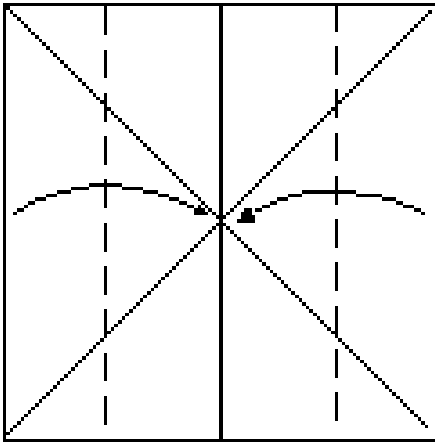
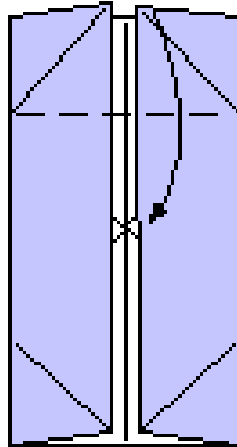


RABBIT

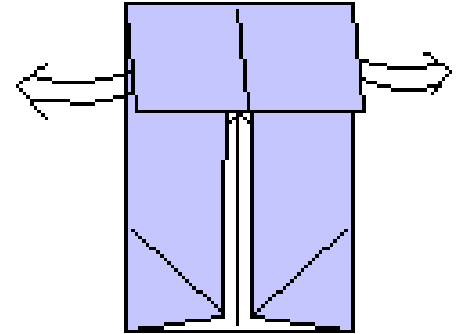
1



2

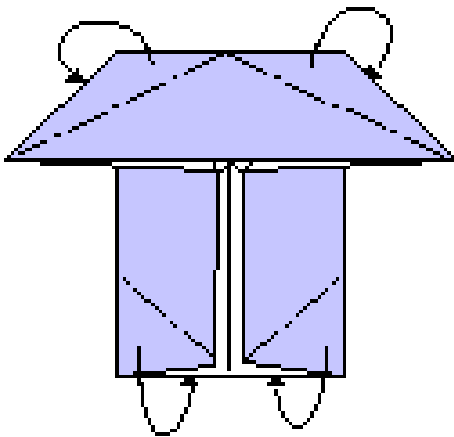


3

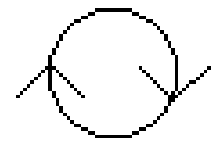
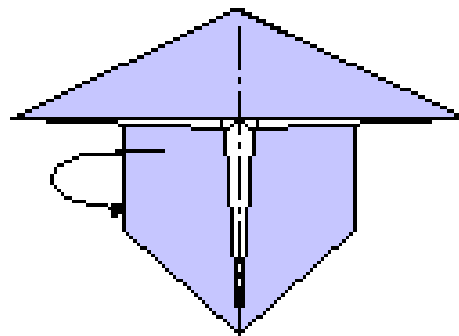


