

DAMARUS

Hi there and thx for downloading the Damarus Papercraft model
before you start, read this instruction carefully, because this model is not very easy.
Well, the parts itself are easy, but the assembling of them are not.

This sheets are based on a 3D Model and Bone System so the single parts are merged together. You may know this under the term “clipping”
That don’t work with paper, so when you finish the model, you must re-edit the taps on your own.
So there is a rule on this model:
You can close the orange parts, but let the green parts open

the download package include three pdo’s
one without texture and the folding line
one with texture but no folding lines
and one with texture AND folding lines

because there are many black part, you should print the white pages anyway.
(specially when you use the “Sidonius” Texture)

The Second thing, my English is not the best, so if I should repeat myself several times, sry about that =P

This model contains a lot of “flying” parts, like the armor plates ore the side shields on the shoulders, so get yourself some q-tips, toothpicks ore wood sticks in the same size to get some space between the parts ore rather to get more space for the glue.

You also nee some black thin solid wire (you can try it with the wood sticks, but i can’t tell you if and how it works)

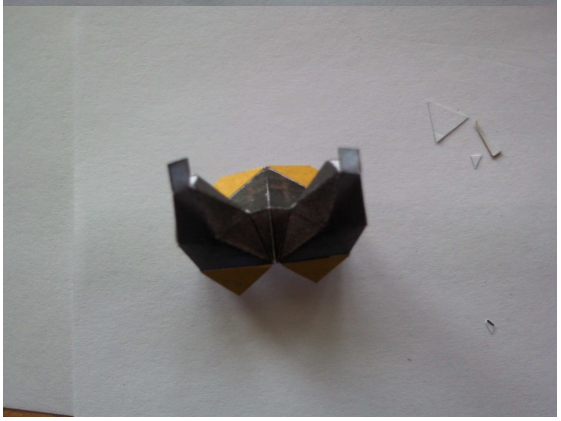
Basics:
-Every part of the model got his own number and symbol count
-Build the parts in the order of the numbers and use the symbols to connect the pieces correctly with the others
-I left the taps larger, so some taps don't fit with the folding lines, you must re-cut them on your own
-don't be irritated by the yellow taps, I'm one of those who's using double-tape ;)
-and always remember, it's just paper, if you made a mistake, you can print it out again =)

So, let's start this

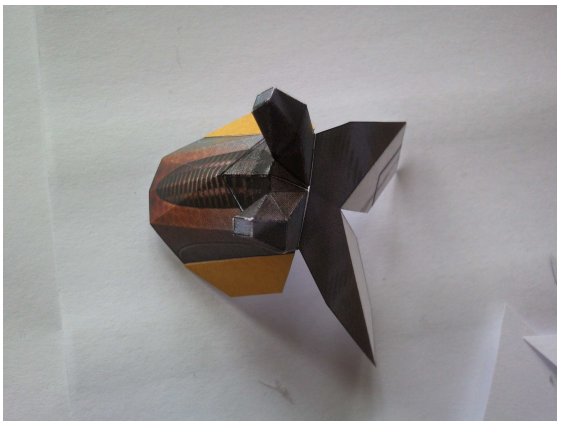
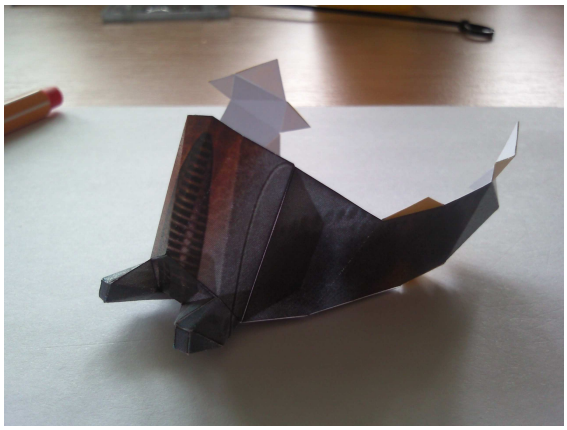
Head:
Info: I build the head three times, and I found not really a good solution for it
Every time it was hard, so be patiently and let the head open as long as it's possible

Start with the two pikes (2.1 + 2.2) and the part in between (1.1 + 1.2) and assemble the part like the pictures





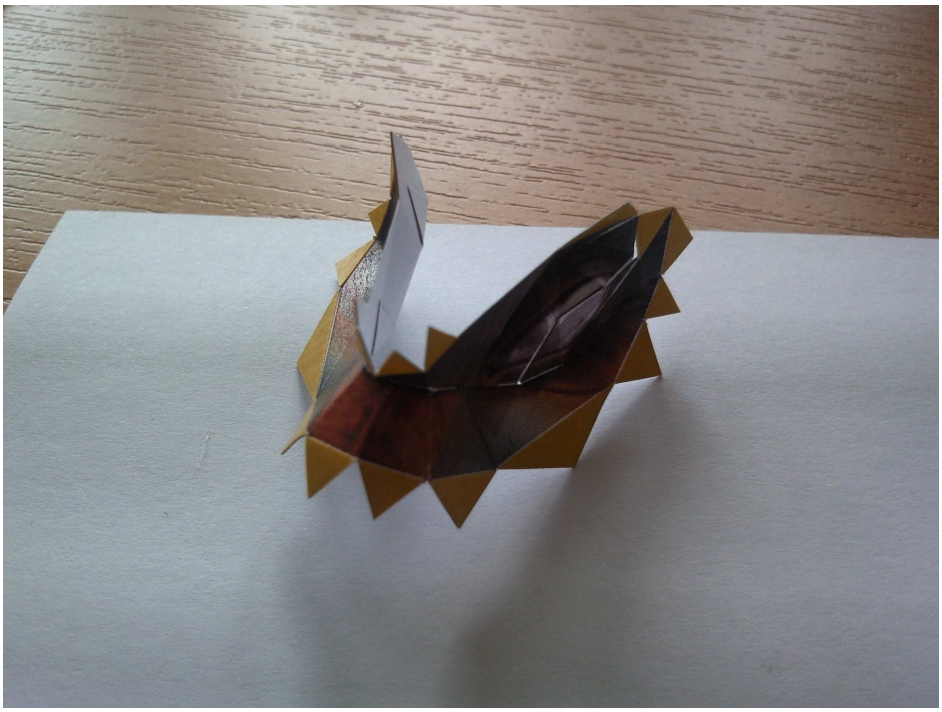
Now add part 3, 4 and 5

Now it’s on you
You can now build the four eyes and the forehead separately
And connect them
Ore you build part by part
(that’s why I stopped the count by 17)

