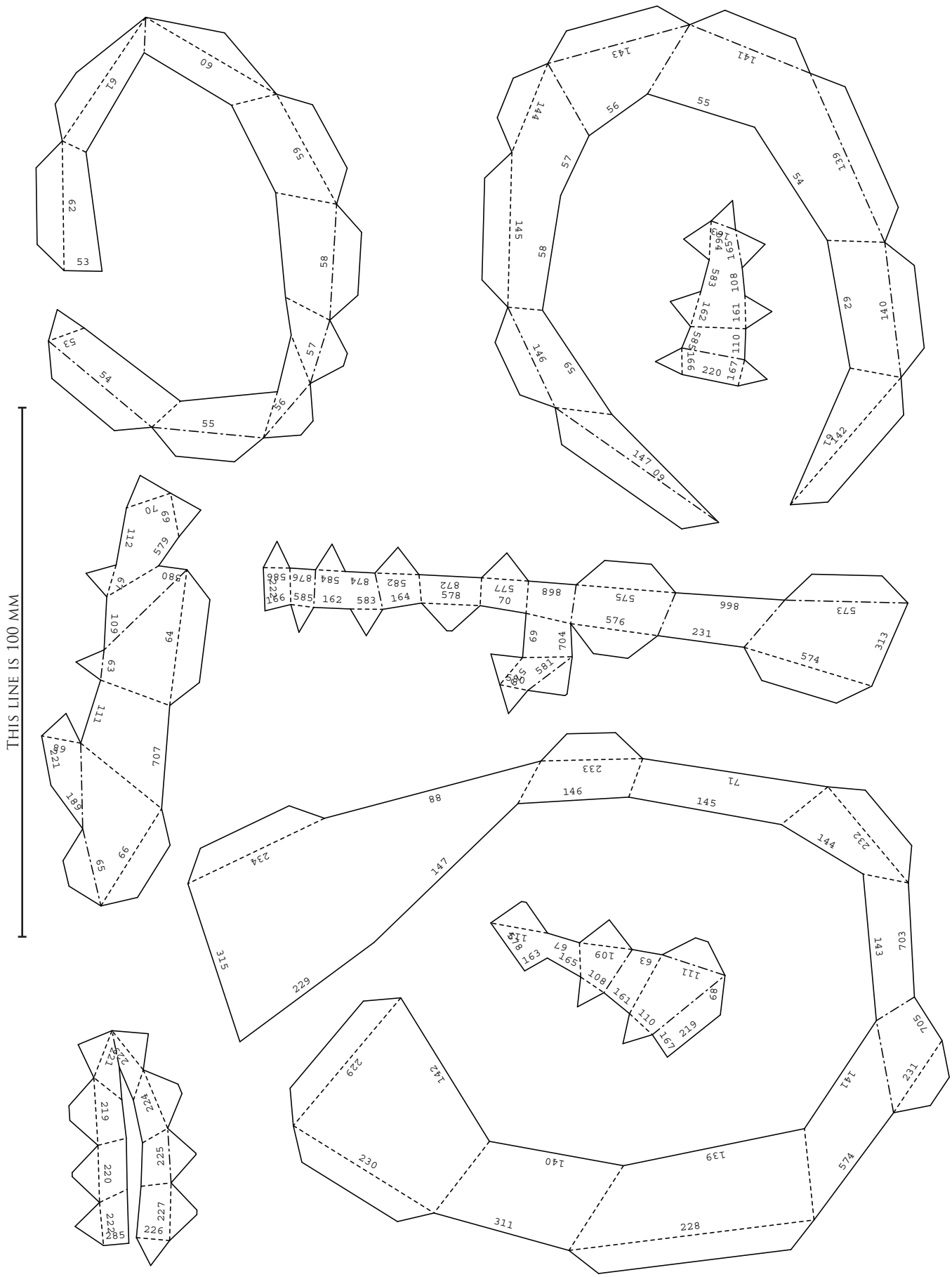

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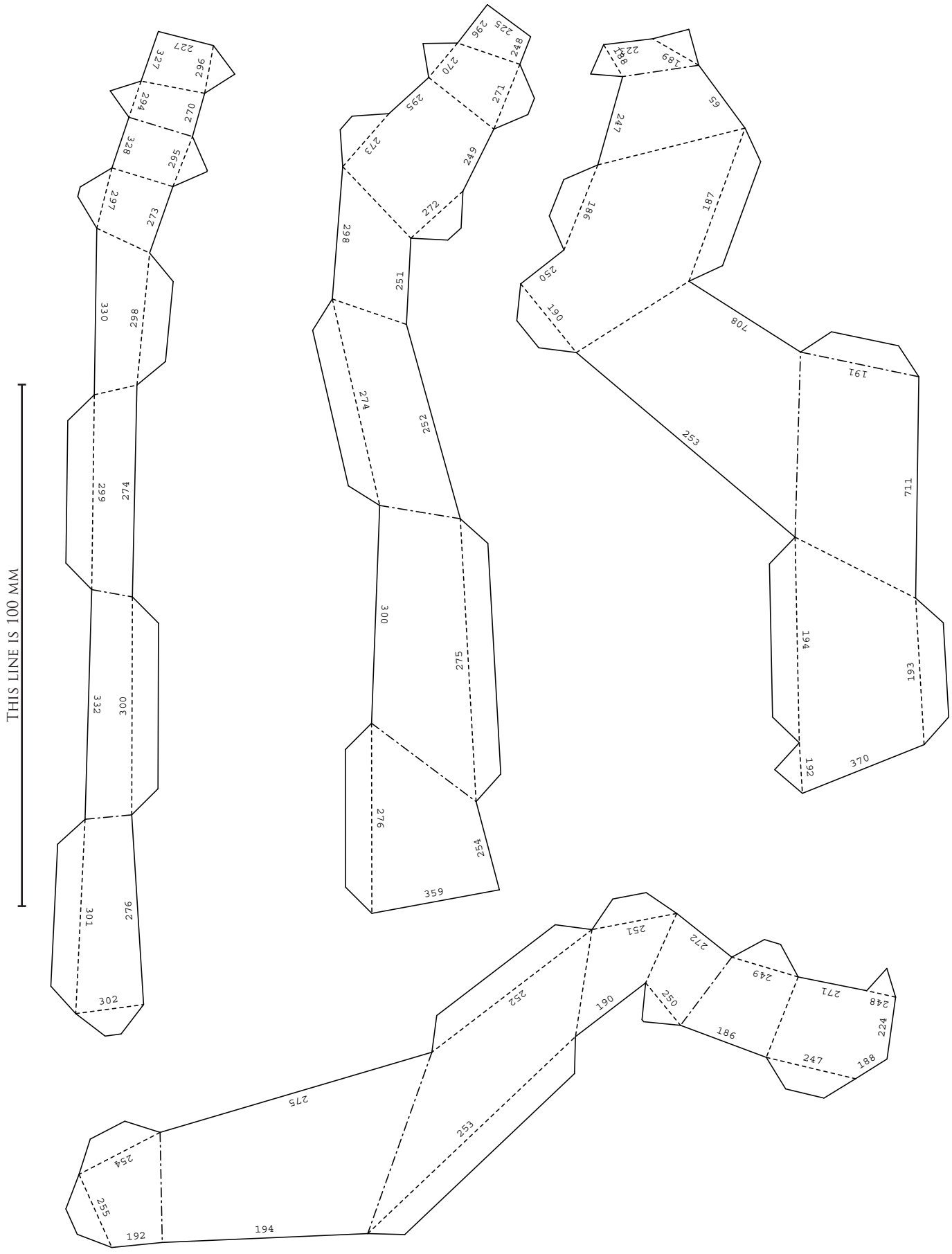

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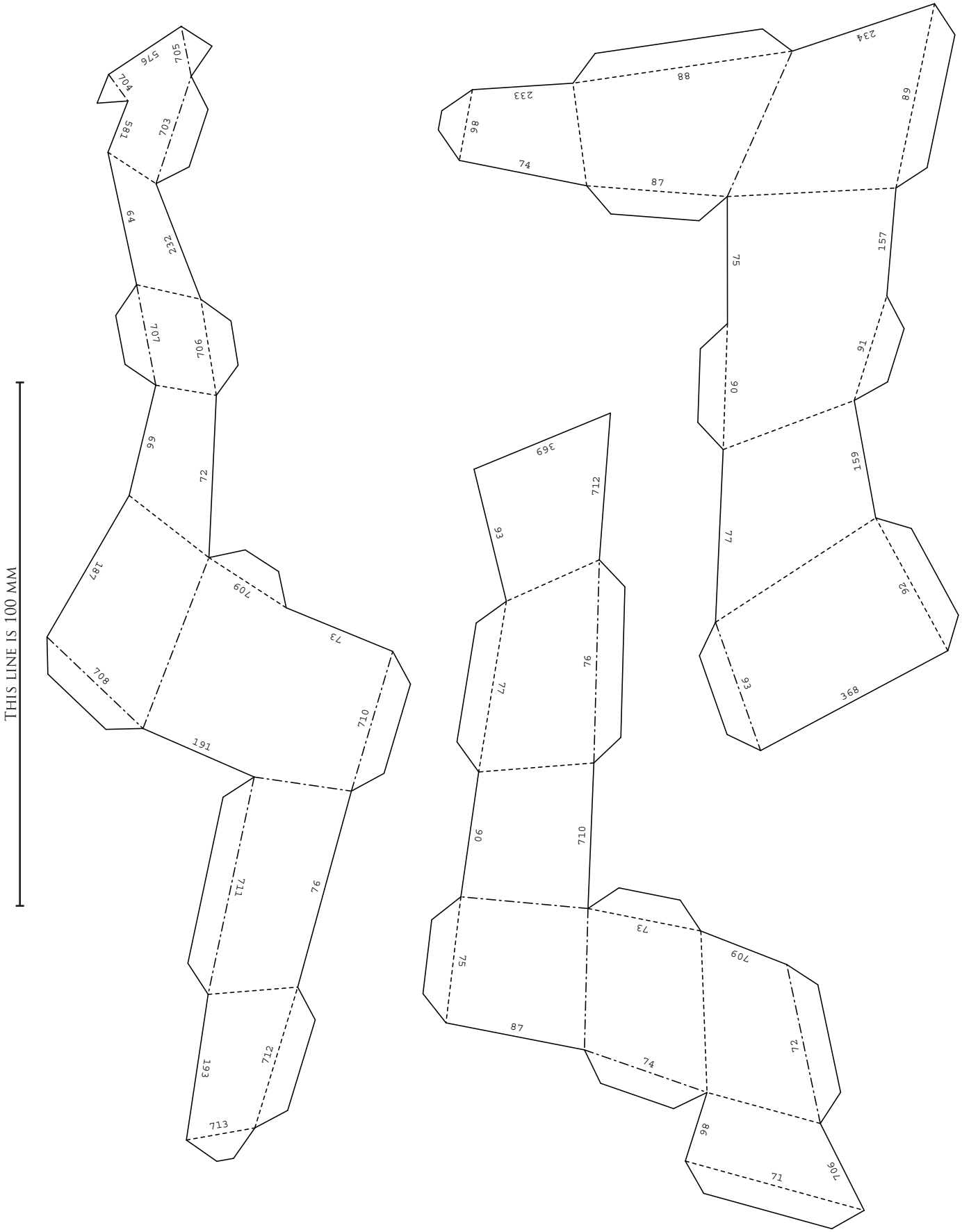

