

World of Warcraft

Swift Zhevra

by Barbarian

wowpapercraft.blogspot.com

SOME TIPS BEFORE YOU START

BUILD THE HEAD FIRST AND LET IT ASIDE. THEN BUILD THE HOOVES,
AND THE LEGS STARTING FROM THE HOOVES, IT WILL BE EASIER THAT WAY.

BUILD THE TAIL, BUT LEAVE ALL MANES FOR THE LAST STEP.

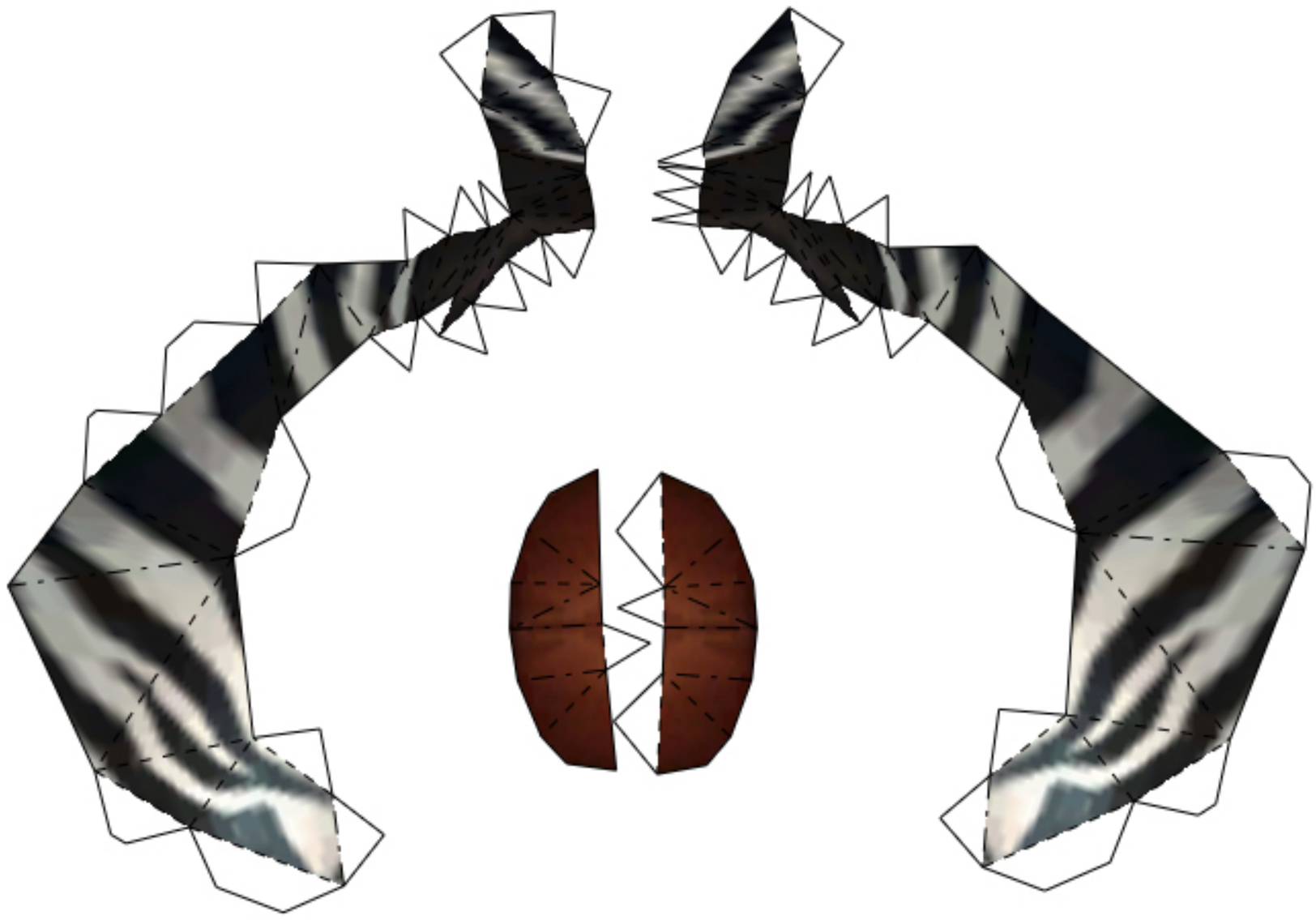
START BUILDING THE BODY, NOW YOU CAN ATACH THE HEAD, TAIL AND LEGS IN THE PROCESS.

BUILD THE SADDLE AND REINS AND GLUE THEM ON THE BODY,
ACCORDING TO THE POSITION ON THE 3D WINDOW.

GLUE THE MANES ON THE BODY. THERE ARE NO FLAPS, FOLLOW THEIR POSITIONS
AS IN THE 3D WINDOW MODEL. YOU WILL NEED TO CUT THE NECK MANE
FOR IT TO FIT OVER THE SADDLE. CUT THE WHITE REGIONS OUT.

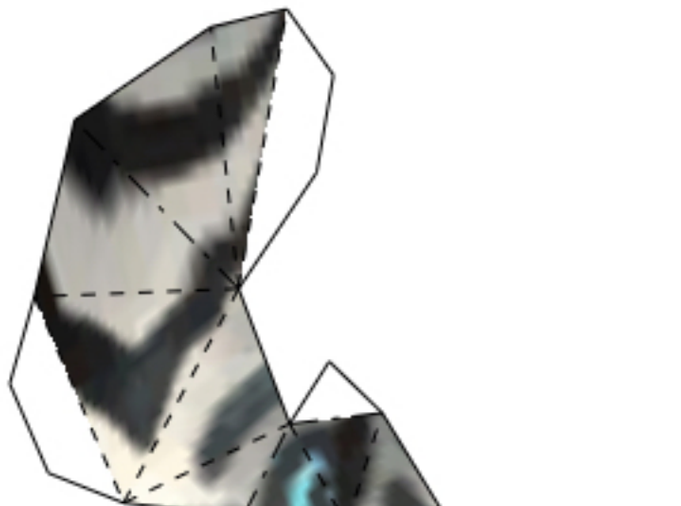
AND IF YOU WANT TO BUILD JUST A WILD ZHEVRA INSTEAD OF A MOUNT,
YOU JUST NEED TO CHANGE THE BODY TEXTURE FOR THE "WITHOUT SADDLE" TEXTURE
INCLUDED IN THIS PACKAGE, AND IN THIS CASE YOU DON'T NEED TO PRINT THE LAST PAGE.