In my case, i build them separately, so here the photos
I repeat, be patiently and take your time

Parts 6 to 8



Parts 10 left and right and parts 9 to 17



Again, try to let the head open as long as it’s possible, I had a lot of problems at the end.
When you finished, add the spikes and it’s done.
By the way, with the hands, this is the hardest part of the model =)

Tentacles:
Well, what should I say, just build them step by step.
Start with the tips and build backwards.

I erased the piece to close the back of the head, because you must re-cut this piece.
It deosn't fit very well on the head.
Cut 5 mm inside on the folding lines, I had a good result with it.

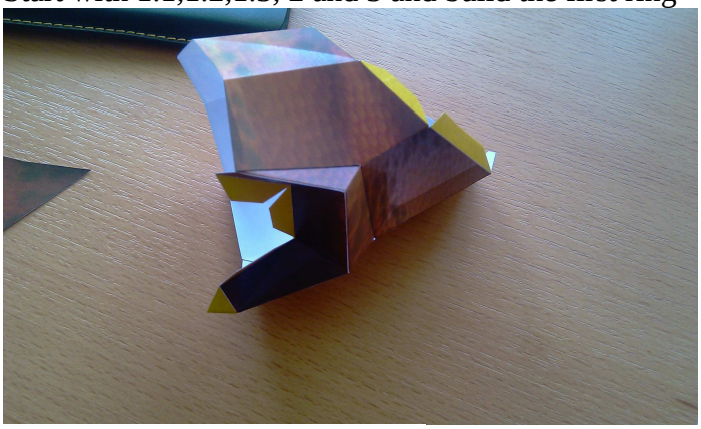
You also must re-cut the open side of the tentacles, they fit not at all
(sry, about that)

Shoulder Armor:
The Shoulders are easy
Assemble part 1+2+3 and part 5+6 separately
Connect part 1+2+3 with 4 and add the rest

Upper Arms:
Just follow the numbers,
You can keep parts "zzz" if you want, I've thrown it away
Don't use to much glue on part 6, you must open it again.

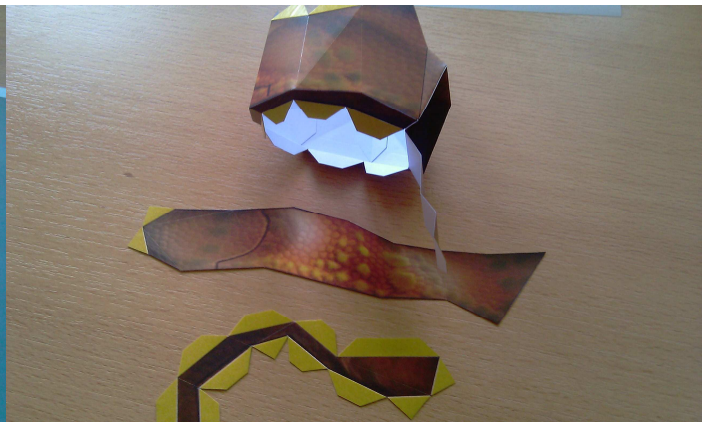
Forearms:
Just follow the numbers

Upper Legs:
Start with 1.1,1.2,1.3, 2 and 3 and build the first ring



After that, connect part 4,5 and 6





And after that, the rest =P
You can orientate you on the symbols

Joints:
Well, the only thing I can say it, they should look like this



Kneecaps:
They are a little tricky, but not hard
Assemble part 1, 2, 3, 4 and 5 to one part



Now connect part 6 and 9 with part 1
Add parts 7 and 8 to 9 on that side with the ~ symbols AND NOT WITH LONG TAPS!
Only after ~ symbols, connect the long taps,
You must re-cut them, they don't fit
Then you can close it.

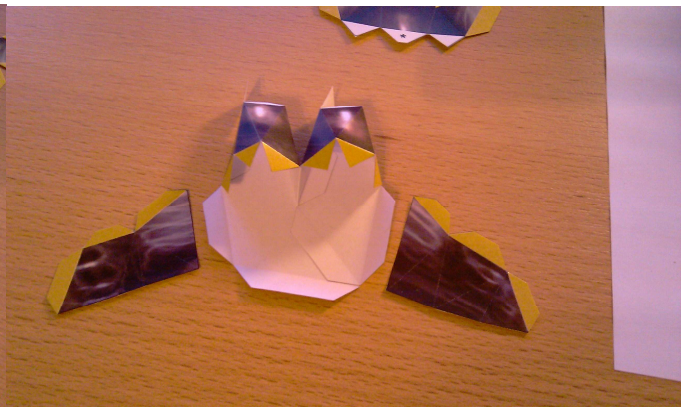
(sry, no picture, but I did it two times wrong =P)