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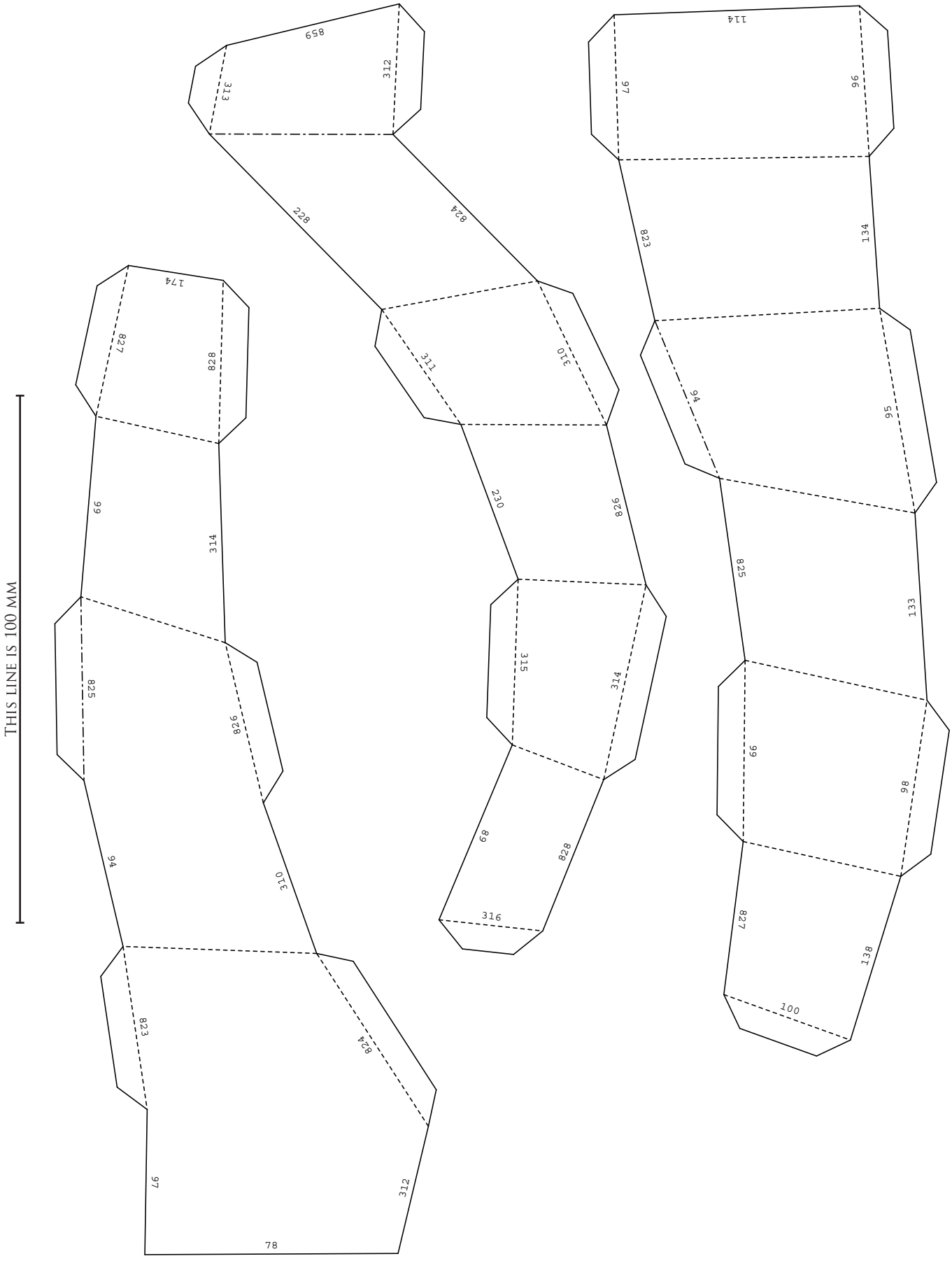

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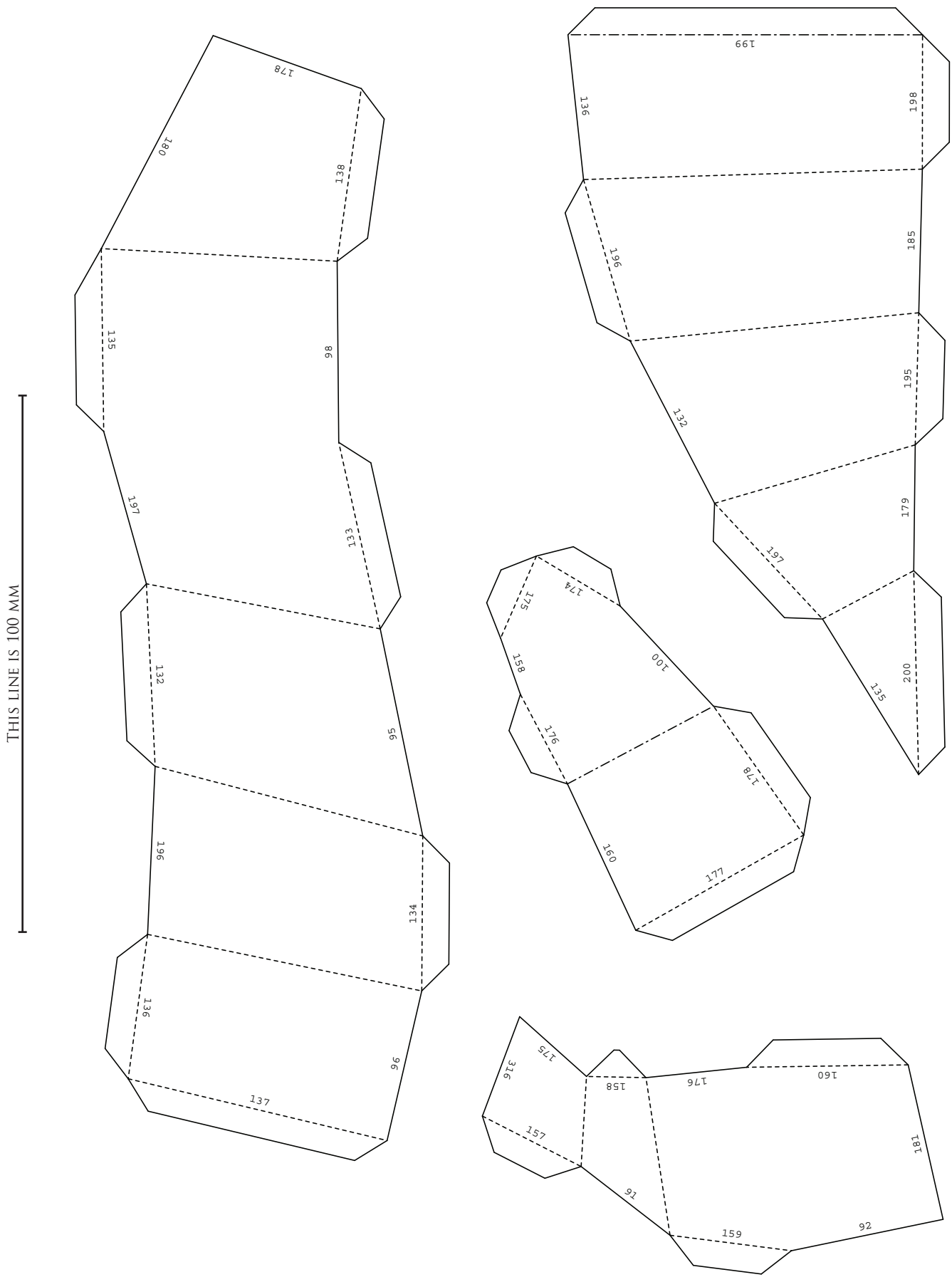

