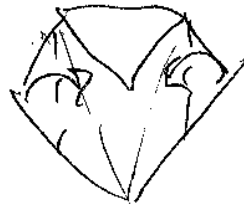


Starship Enterprise

By Marc Kirschenbaum

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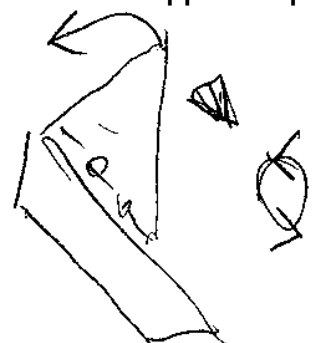
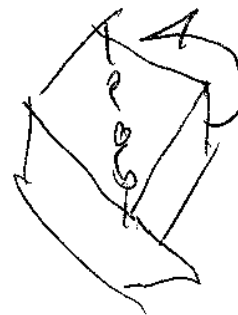
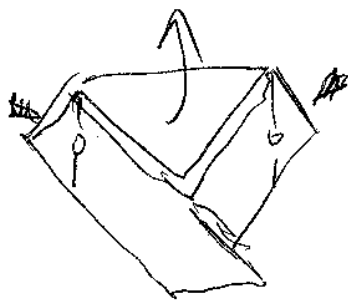
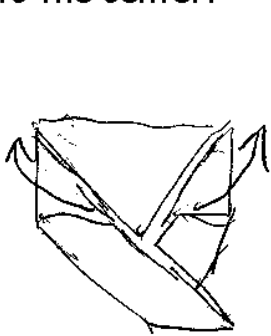
1. Start with a square white side up, fold both sides in to the center.

2. Valley fold the top flap down.

3. Unfold the sides outwards.

4. Fold sides in to the center flap.

5. Make rabbit ear by folding along edges of the upper flap

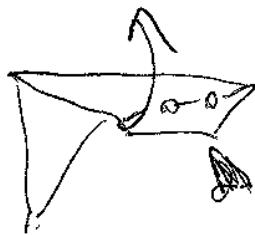
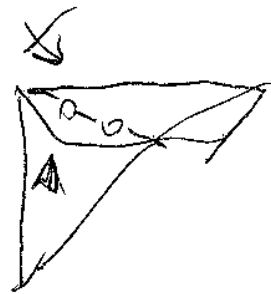
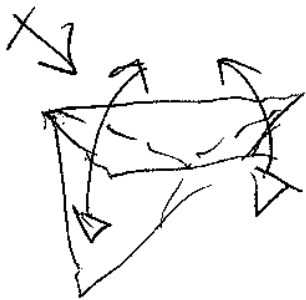


6. Pull out the hidden corners.

7. reverse fold the corners inwards, then unfold the top flap.

8. mountain fold in half.

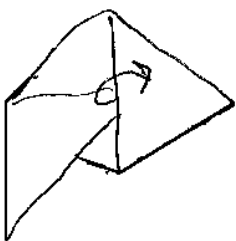
9. Reverse fold the big flap and rotate the model.



10. precrease repeat behind.

11. Sink (multiple reverse folds) repeat behind.

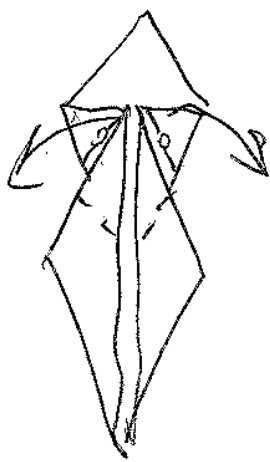
12. Spread sink. (this means to spread it out while sinking.)



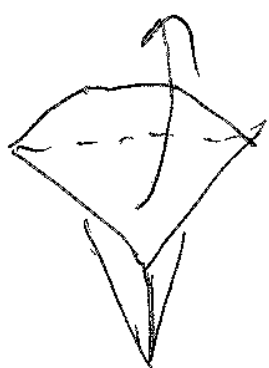
13. Pull to surface.

