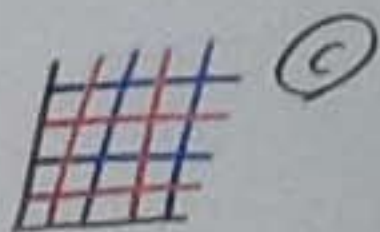


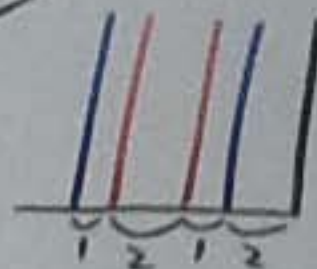
MVC

2.1 / 64 Head

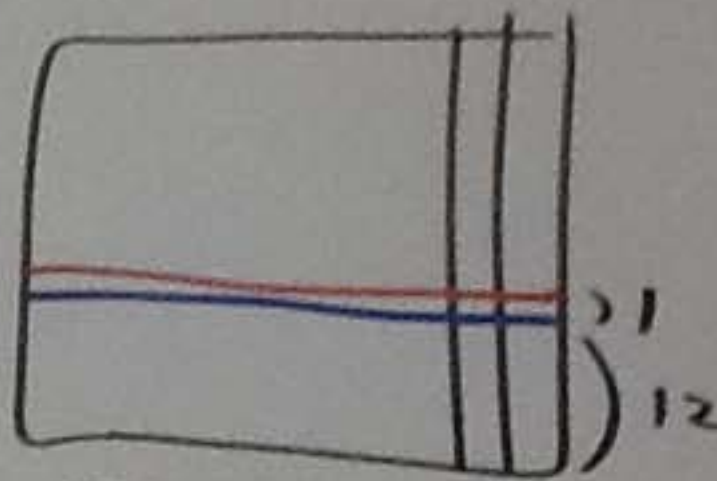
32 x 32



©



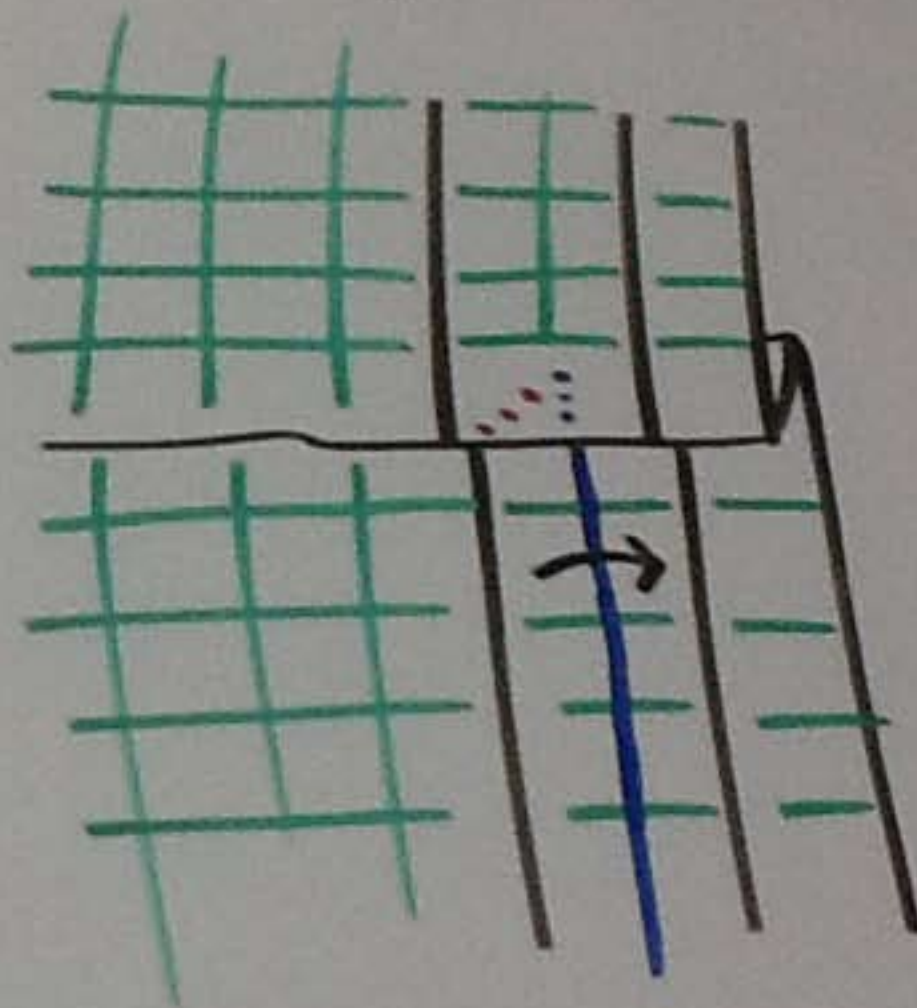
MVC



①

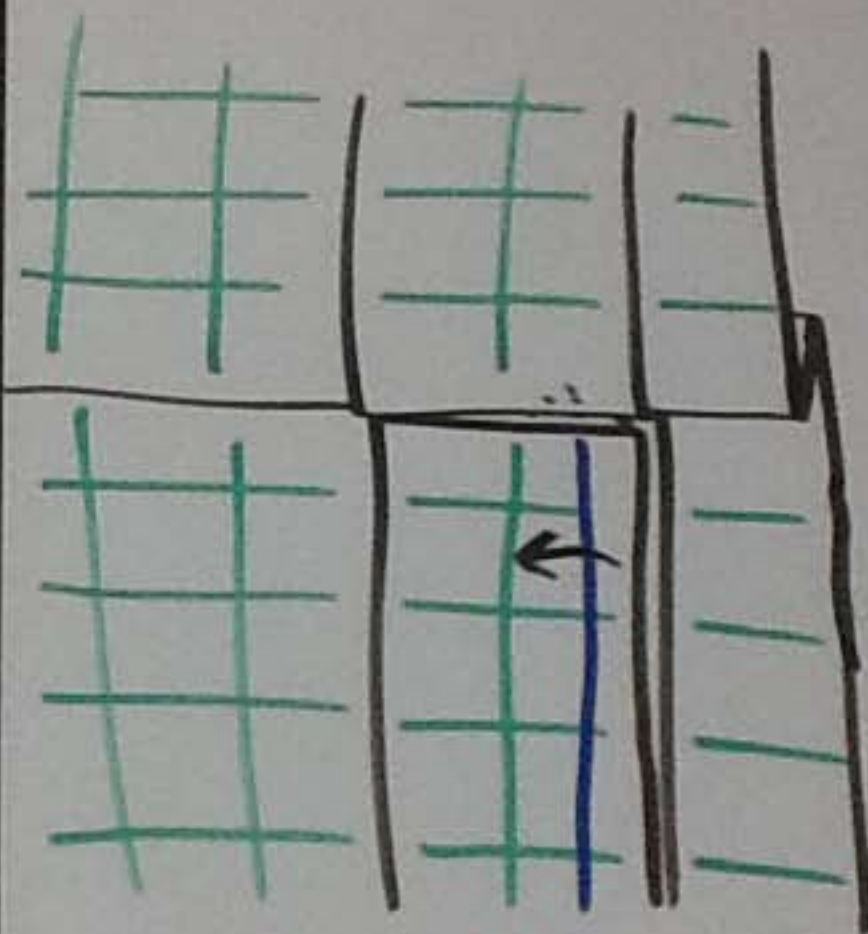
MVC

Swivel



MVC

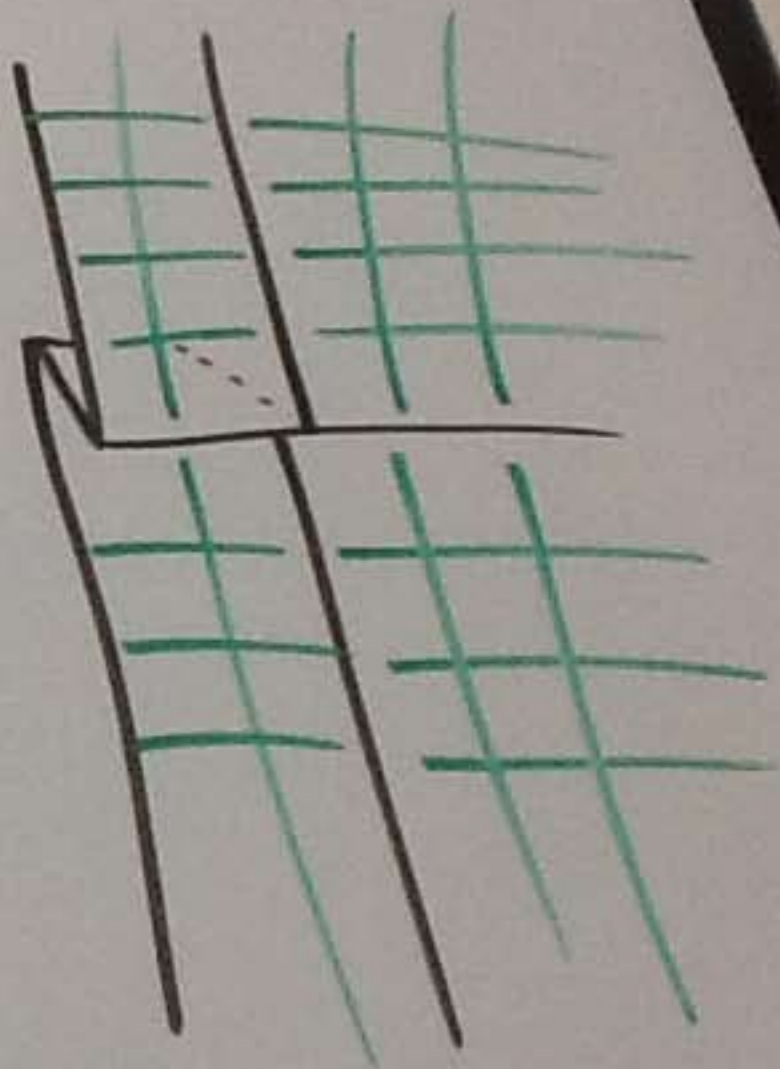