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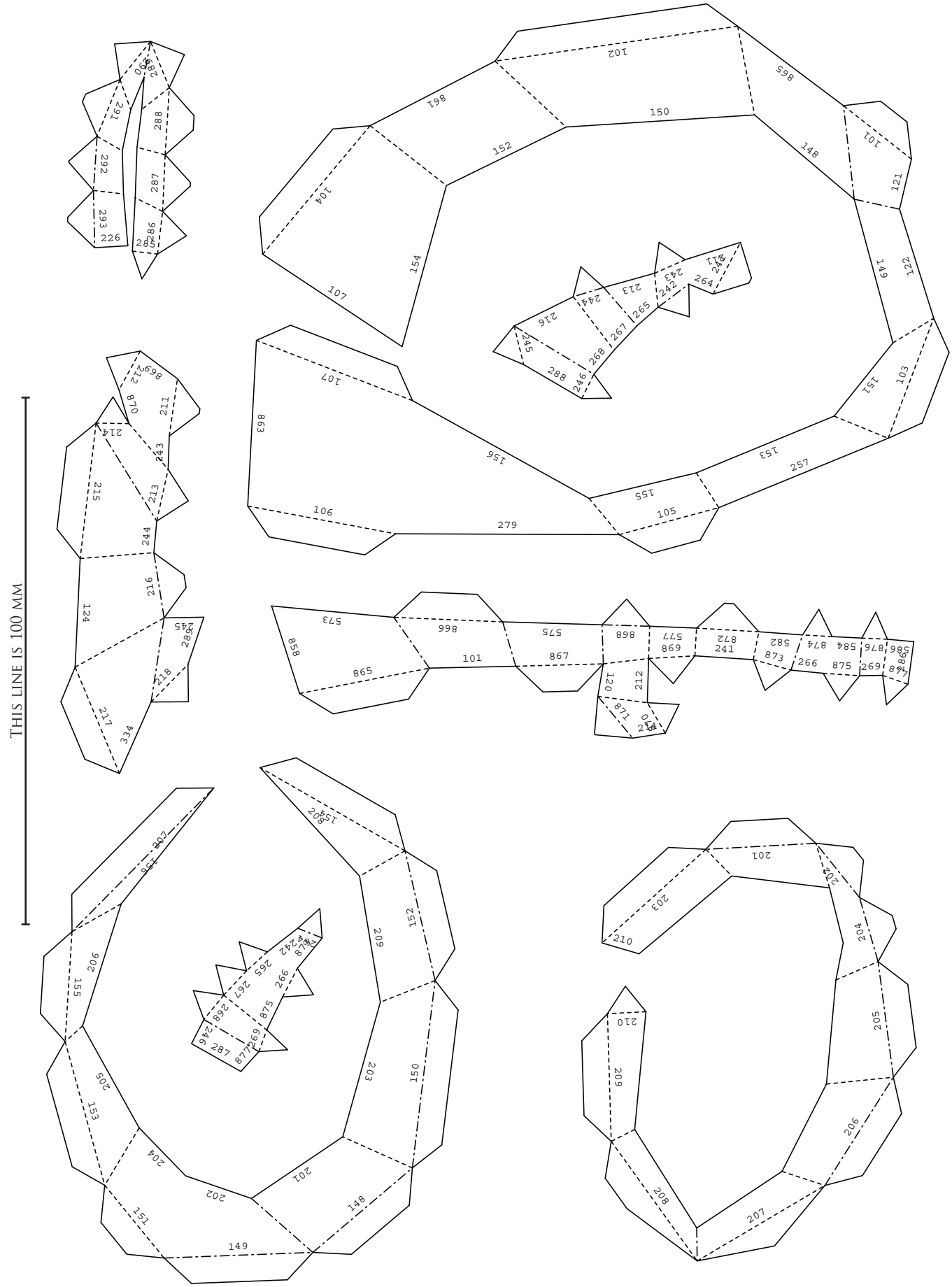

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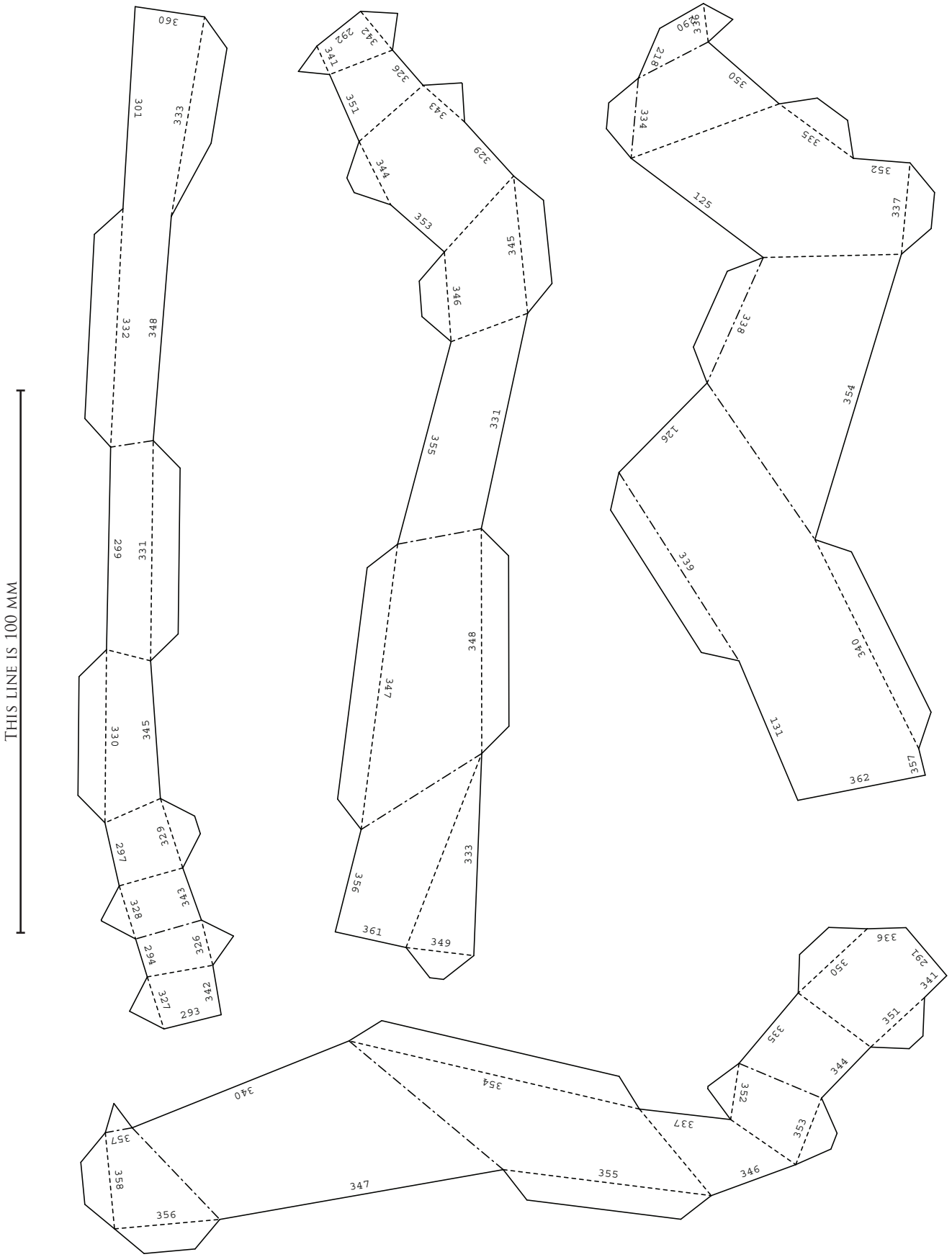

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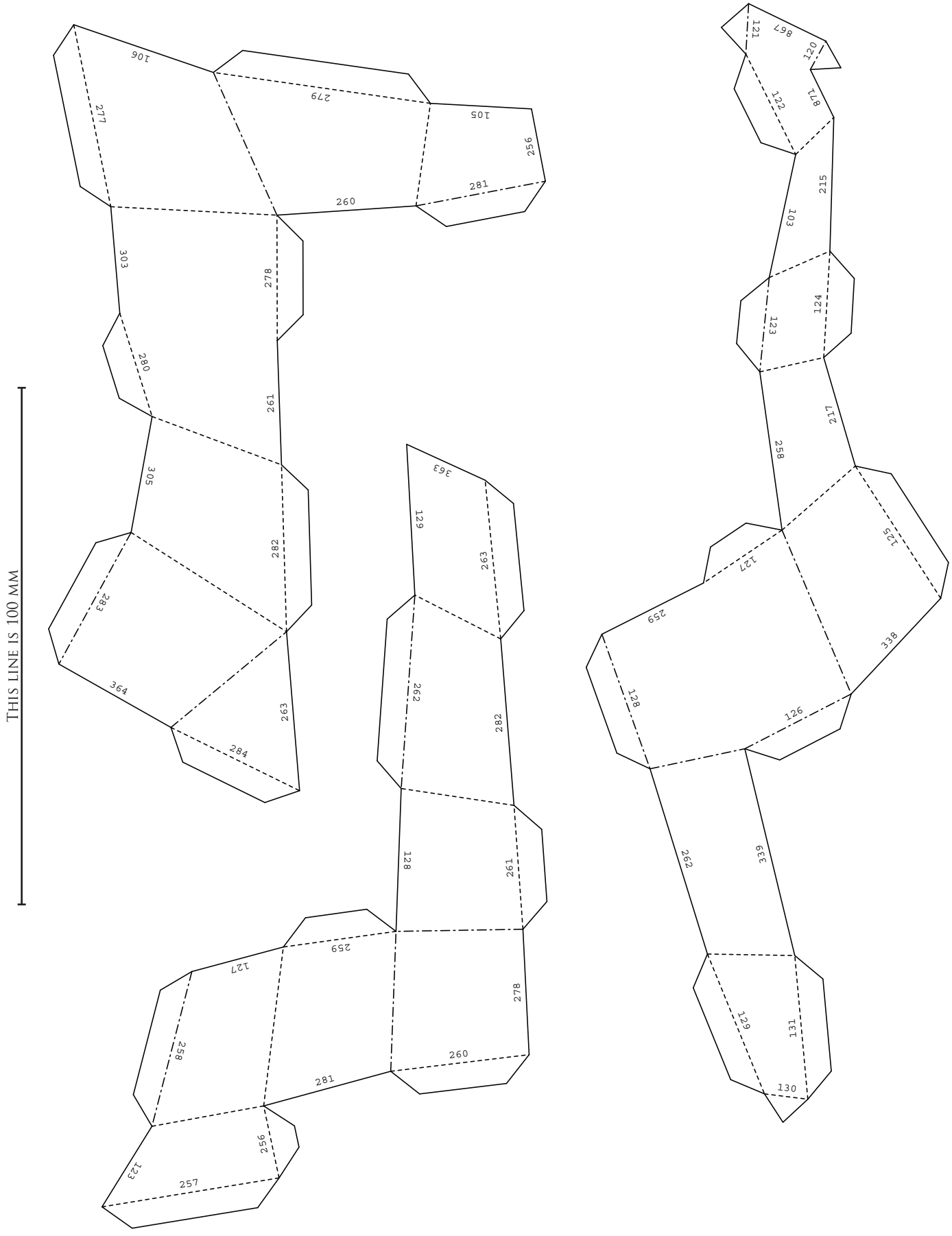