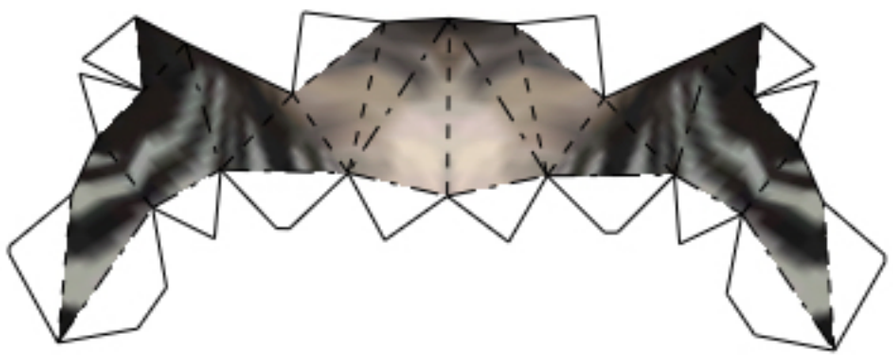
ENJOY!

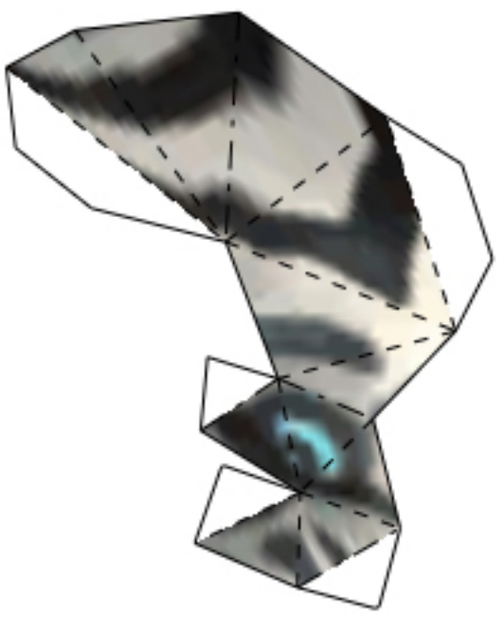


TOOTH

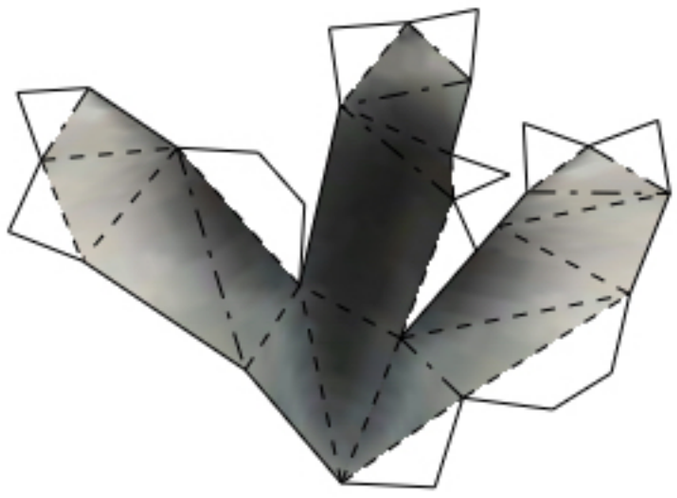


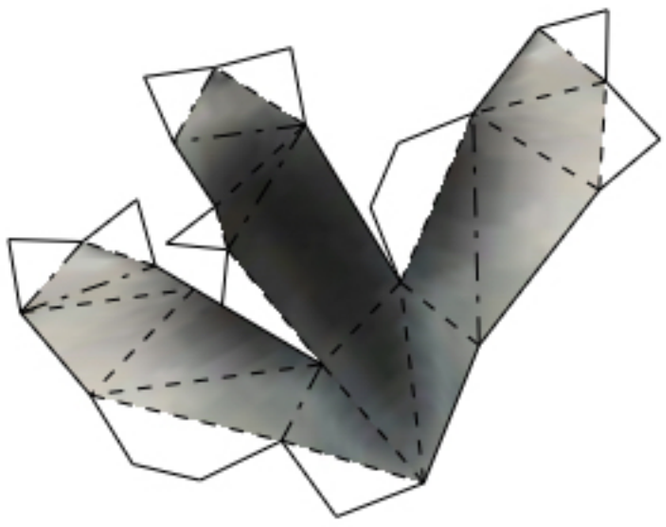






