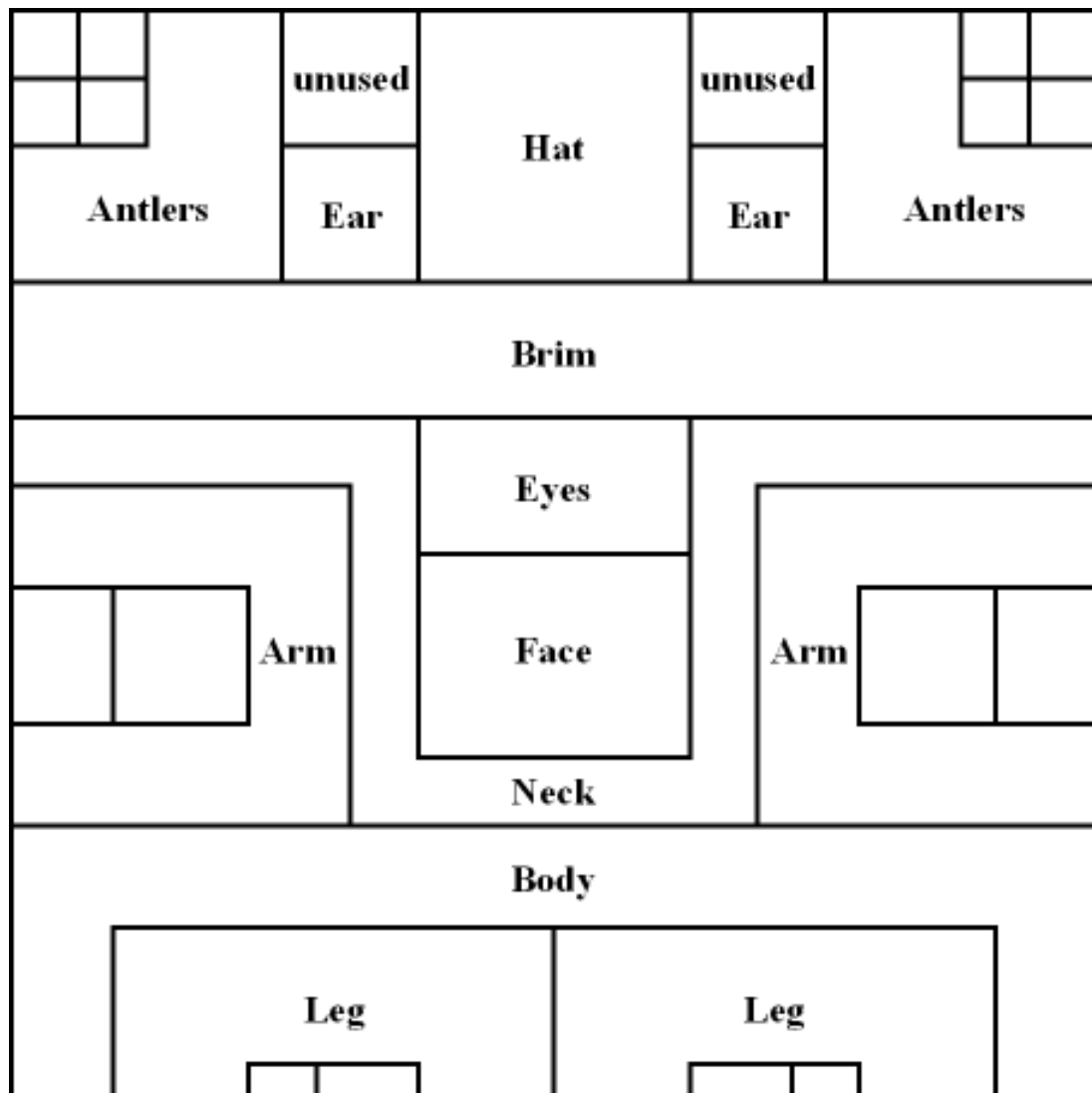


Tony Tony Chopper 1.2

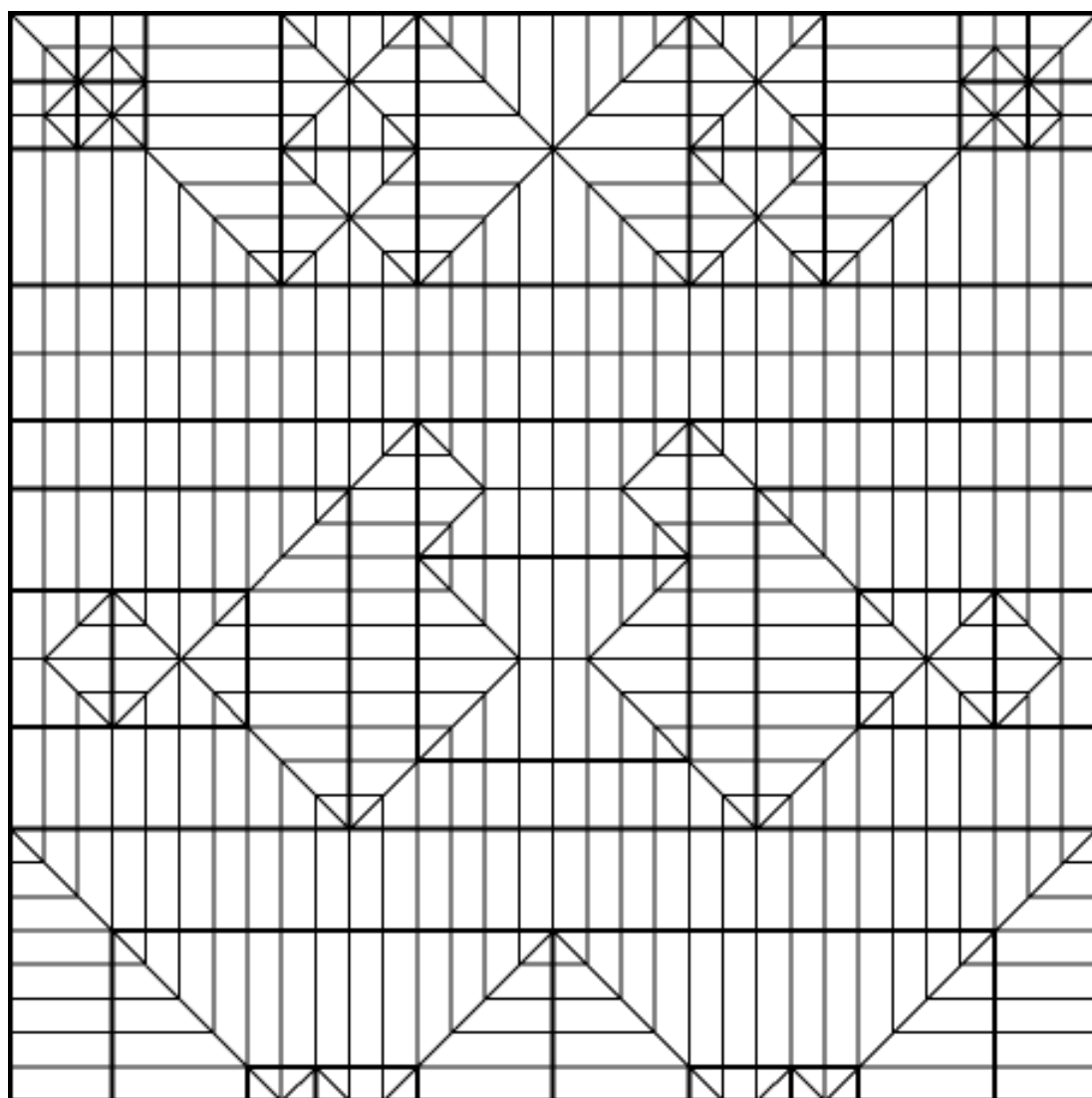
Design by Gerwin Sturm (2007/02/24)

Tony Tony Chopper (http://en.wikipedia.org/wiki/Tony_Tony_Chopper) is another model from my One Piece (http://en.wikipedia.org/wiki/One_Piece) collection.