Lower Legs:
Again, just follow the number count and let the part open

Lower Leg Armor:
same here, follow the numbers

Feets:
The feets are a little bit “distracting”
But also easier as they may look

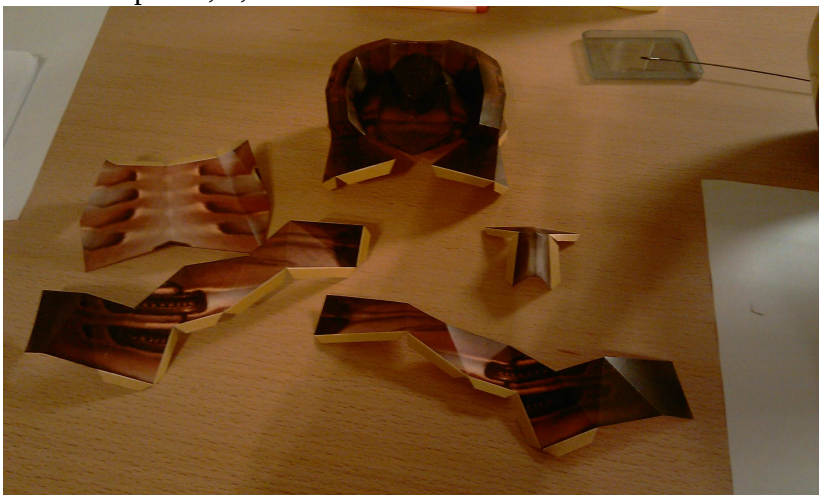
Build part 1 and 2 separately and glue them together
connect part 3 and 4

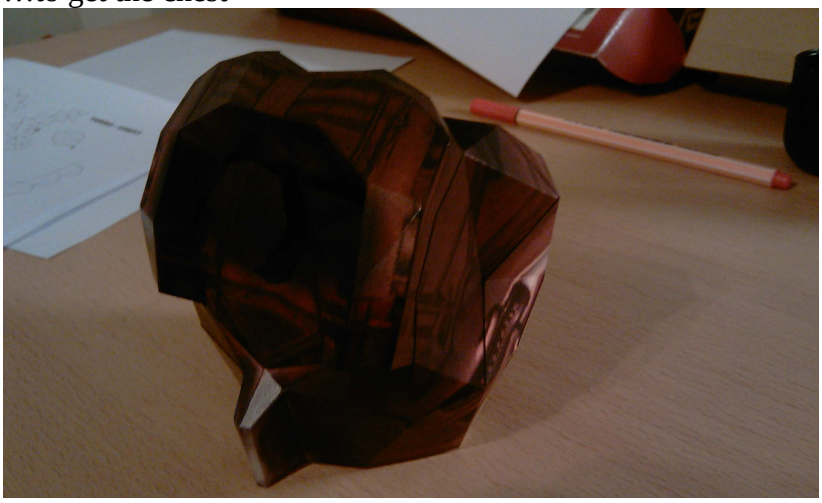
And part 5 and from now it should be easy



Torso:
Ok, it would be too easy, if I wrote, just follow the numbers =P
That’s only the half truth
Build part 1 to 7 and now add part 9
After that part 8, 9, 11 and 12…



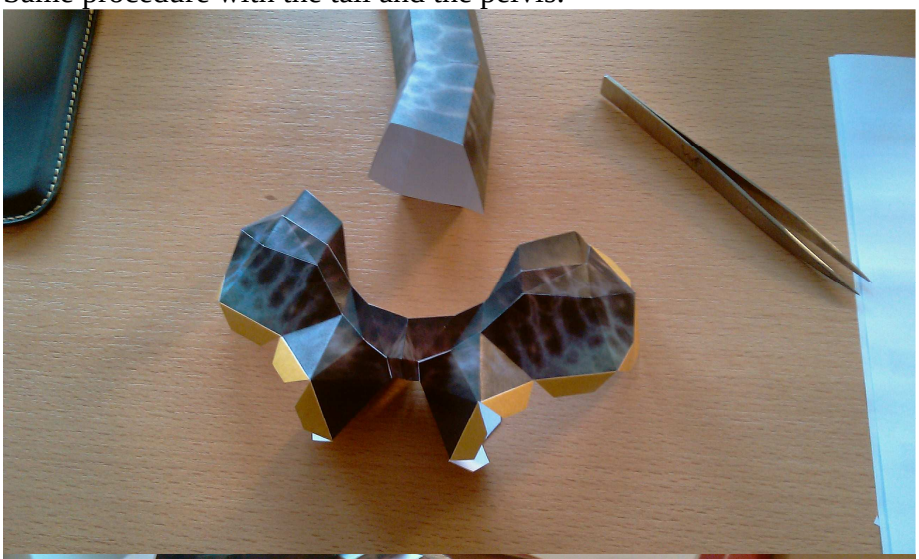
…to get the chest



Now build part 13 to 17 and part 18 to 23 separately

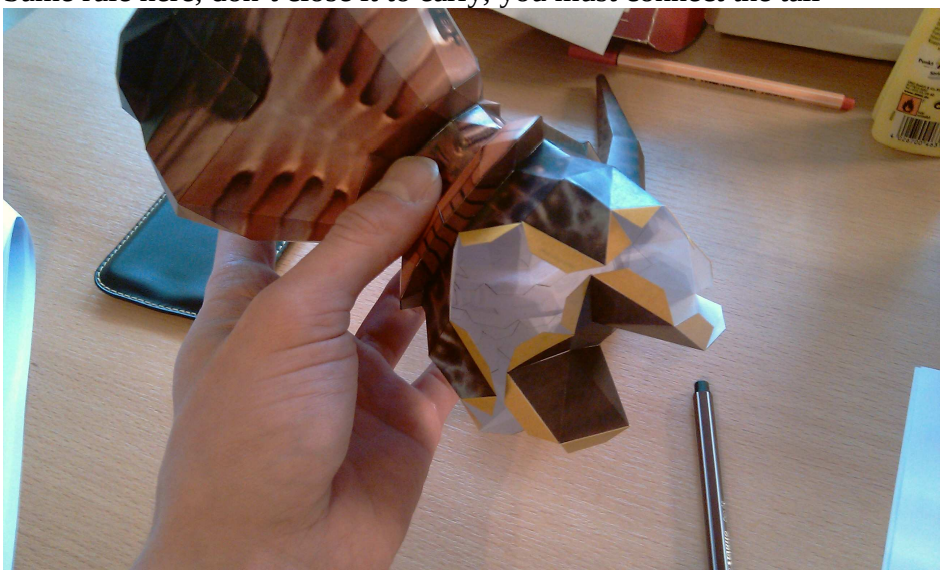
I found this solution, because part 17 and 18 got big taps and a big area to glue them together and the belt is a little bit tricky to connect without any space upward.