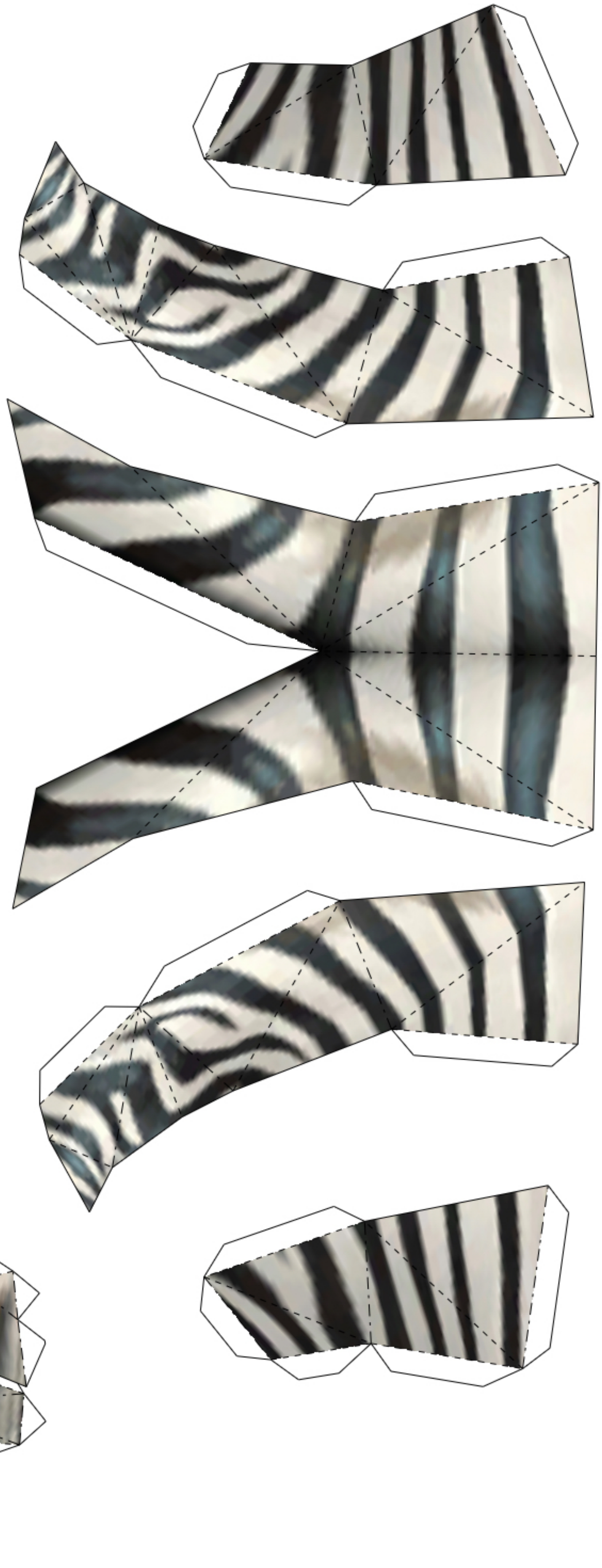






HEAD

NECK



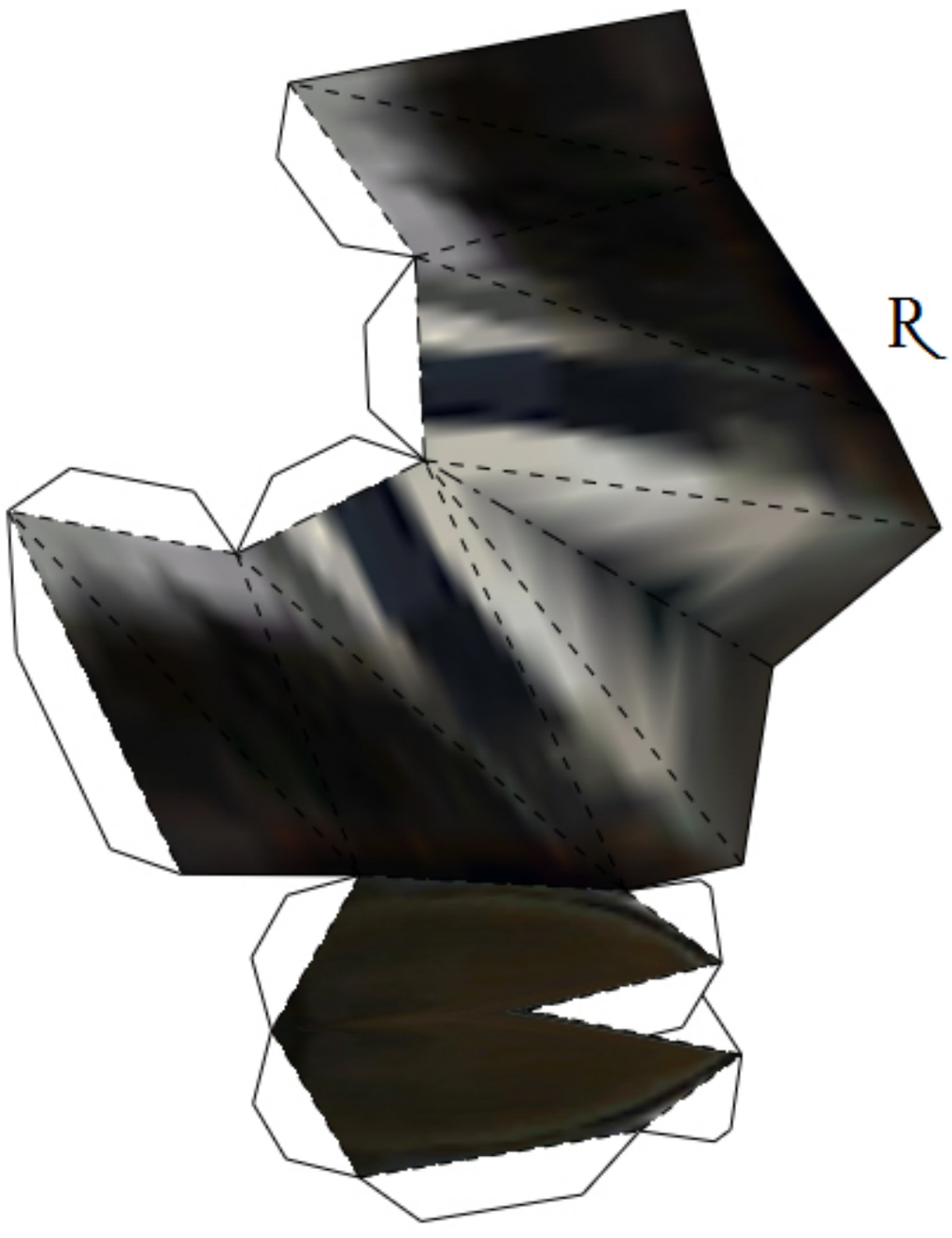
HORNS



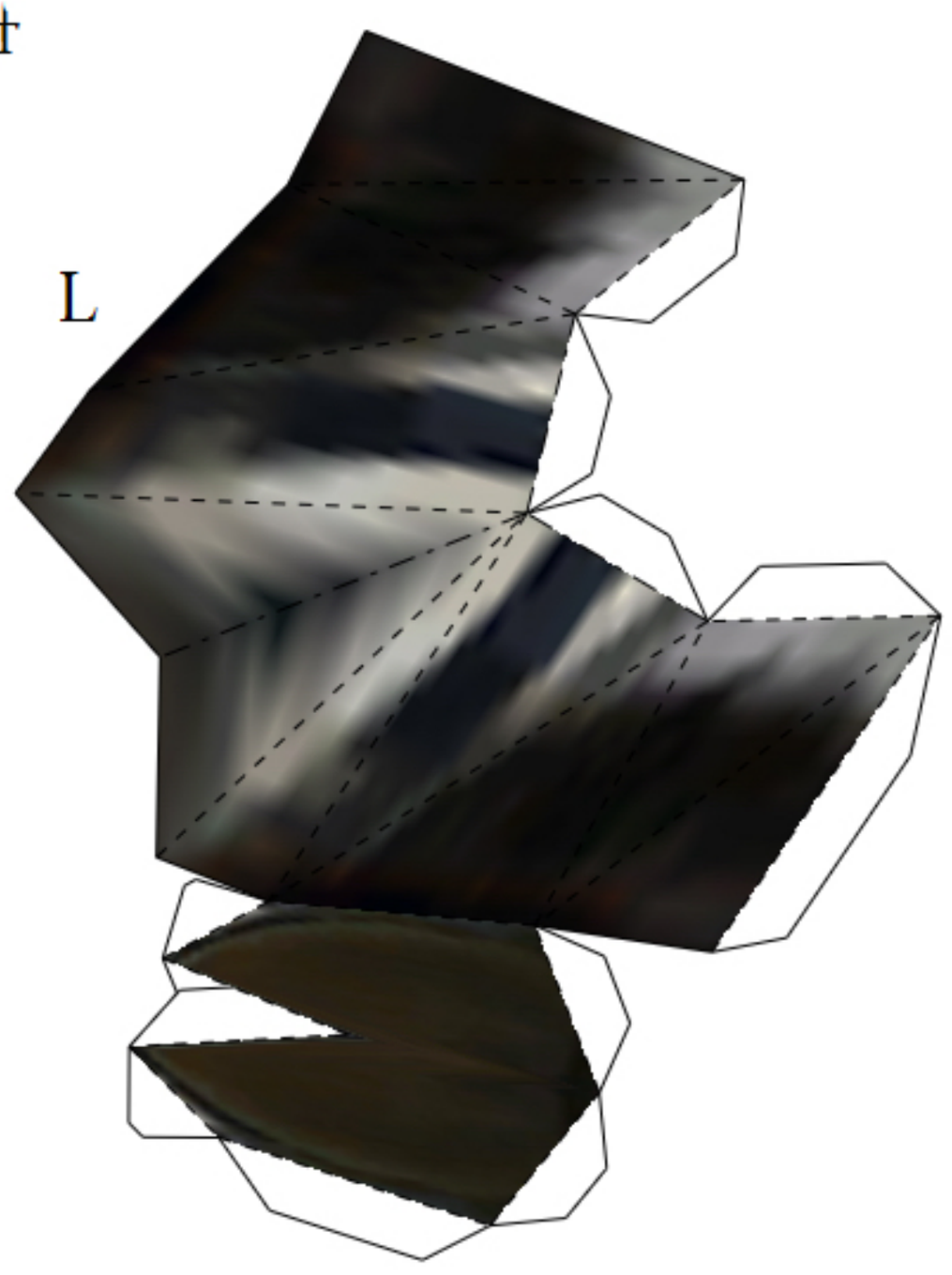
HOOVES

Front

R

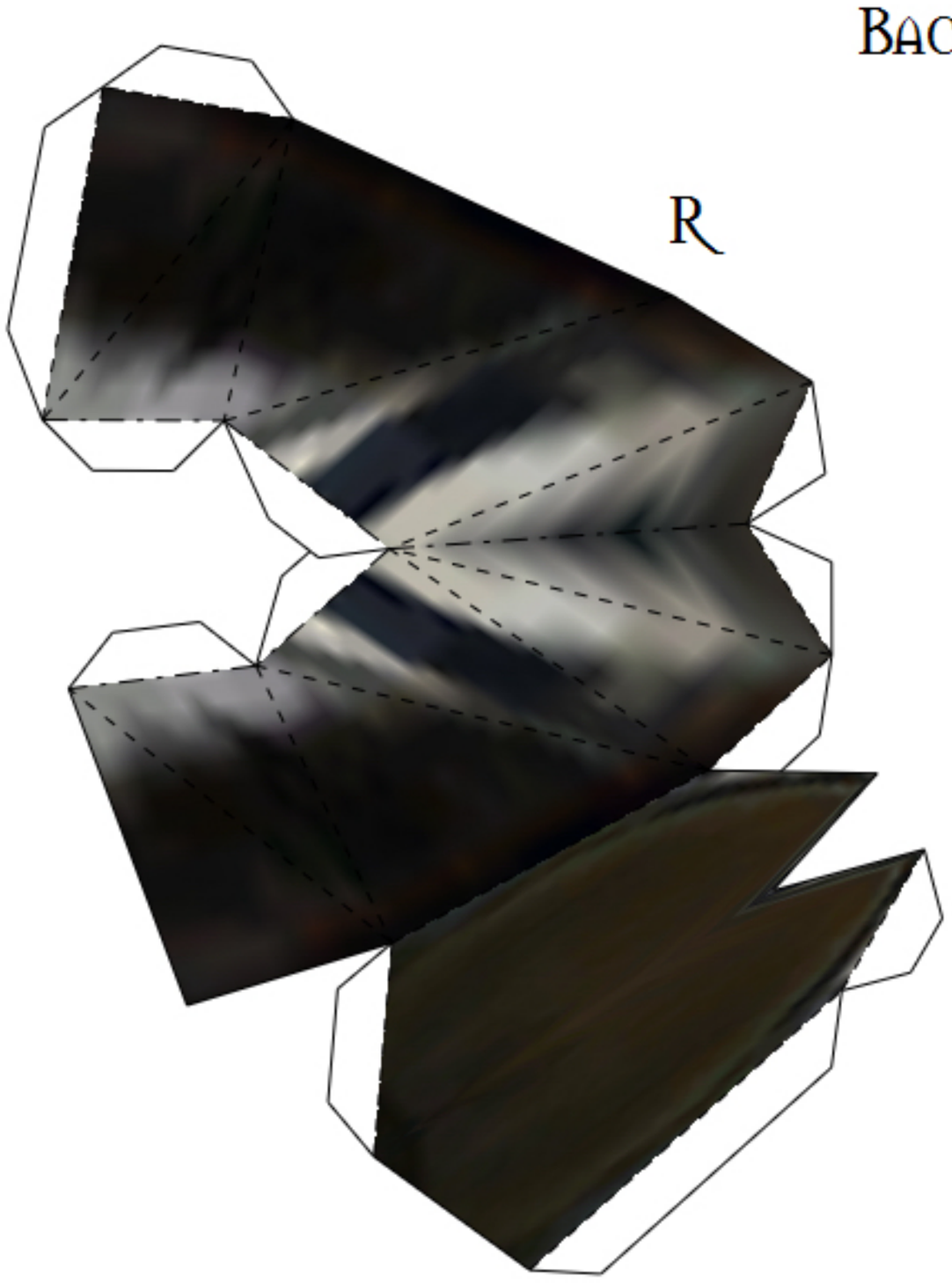