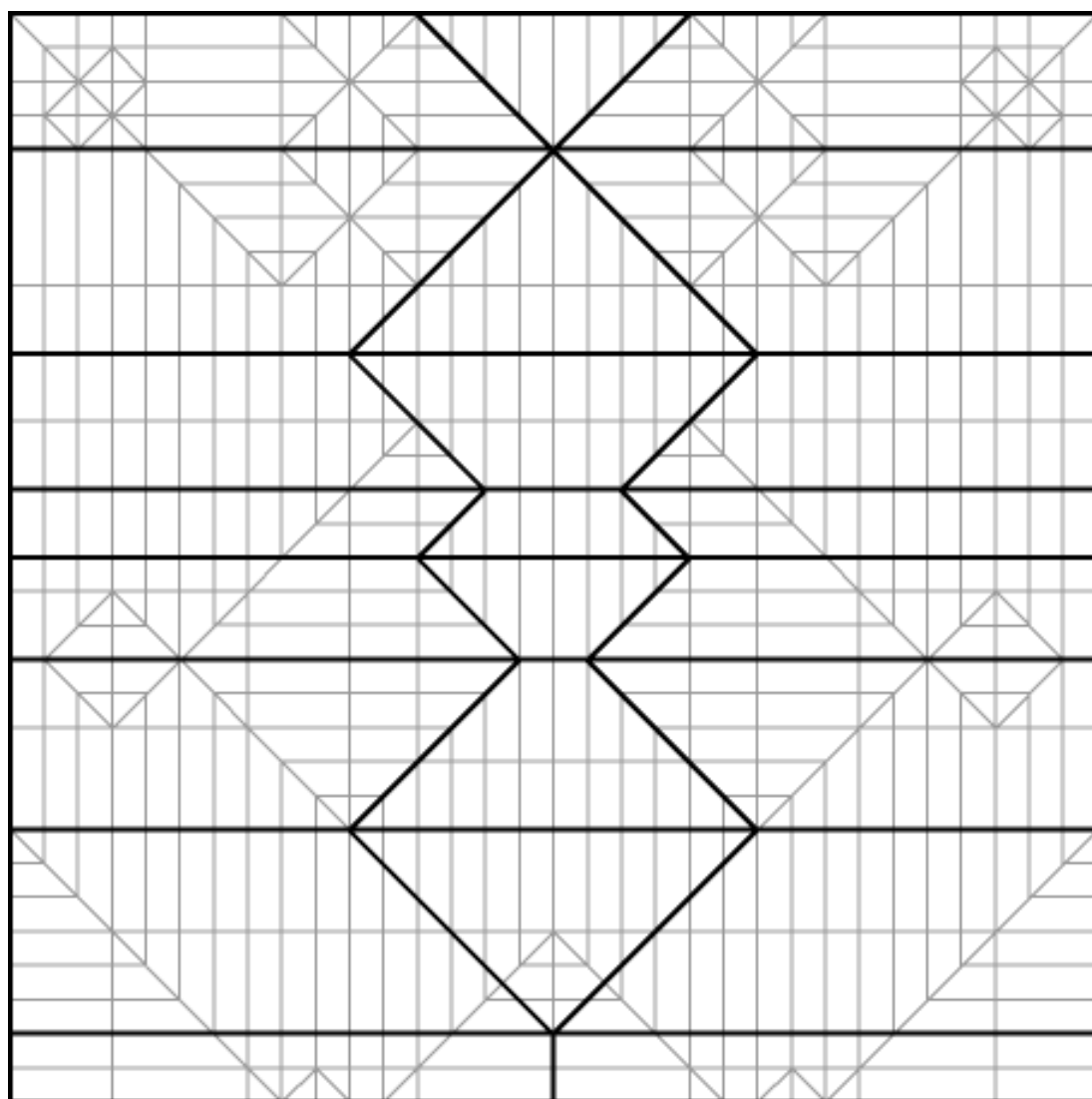
For this model it was easy to figure out where to put the flaps for the different parts, but the difficulty was to find appropriate lengths to make the model the right proportions while having a nice grid size. In the end I decided on the following square packing which unfortunately has some unused space.