Same procedure with the tail and the pelvis.

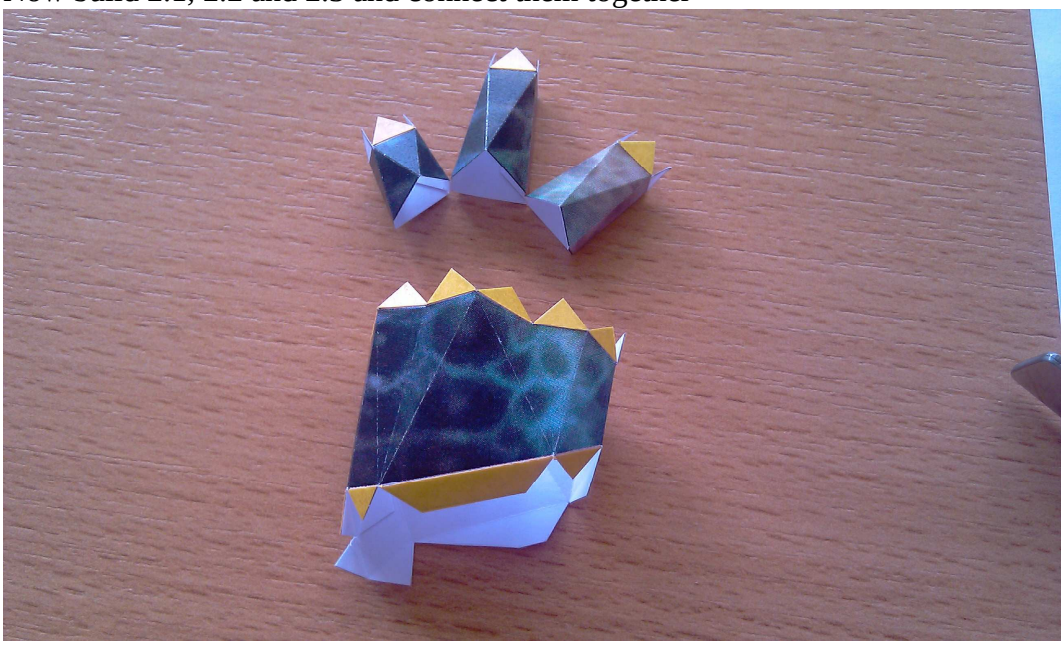




Same rule here, don’t close it to early, you must connect the tail



The Hands:
Ok, the hands are not easy, so take care.
Start with 1 and close # with #
Now build 2.1, 2.2 and 2.3 and connect them together



Connect both parts and add part 3 and 4
Build the other finger part, and it should look like this



You see the yellow taps, just glue this parts together, so you can bent the fingers a little bit
That don’t work with the base, because you got five sides and not four like the others, so you can only bent two ankles
But that is enough to get a nice pose

To bent the fingers, you can re-cut the tapless side ore you can put the tap-side below of the next, inside of the other (sounds a little bit wired, I know, sry)

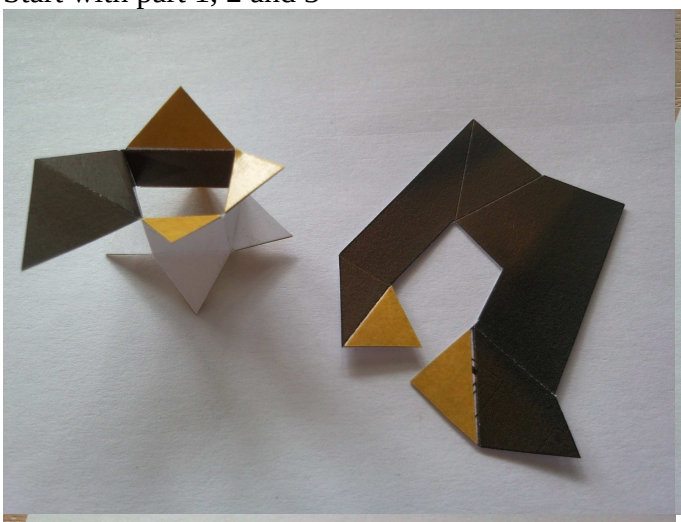
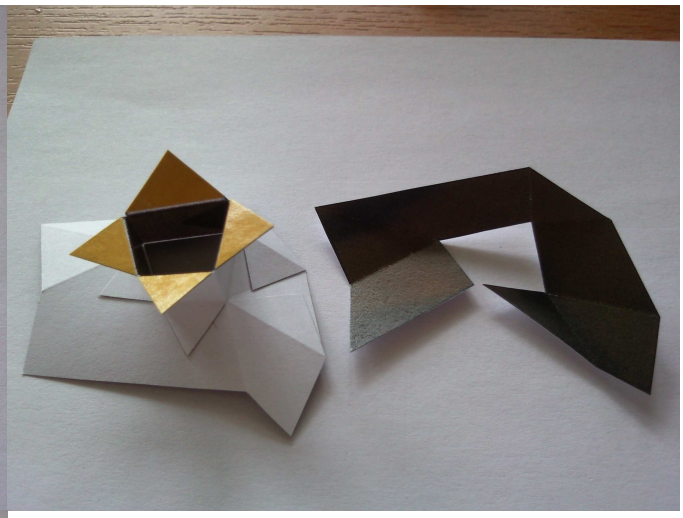
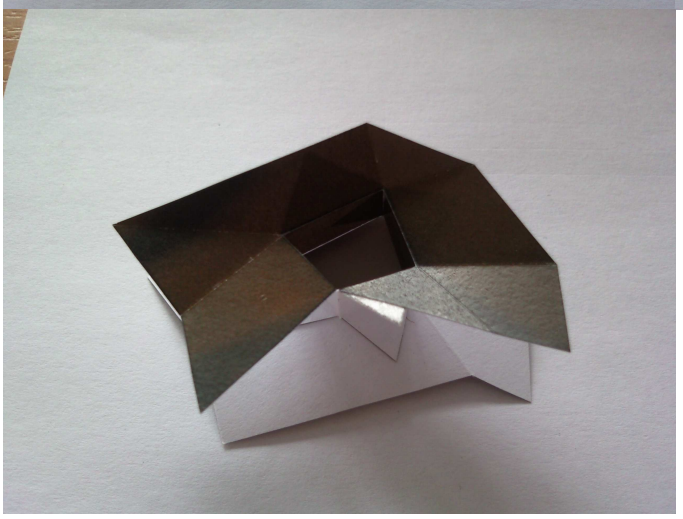
But let me explain
You see this image
turn the hands around