L



Back

R



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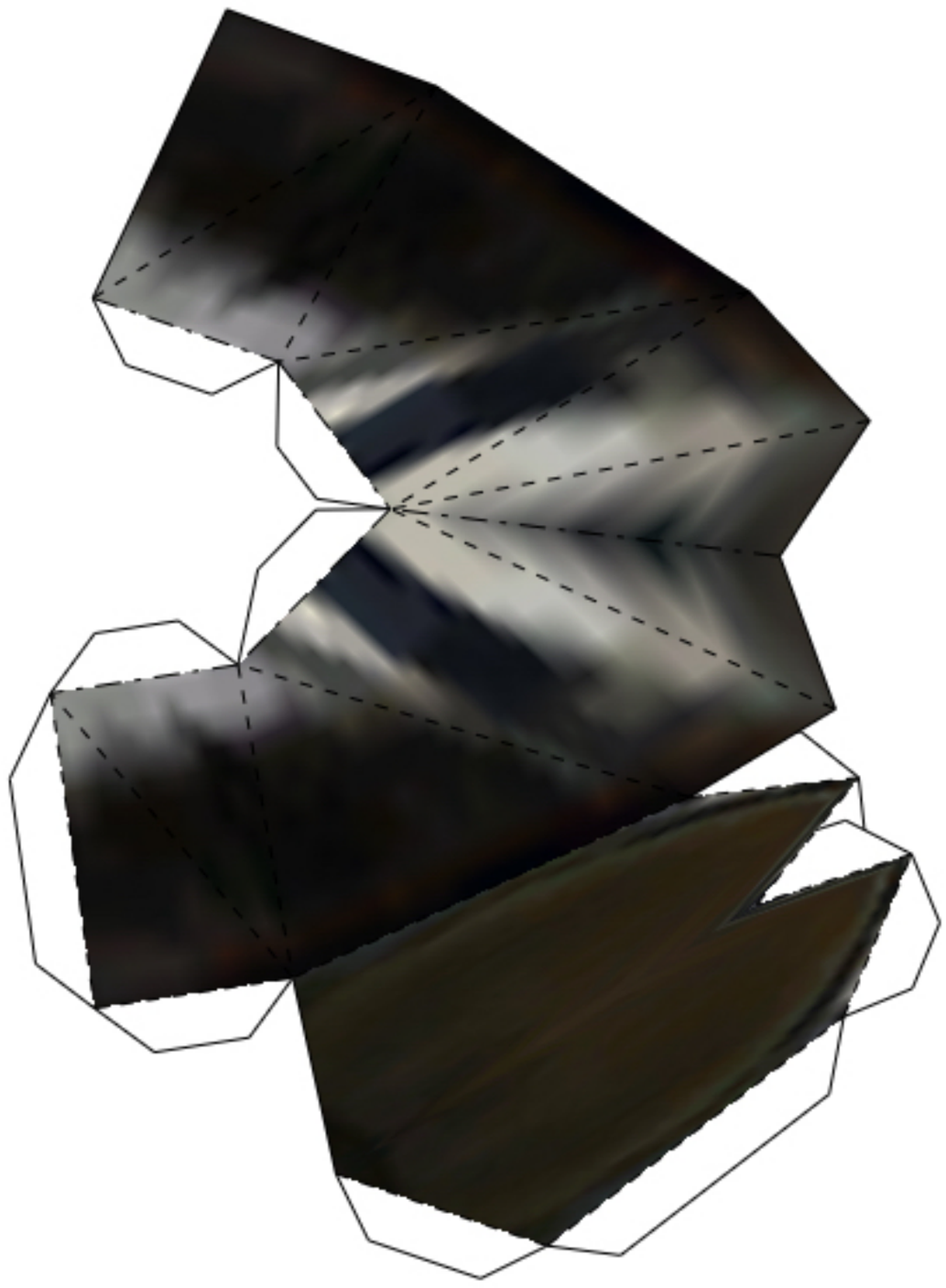


FRONT LEGS



RIGHT



LEFT

Left back leg



RIGHT BACK LEG



Body - upper

and rear