Swivel



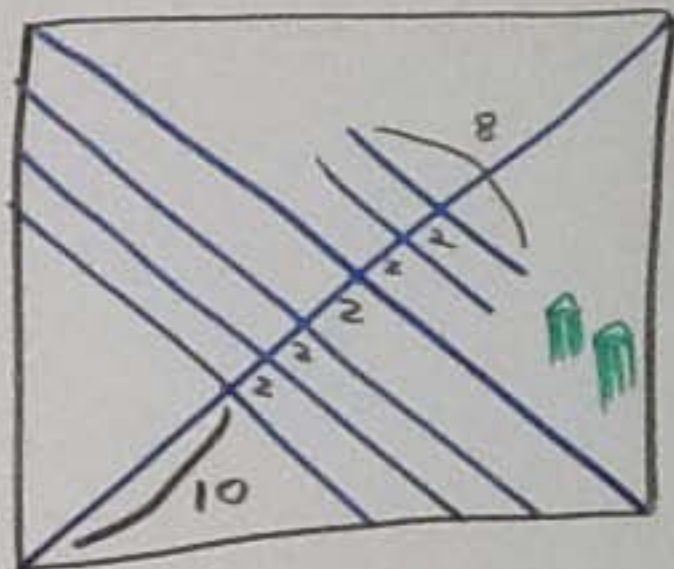
MVC

W

Rev



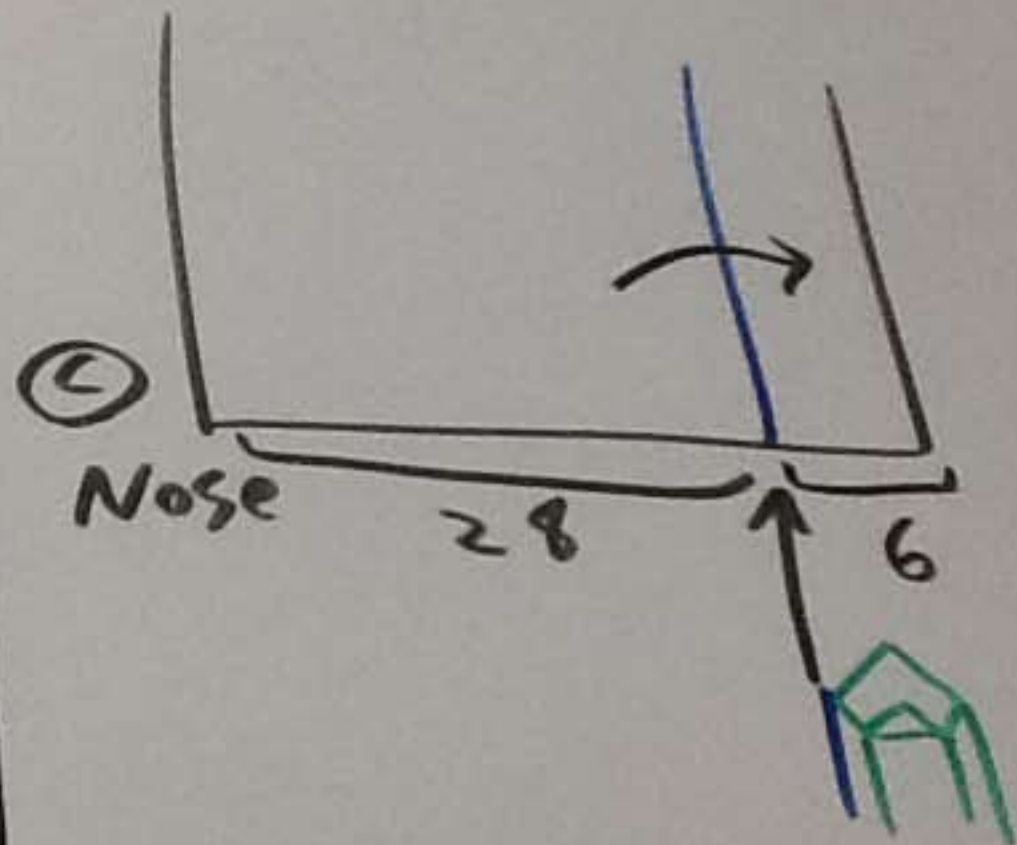
MVC



Nose

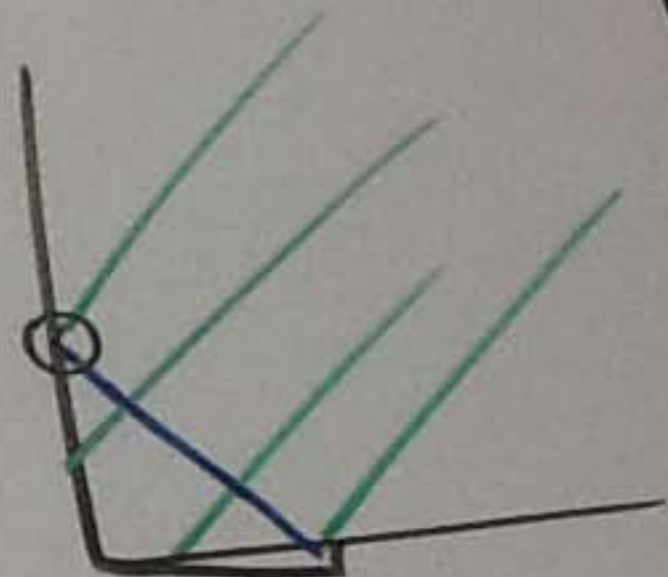
©

MVC

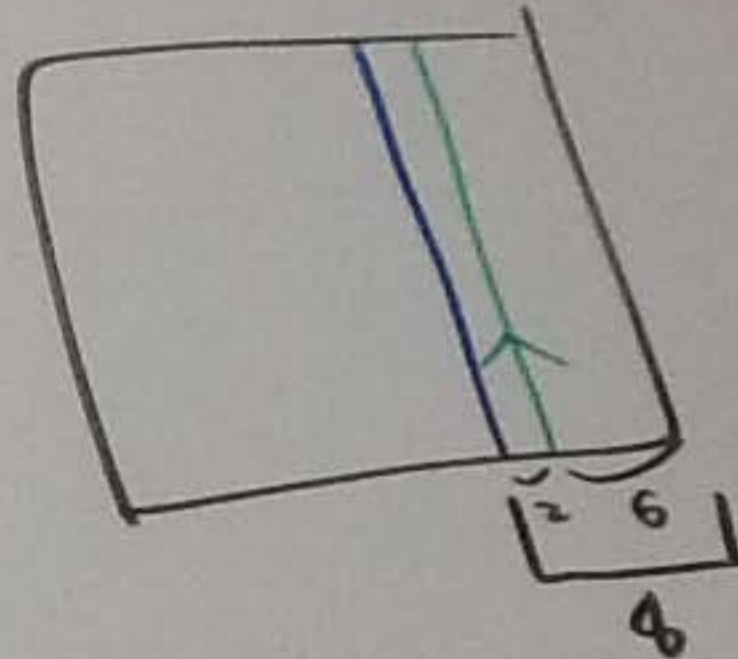


MVC

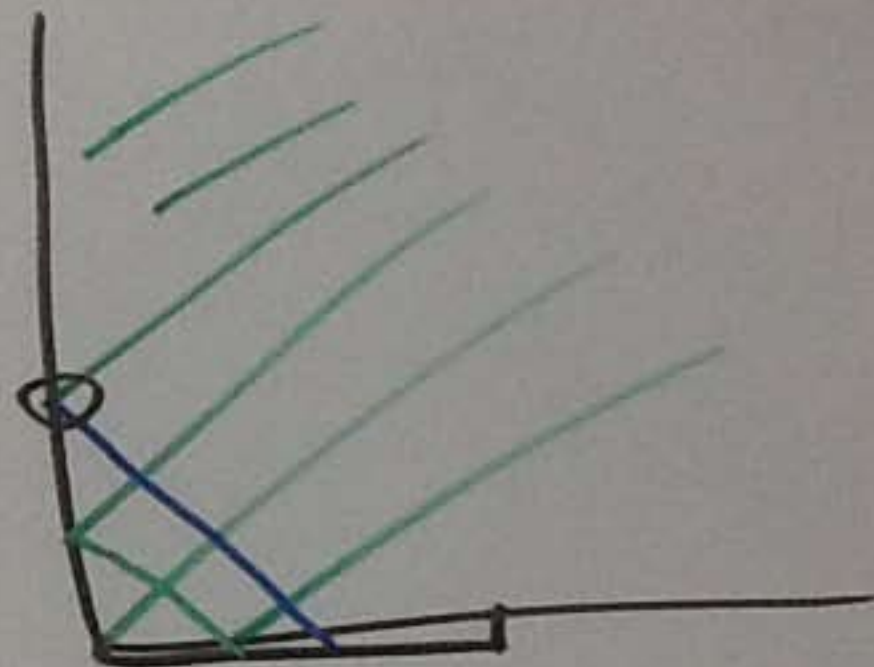
crease



MVC

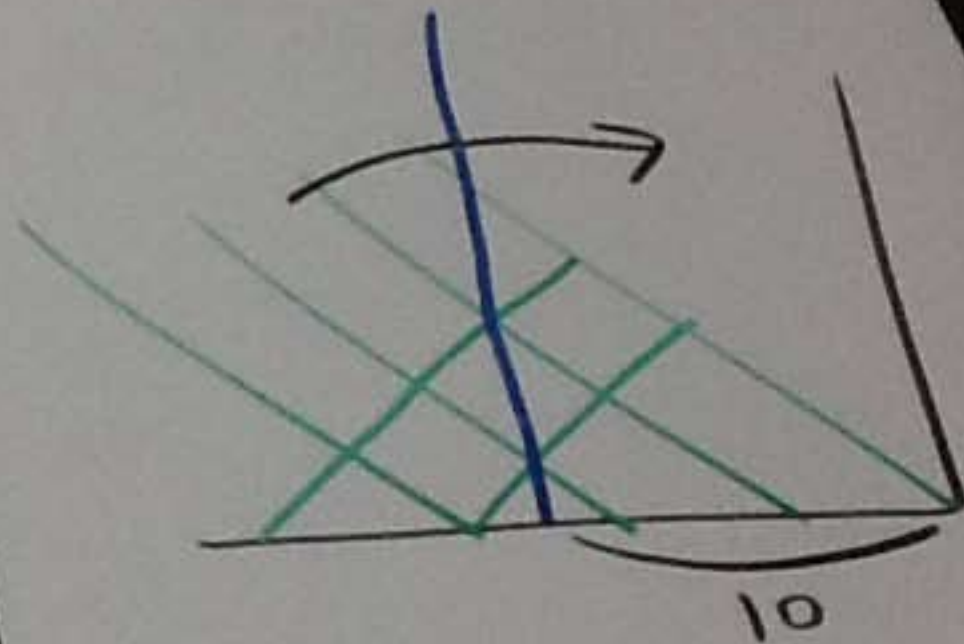