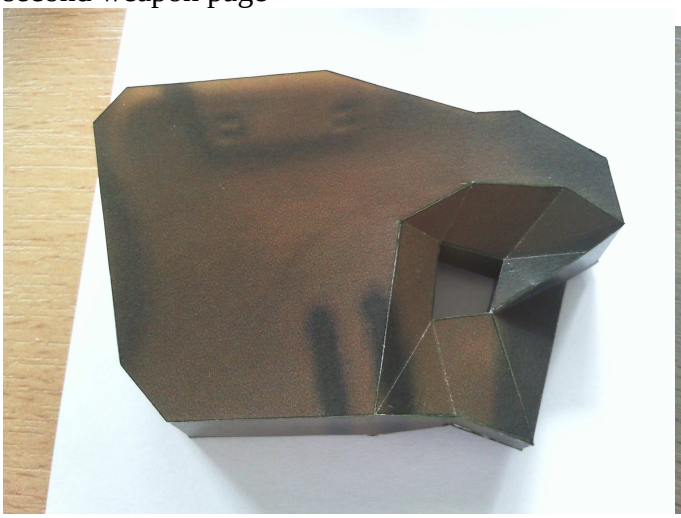
You can do the same by the thumb

The Weapon:
The weapon is a little bit complicated and also too heavy for the model itself, so decide on your own if you want to build it.

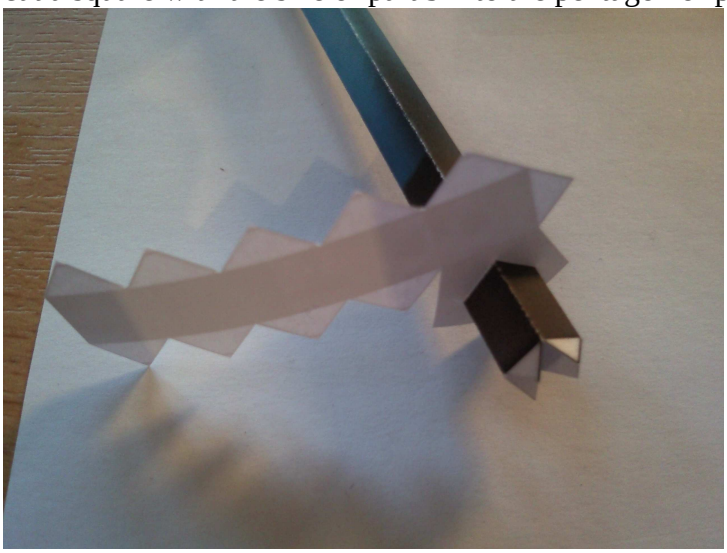
Start with part 1, 2 and 3

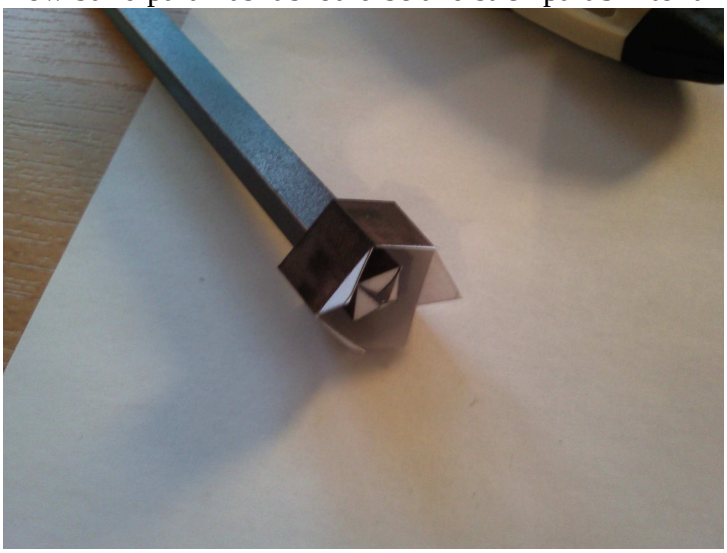
Then you can connect part 4, 5 and 6 and build the cover (that part with the red stars) and big part on the second weapon page



