

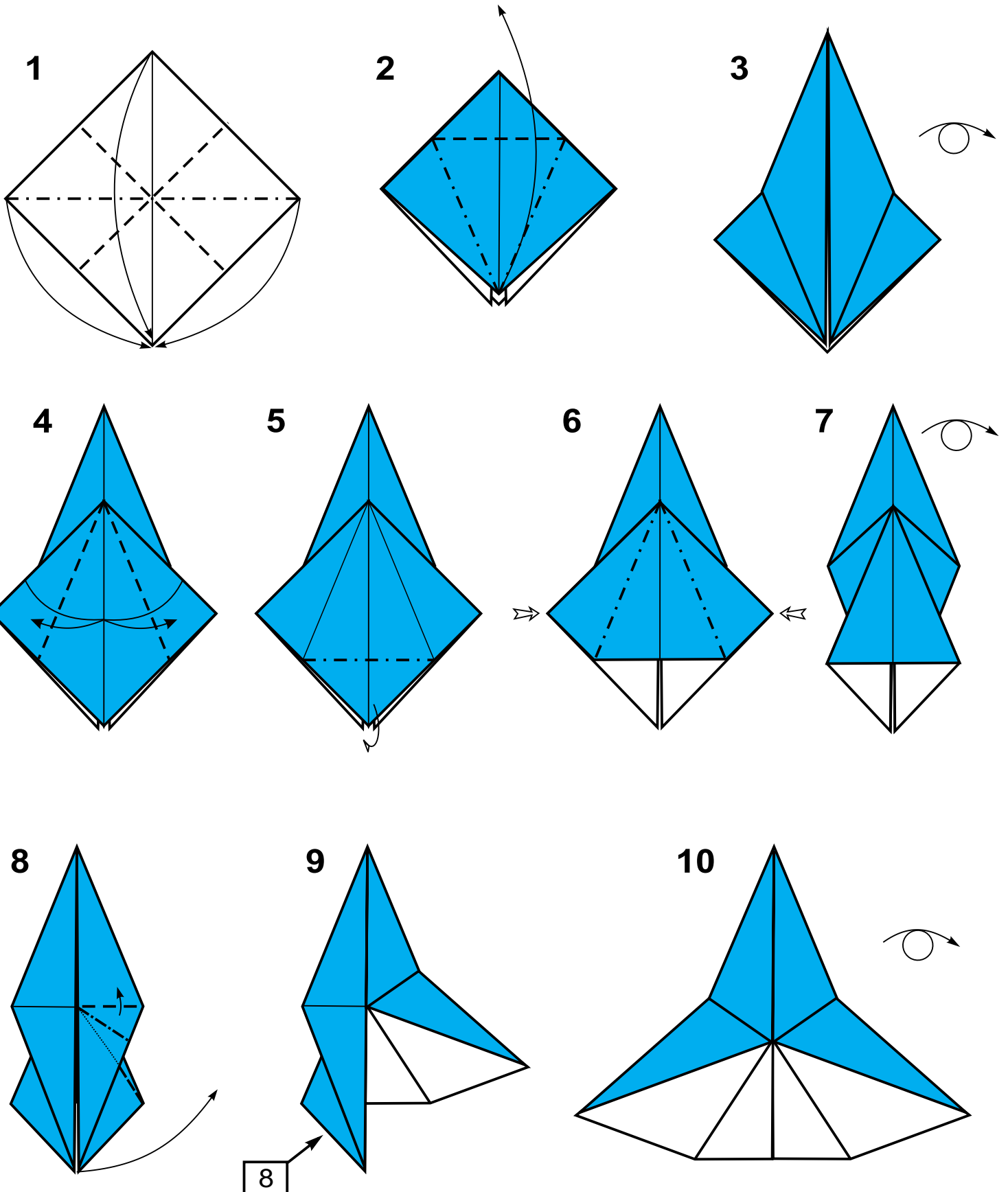
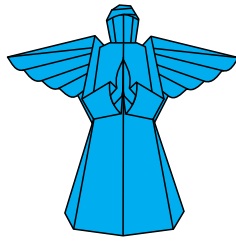
# Angel