MVC

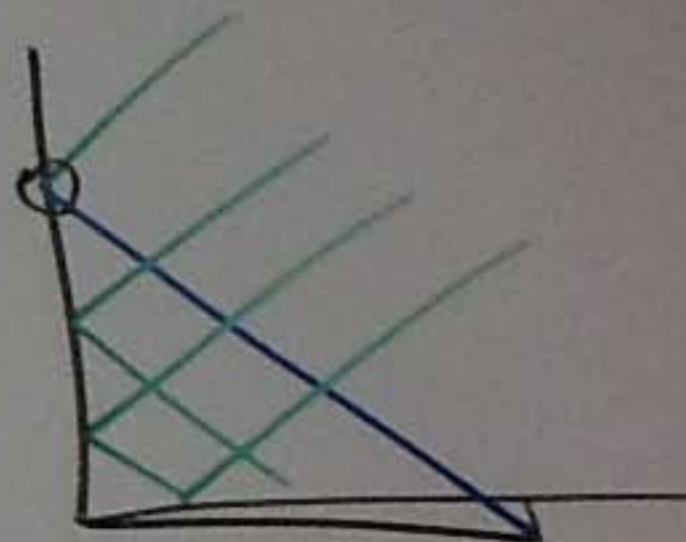


crease

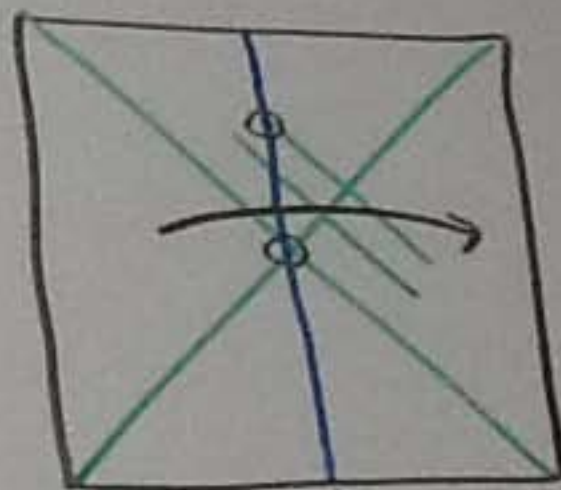
MVC



MVC



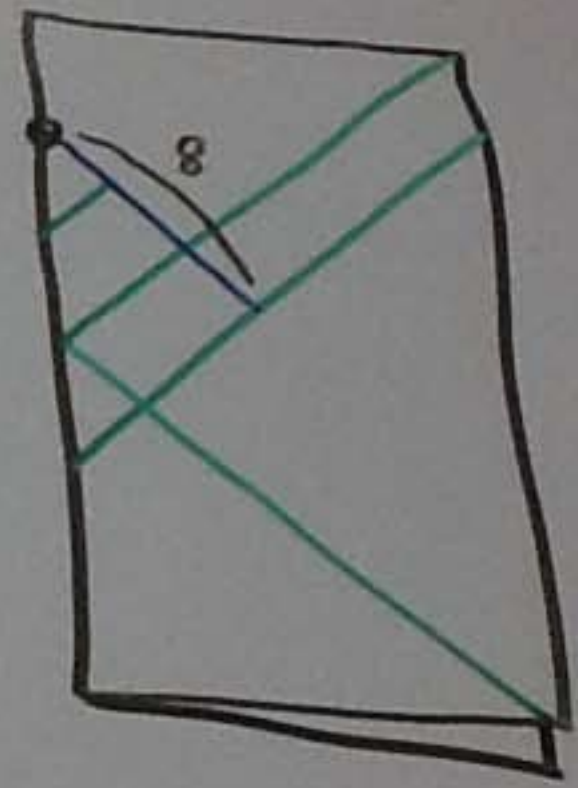
MVC



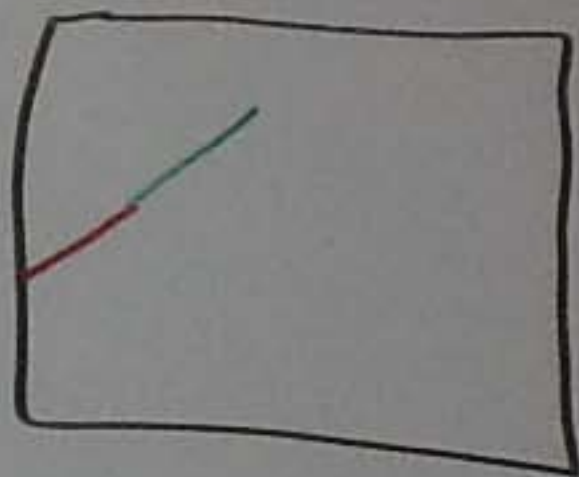
16

16

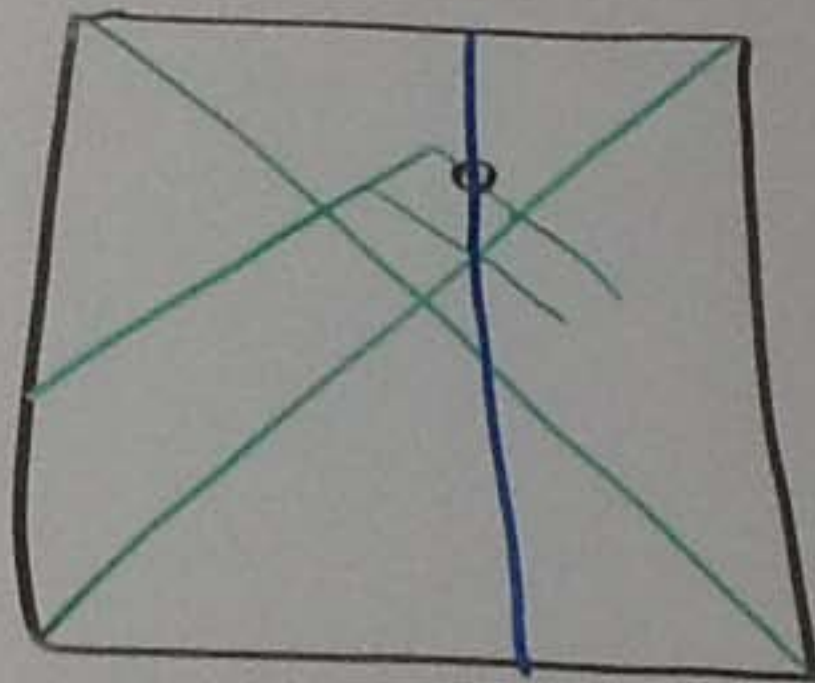
MVC



mvc

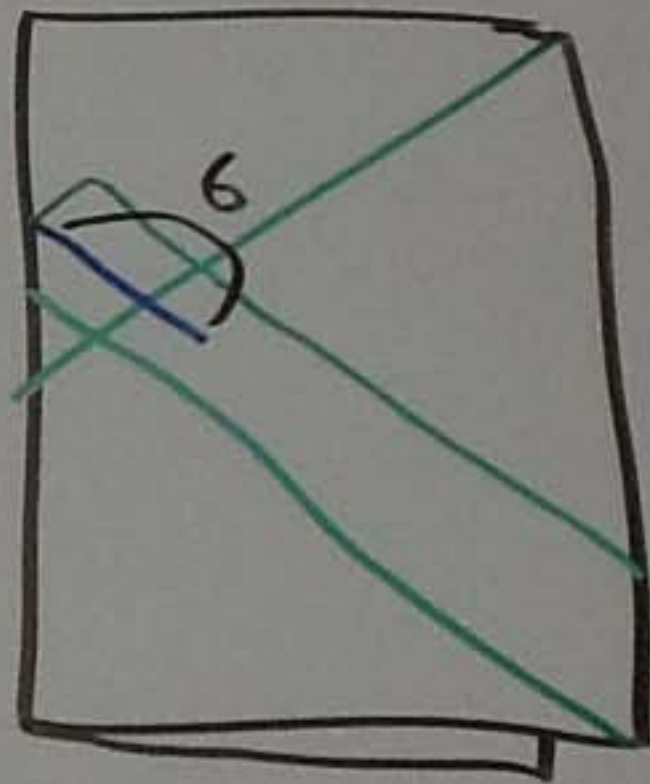