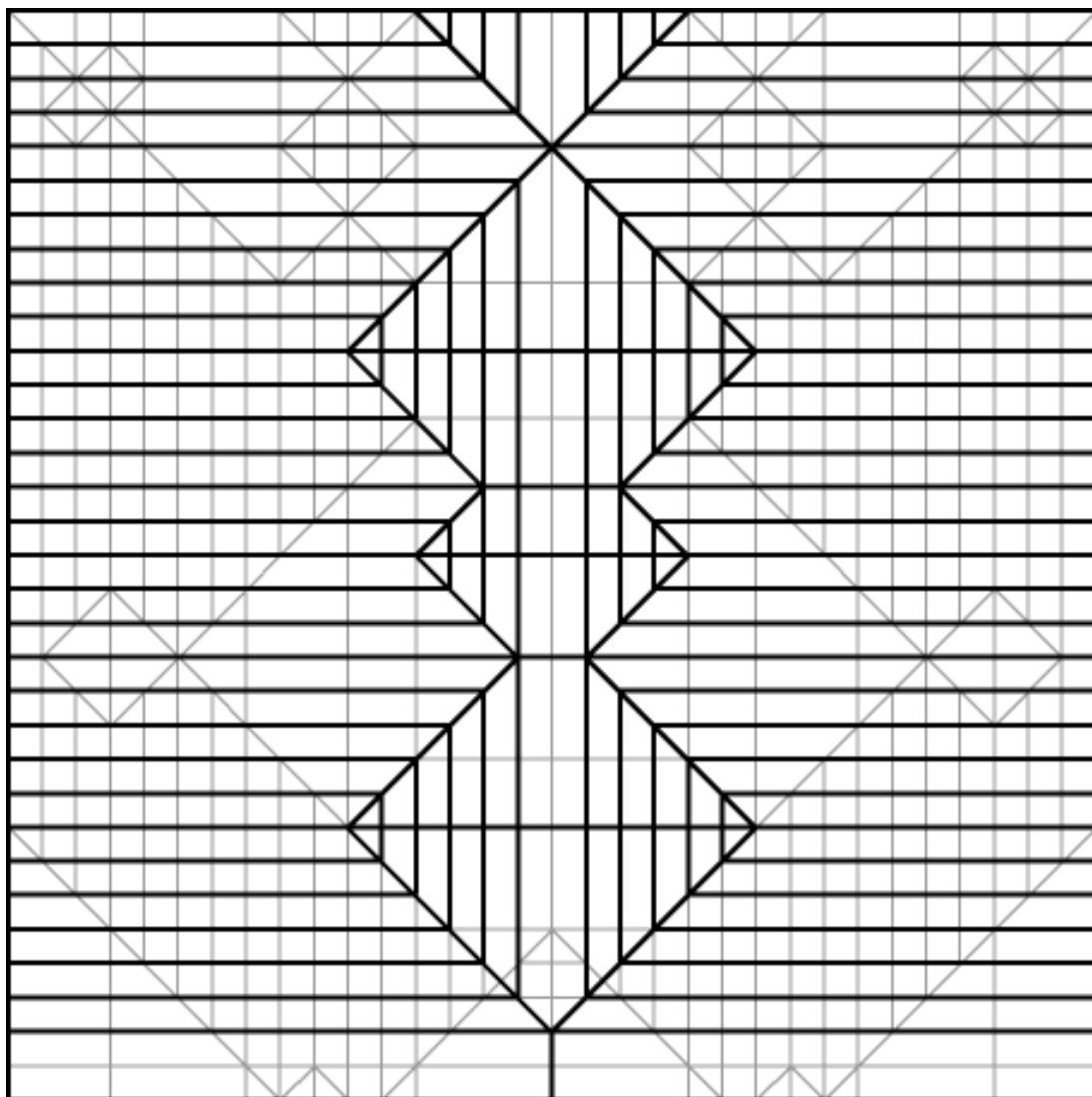
For this CP a 32x32 grid is enough which has the advantage of being easy to fold.



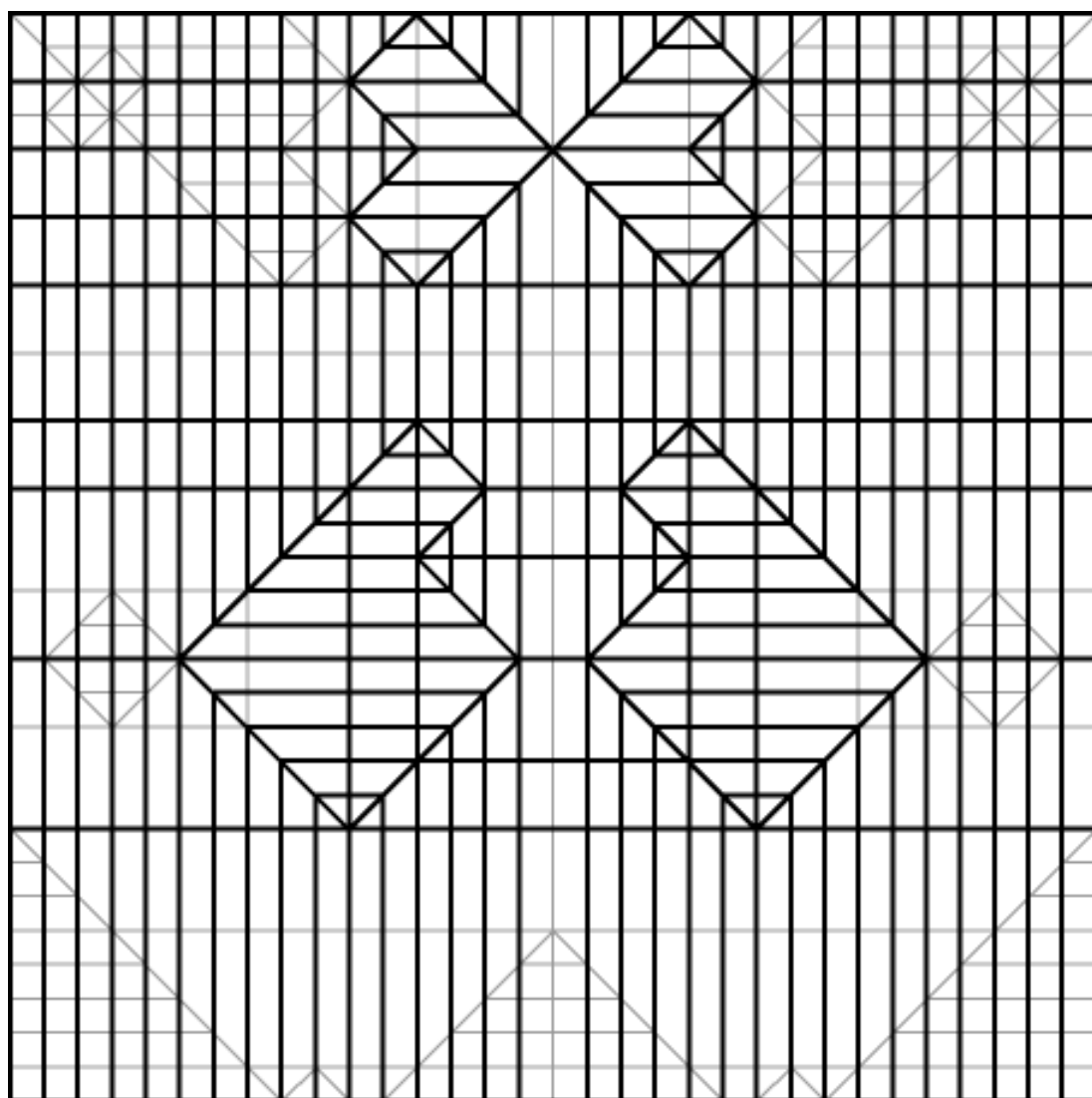
As usual we start with a series of waterbomb-base-like structures. To be able to do so you will have to extend some of the diagonals beyond their intended length for now.