Author: Neal Elias

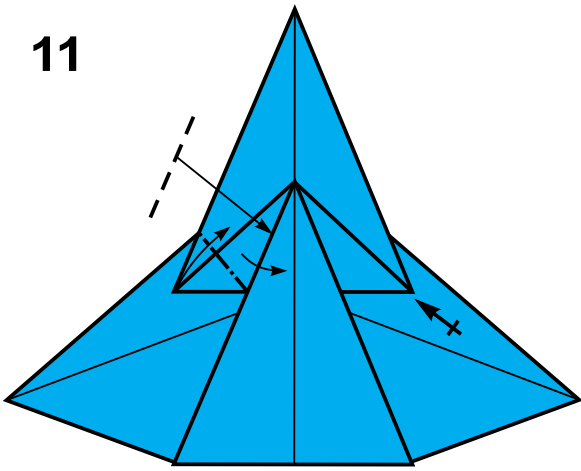
Modified by: Gabriel Vong

Diagramed by: Huy Pham

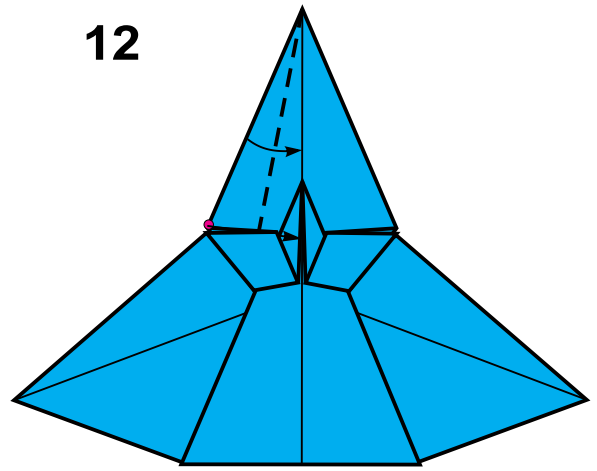
Date: Oct 2009



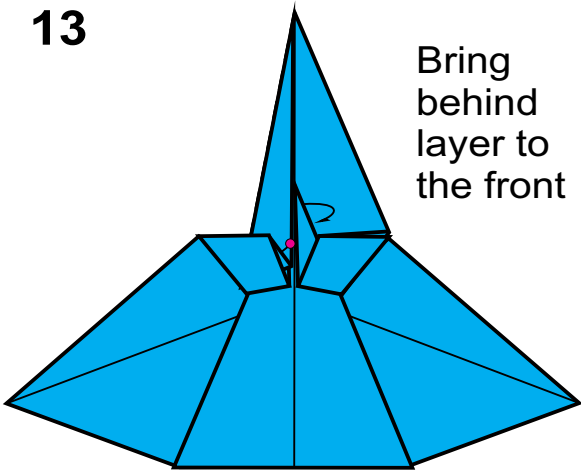
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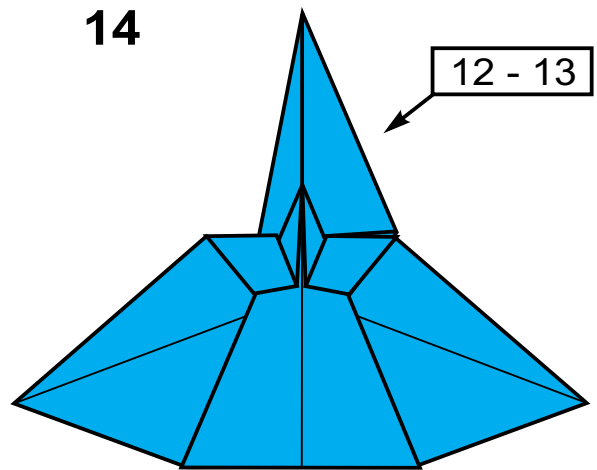