MVC

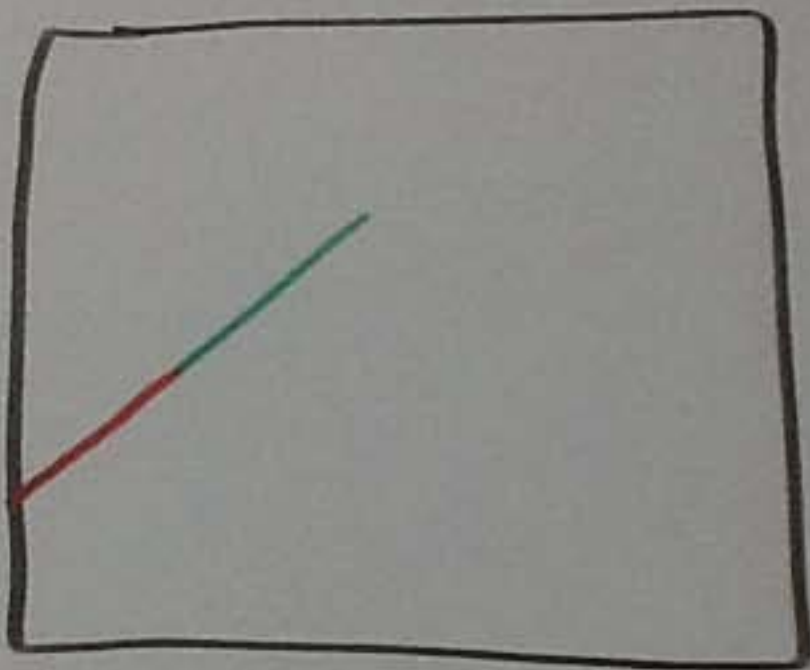


14

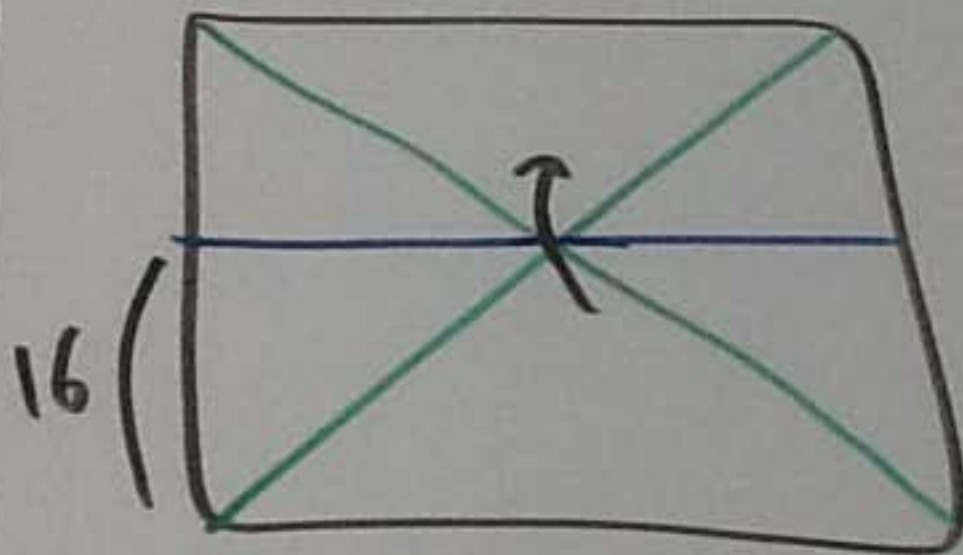
MVC



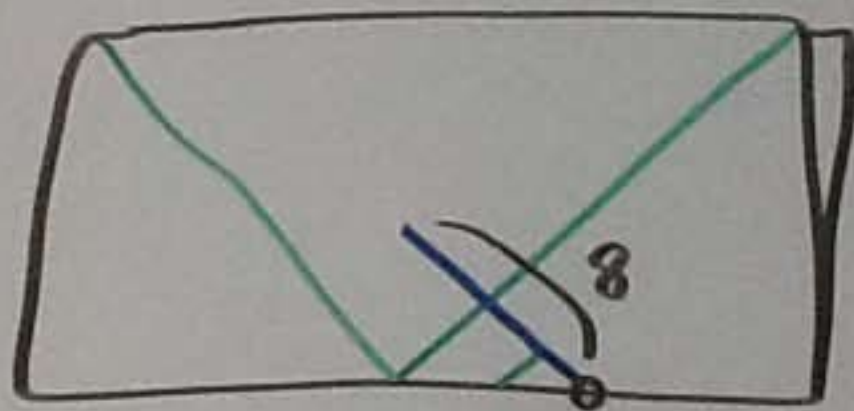
MVC



MVC

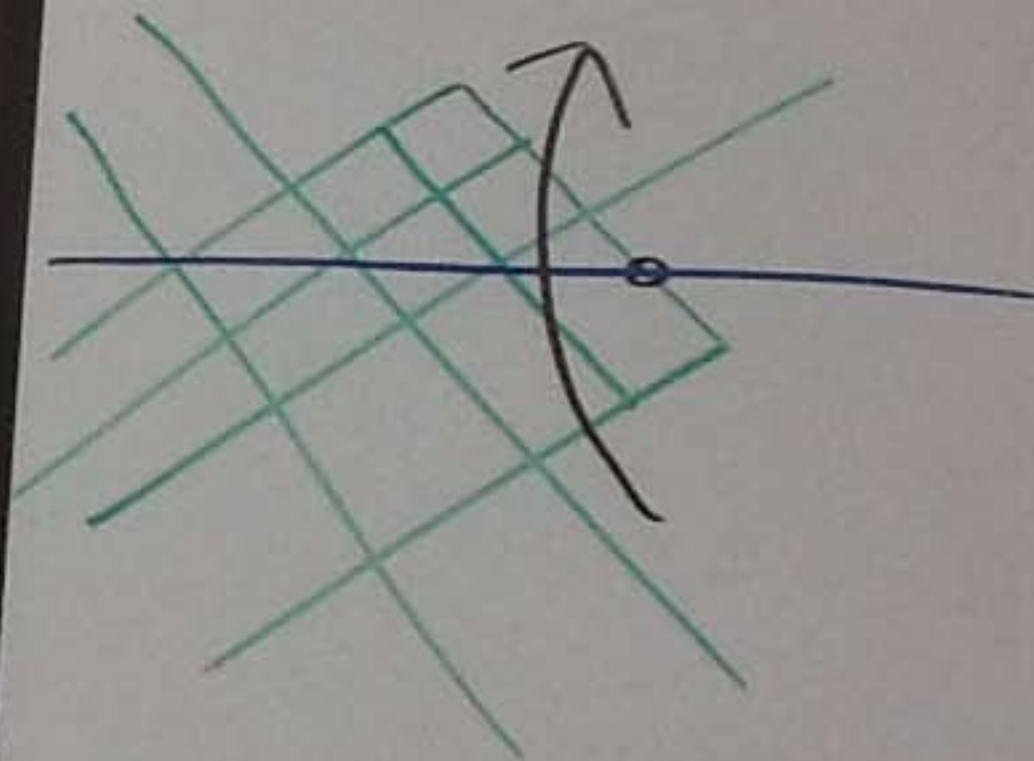


mvc

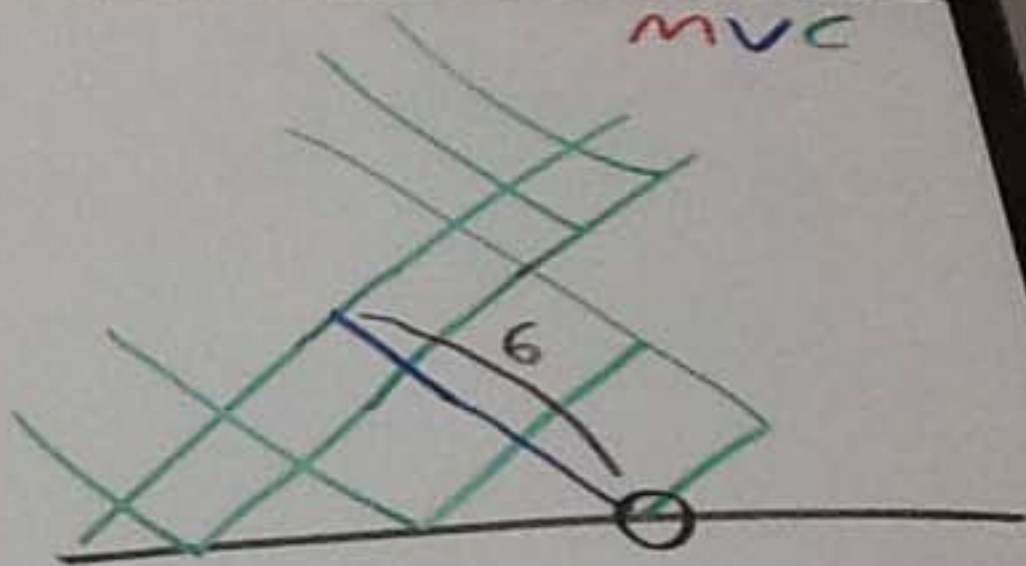


then
extend

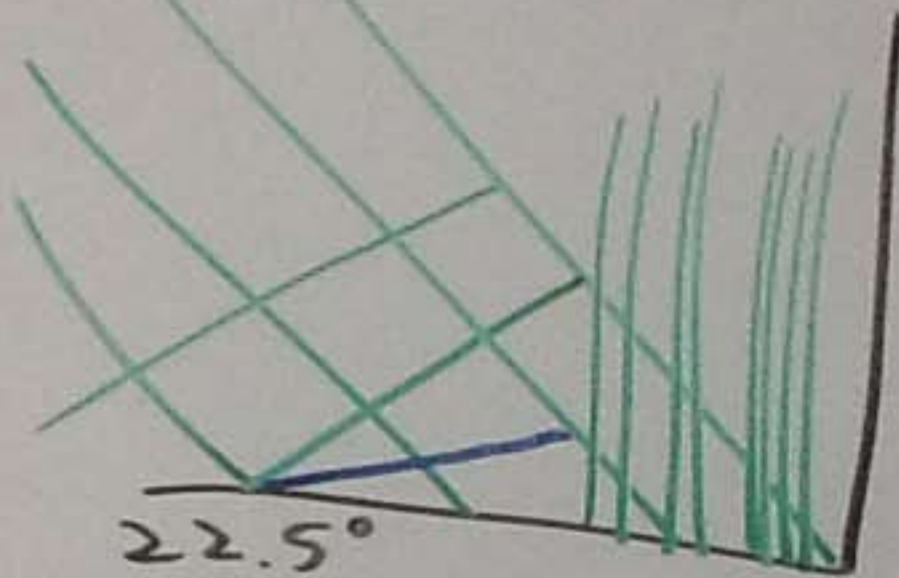
MVC



MVC