pull out hidden corners

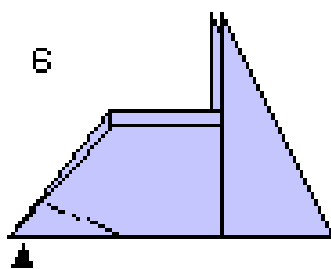
4



5

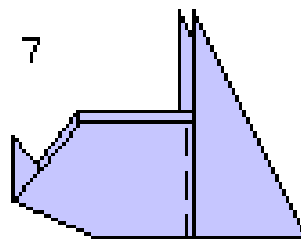


6



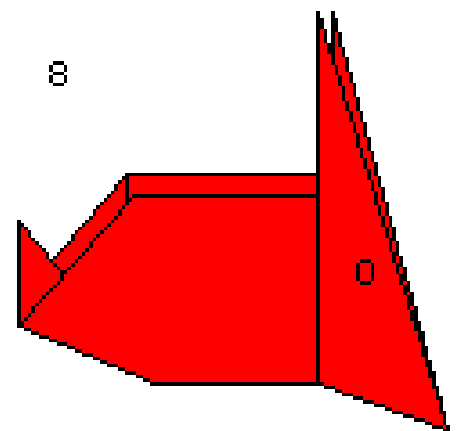
reverse fold

7



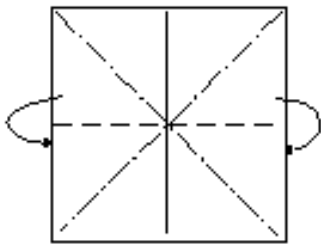
fold head at angle to make model stand

8

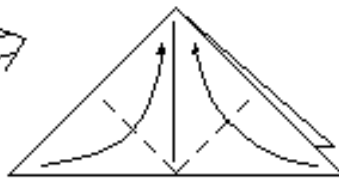


RABBIT

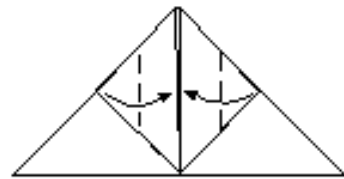
1



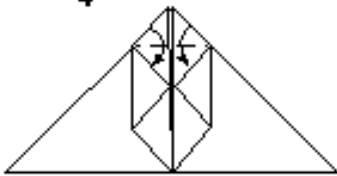
2



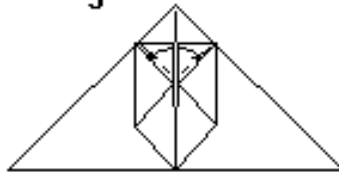
3



4

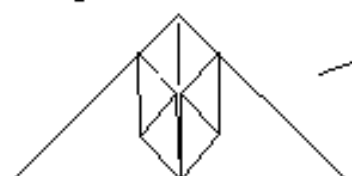


5

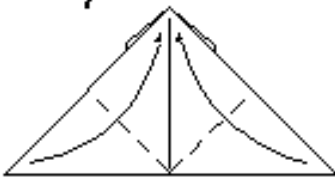


tuck flaps
in pockets

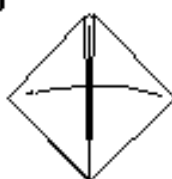
6



7



8