Body - sides

and chest



Left



Right

Body - Belly



Tail



Tail mane

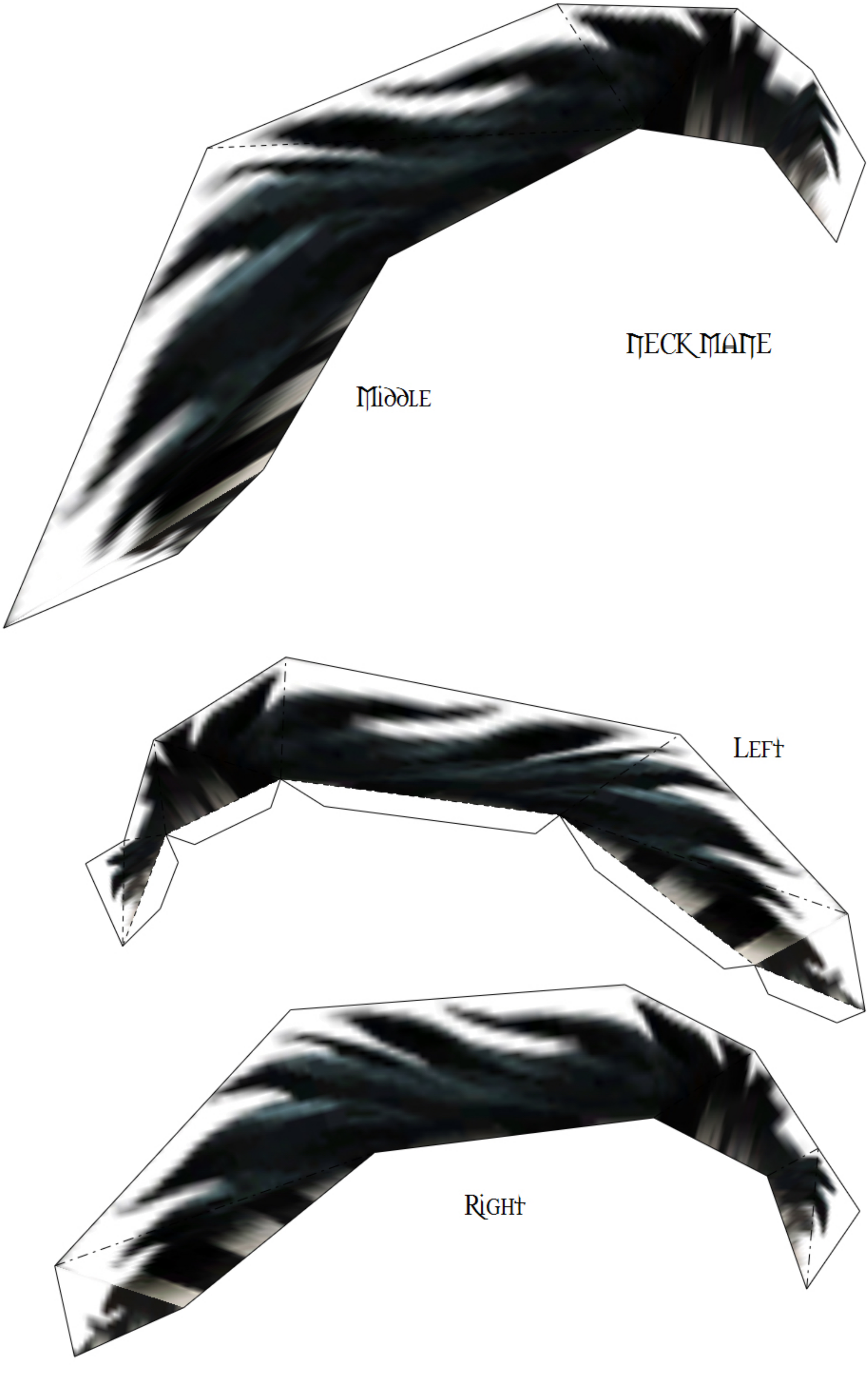
Apply some glue to the inner edges and follow its position as in the 3D panel.