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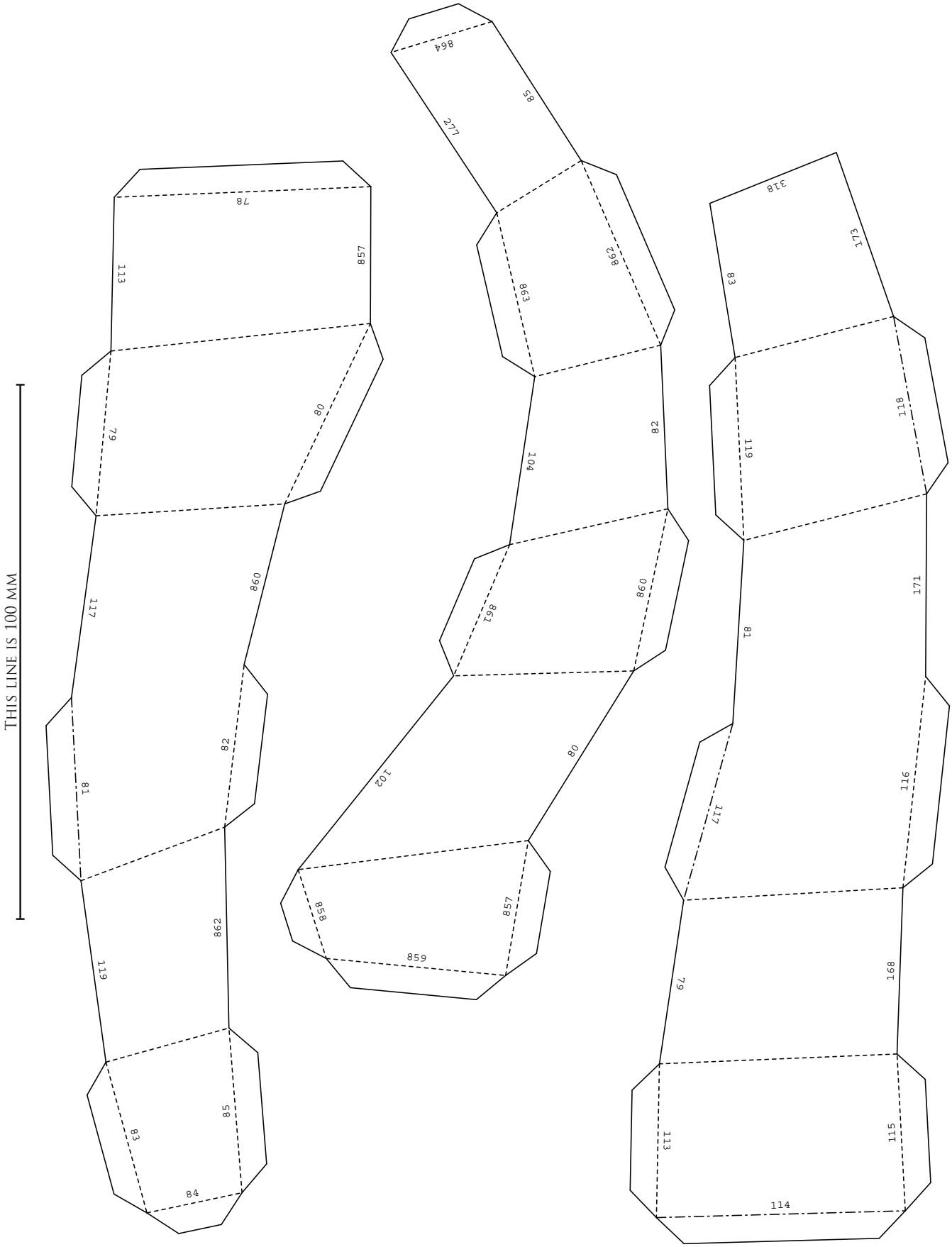

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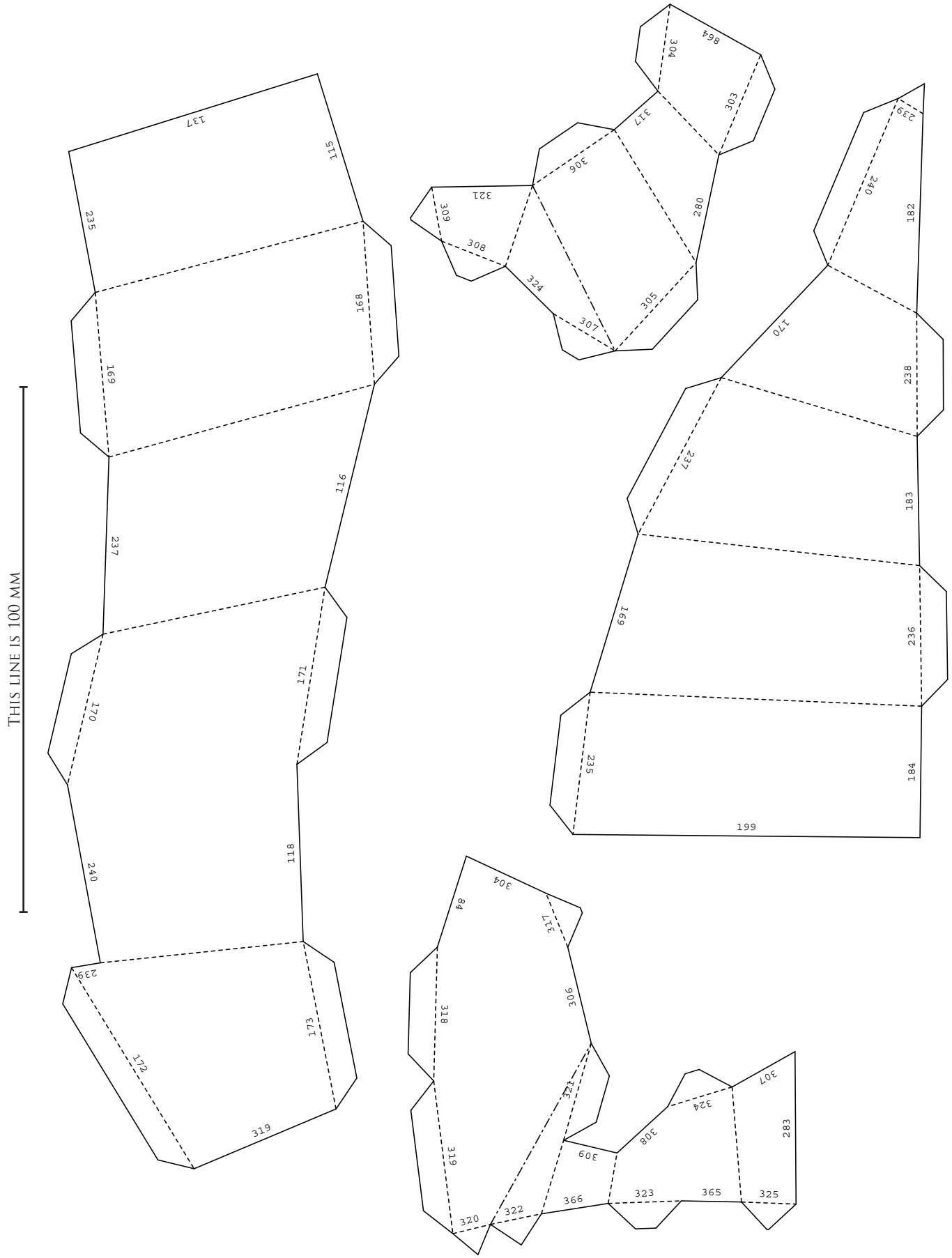

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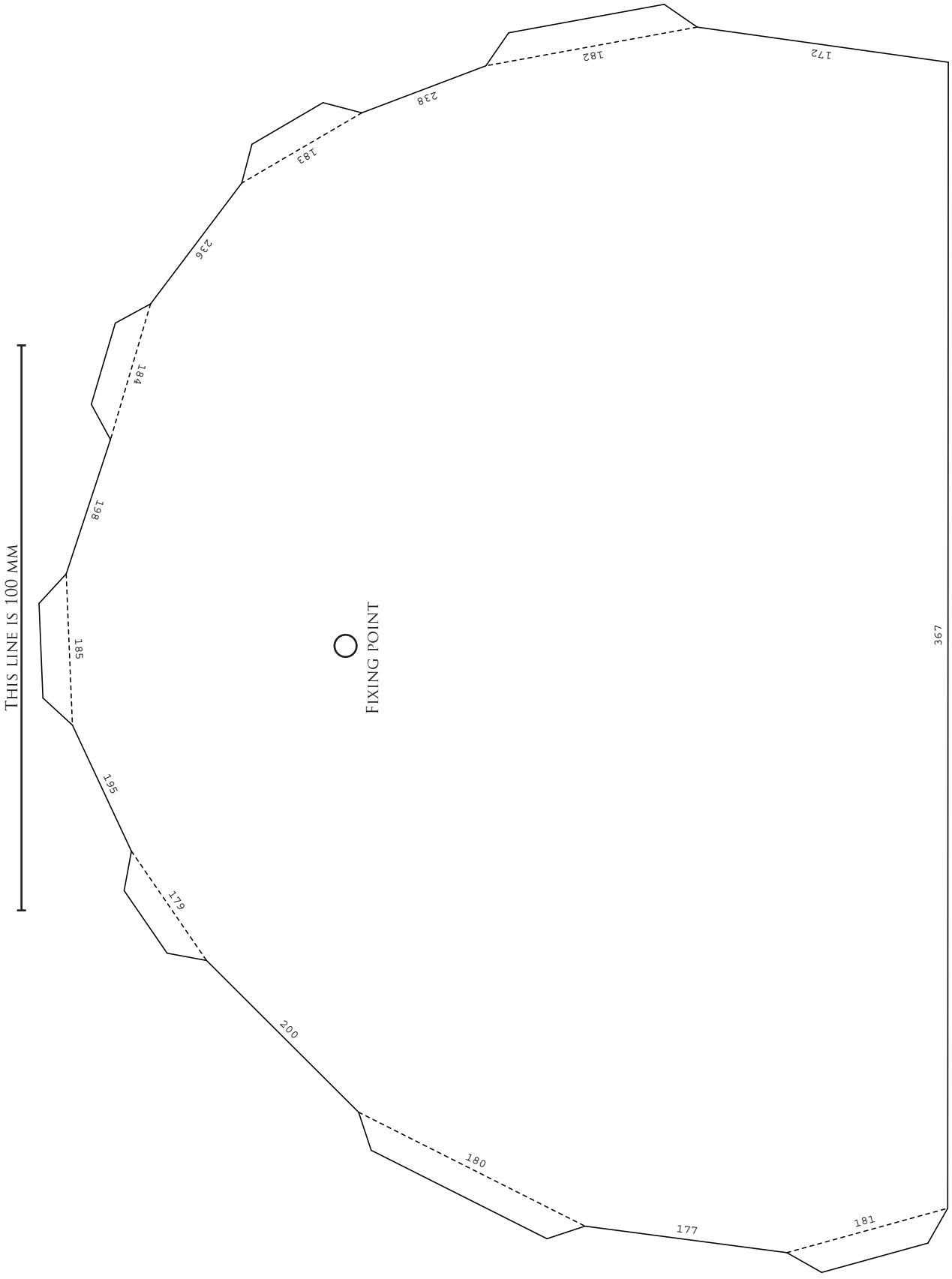