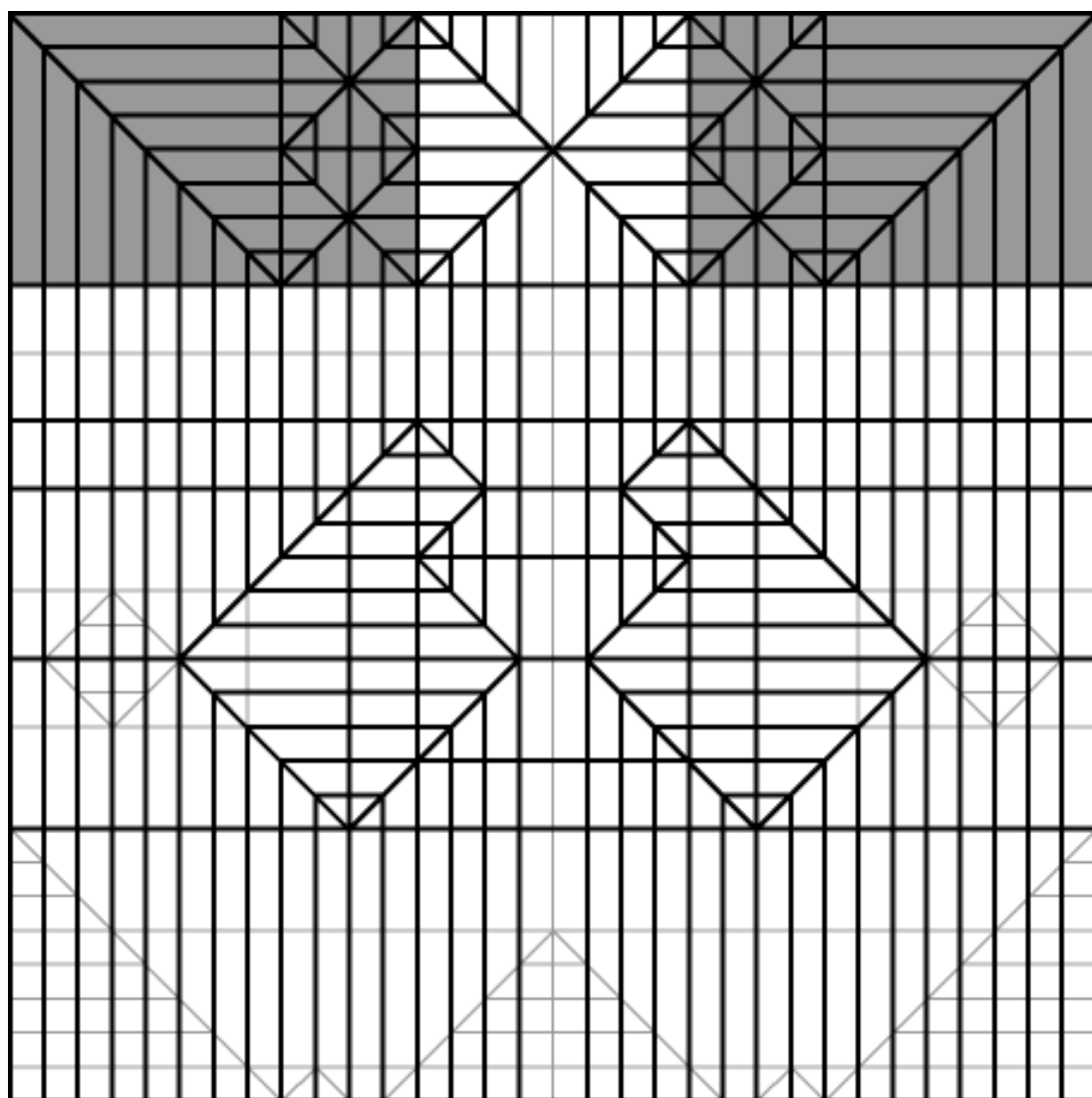
Sink everything in and out.