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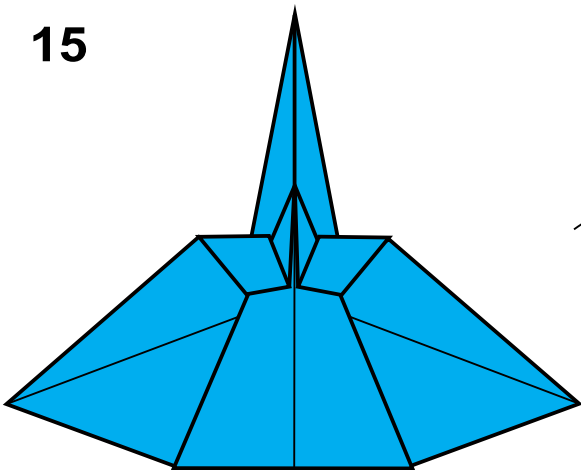


Bring behind layer to the front

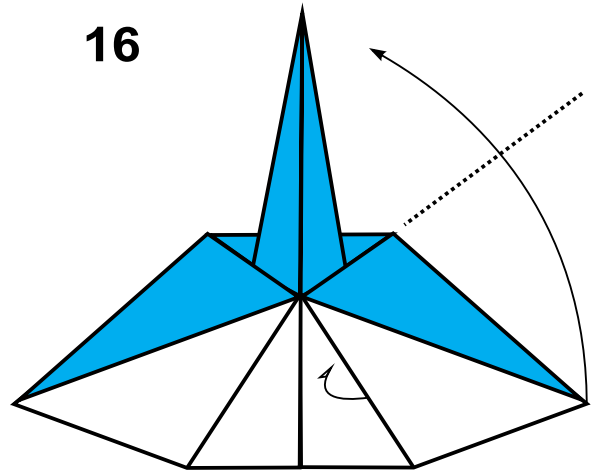
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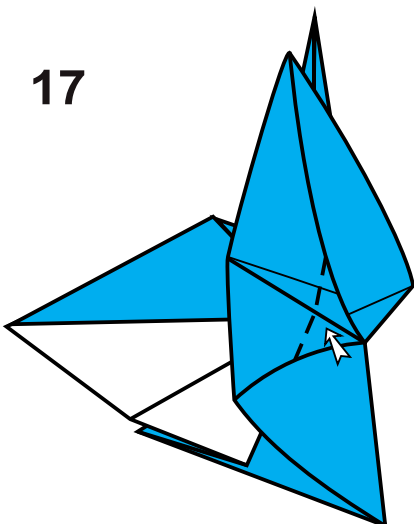
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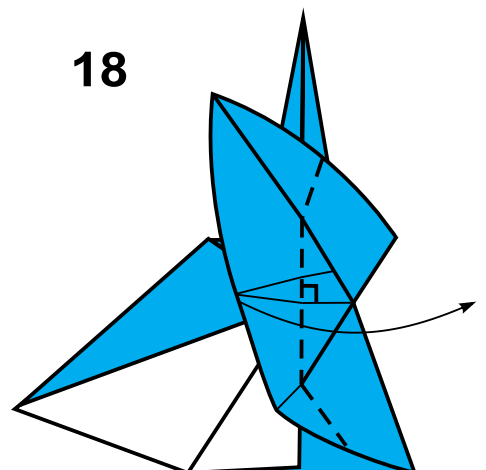


Side view



Squash flat into a triangle with the central line perpendicular to the overall vertical axis