14. Squash fold.

15. Turn over and rotate 90 degrees.



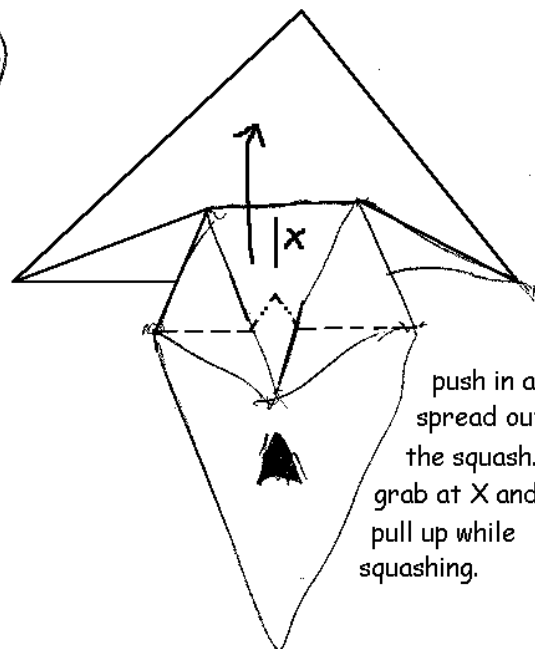
16. Squash



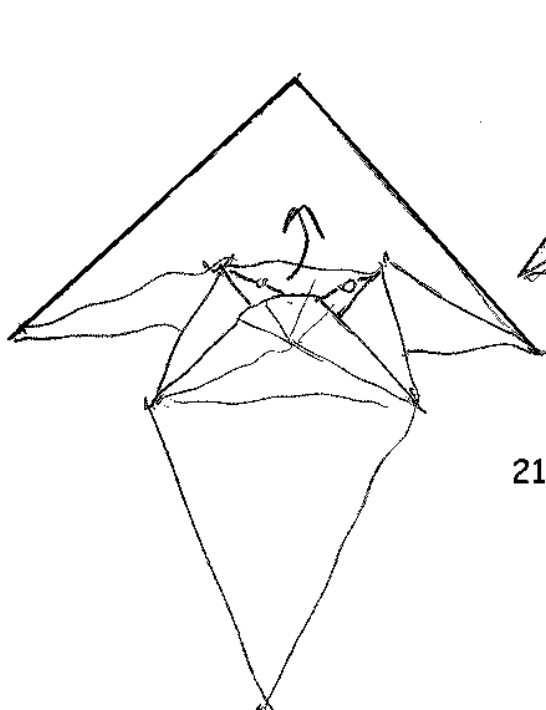
17. Valley fold up.



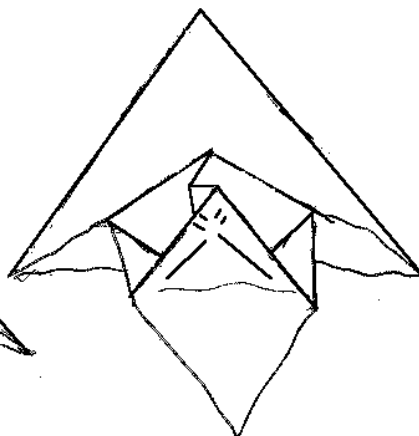
18. Turn over.