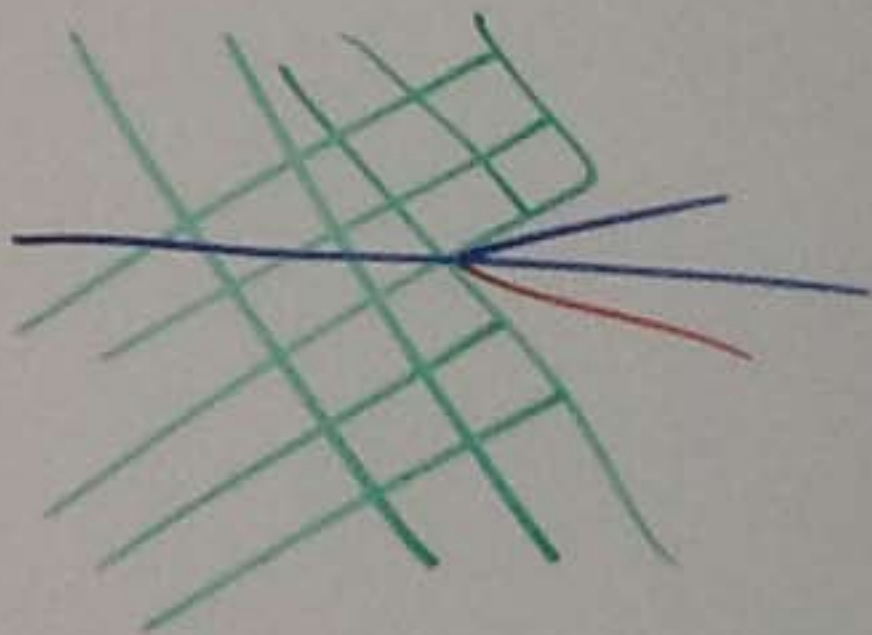
+ then
extend



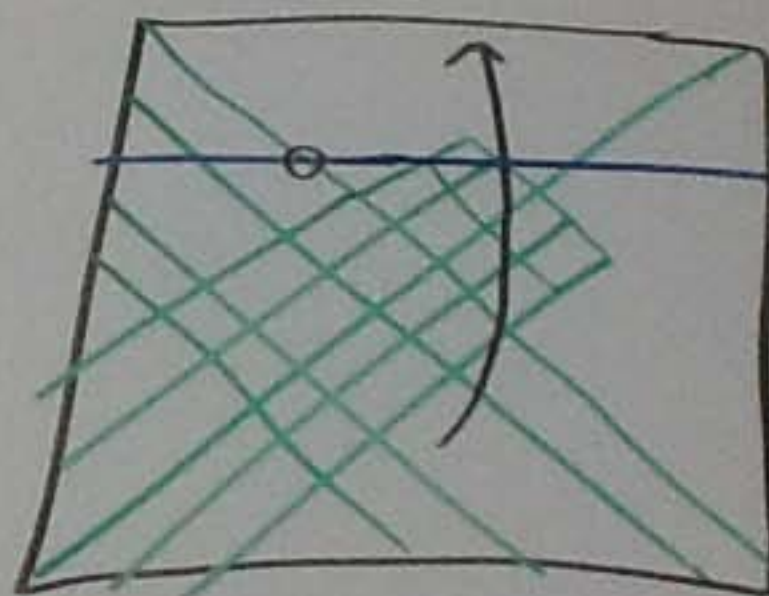
22.5°

Cross 2

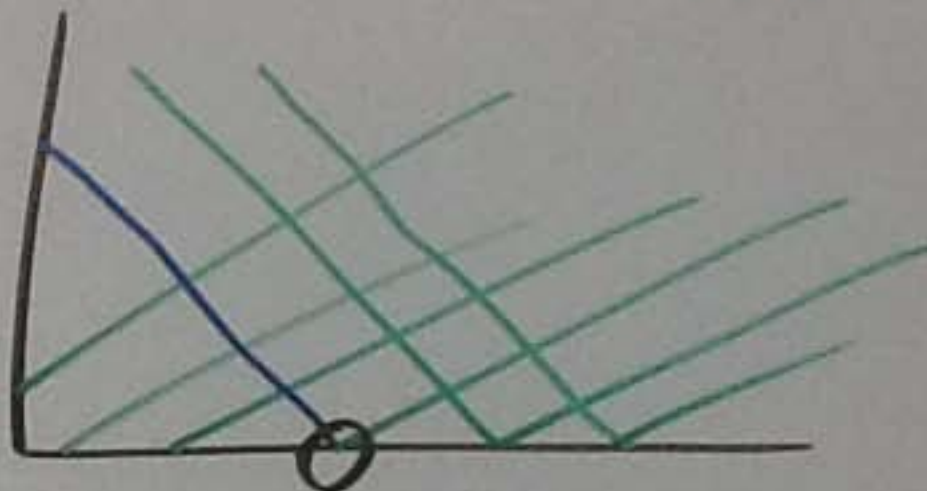
mvc



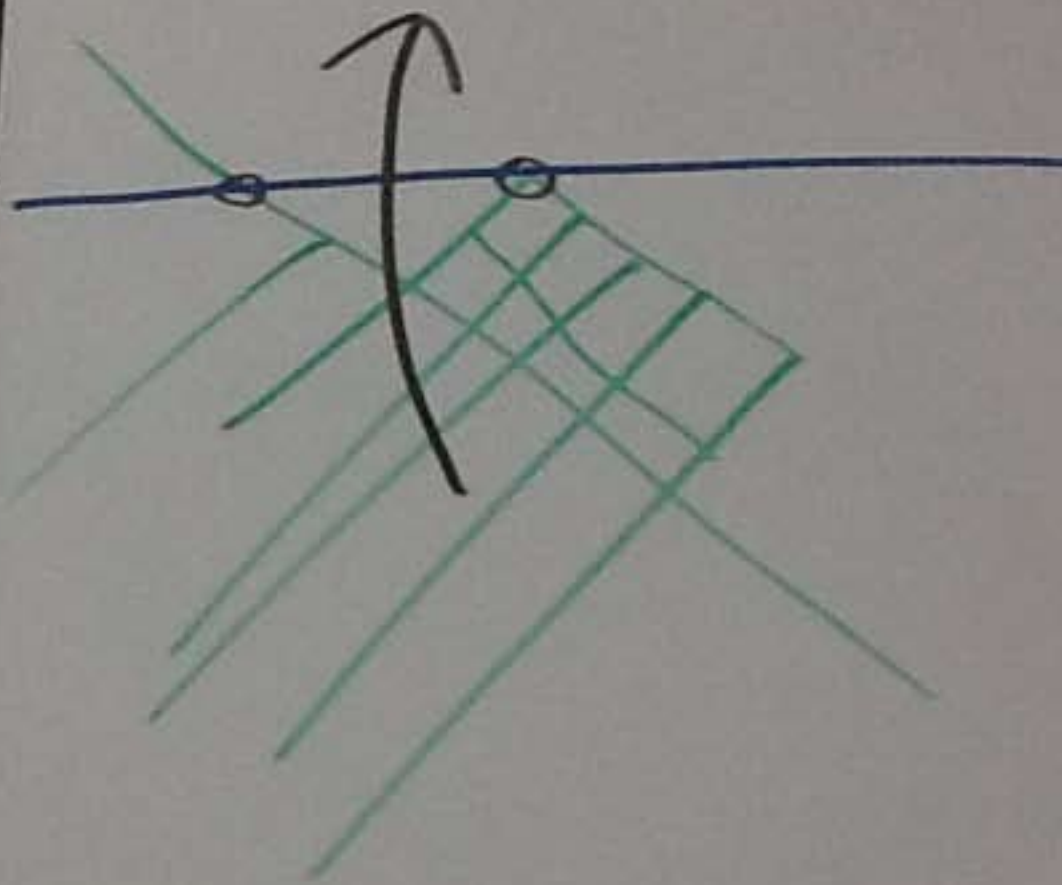
MVC



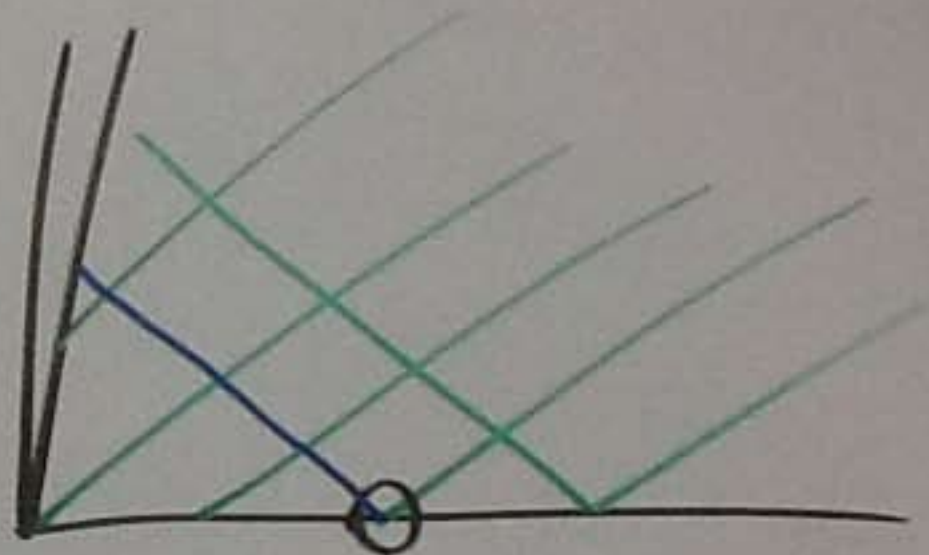
MVC



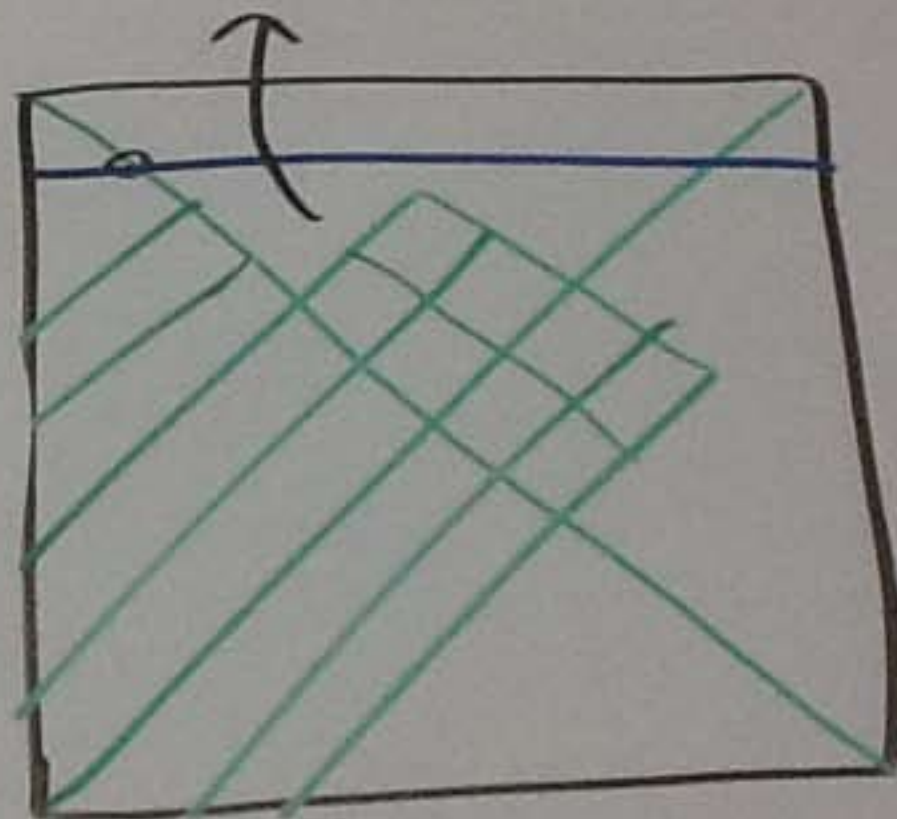
MVC