Right view

L R

Back view

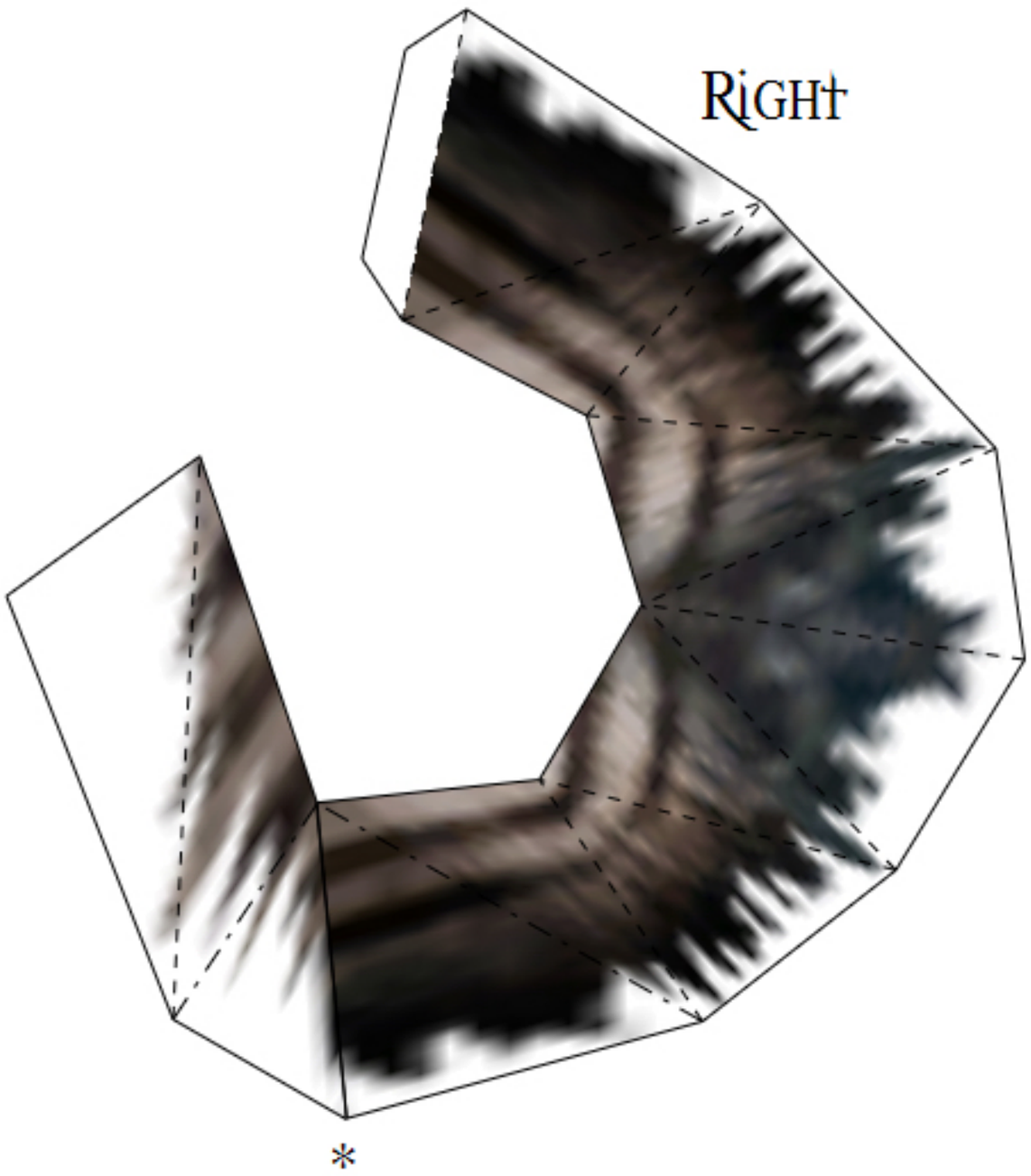

Middle
Neck Mane
Left
Right

Hooves mane

The flaps are glued to the fold points marked with a *