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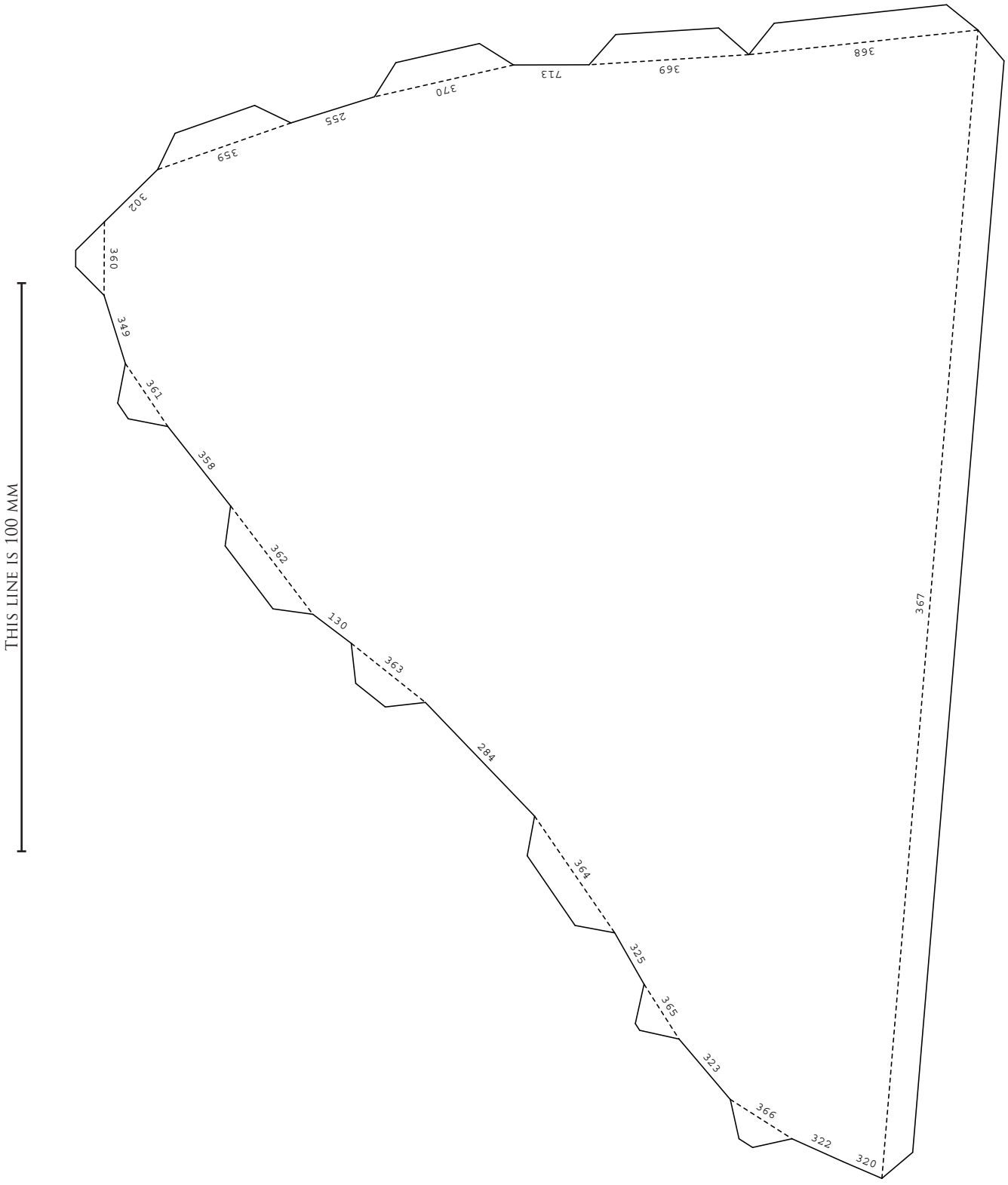

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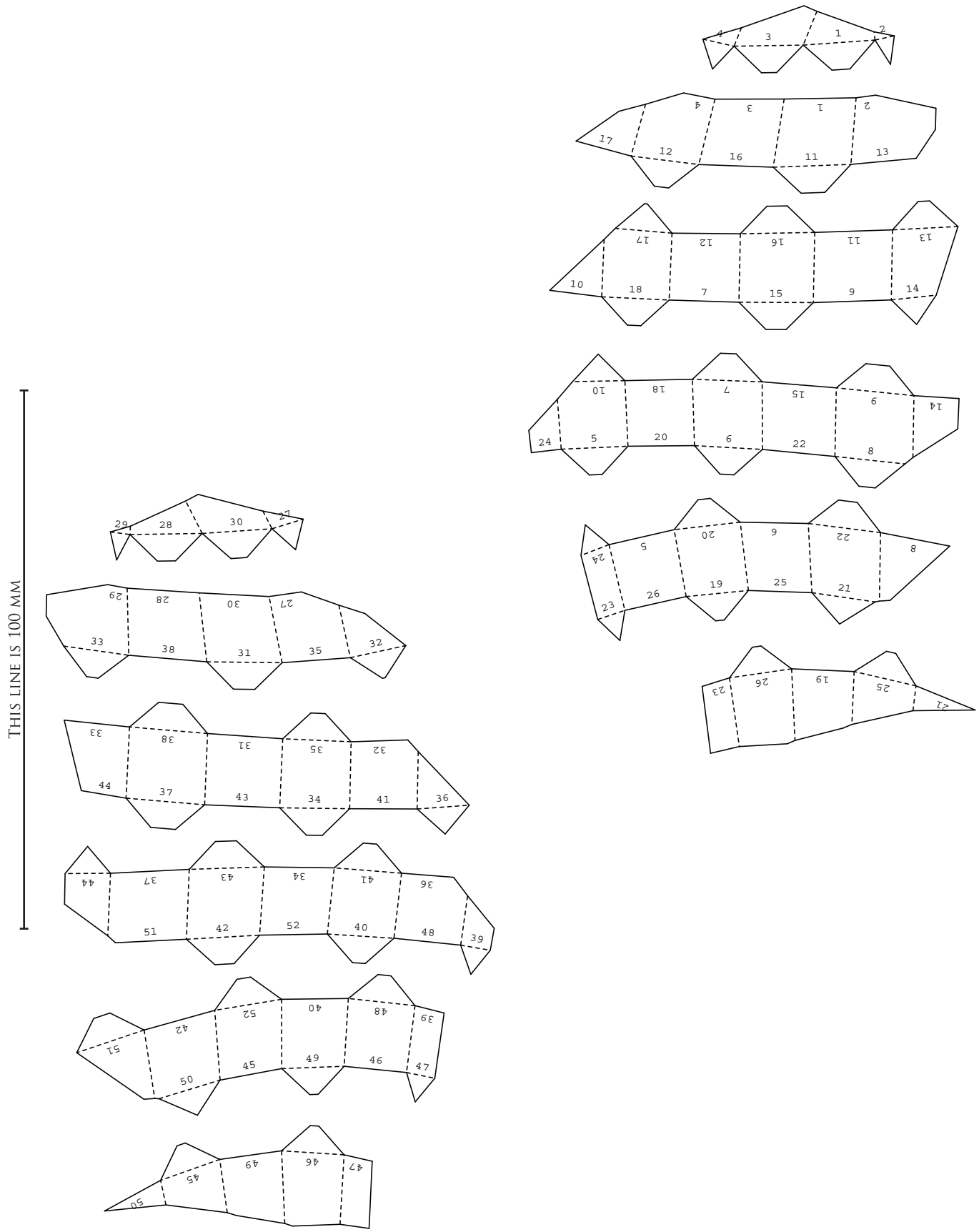

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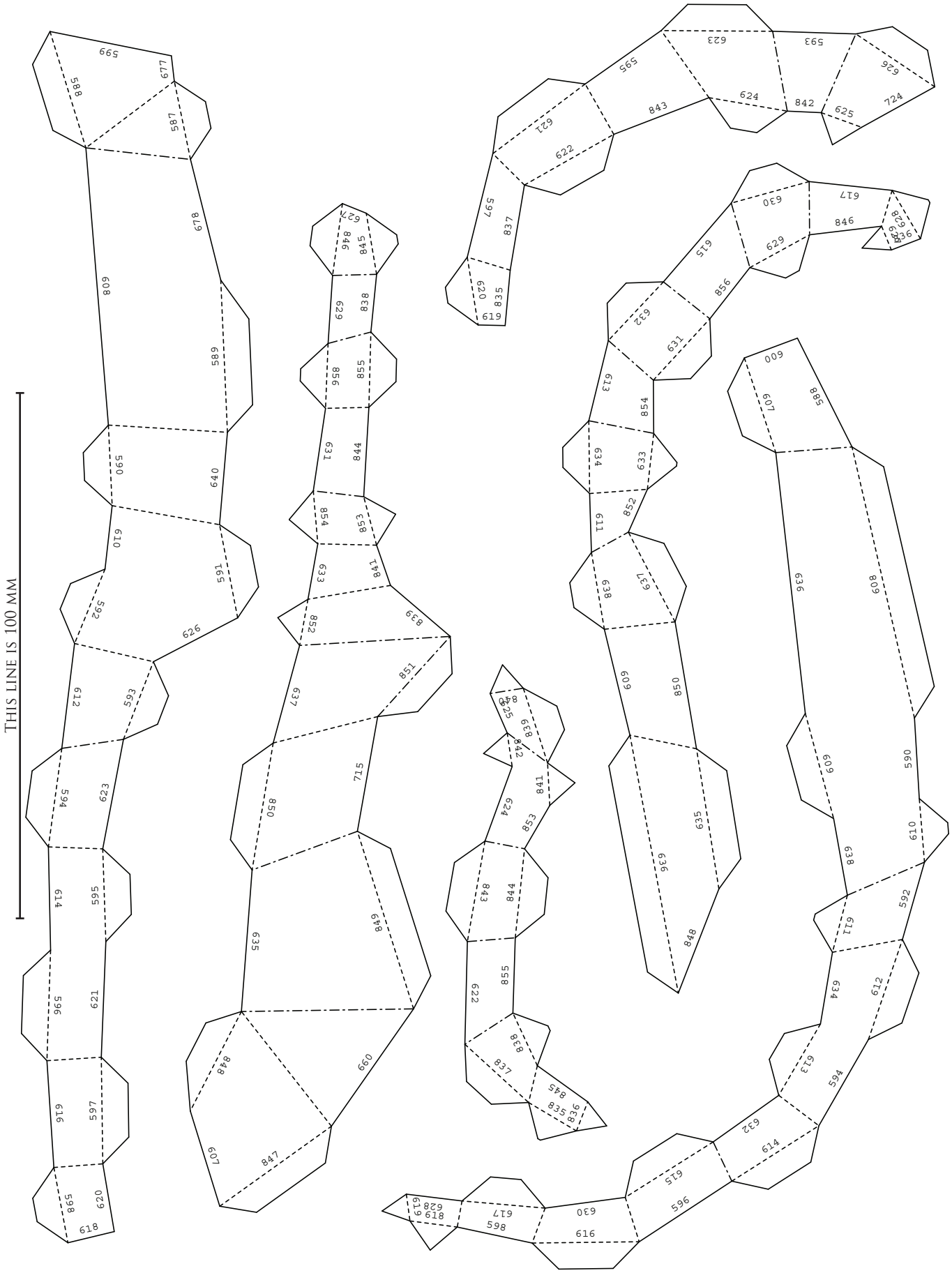