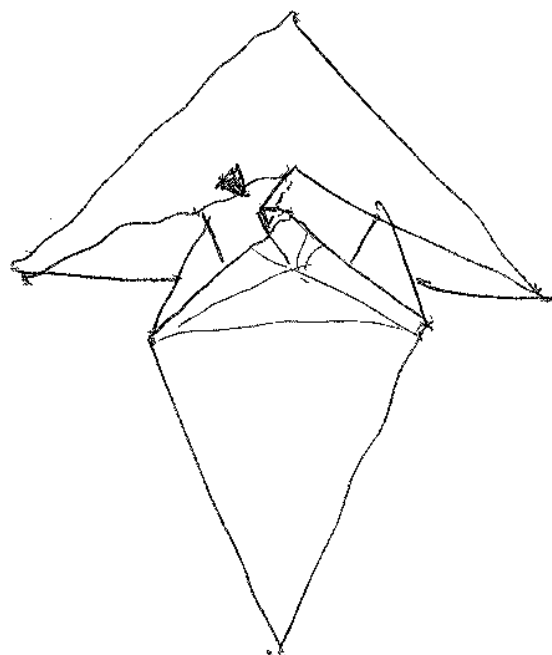
19. Precrease and spread squash



20. pull out insides of the next layer down to make an outward point instead of inner.



21. Squash fold the inner flap. see detail 23 24.



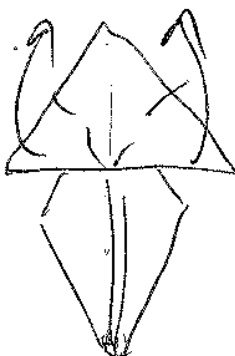
22. Reverse fold.



23. Unsink



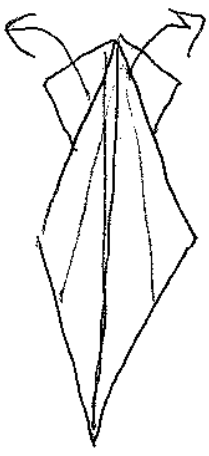
24. Turn over model.



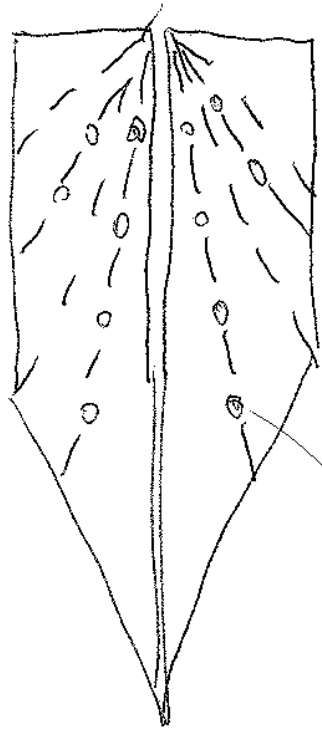
25. Valley fold up.



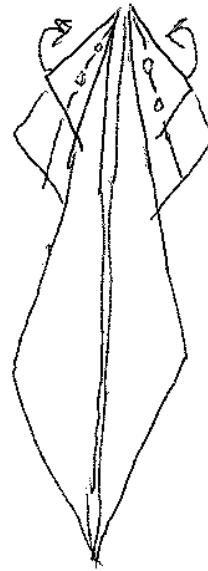
26. Precrease along angle bisectors.



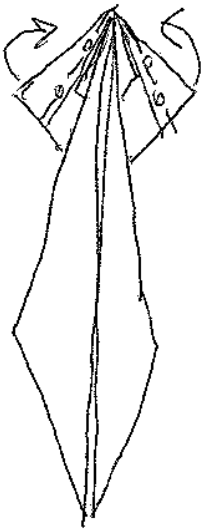
27. Undo reverse folds



28. Reverse folds.



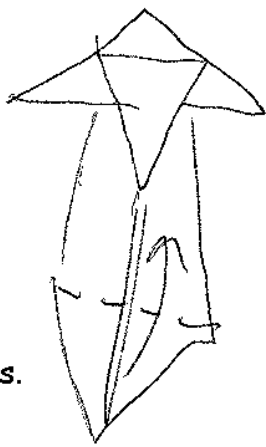
29. Reverse fold at 22.5 degree angles.