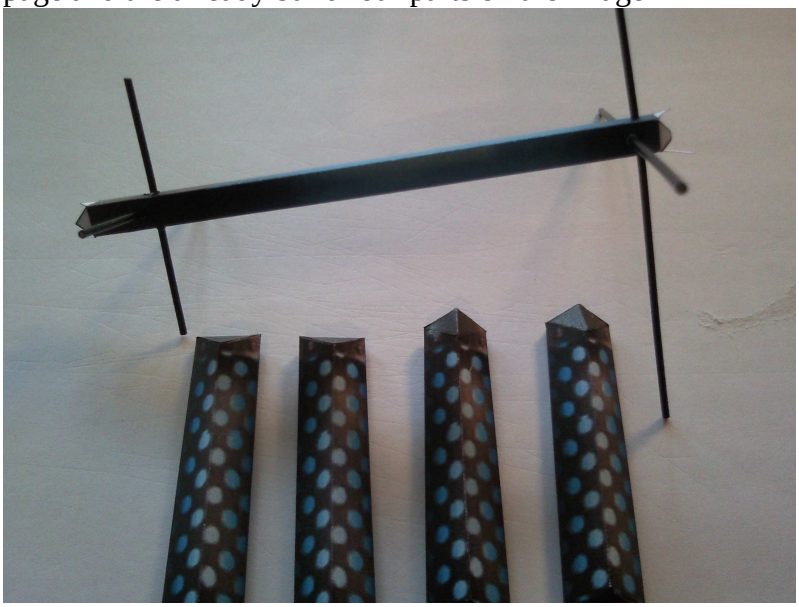

Part 7 and 9 are special
Because they must be joined together
cut a square with the size of part 9 into the pentagon of part 7 like this



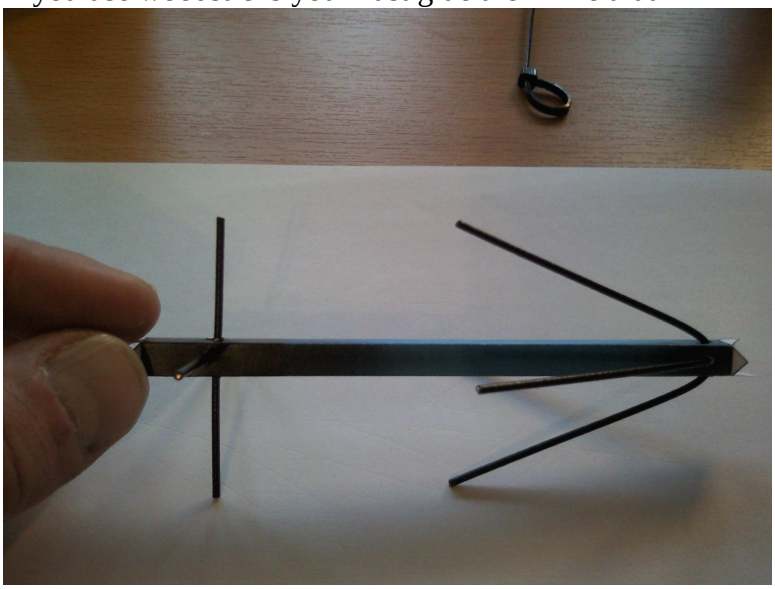
Now build part 7 as it should be and stick part 9 into it



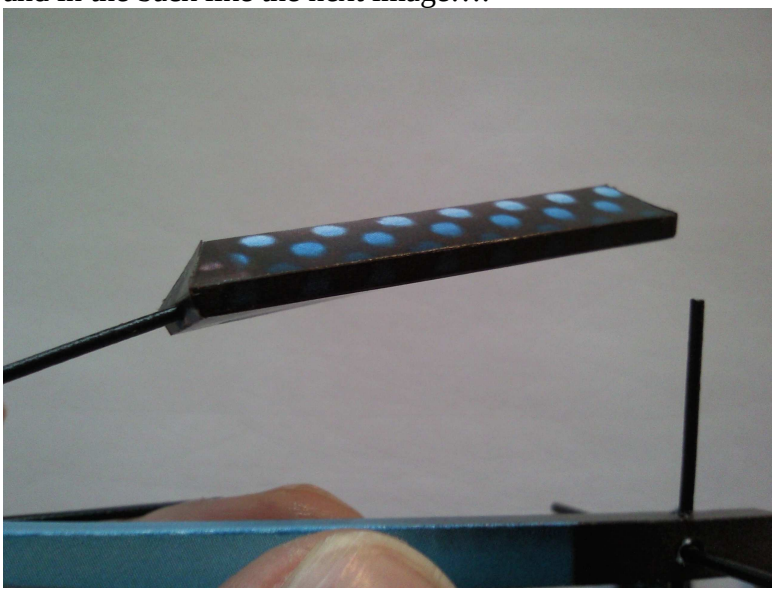
And now to the interesting part
Make a little hole into every side (one side a little bit higher, to get the sticks overcross) like the next picture
To get the wires (woodsticks) in the length of the model, you need the two black blocks on the second weapon page and the already build four parts on the image



The fomular for length is:
The black block twice + part 9 once + the height of one of the four parts twice
Put some glue into part 9 and let it really dry
Now, you can bent the wire backwards like this
If you use woodsticks you must glue them like that



Make a hole in the front of the…., damn it, I called them now energizer
and in the back like the next image….