9



10

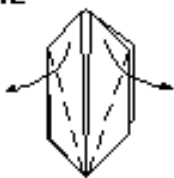


11

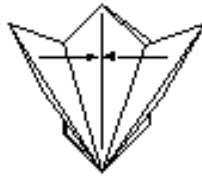


repeat steps
8 to 10
on other
flap

12



13



separate
layers

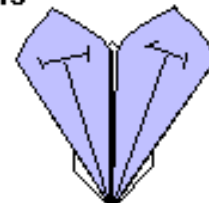
16

14

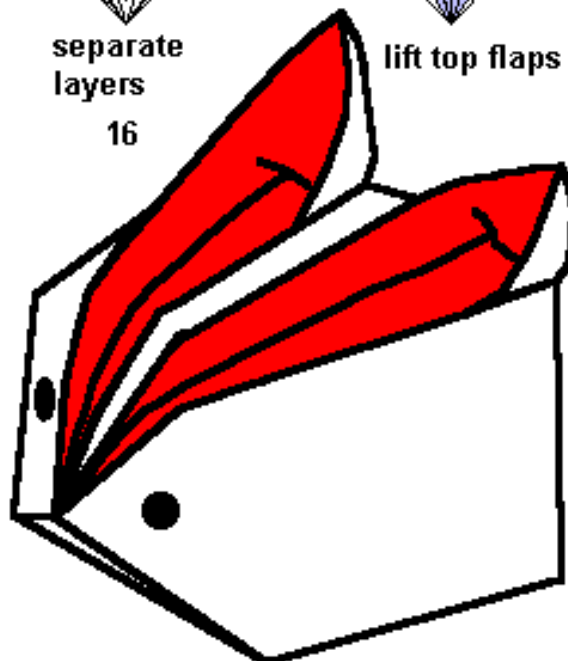


lift top flaps

15



inflate

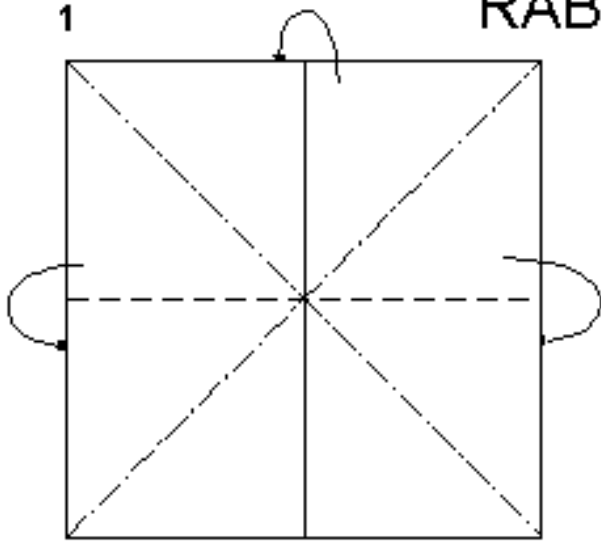


traditional model
© diagrams D.Petty

Apr '99

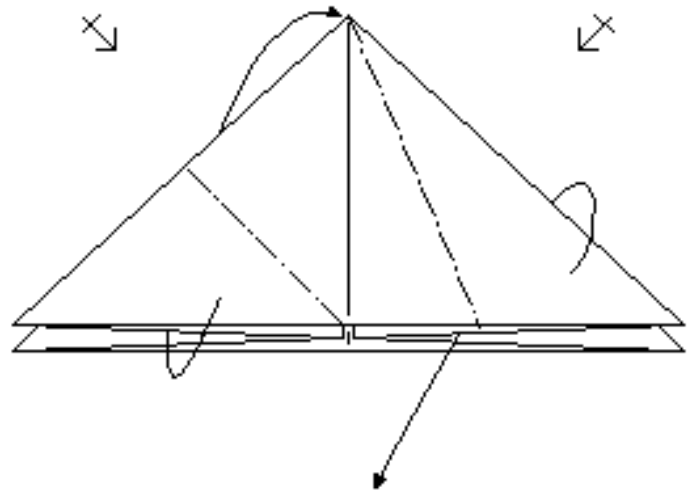
RABBIT

1



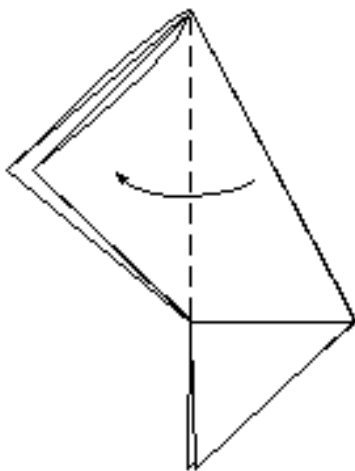
form waterbomb base

2



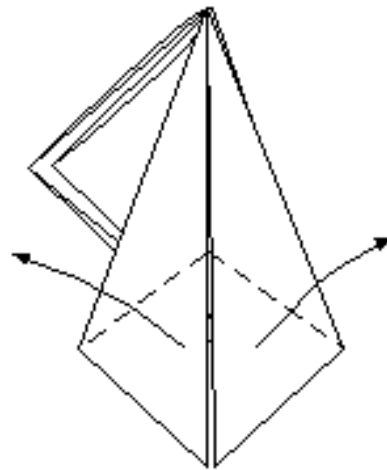
flaps on lhs fold inside and up to point,
flaps on rhs fold inside and down to centre