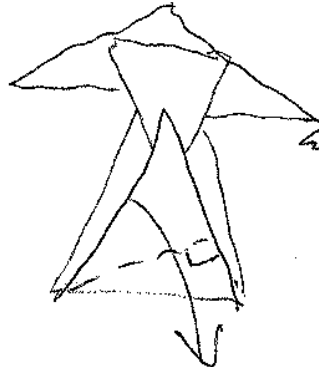
30. More reverse folds.



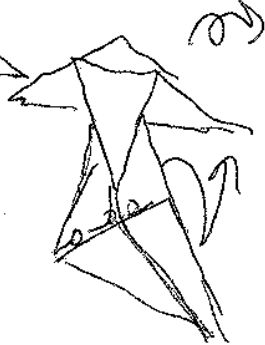
31. Spread apart flaps.



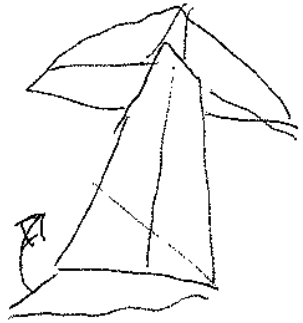
32. Valley fold up.



33. Valley fold down lightly.



34. Precrease, turn over.



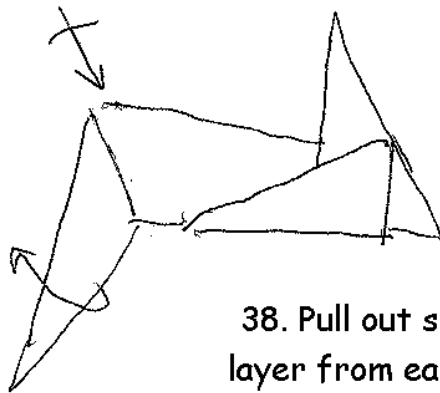
35. Swing back up.



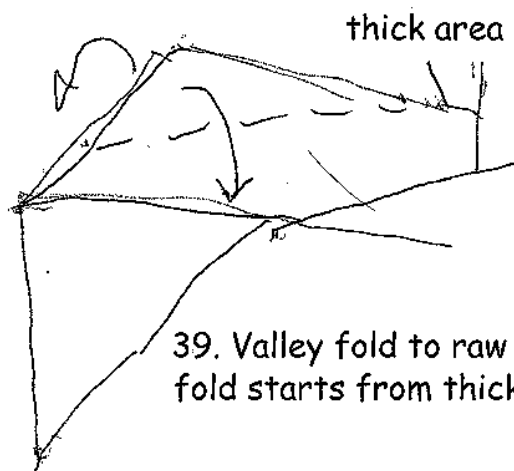
36. Rabbit ear.



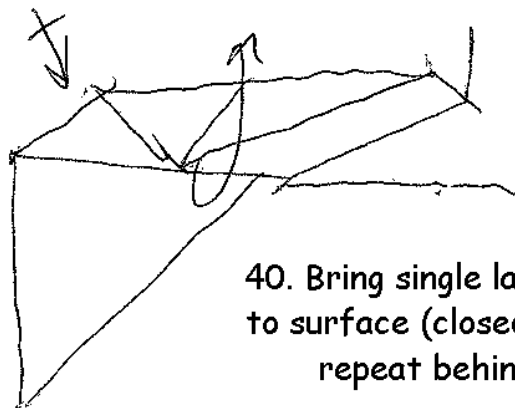
37. Fold point in half, turn over.



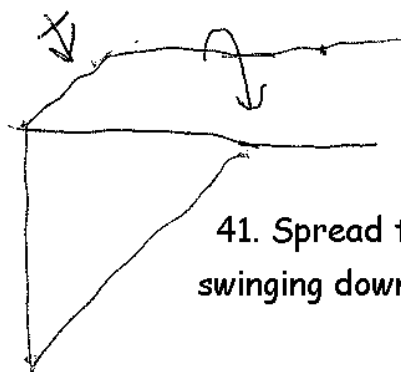
38. Pull out single layer from each side.