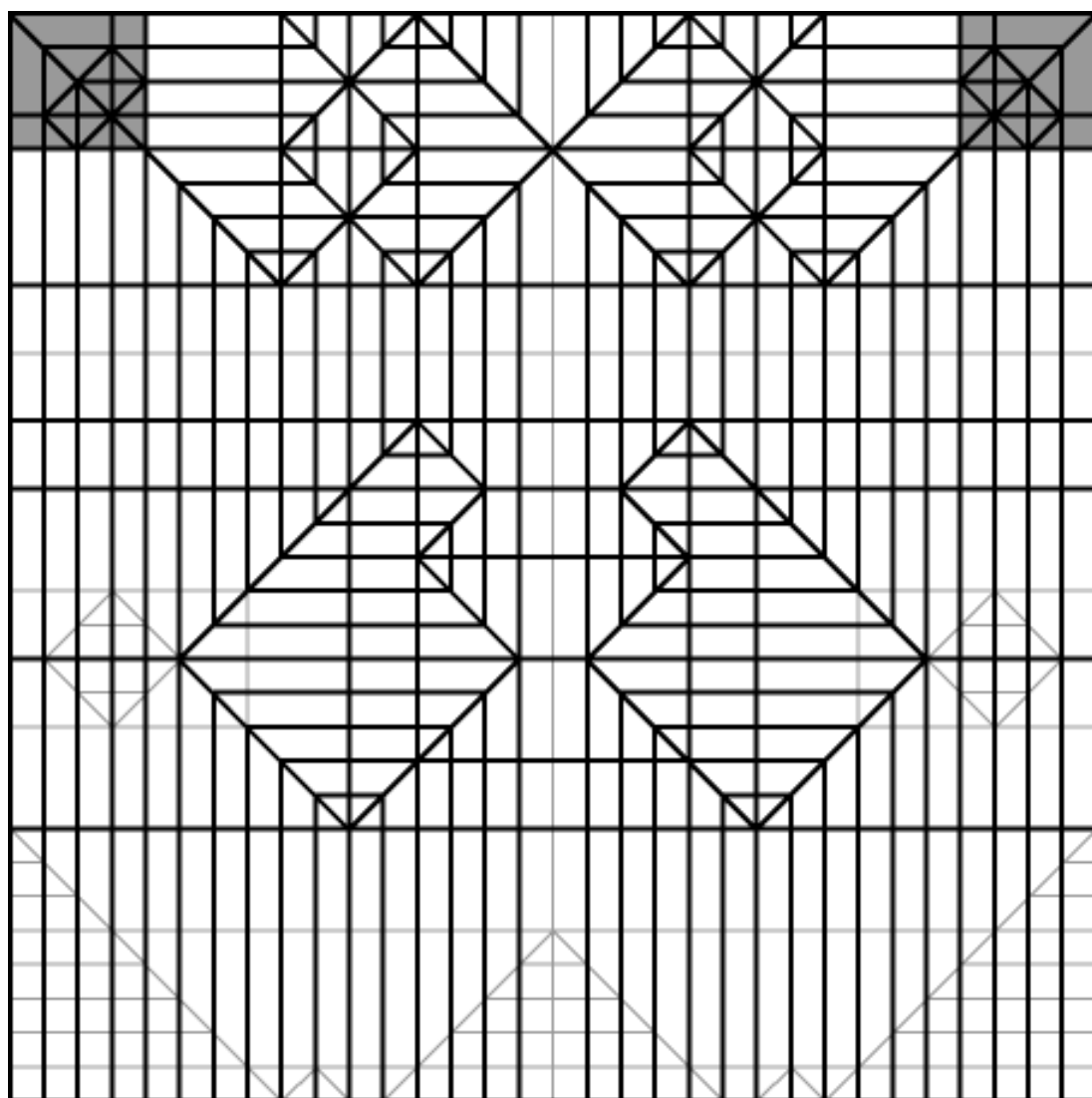
Perform two huge Elias stretches (one on each side). With this the diagonals are back to their intended length.