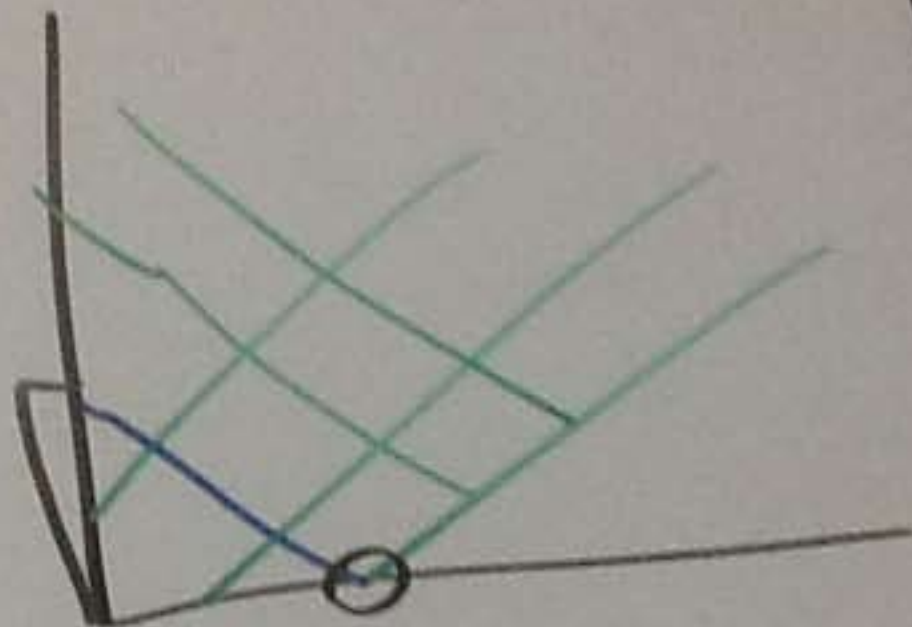
MVC



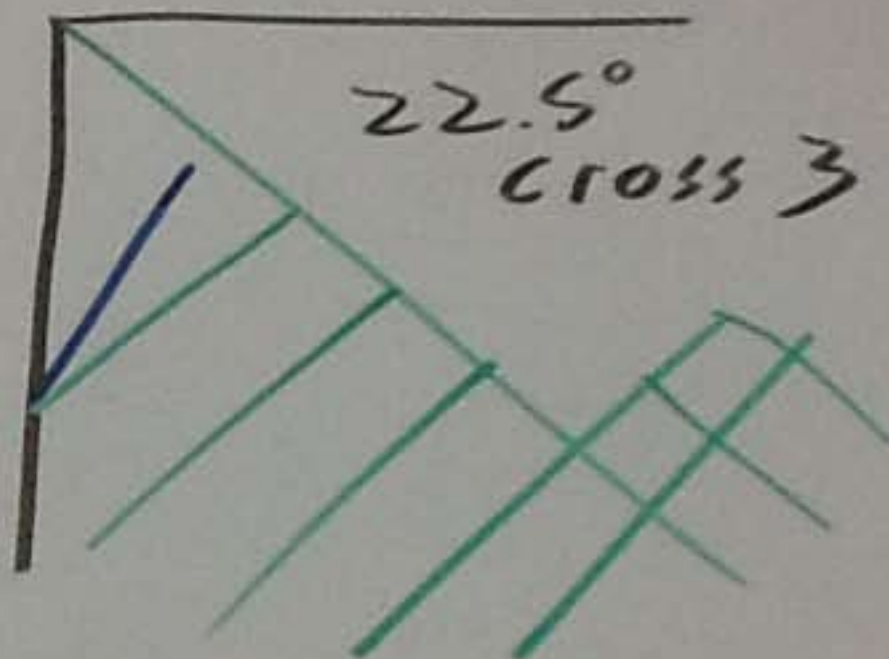
MVC



MVC

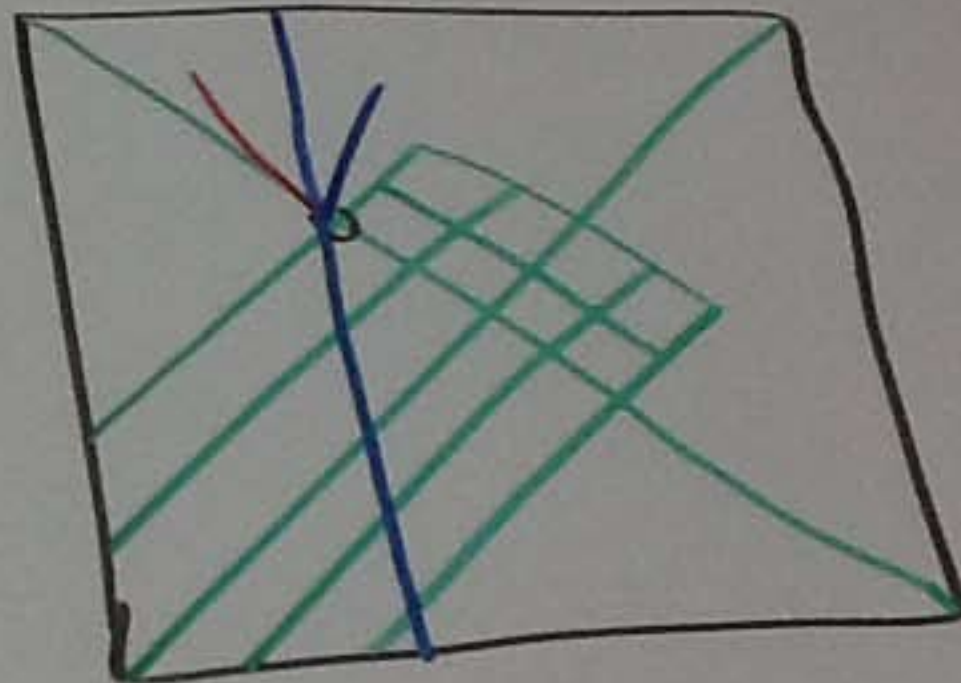


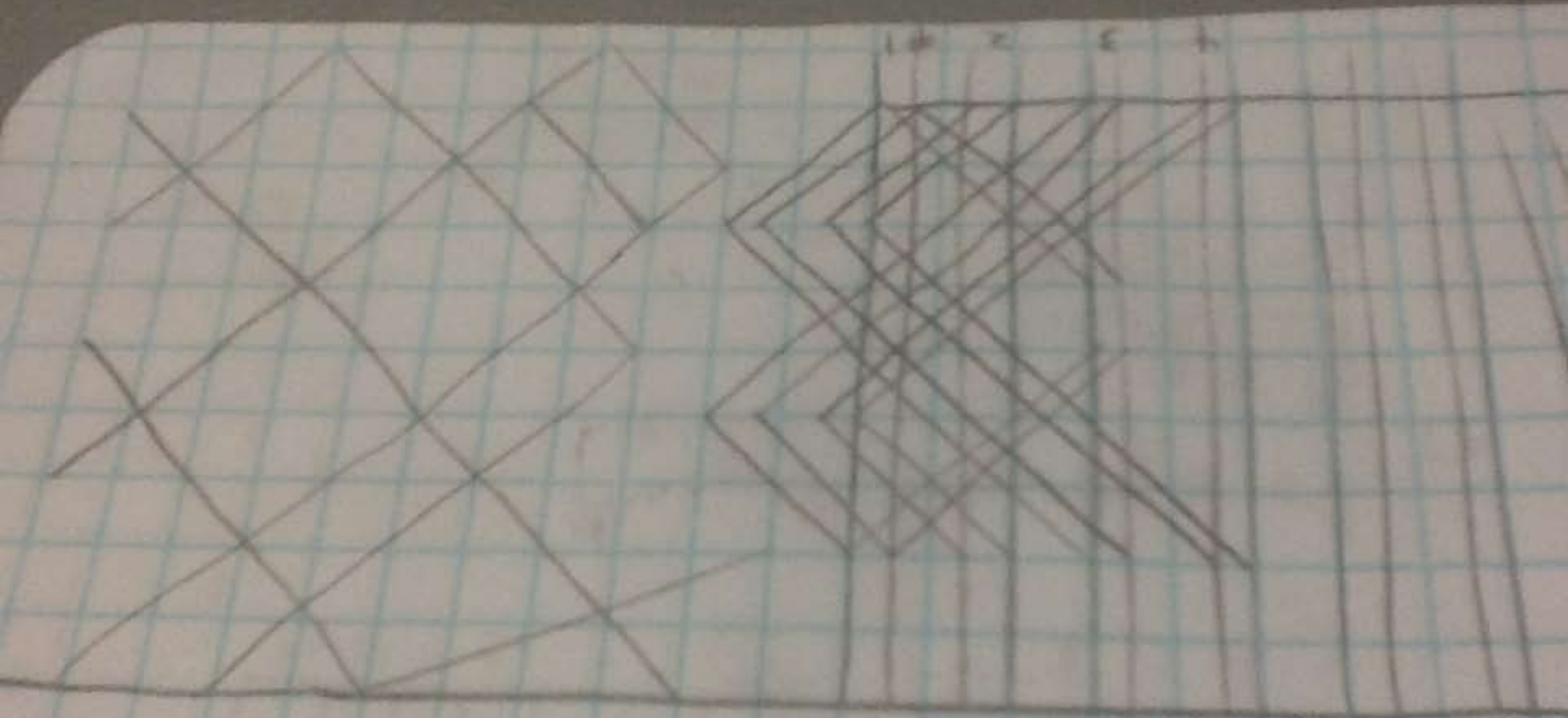
MVC



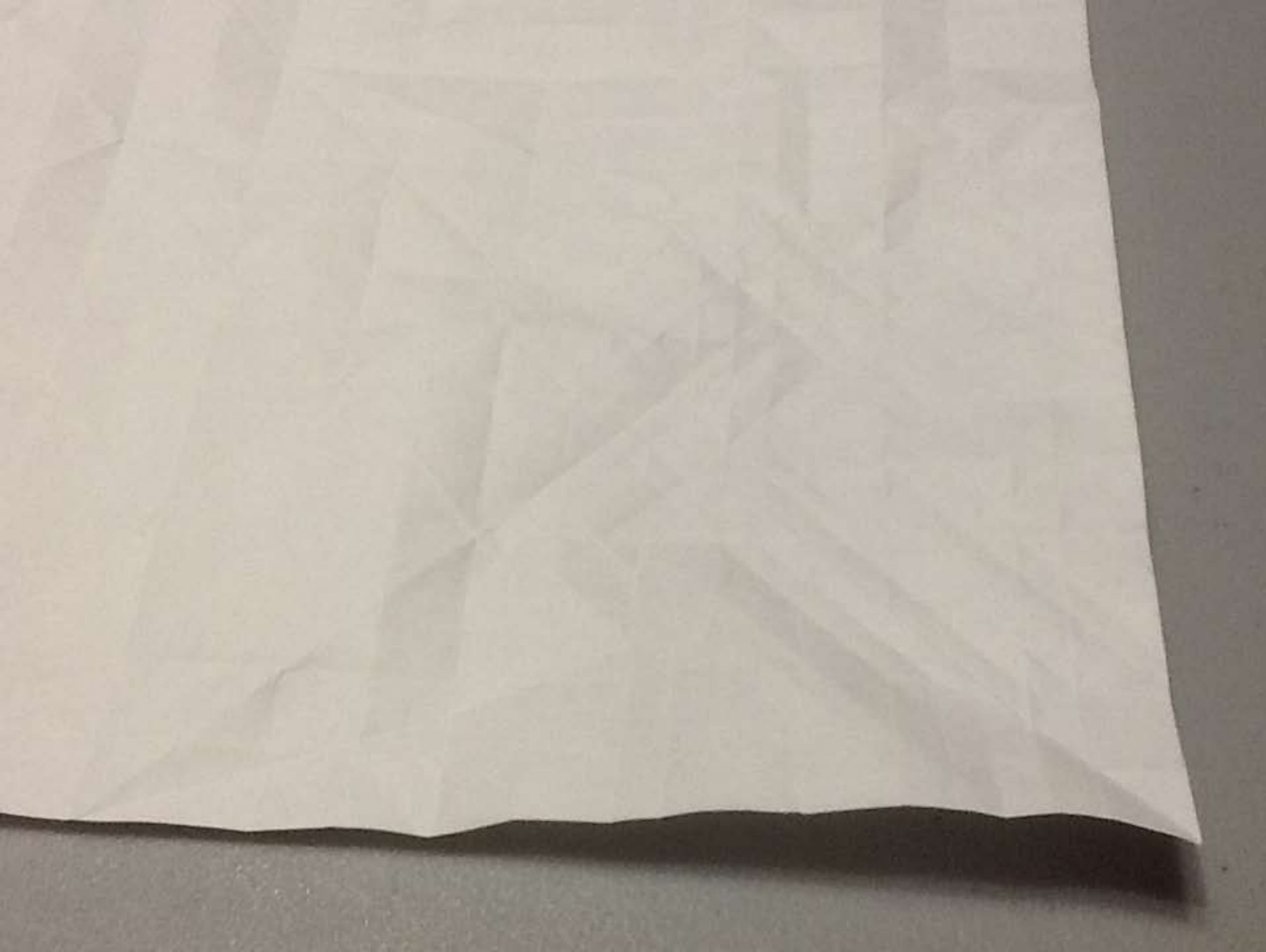
MVC

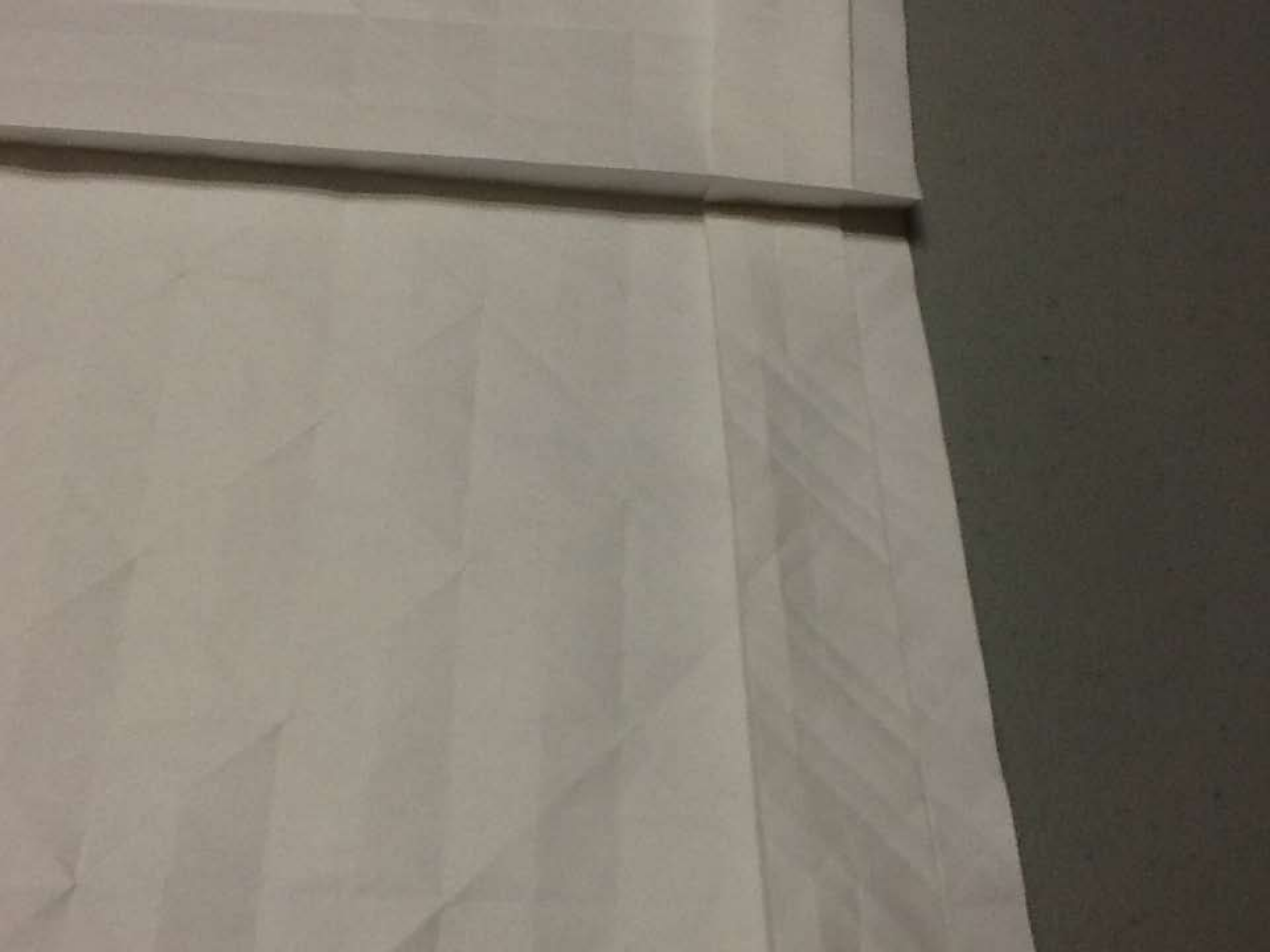
3

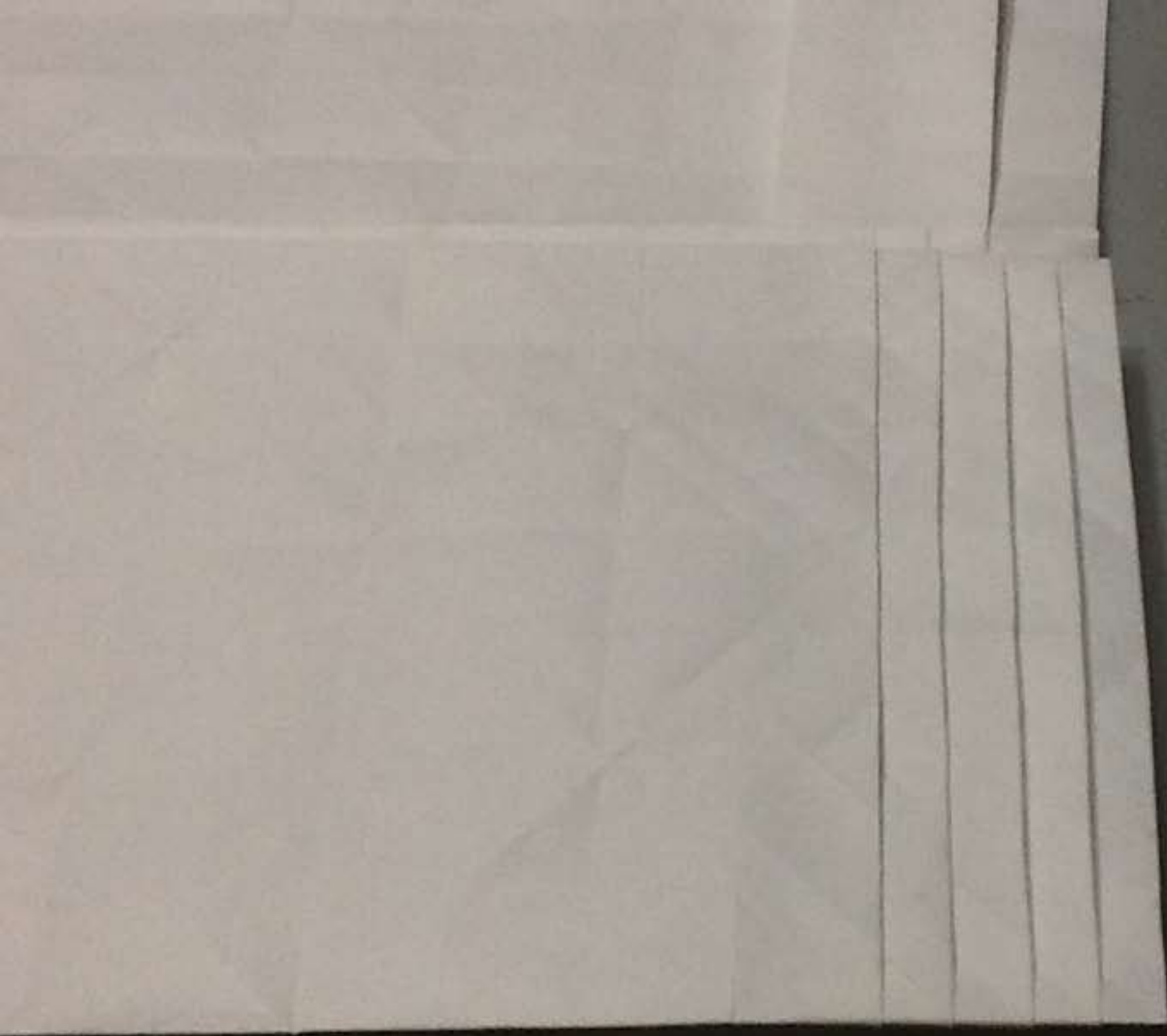