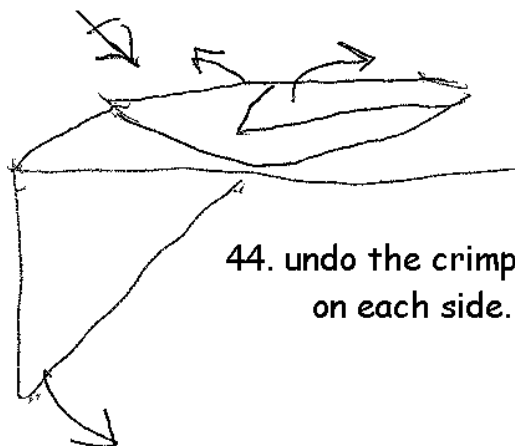
39. Valley fold to raw edge, fold starts from thick area.



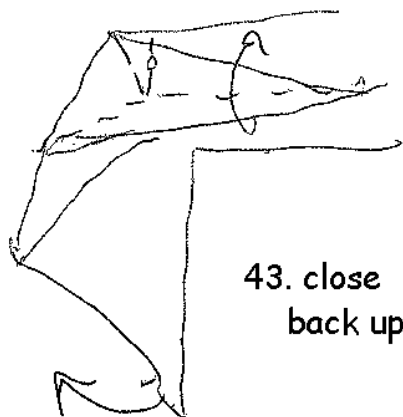
40. Bring single layer to surface (closed sink) repeat behind.



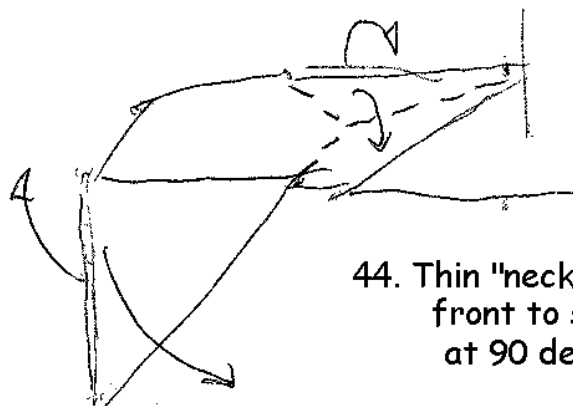
41. Spread top by swinging down a layer.



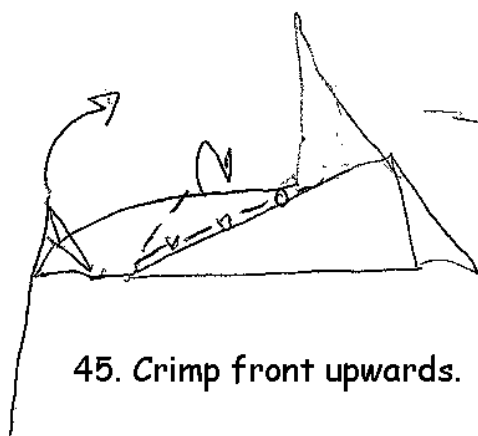
42. undo the crimp on on each side.



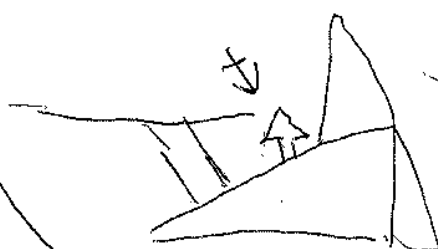
43. close back up.