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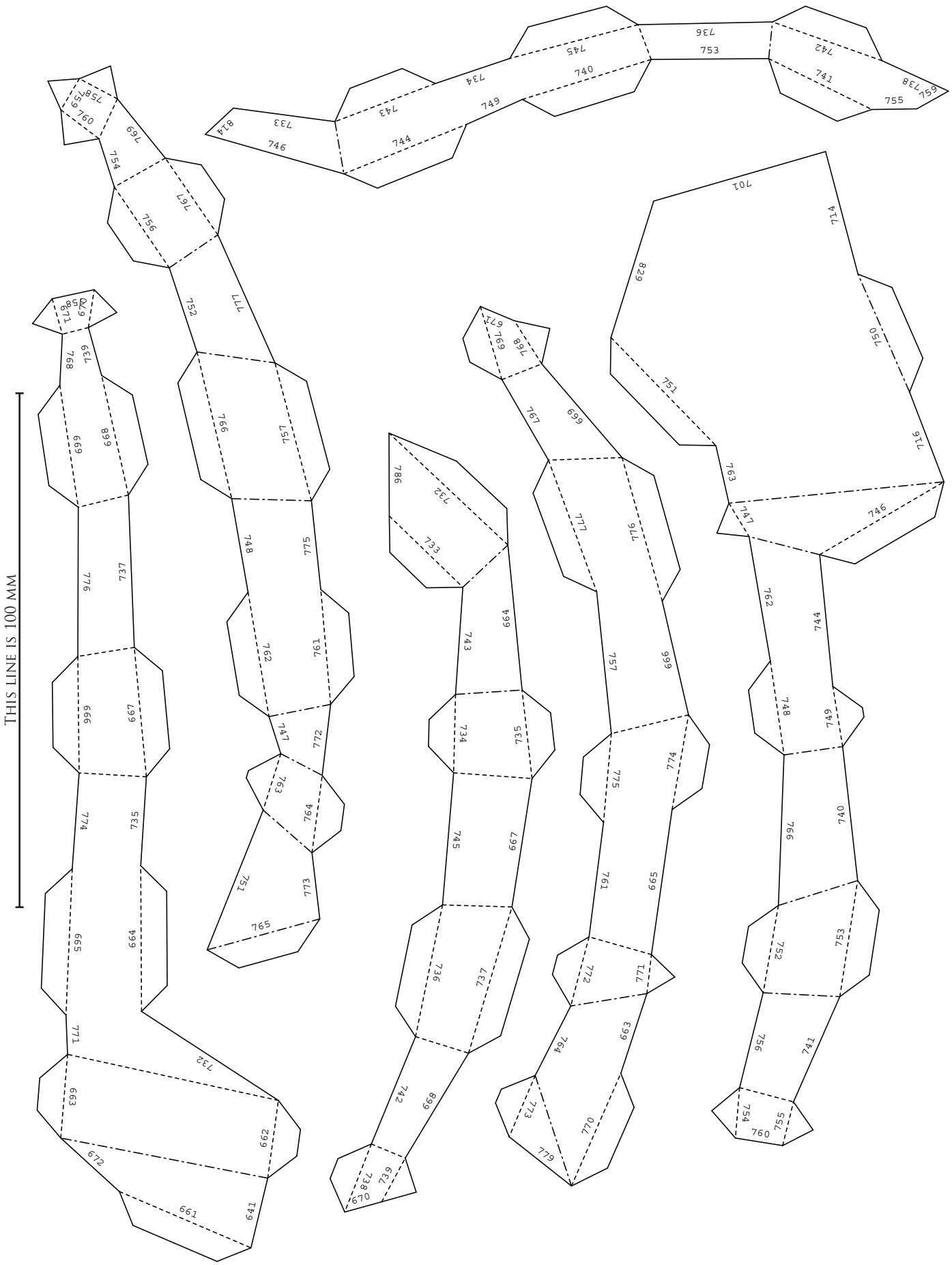

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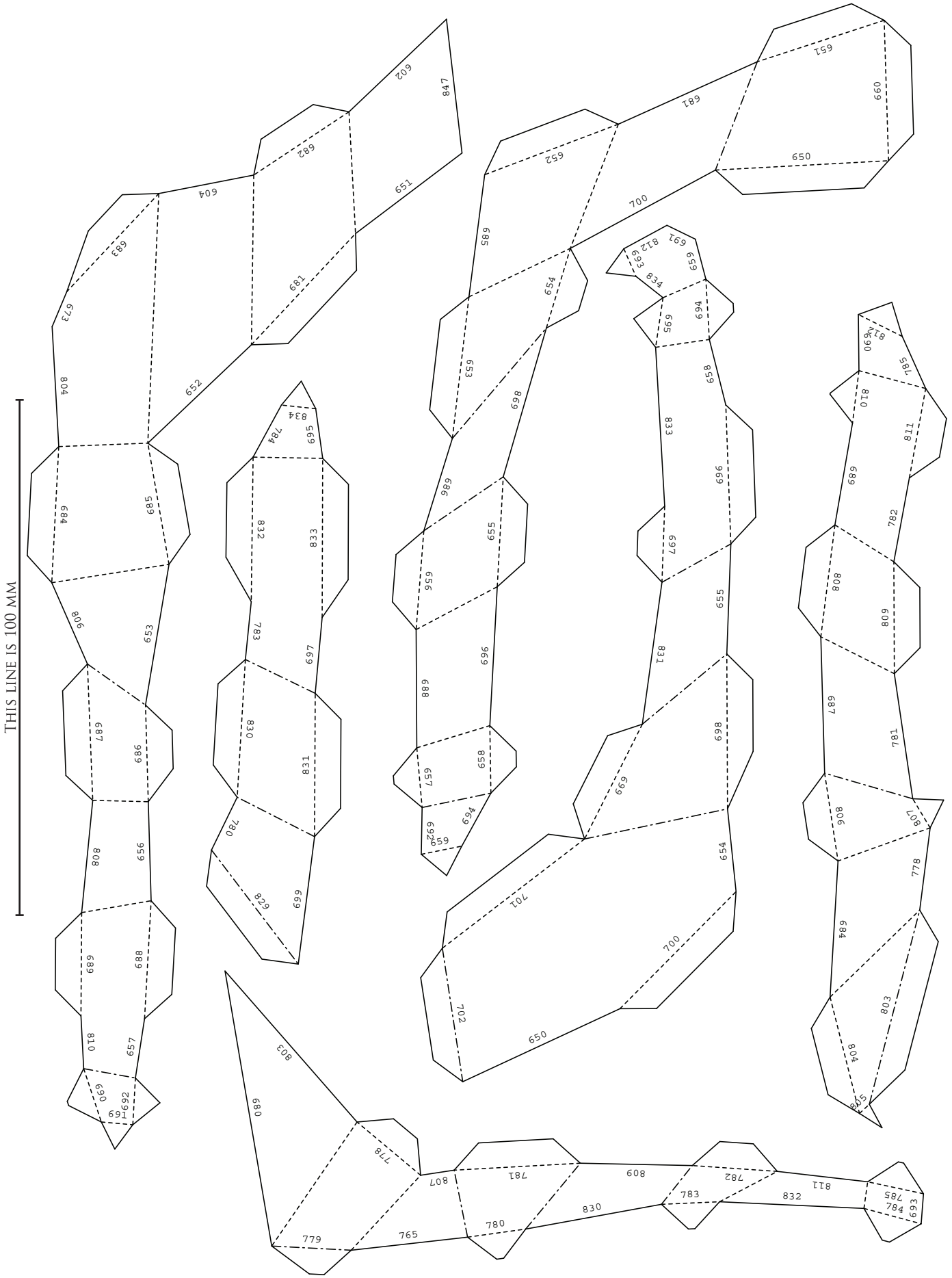

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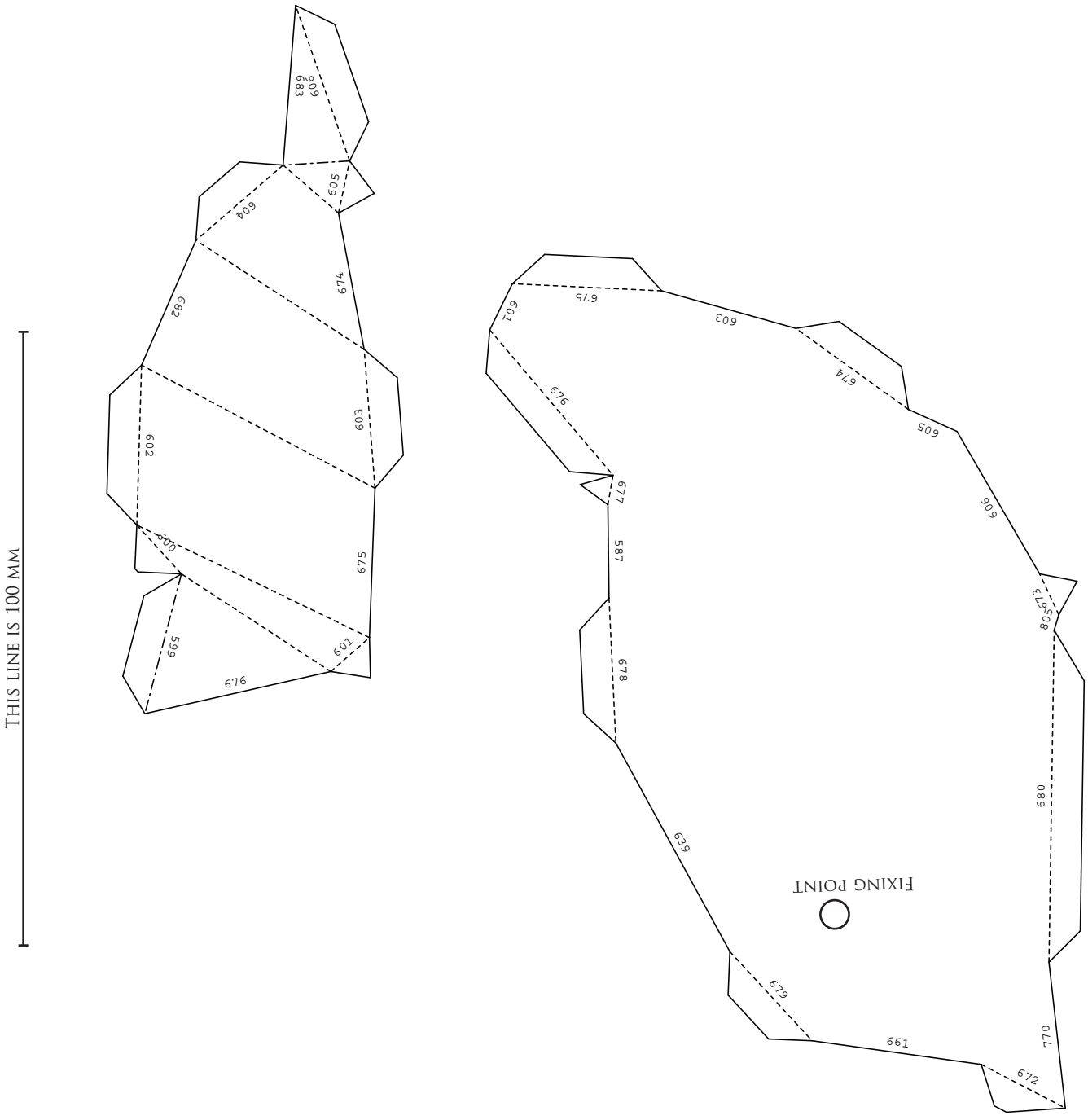