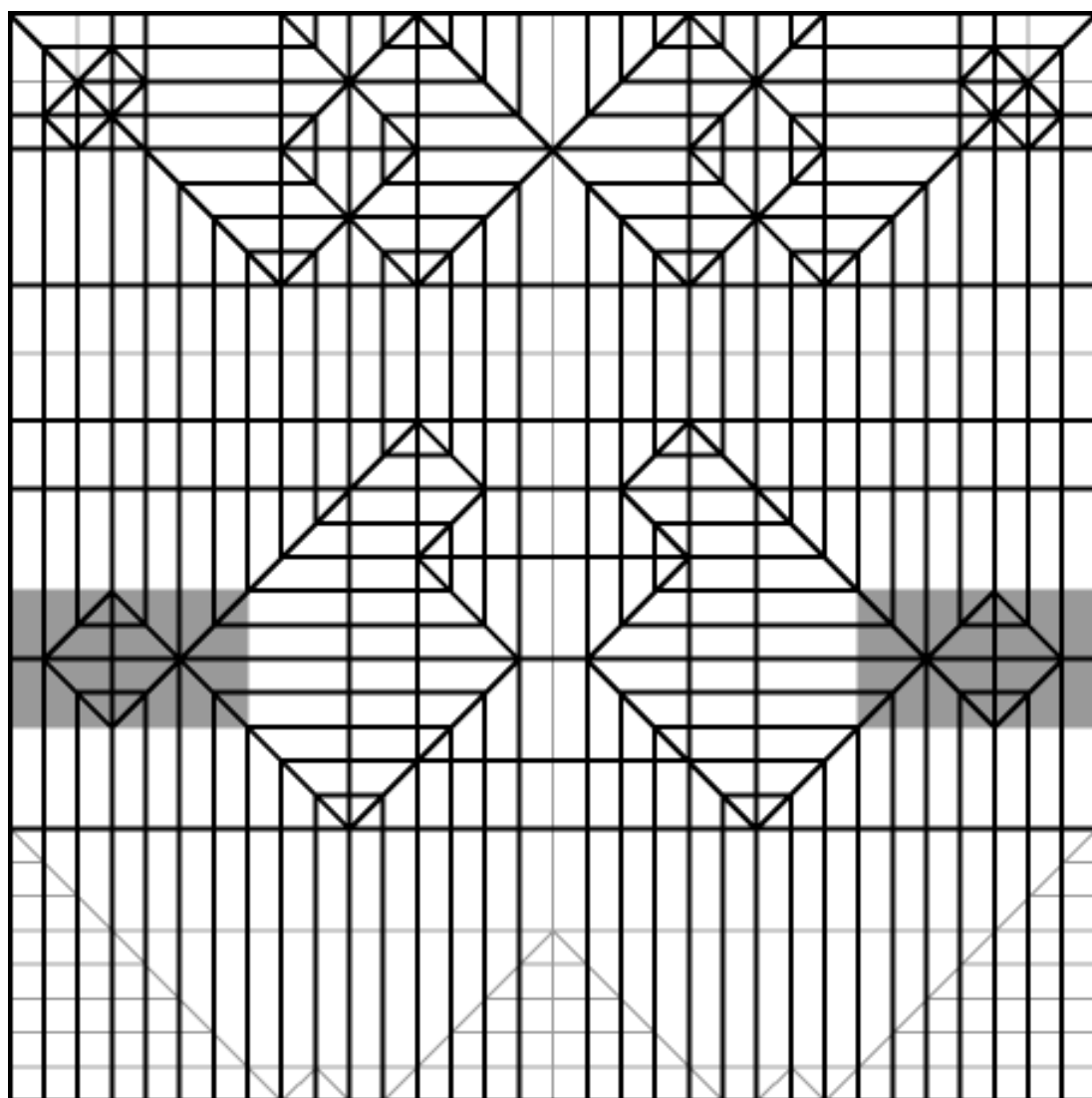
Open out the shaded areas and form the flaps for the ears and the antlers. The ear flaps (and the two unused flaps) will end up inside of the hat flap.