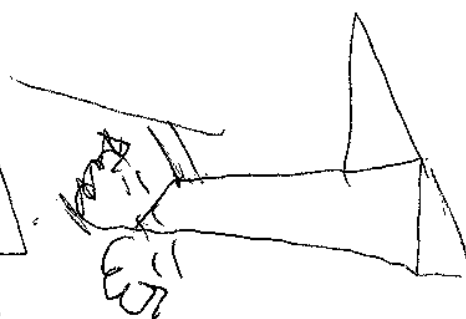
44. Thin "neck", causing front to spread at 90 degrees.



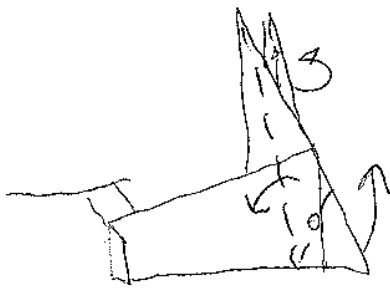
45. Crimp front upwards.



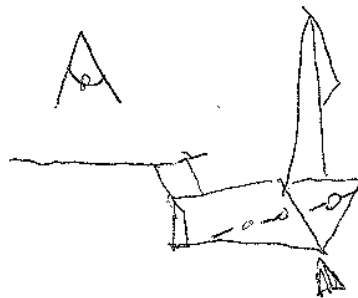
46. Pull out some material from fusilage.



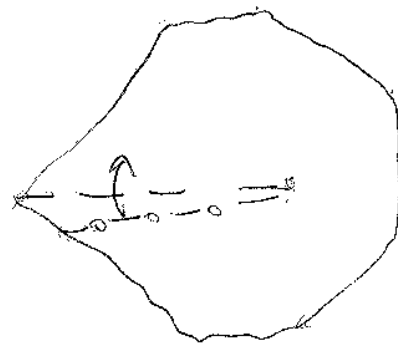
47. Fold corner over and over to reveal color.



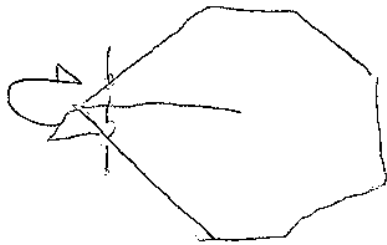
48. Crimp.



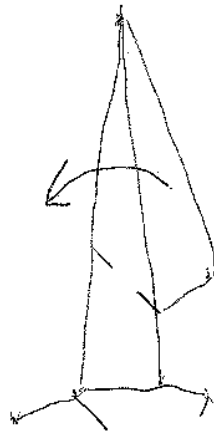
49. Closed sink
(good luck!)



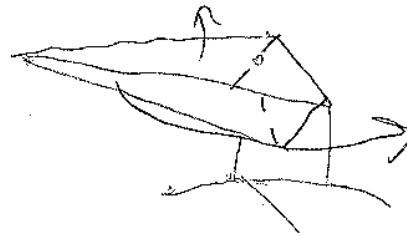
50. view from 49, pleat.



51. Mountain fold



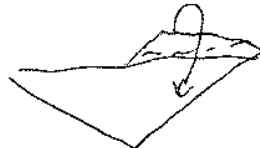
52. Valley fold.



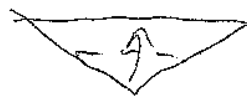
53. Swing over while
raising the 2 thin layers.



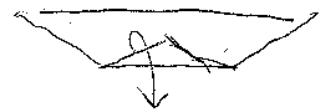
54. Wrap 2 layers
over.



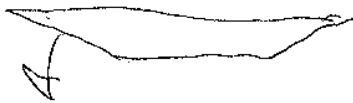
55. Tuck into
pockets.



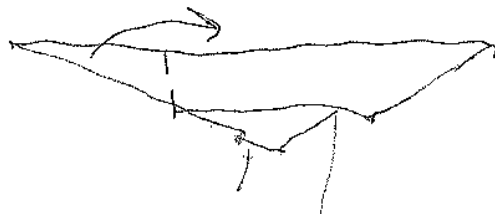
56. Valley fold up
as far as possible.