And put them down like this
Make the holes a little bit smaller, and you don’t need any glue



Do that with the others, and now you have the “energy cell what every that thing is called” =P

now build the rest of the parts



By the way, you must print the page with the armor plates twice, but you don’t need to build them twice and glue them mirrored together, it’s just “makeup” to prevent the white sides =)

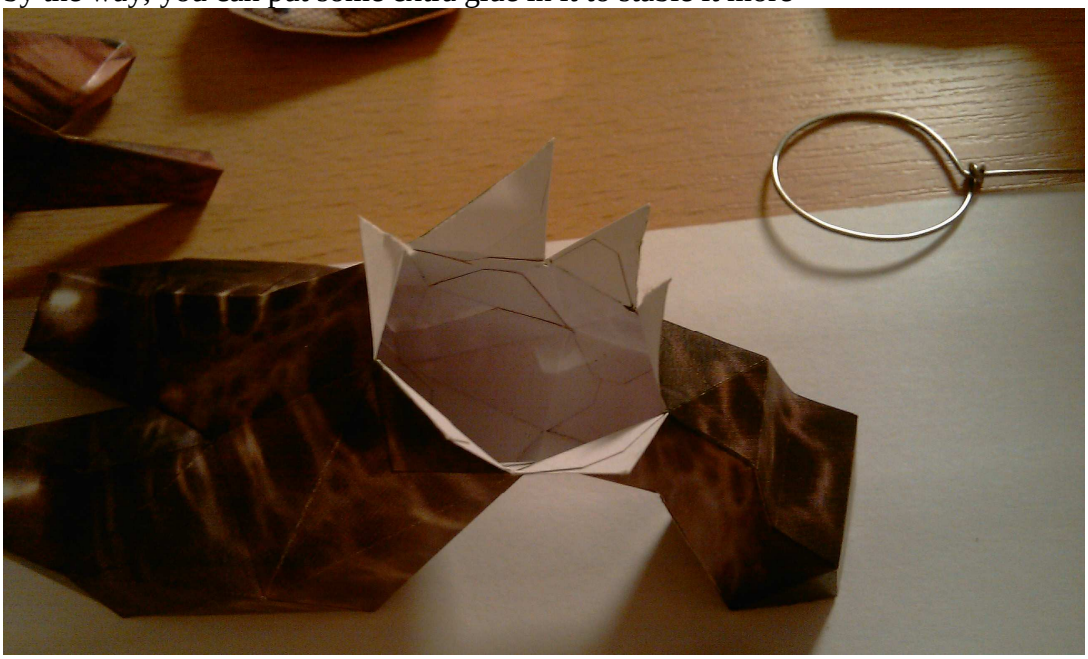
Assembling the Parts and Posing:
Ok, now to the hard part of the model
I already tell you, that this is not self made model, it is ripped from a 3d model
So in the original model, the single parts are merged together what is called “clipping”

Now you must do this with the paper and re-cut the open tap sides.

Also important is the posing of the parts.
Think about your ankles and in which position you can move your limps

Because of the alien legs, you can imagine that this parts are must hold a lot of weight
that’s why I’m only show you this detailed

open the feet, like this
by the way, you can put some extra glue in it to stable it more

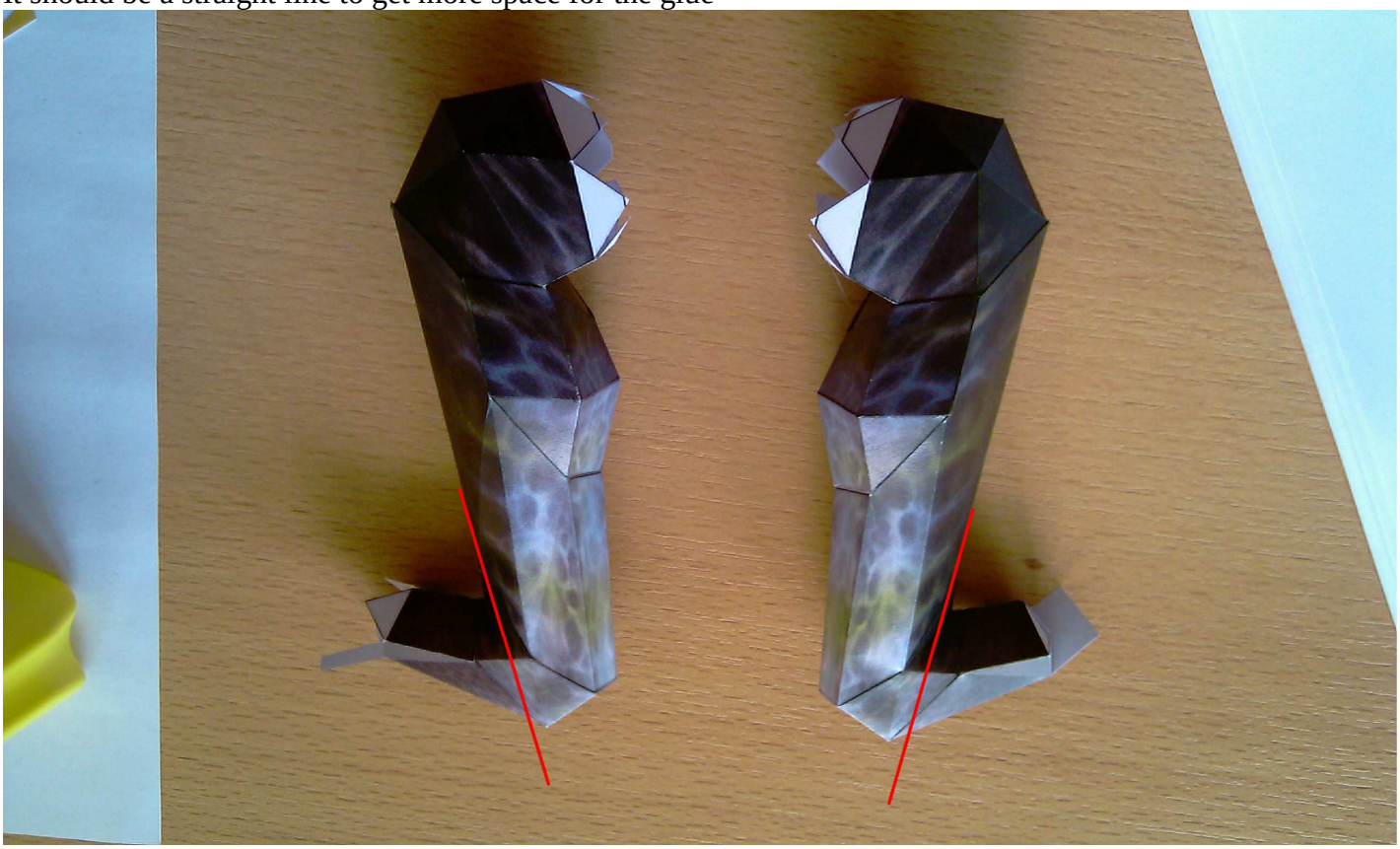


connect the lower leg armor part and use a lot of glue
it must hold the hole weight of the figure (I know what I’m writing ;))