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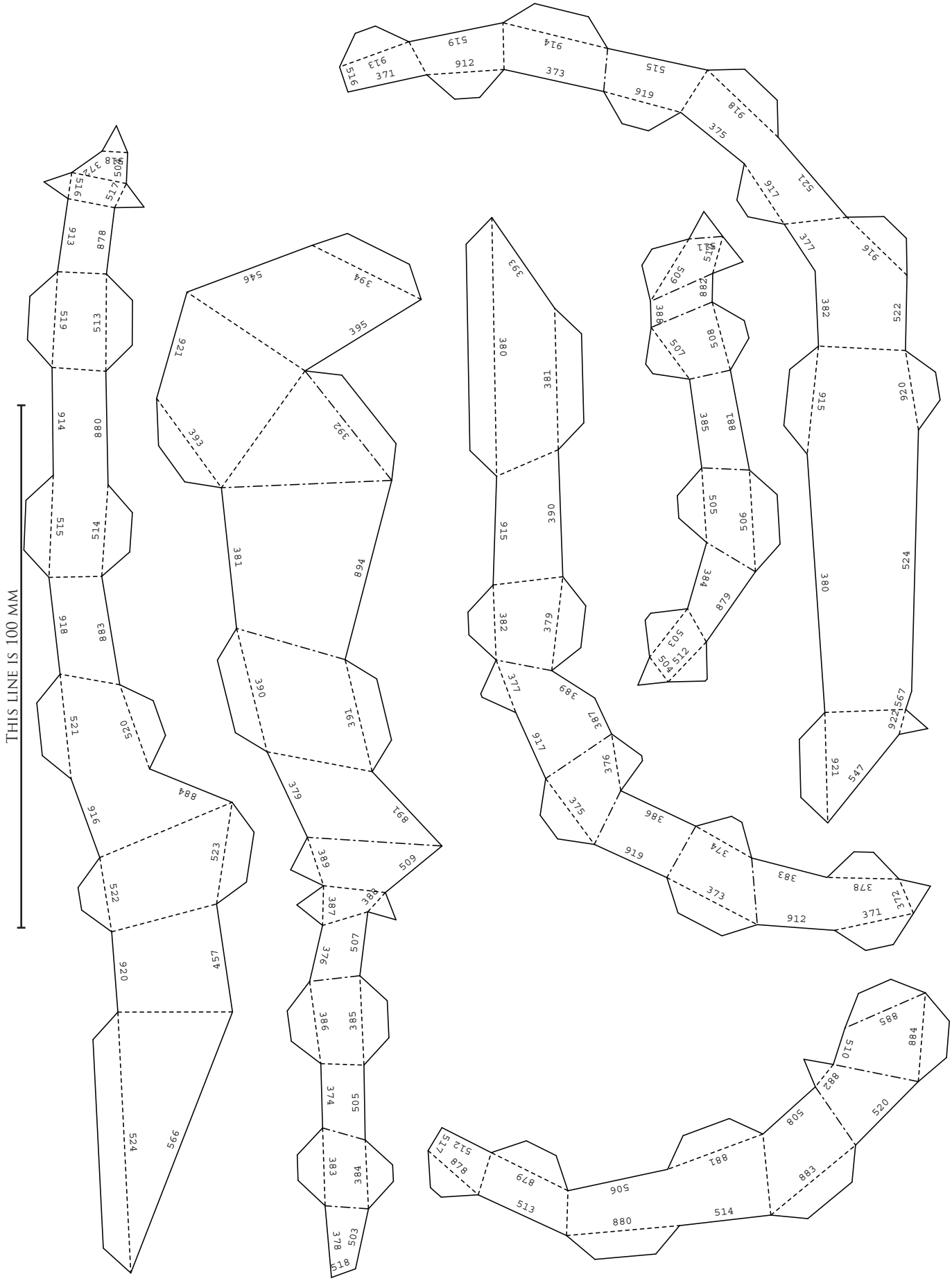

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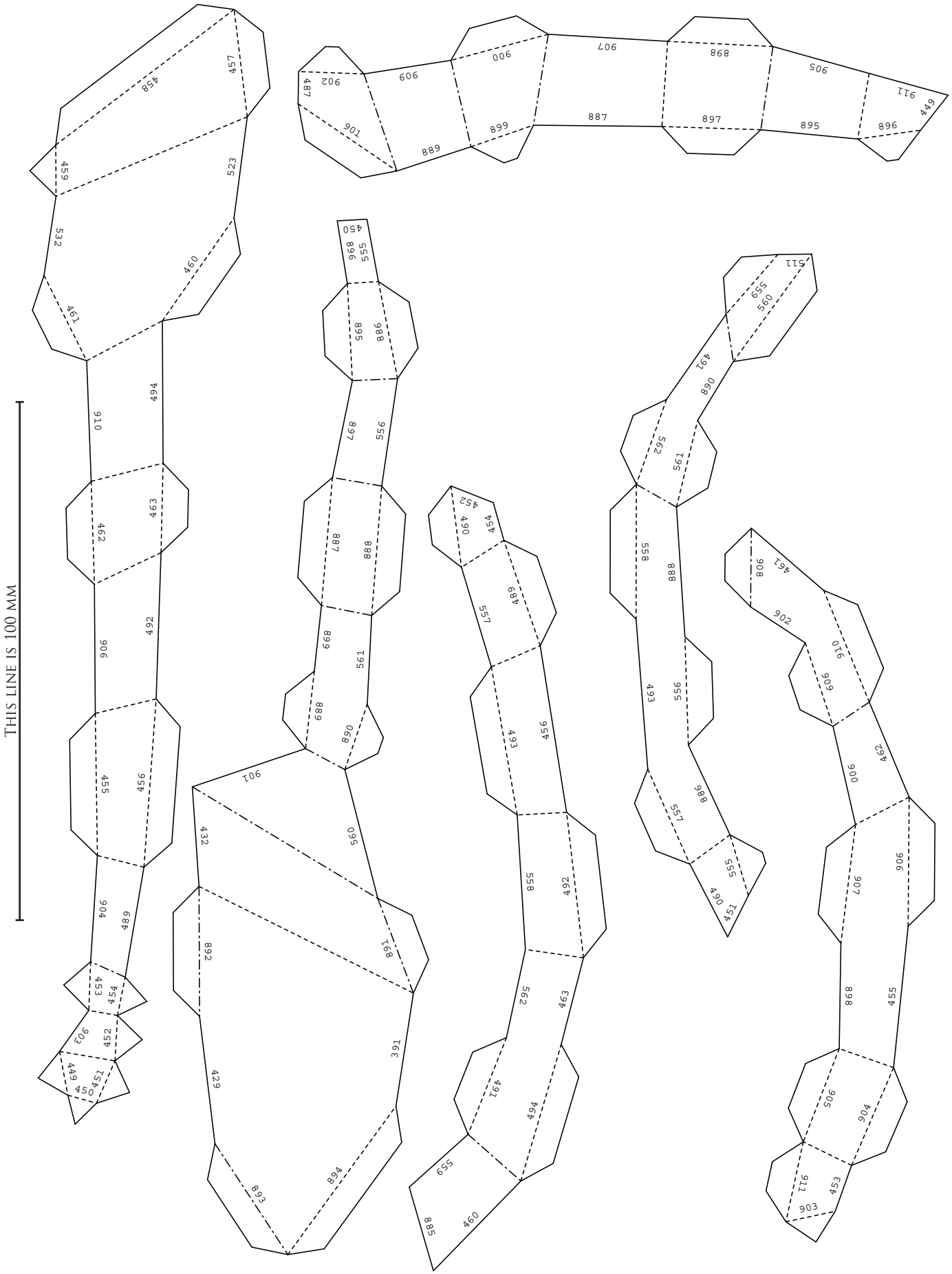