3



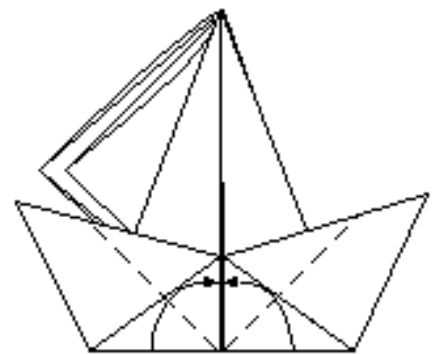
swing top flap to left

4



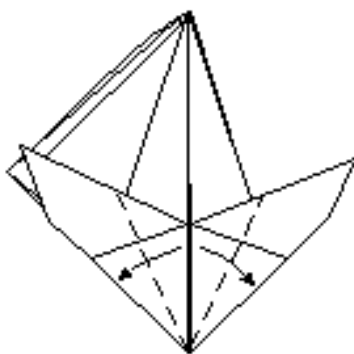
fold flaps up and out

5



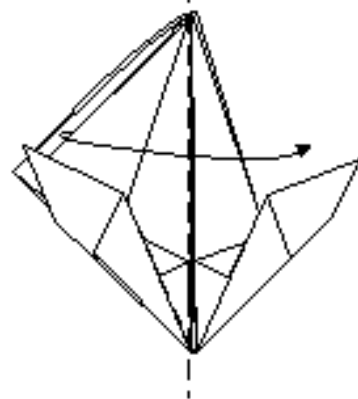
fold flaps up to centre

6



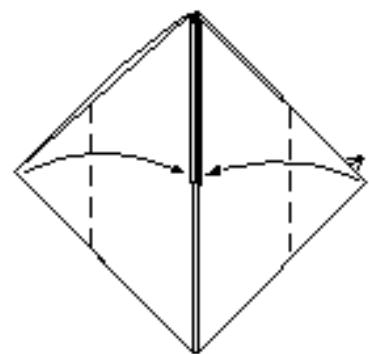
fold flaps to edge

7



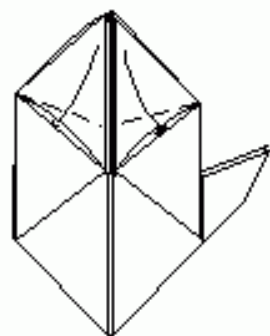
swing two layers across

8



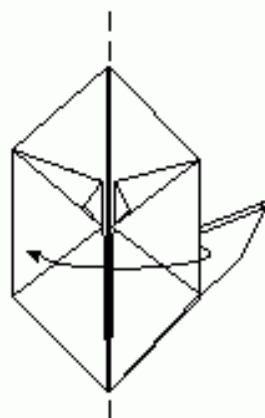
fold tips to centre

9



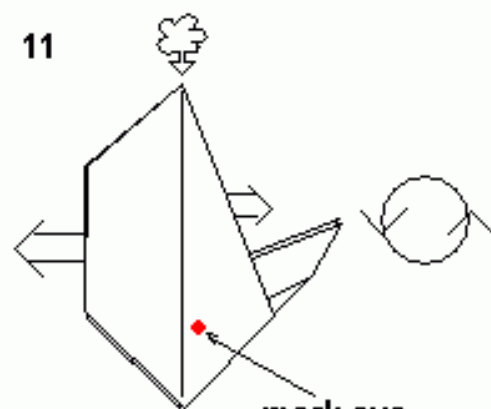
fold tips down and tuck inside pockets

10



swing top layer across

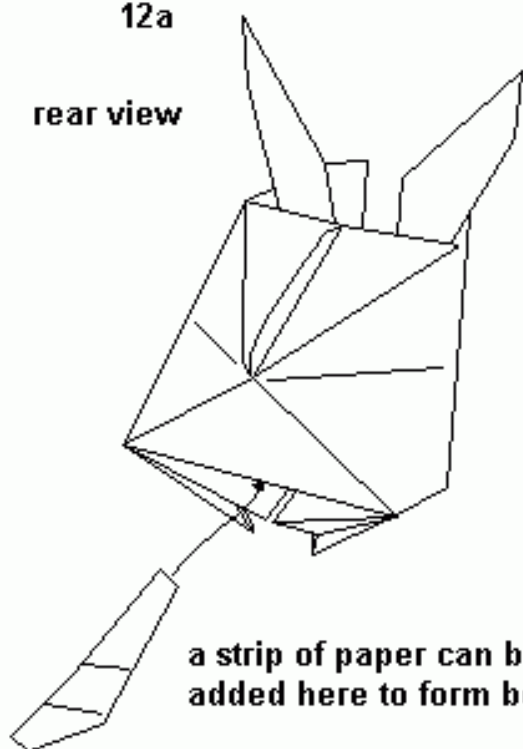
11



mark eye, front and back
inflate and then rotate, model becomes 3D

12a

rear view



a strip of paper can be added here to form bobtail

traditional model diagrams © D.Petty

12b

front / side view