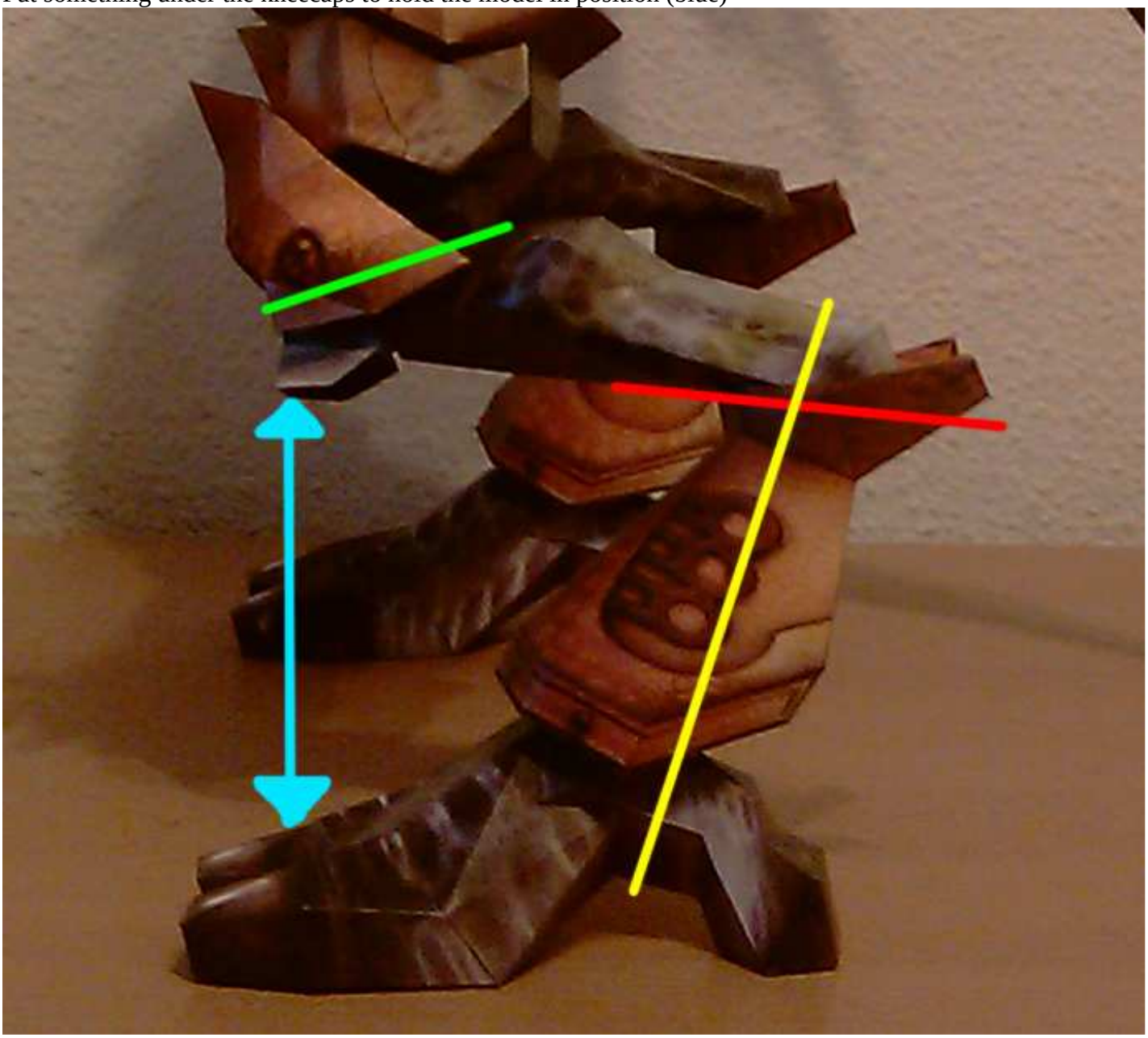
it should fit very well

To connect the lower legs, you must re-cut the taps like this image
It should be a straight line to get more space for the glue



You can see what I mean on the next picture

Here I want to show you some lines
The red line should be the one from the lower legs
To hold this part, you can use cable ties ore wire (yellow line)
The same by the green line to hold the kneecap/joint part
Put something under the kneecaps to hold the model in position (blue)



IMPORTANT
Don’t open that parts to early
i left the cable ties three days and put four layers of glue into that parts to fix them completely

Upper legs to lower legs:
They fit quite well, there is only one side where you must re-edit the taps

Hands to fore arms:
No need to re-cut the taps

Fore Arms to Upper Arms:
open the small side (part 6) and re-edit the taps

Upper Arms to Torso:
Ok, this is a little bit harder, just think about the lower legs
You need a plane side with taps

Upper Legs to Torso:
In my case, I open the torso at the pelvis
(sry no picture)
Try a little bit around an decide on your own,

Epilog:
Because this is my first instruction in that way, I don't know if I made it right
But anyway, if you got any problems ore questions ore better solutions, in any way,
Send me a note at
http://destro2k.deviantart.com/
ore a message in the pokemon papercraft forums

now, have fun with this one =)
and if you like, send me a few nice words ;)

with friendly regards
Destro