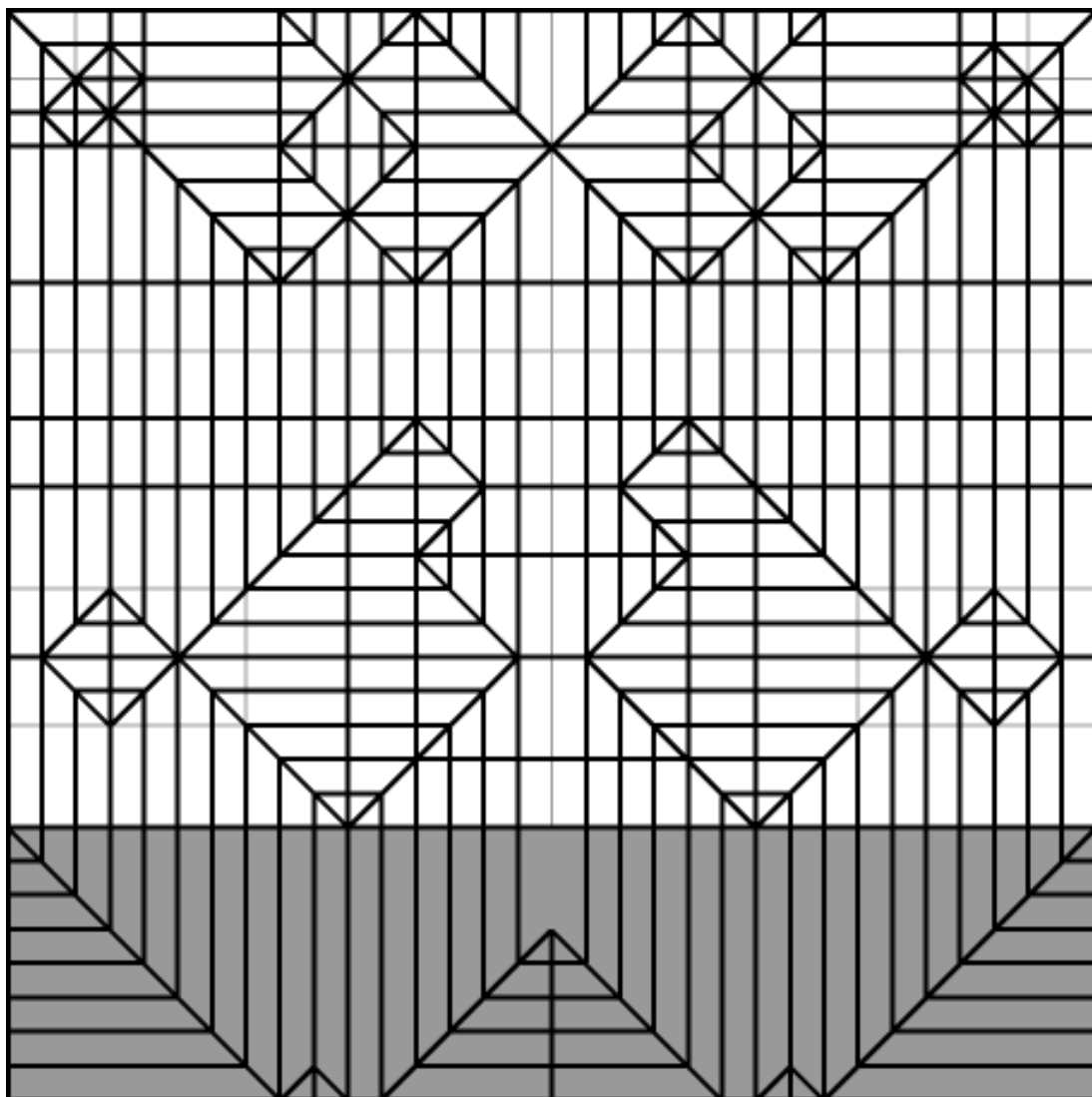
Open out and "split" the antlers. The way I've shown is only one possibility. The goal of this step is to get several tips for the antlers, so just do it as you see fit.



Open out the shaded areas and form the flaps for the hoofs.

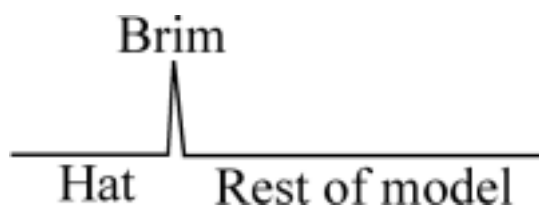


Finally perform three Elias stretches and two reverse folds to form the legs and hoofs.



Some hints for the shaping:

- For the brim fold the part of the brim like shown below. Then carefully pull out paper on the sides to make the brim go all around.



- Sink the top tip of the hat and then make the hat 3D as good as possible.
- For the face pull out paper on the sides of the flaps to make it broader.
- At the legs you will have to wrap around a layer to make them the same colour as the rest of the model.