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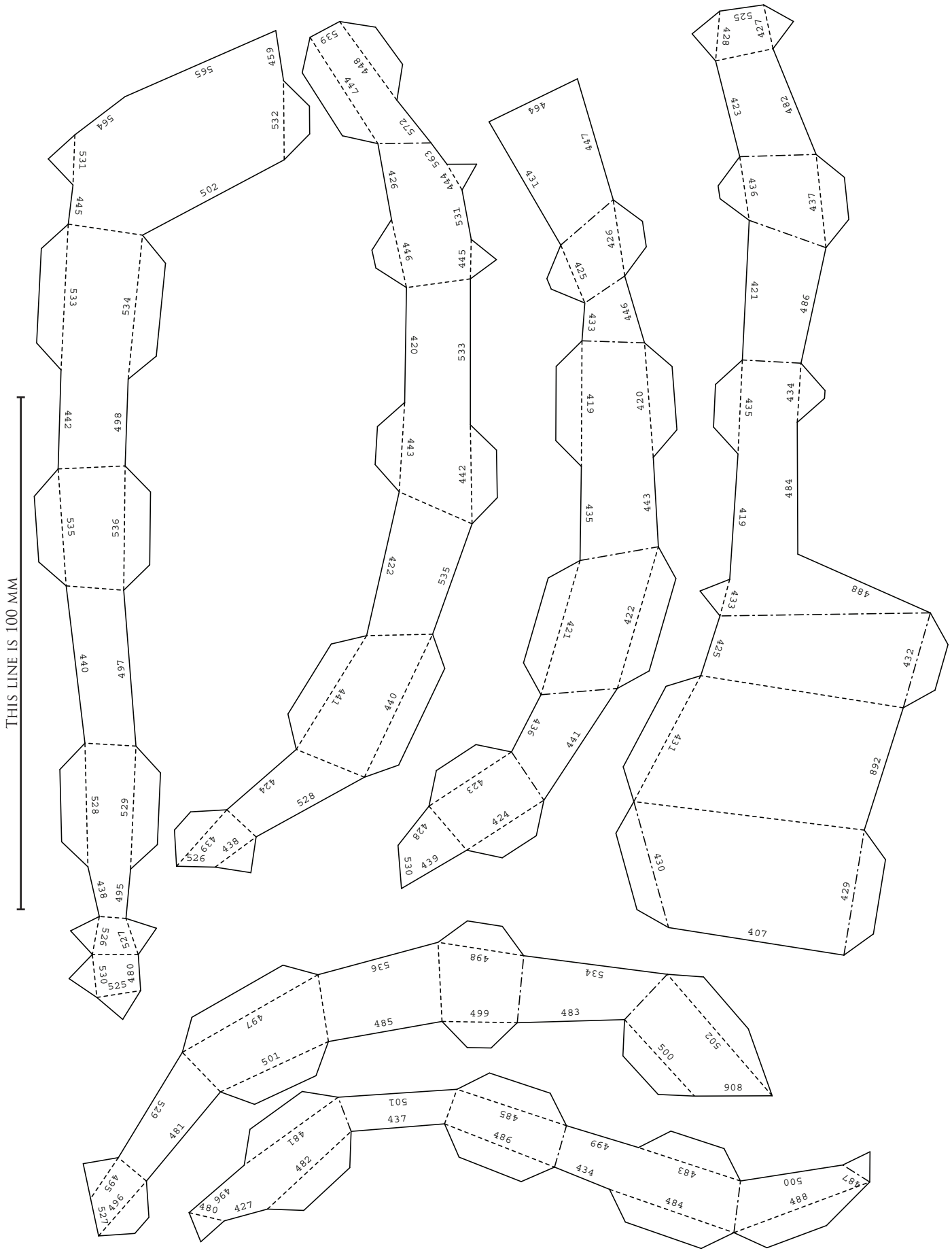

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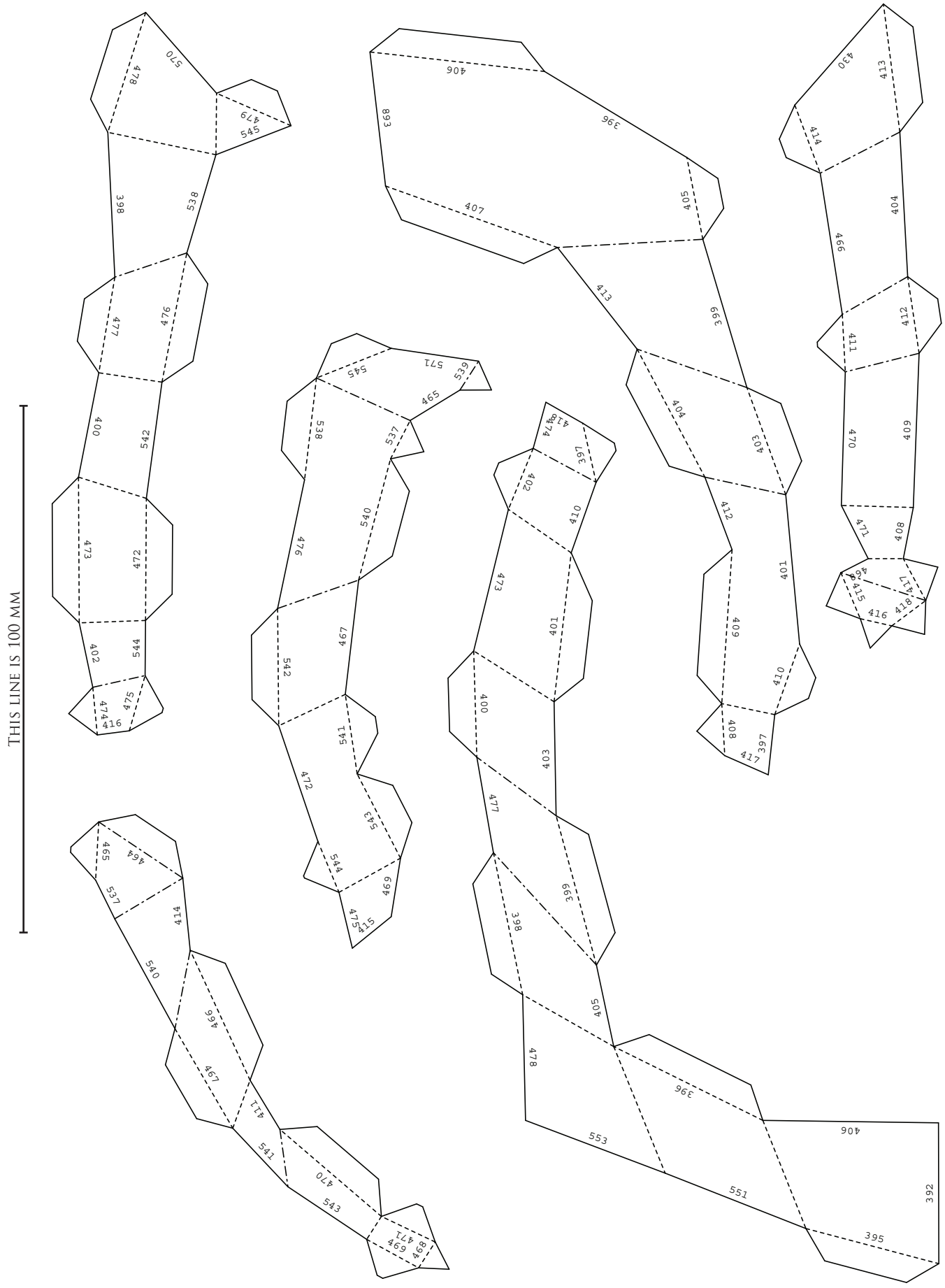

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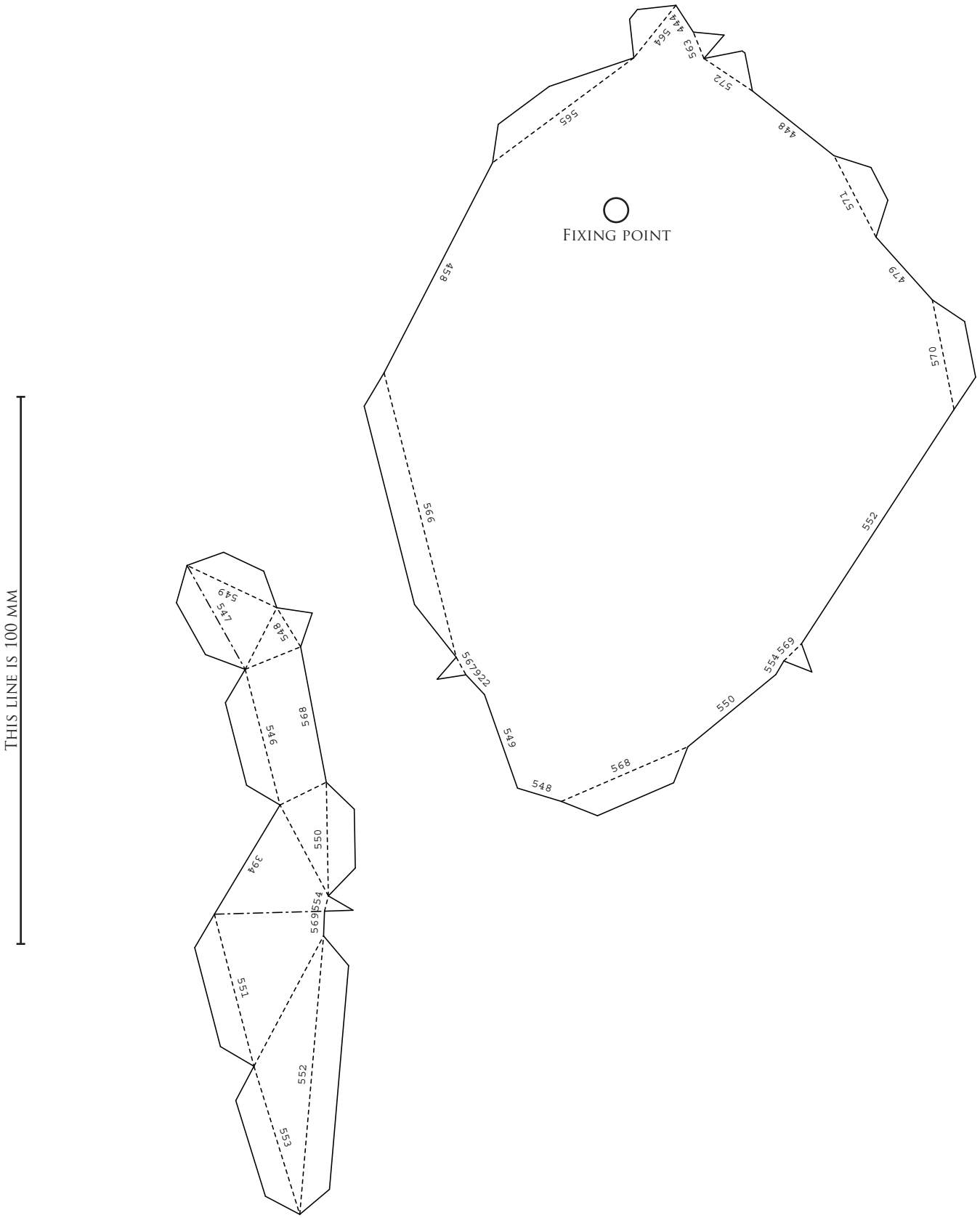

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