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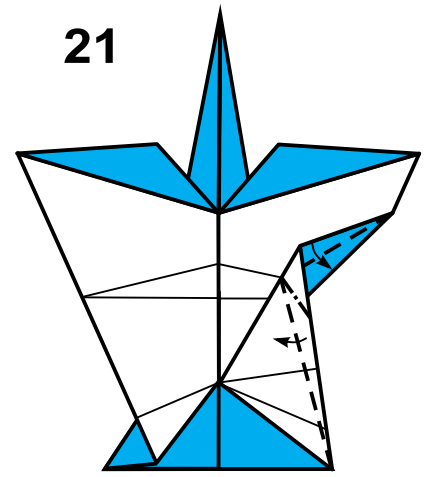
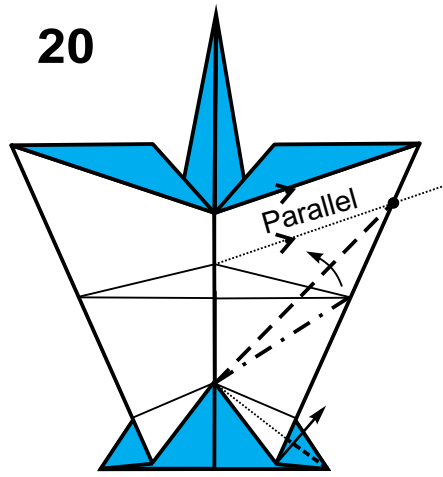
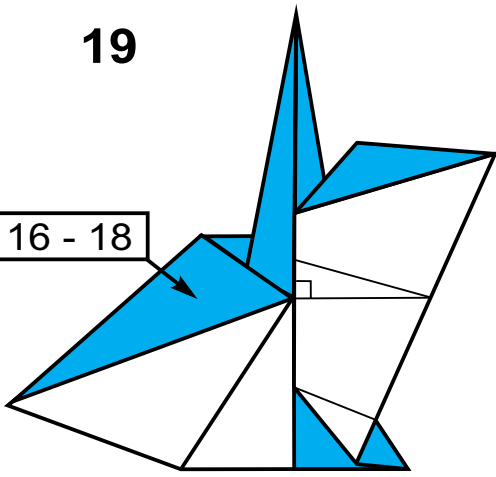


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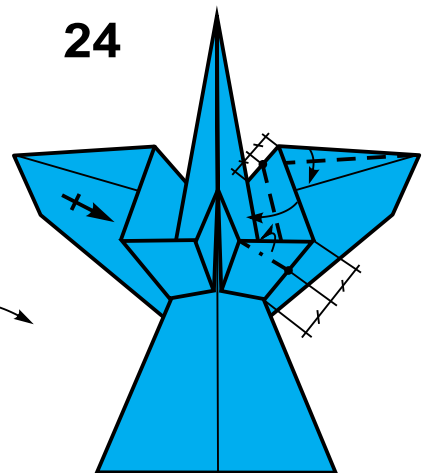
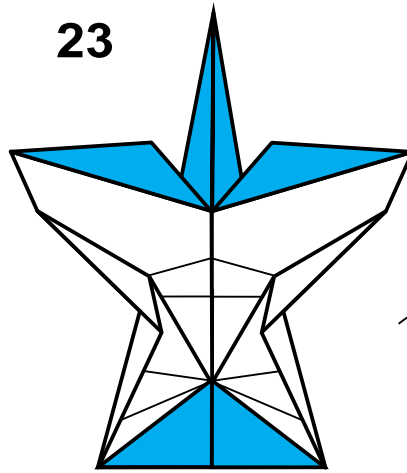
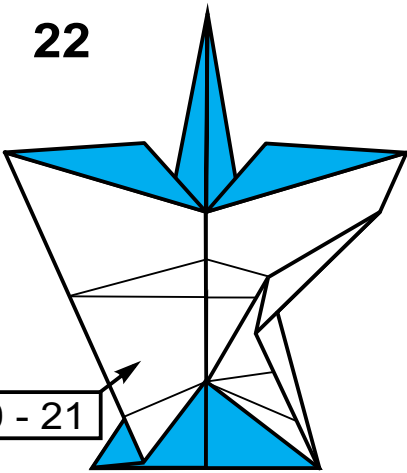


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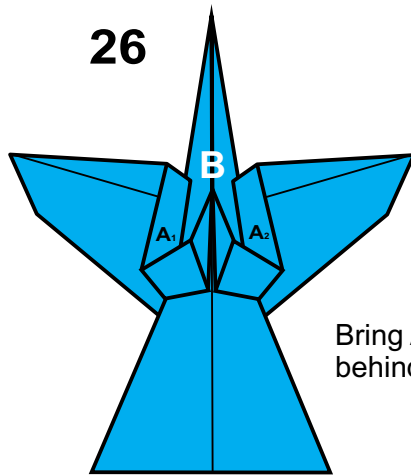
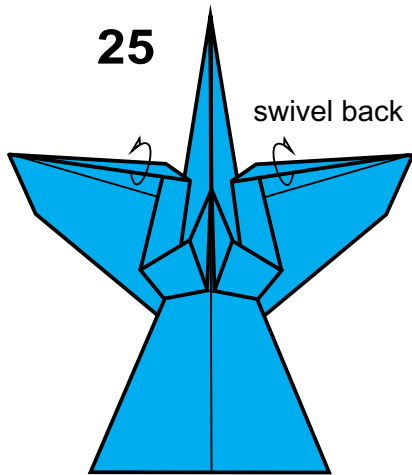