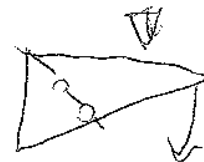
57. Bring single layer
to surface (closed sink)



58. Swivel down
2 thin layers
from behind



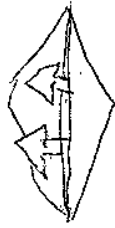
59. Valley fold over



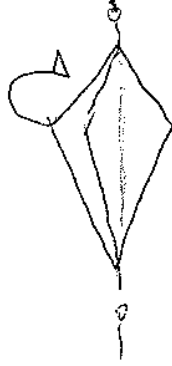
60. Squash, leaving 2 layers
on left & 1 big layer with
2 little layers on right.



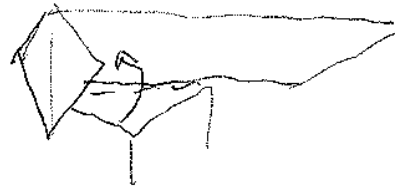
61. Wrap around layers: 2 on left and 1 on right.



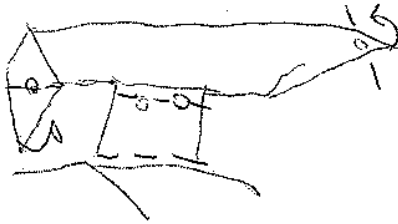
62. Unsink twice



63. Mountain fold back



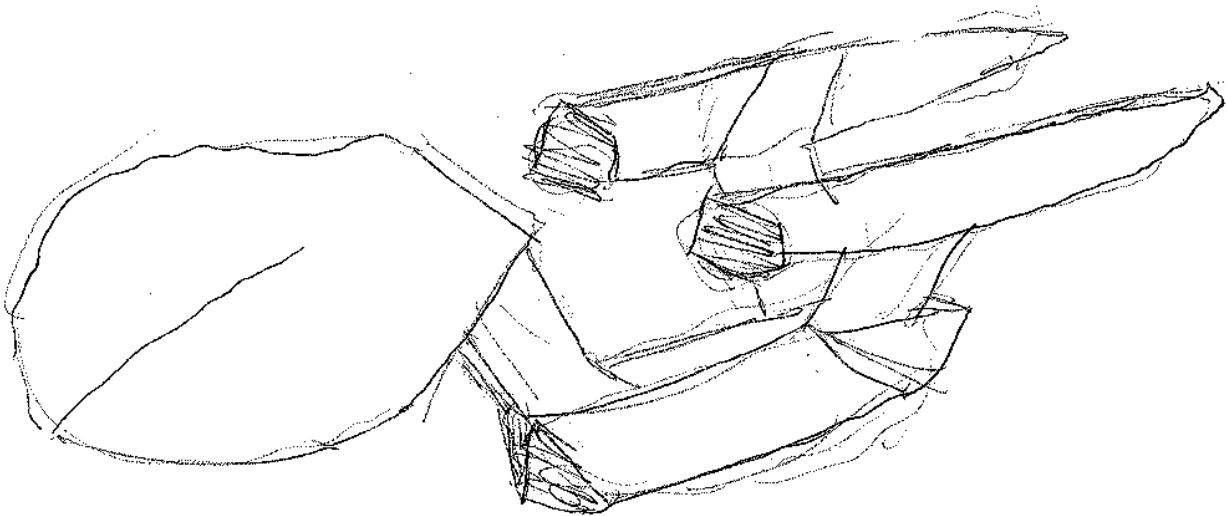
64. valley fold in.



65. Shape the back and front of engine. repeat steps 52-65 on other engine.

Please note any errors in text or diagramming are mine not those of Marc Kirschenbaum

Perry Bailey



66. The completed Enterprise. Copyright 1995 Marc Kirschenbaum

The idea for this model came from Jeremy Shafer's successful attempt at the subject.