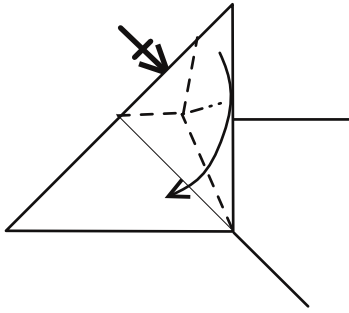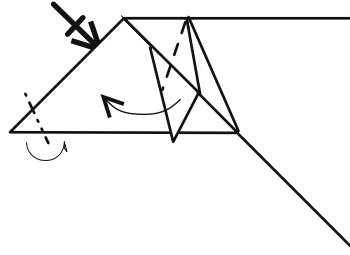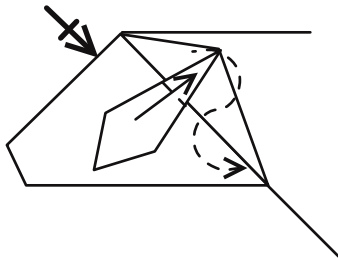# Sheep - cont'd

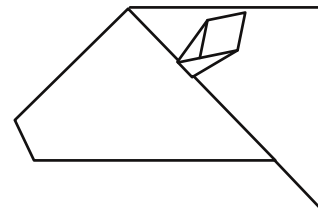(6) Off-centre rabbit's ear. Repeat behind.

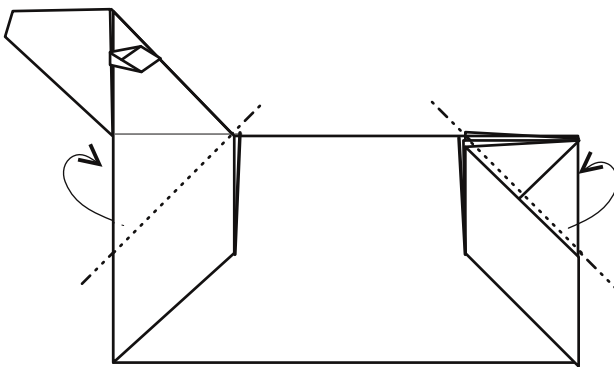(7) Valley over ears. Reverse in tip of nose (downwards, not upwards).

(8) Valley ear upwards. Hide excess flap in pocket behind. Repeat behind.
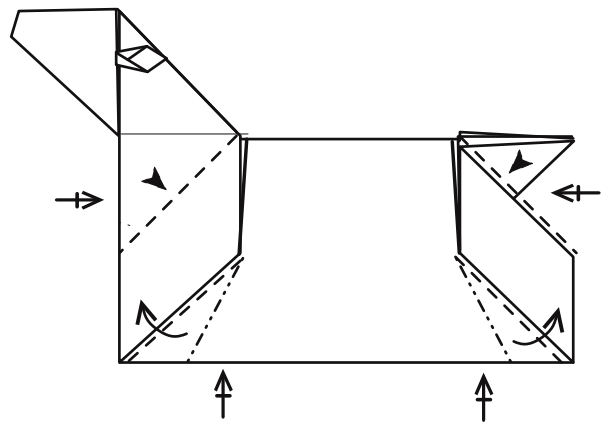
(9) Sheep's head completed.

(10) Mountain fold over corners inside the model itself.

(11) Make pleats to form legs. At the same time, use corner edges from previous fold to make model 3D - head and tail should stand out at 90° from body.

(12) Model is now 3D. Squash fold tail. Mountain underside of body and form legs. Tuck leg flaps into pockets behind to lock each leg in place - see extra diagram. Repeat on other side.
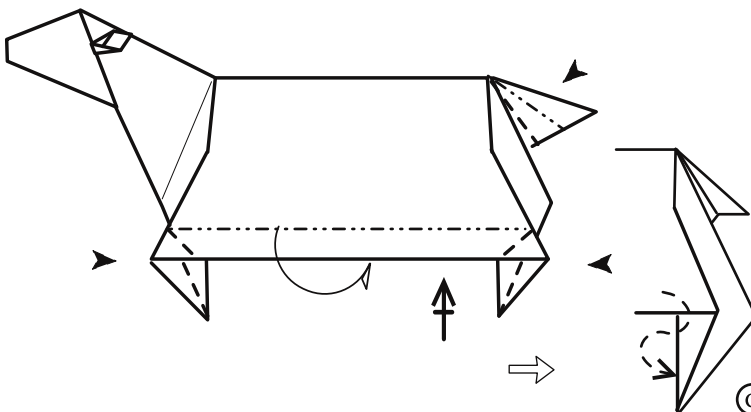
(13) Make neck & head slightly 3D by loosening layers. The Sheep is complete.