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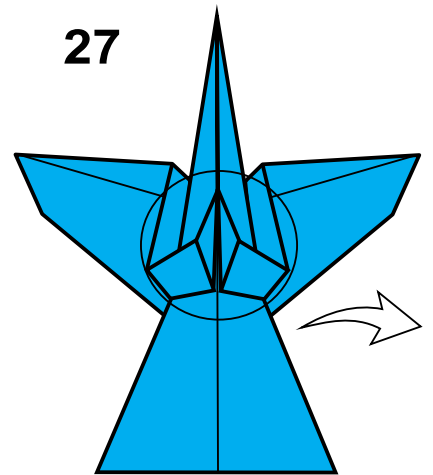
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swivel back



Bring A1&A2 behind B



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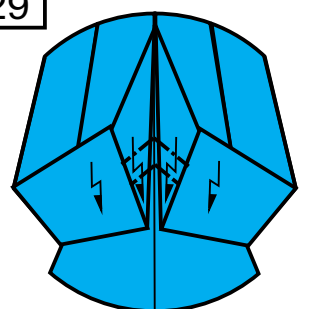
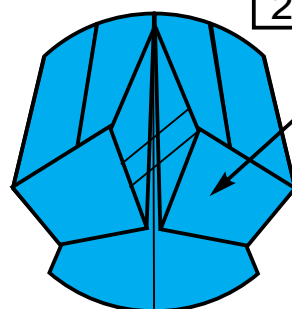
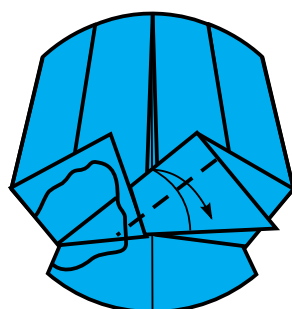
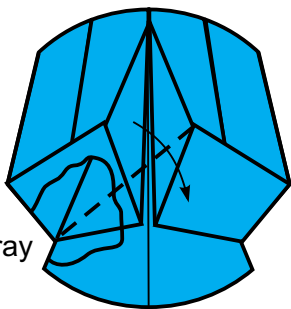
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X-ray

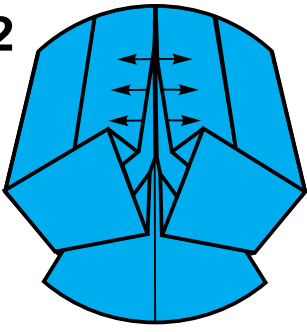
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Make crease & unfold back to step 28

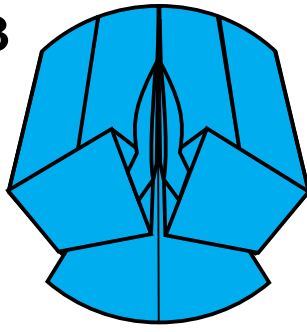
Repeat on the right

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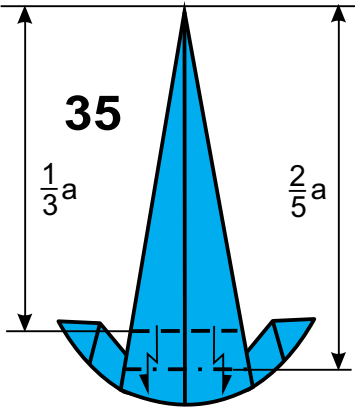
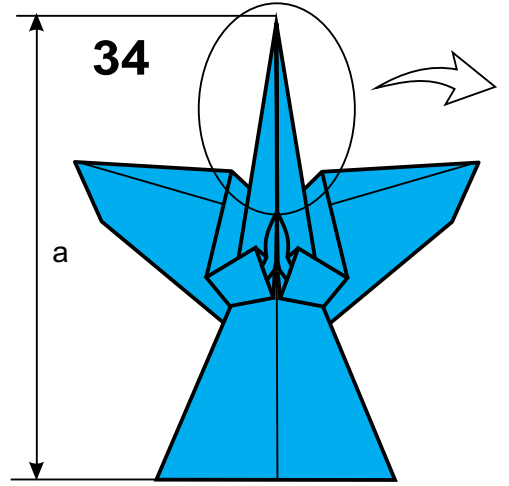