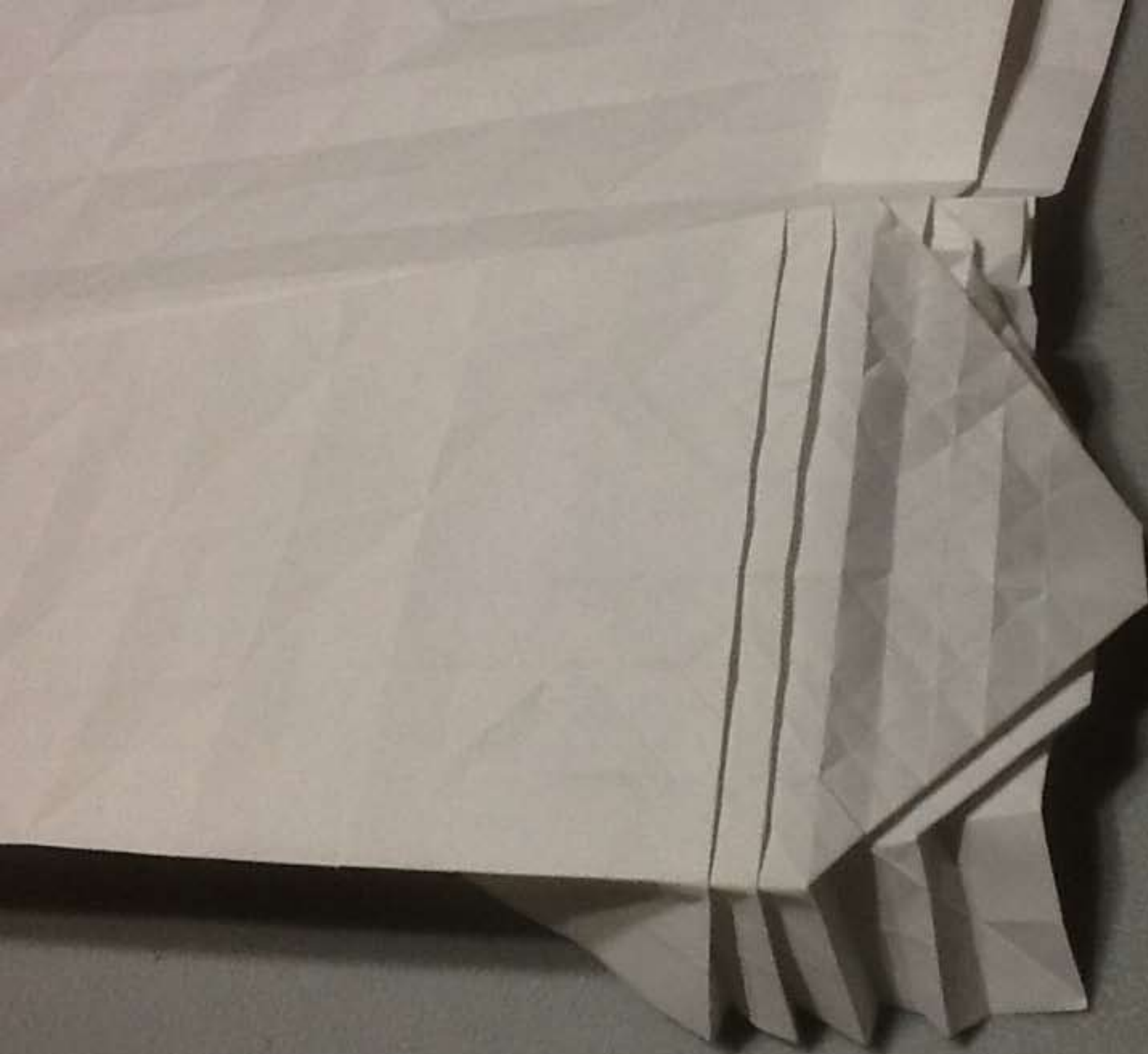


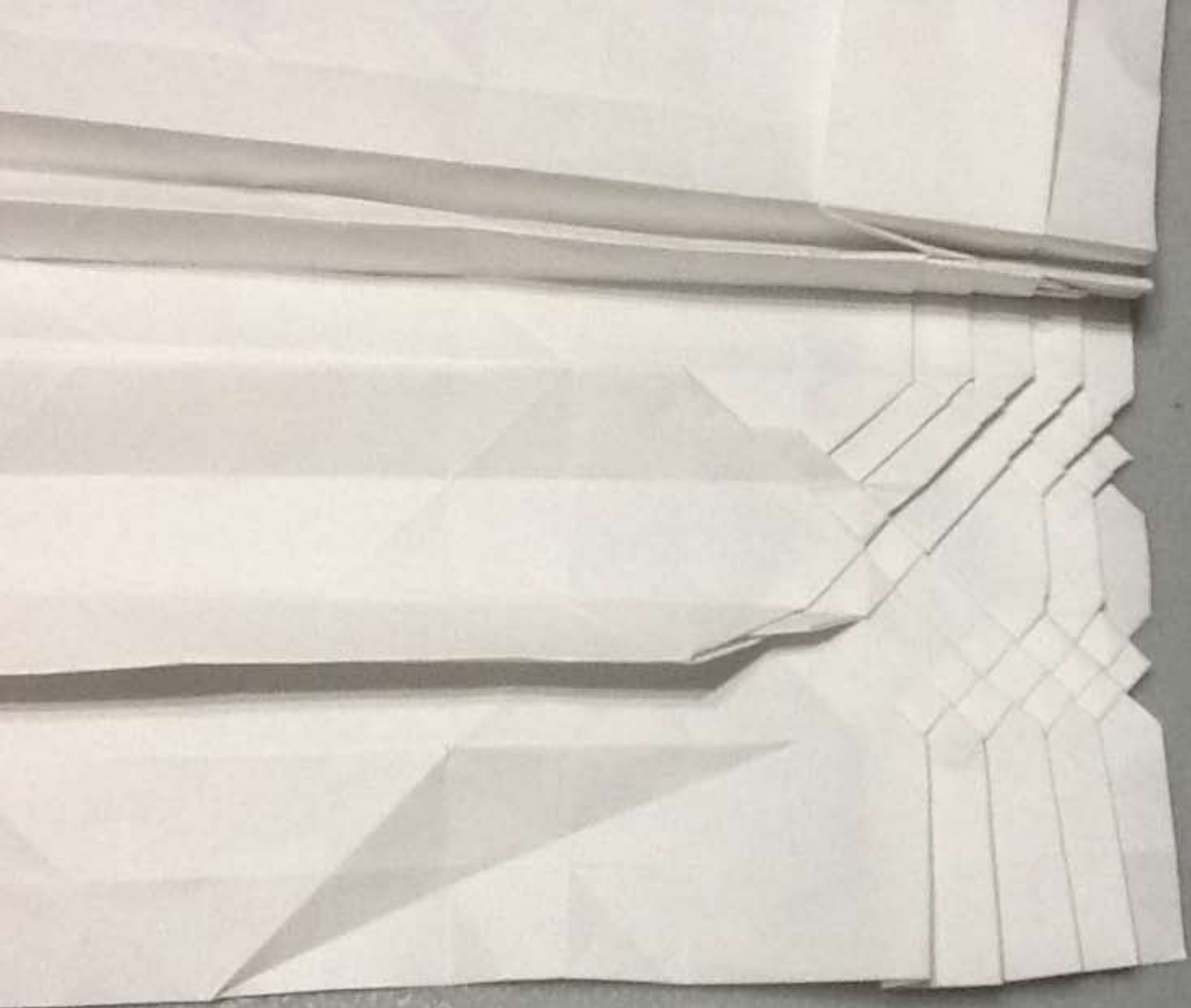
31. then

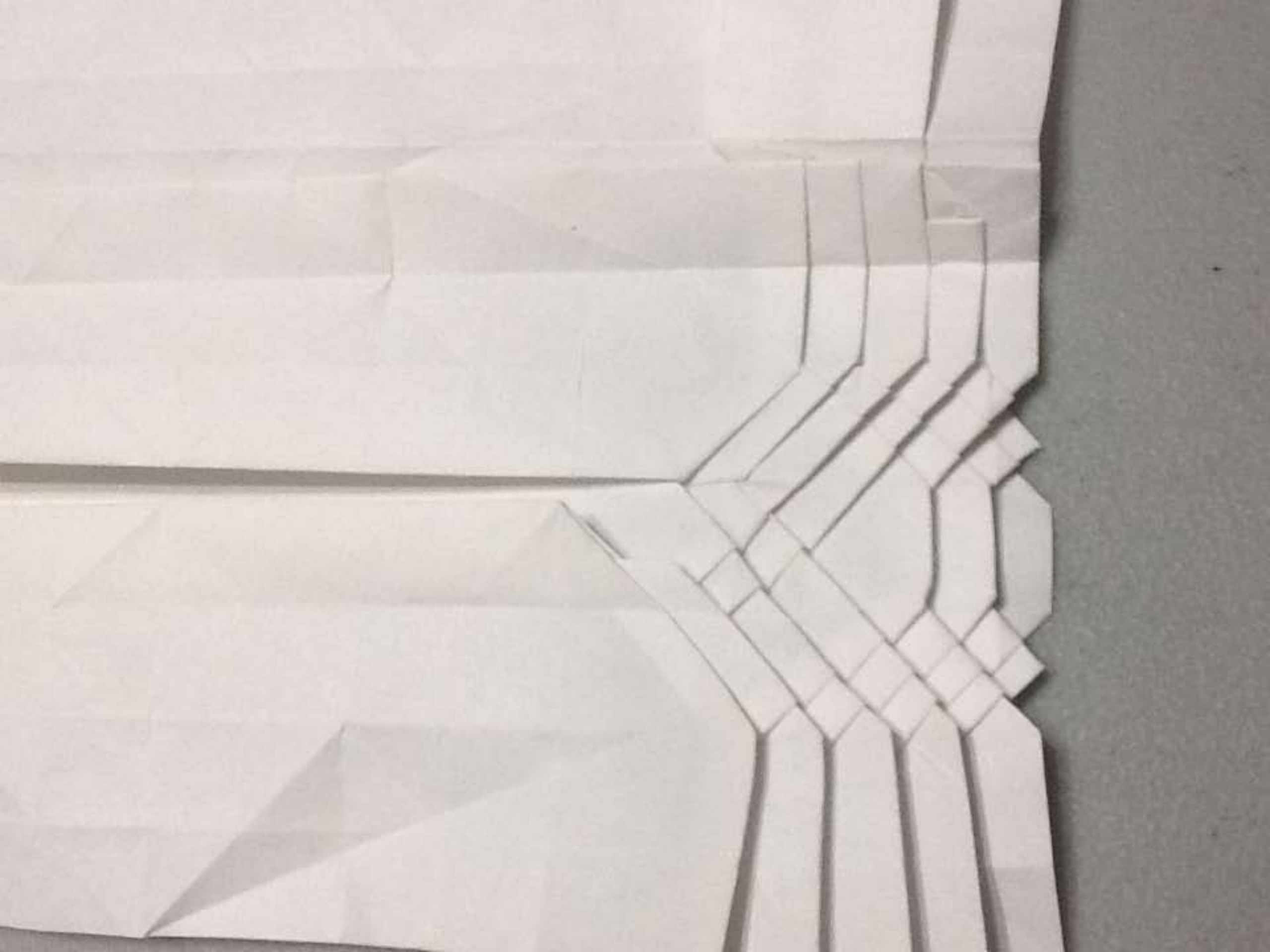


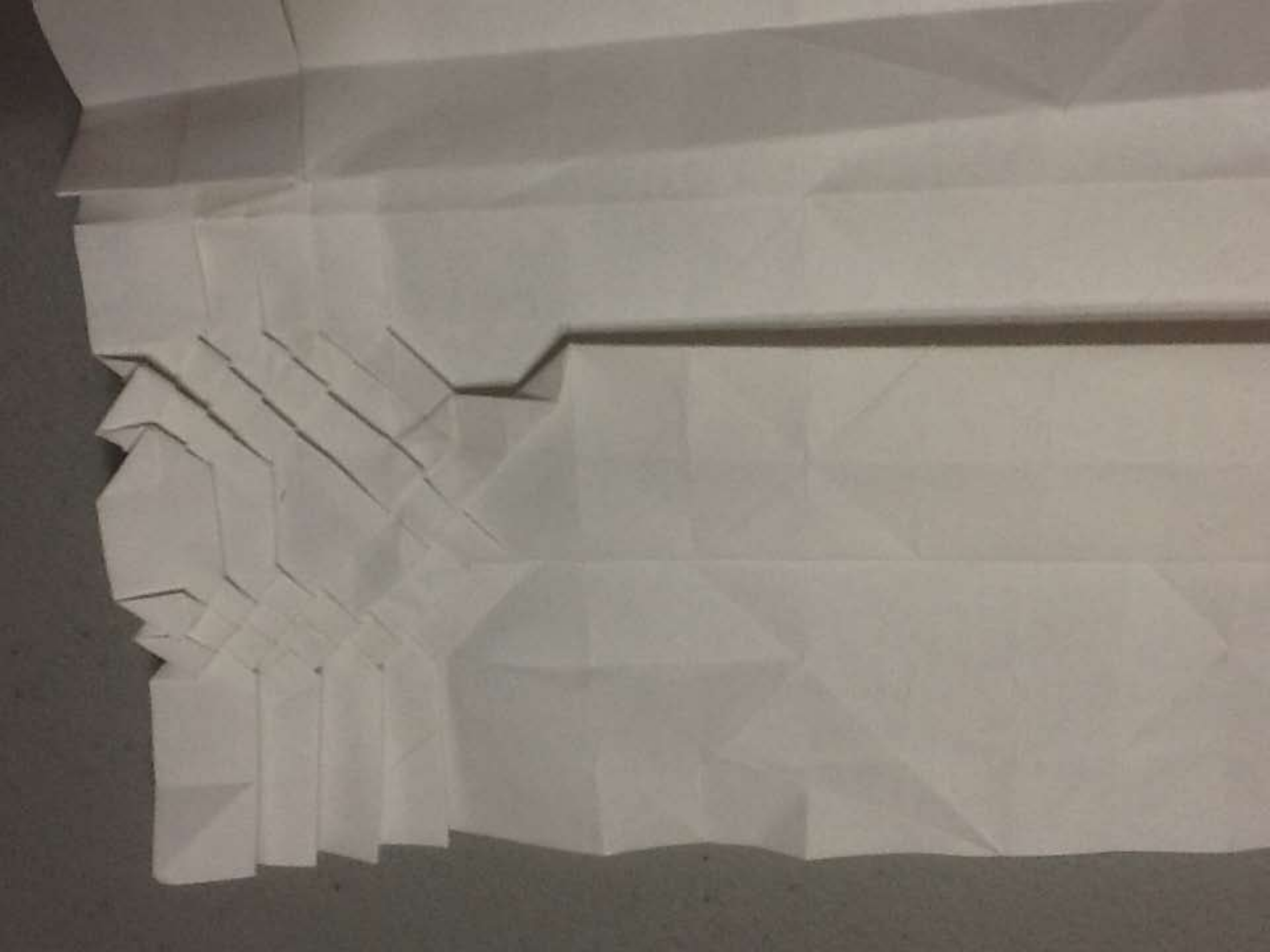


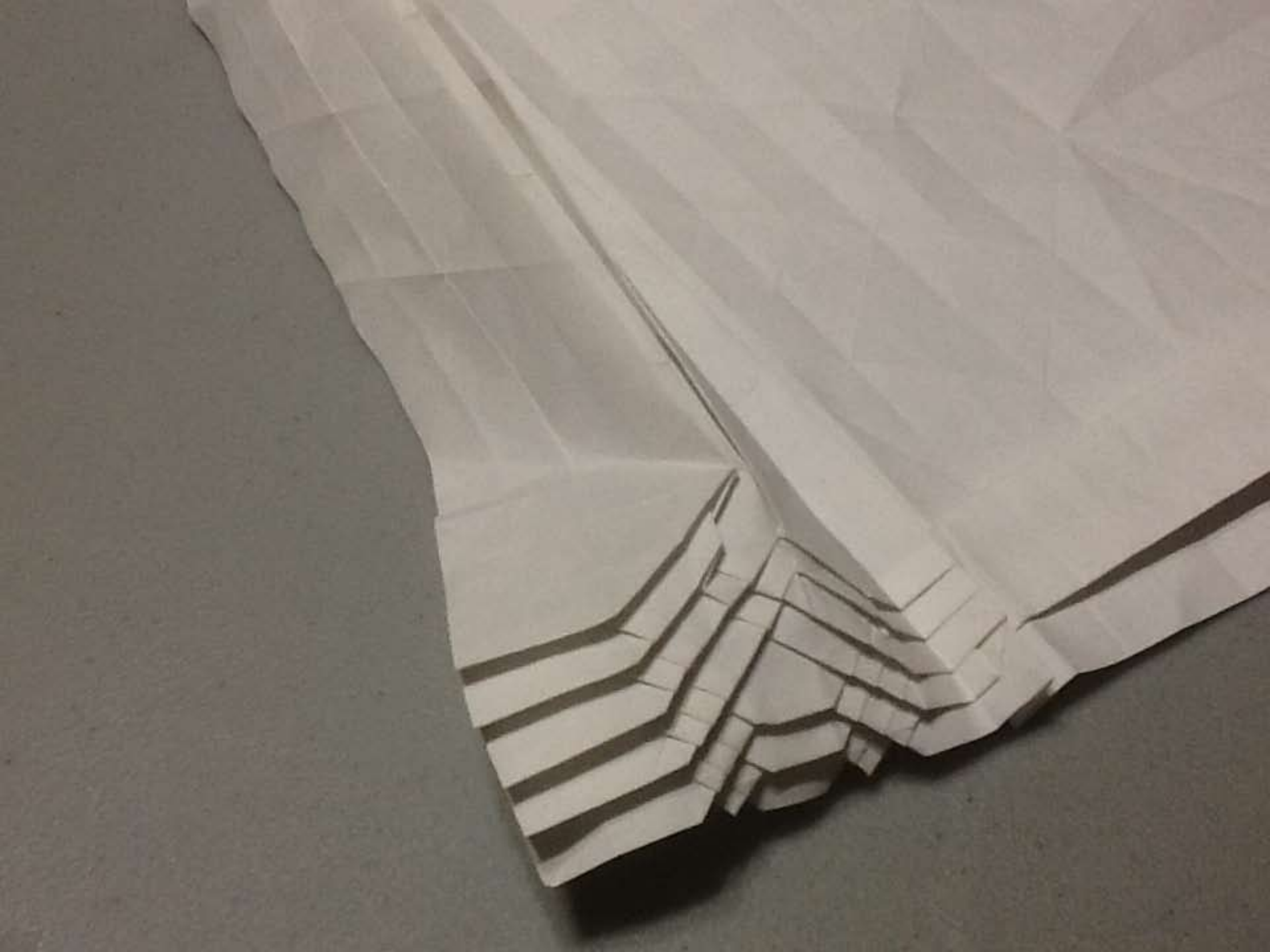


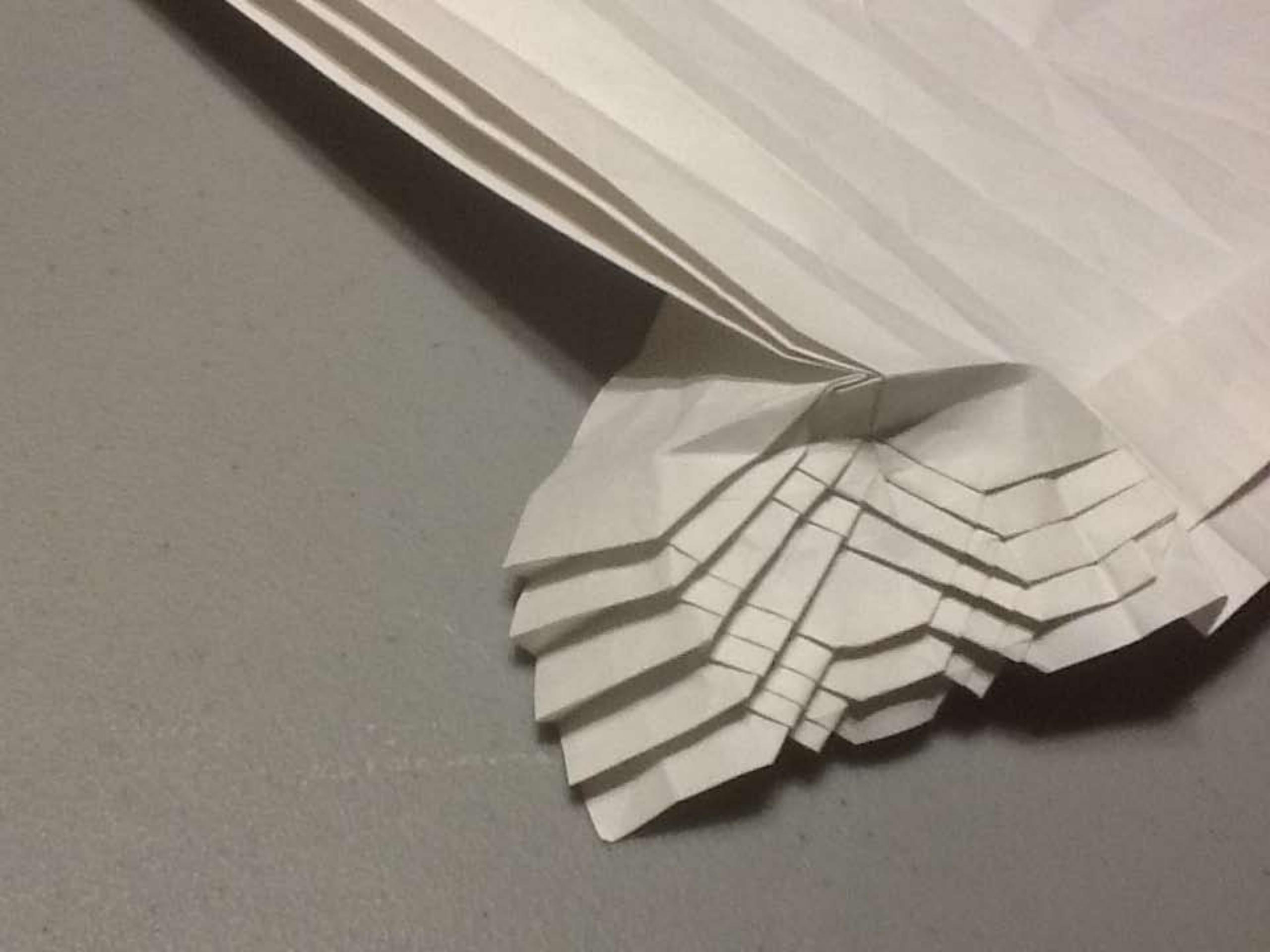


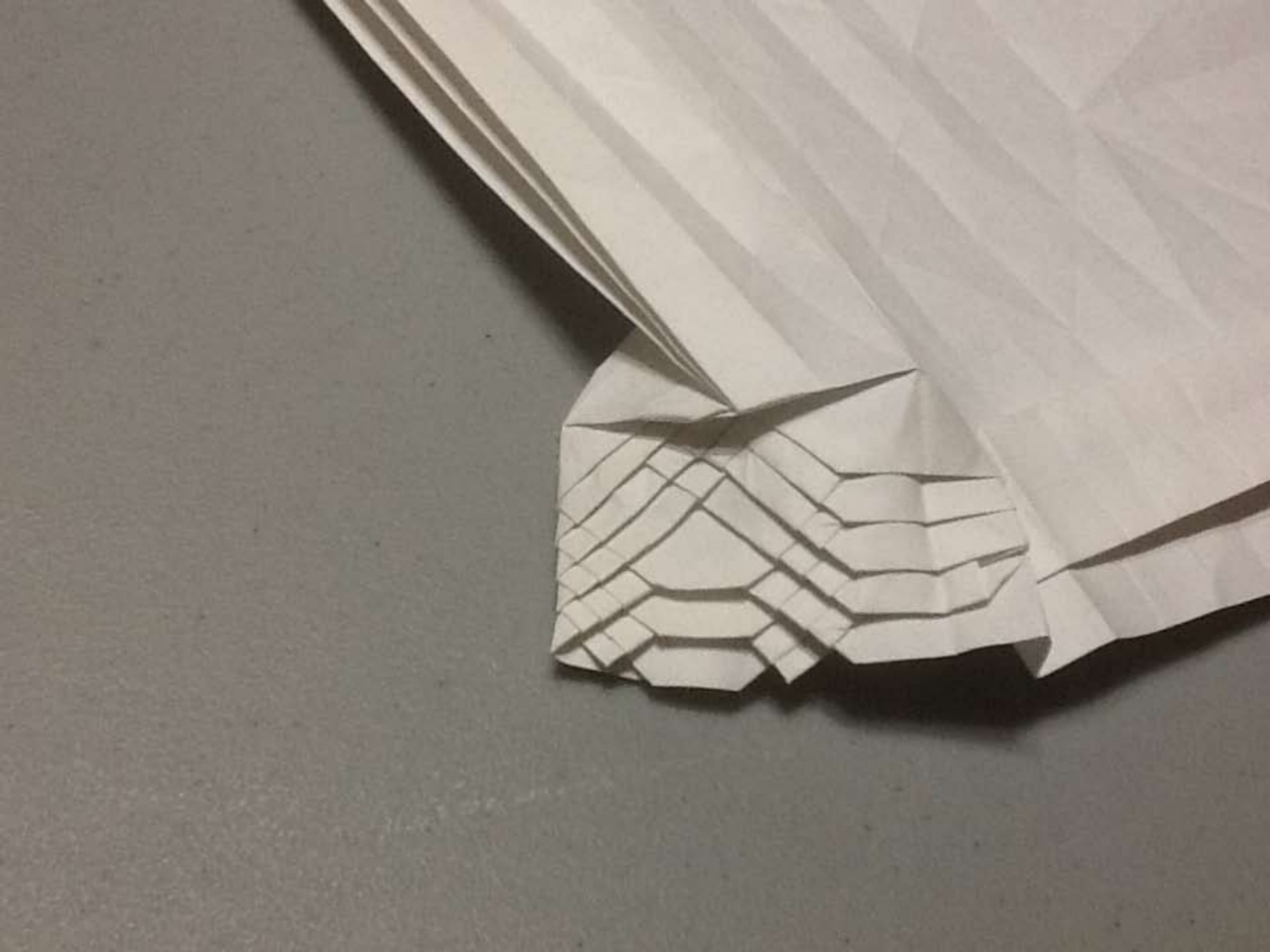