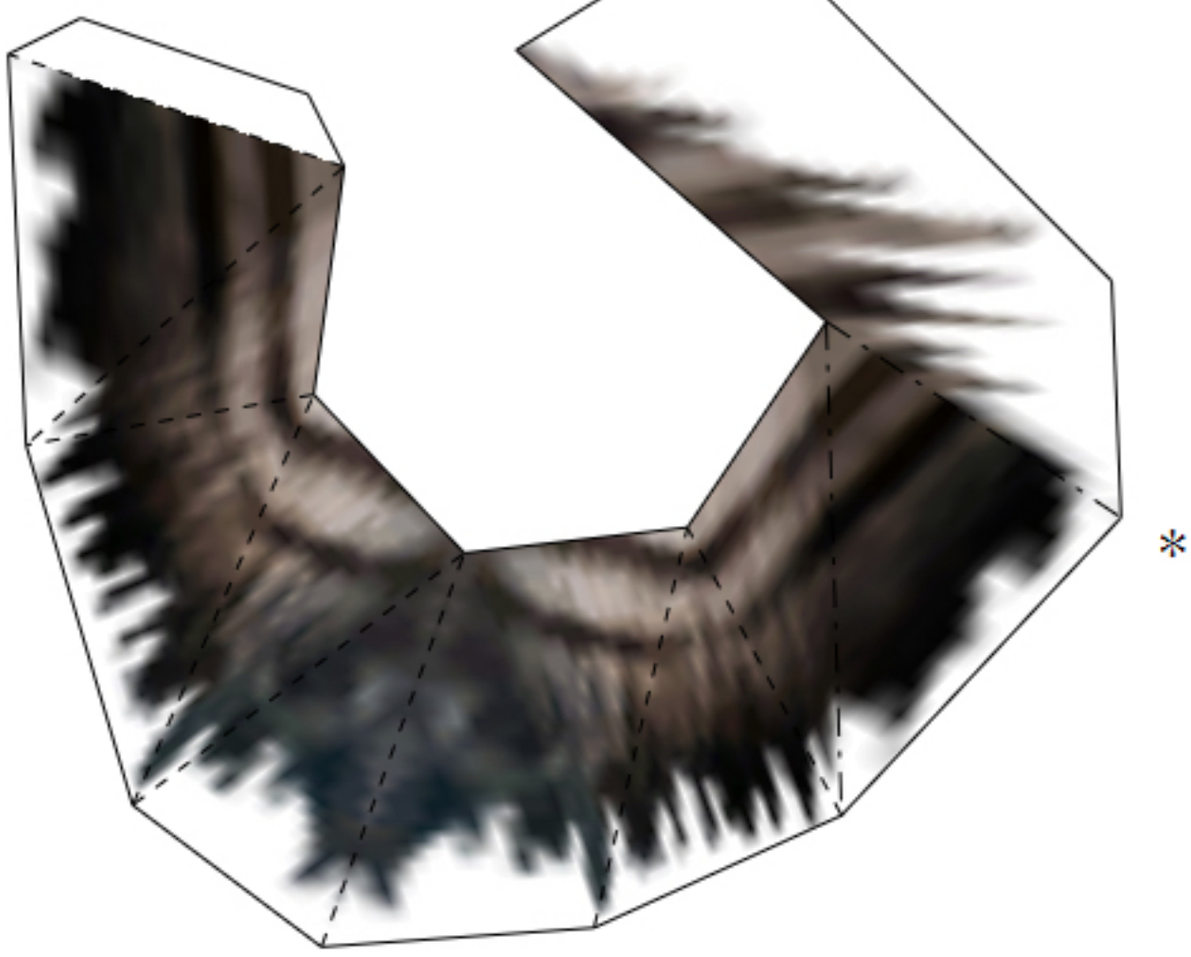
Front

Right



*

Left



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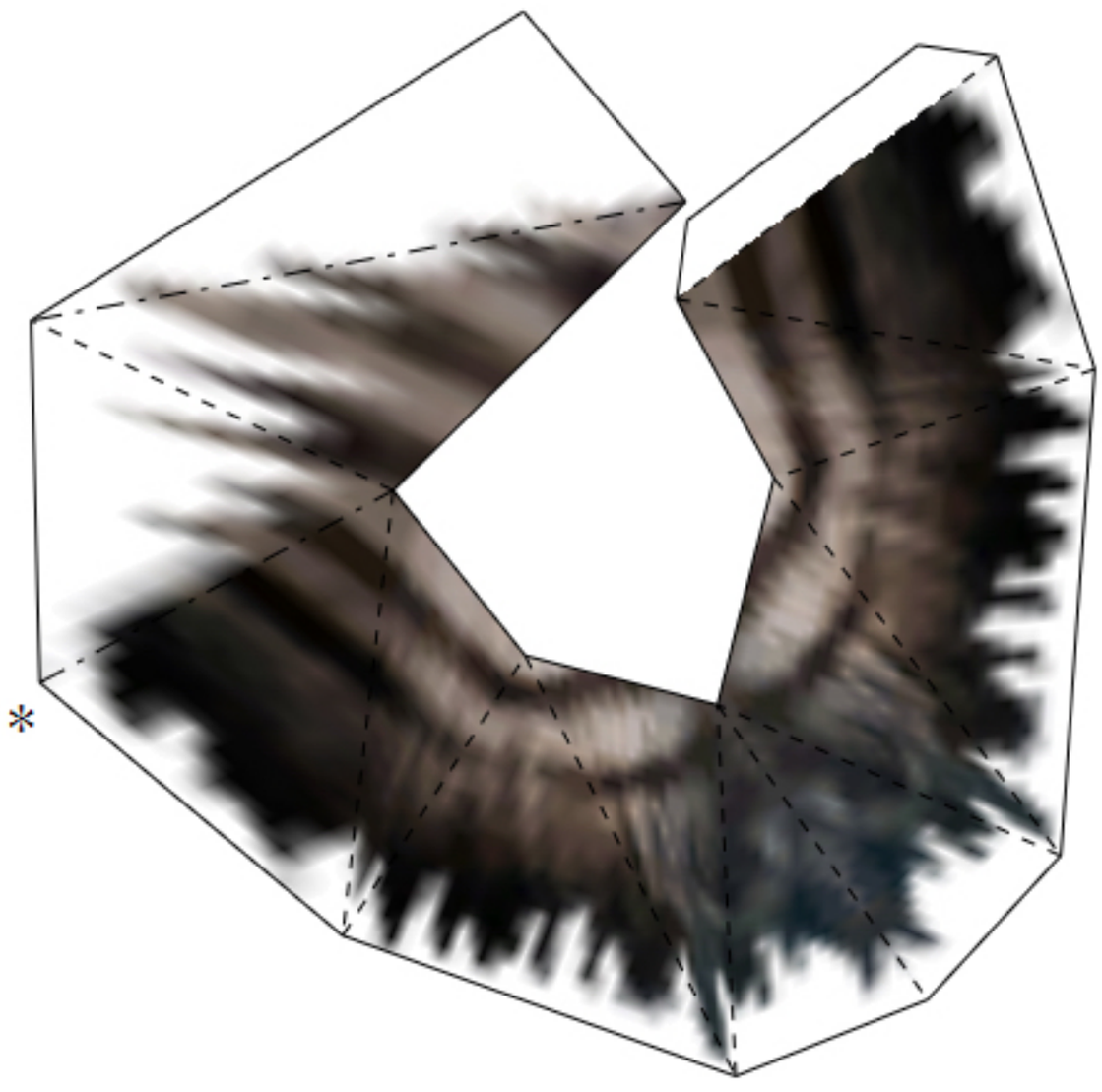
Back