Make 3D hands

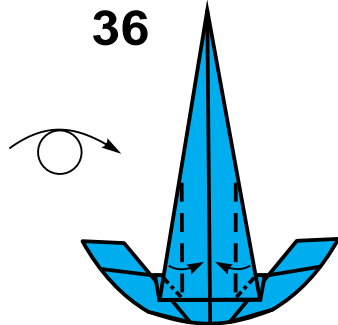
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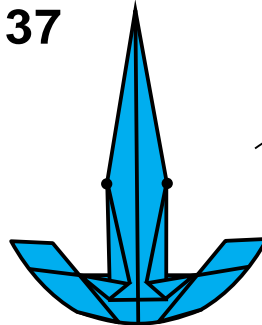
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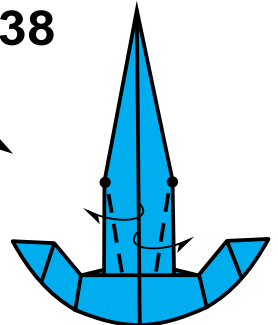
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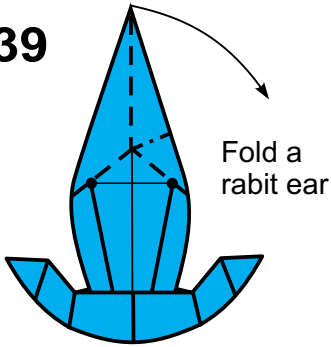
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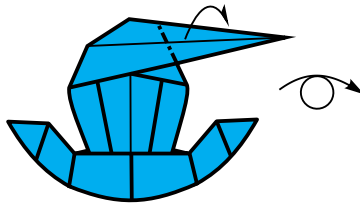
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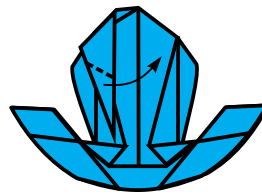
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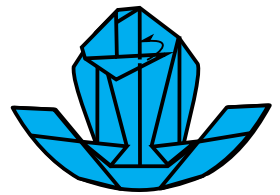
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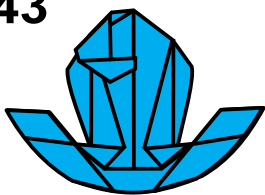


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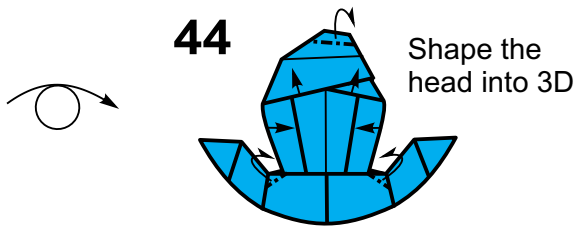


Tuck inside

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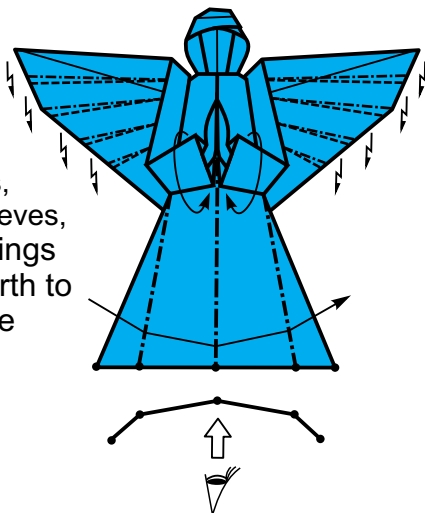


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Complete

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Shape wings, make 3D sleeves, move the wings back and forth to help balance the model



Bottom view