Right



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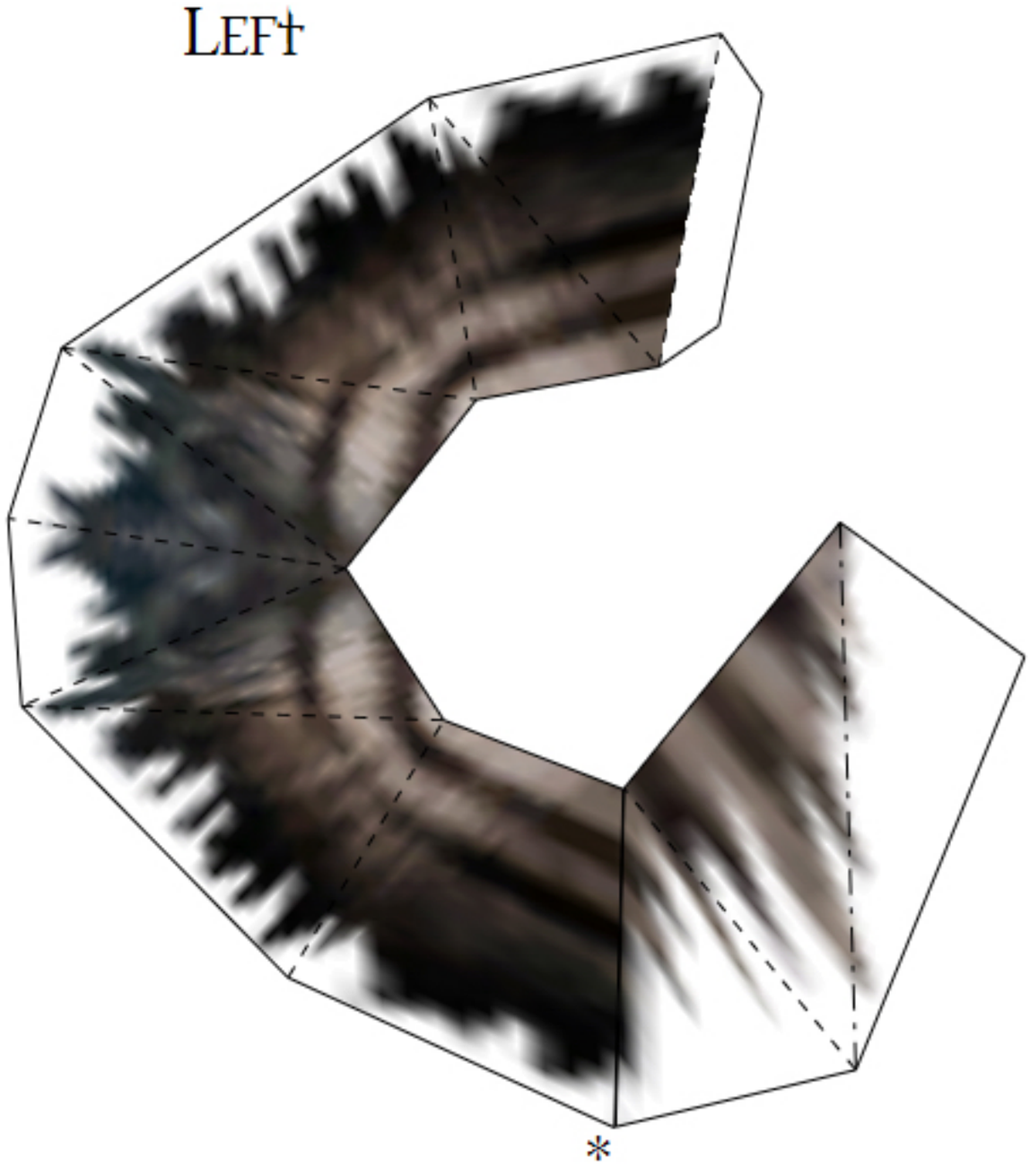
Left



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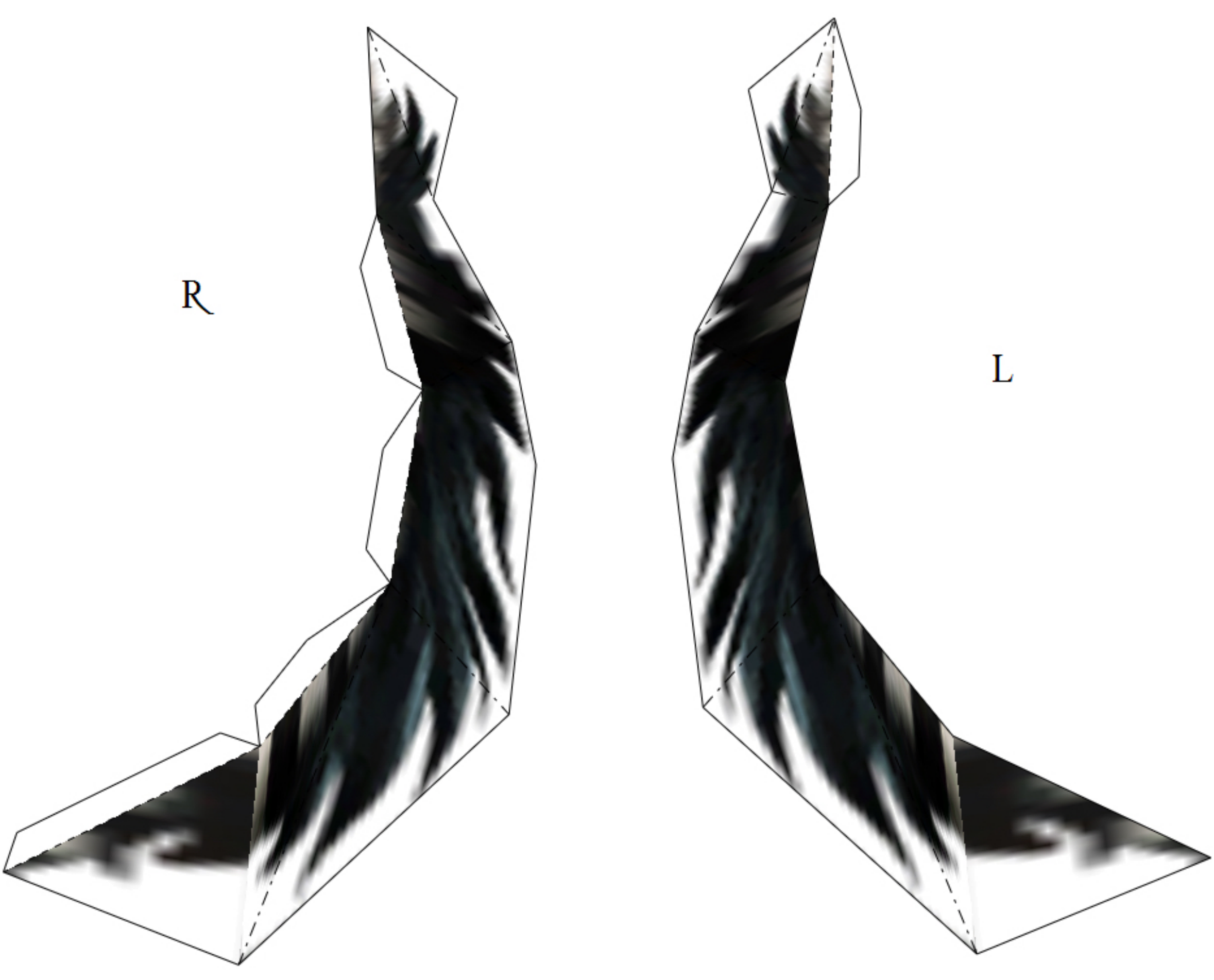
CHIN MANE



R

L

CHEST MANE



R

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