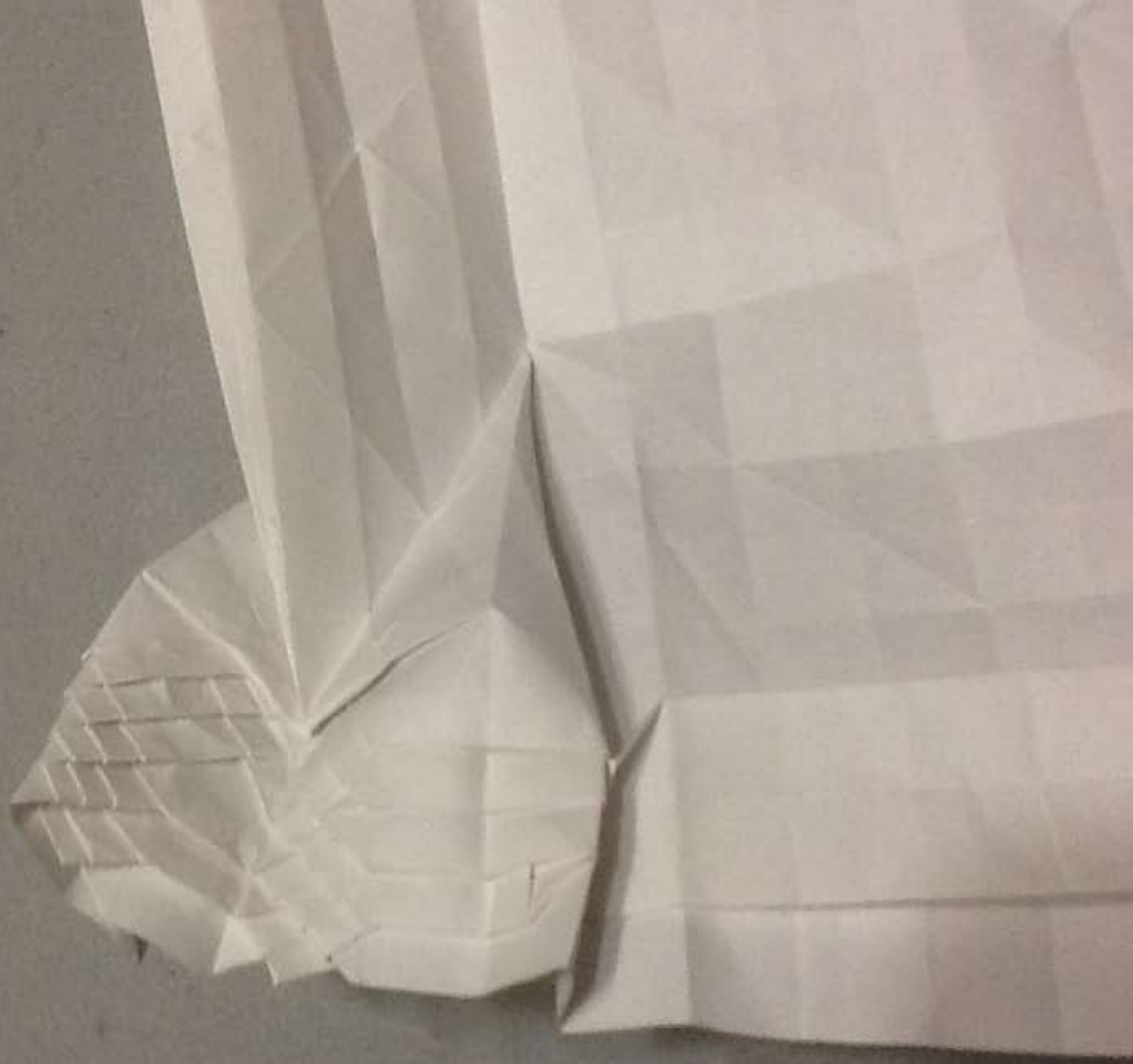


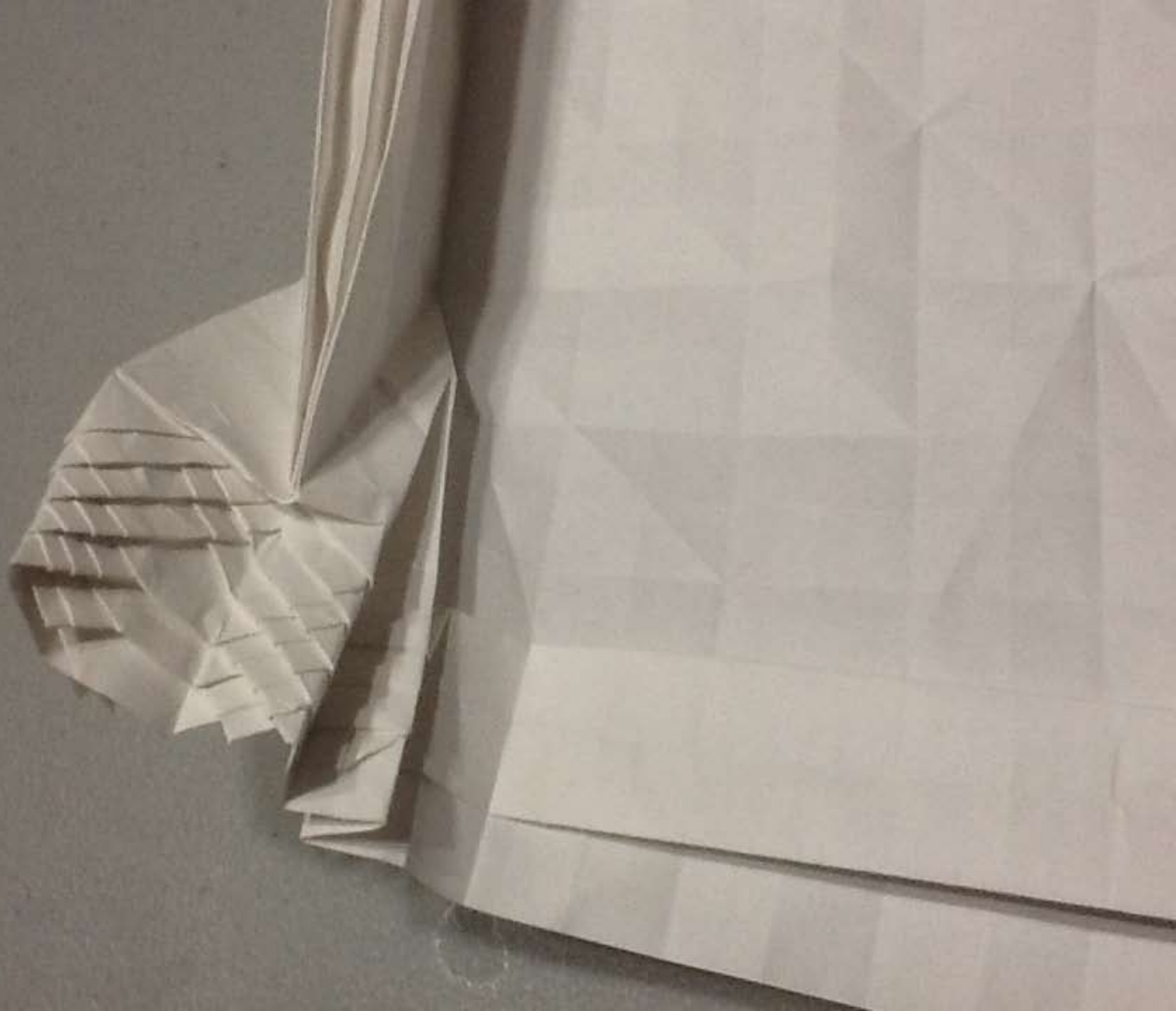






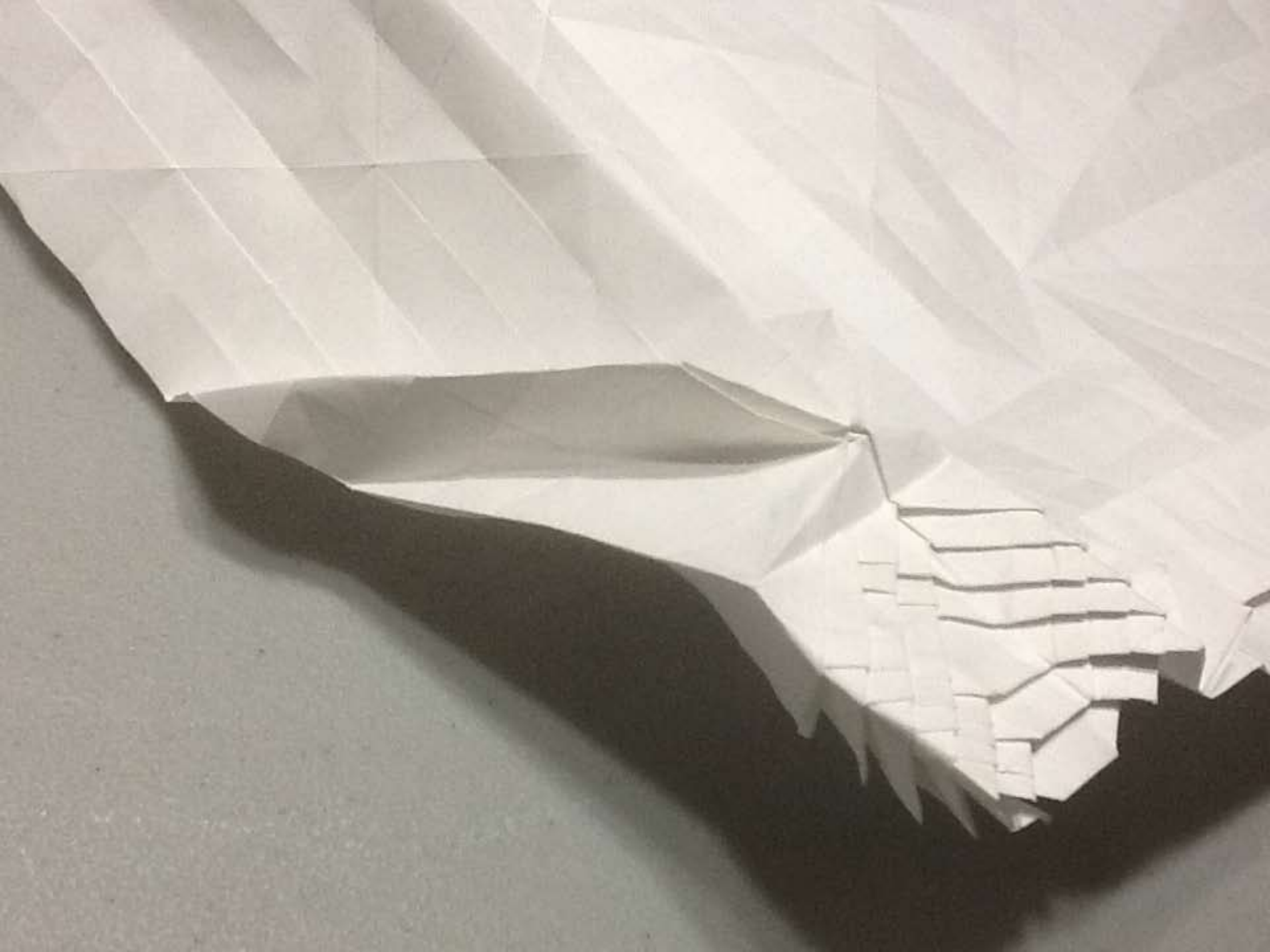


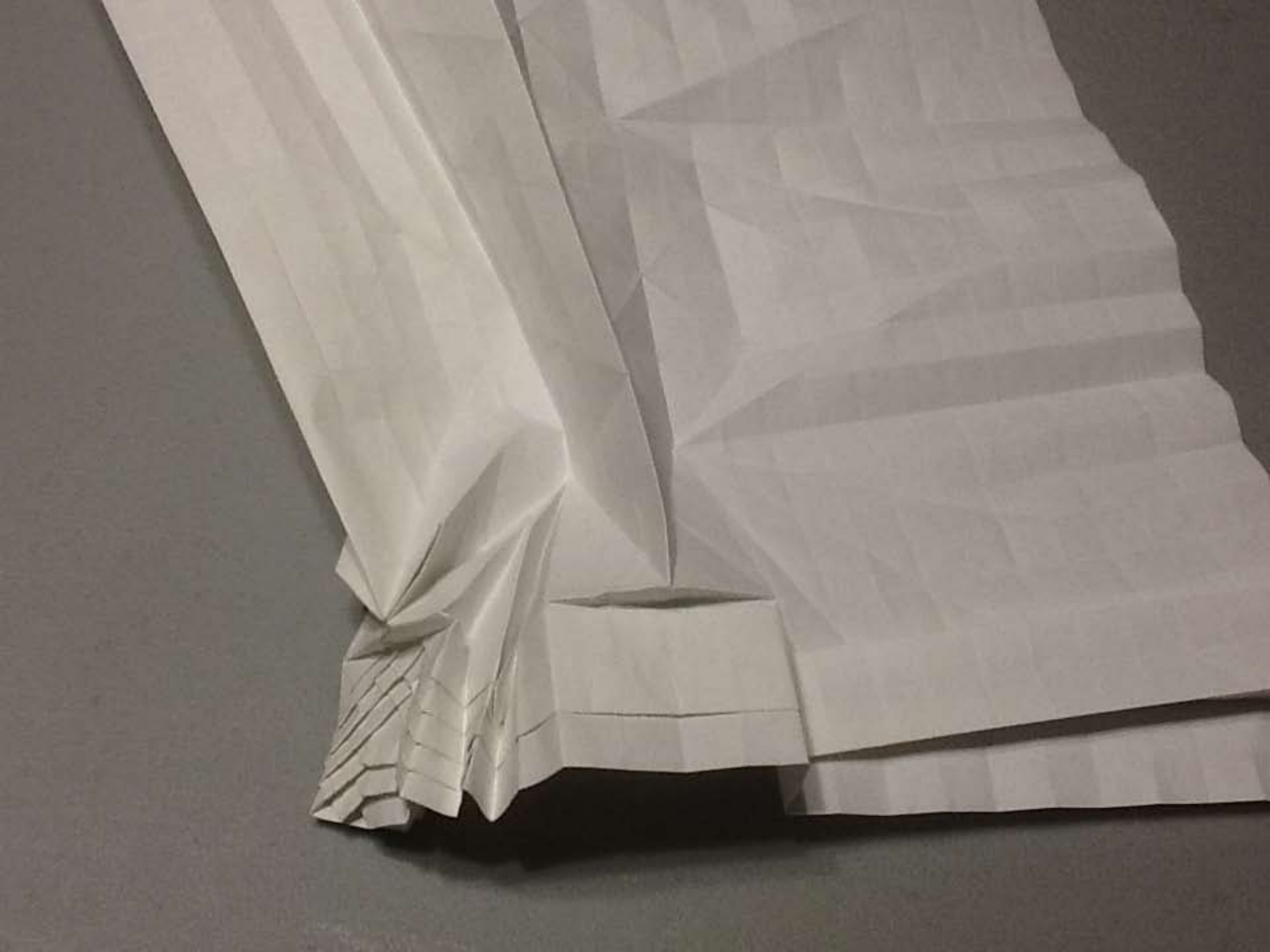




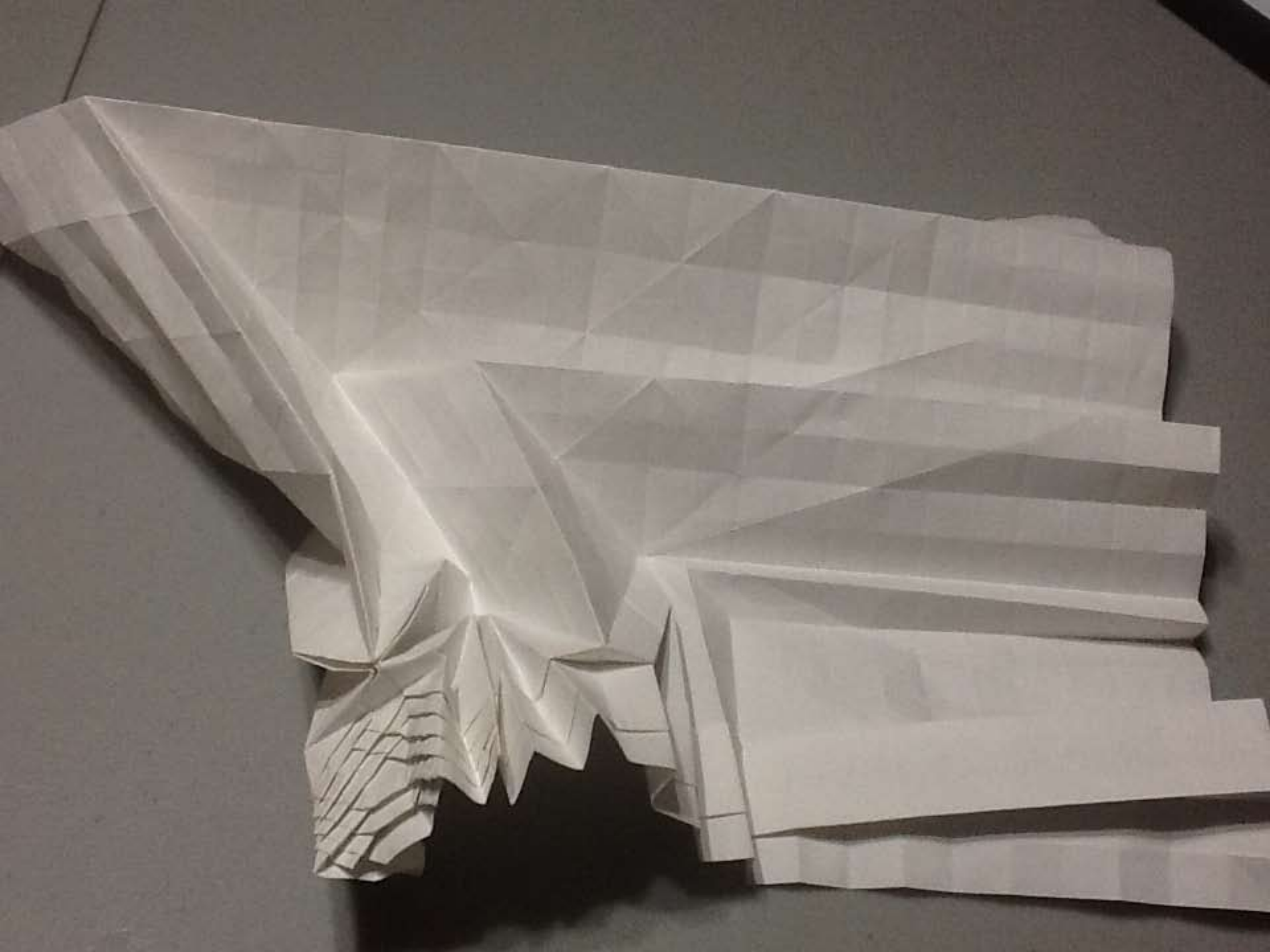




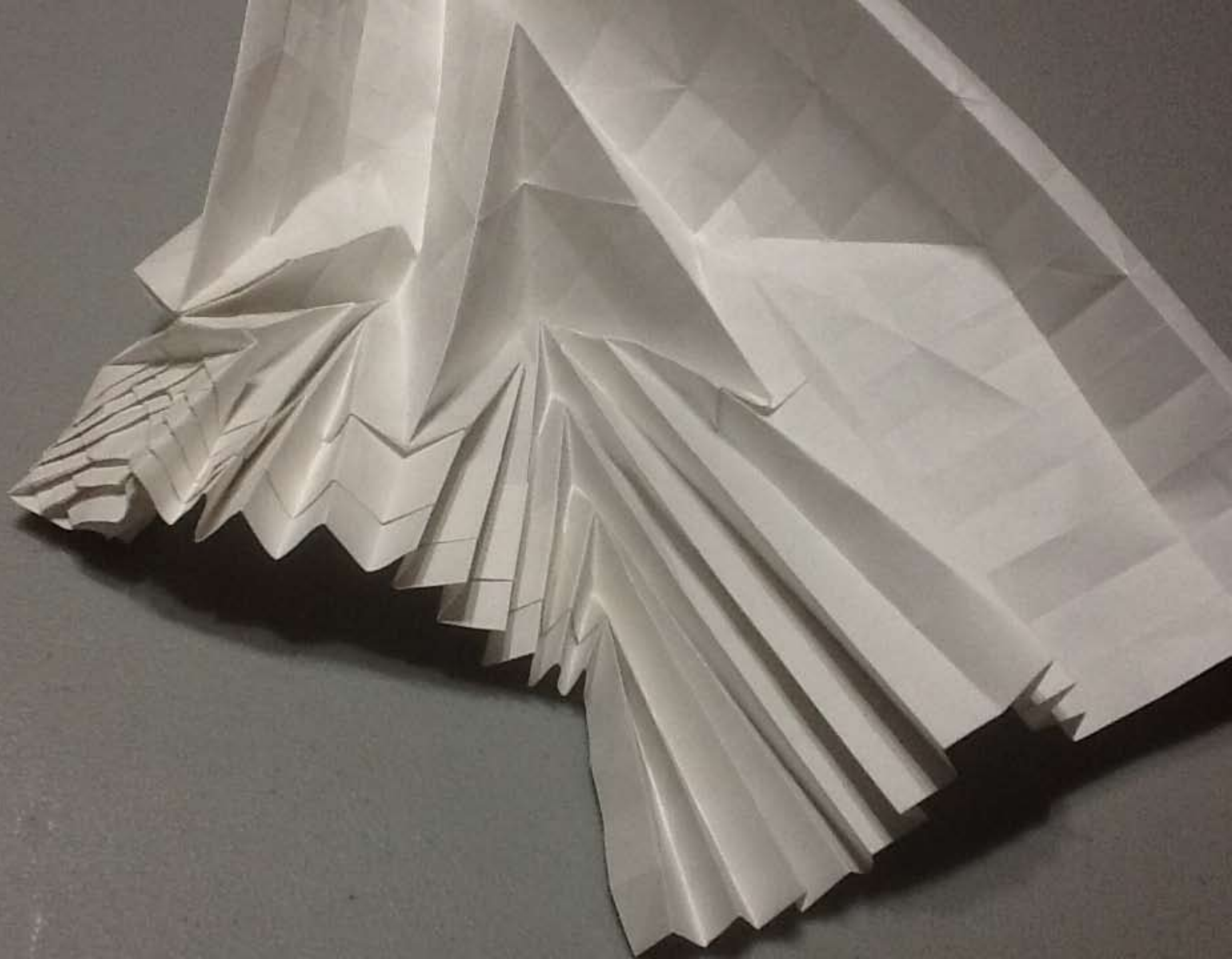


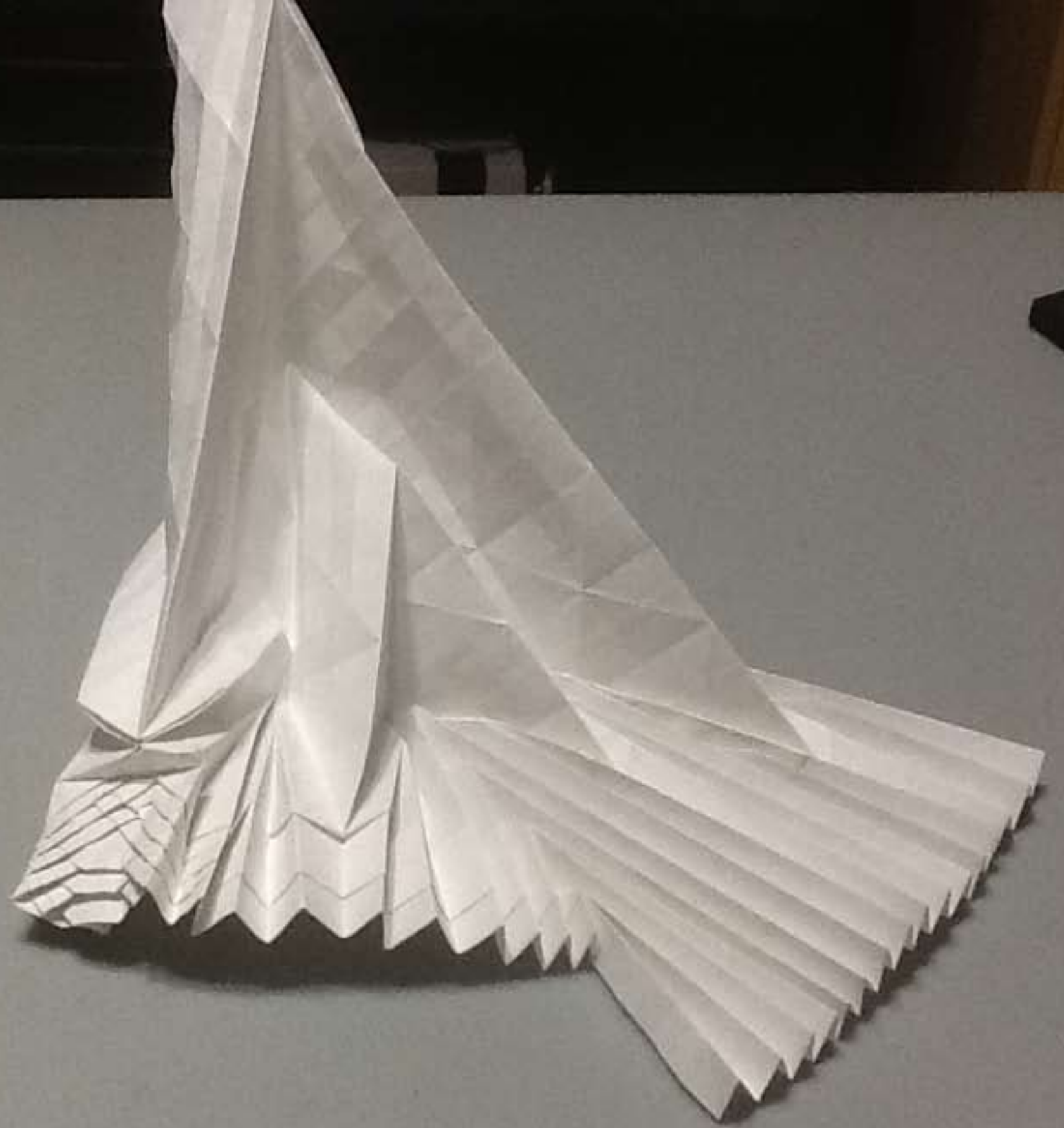


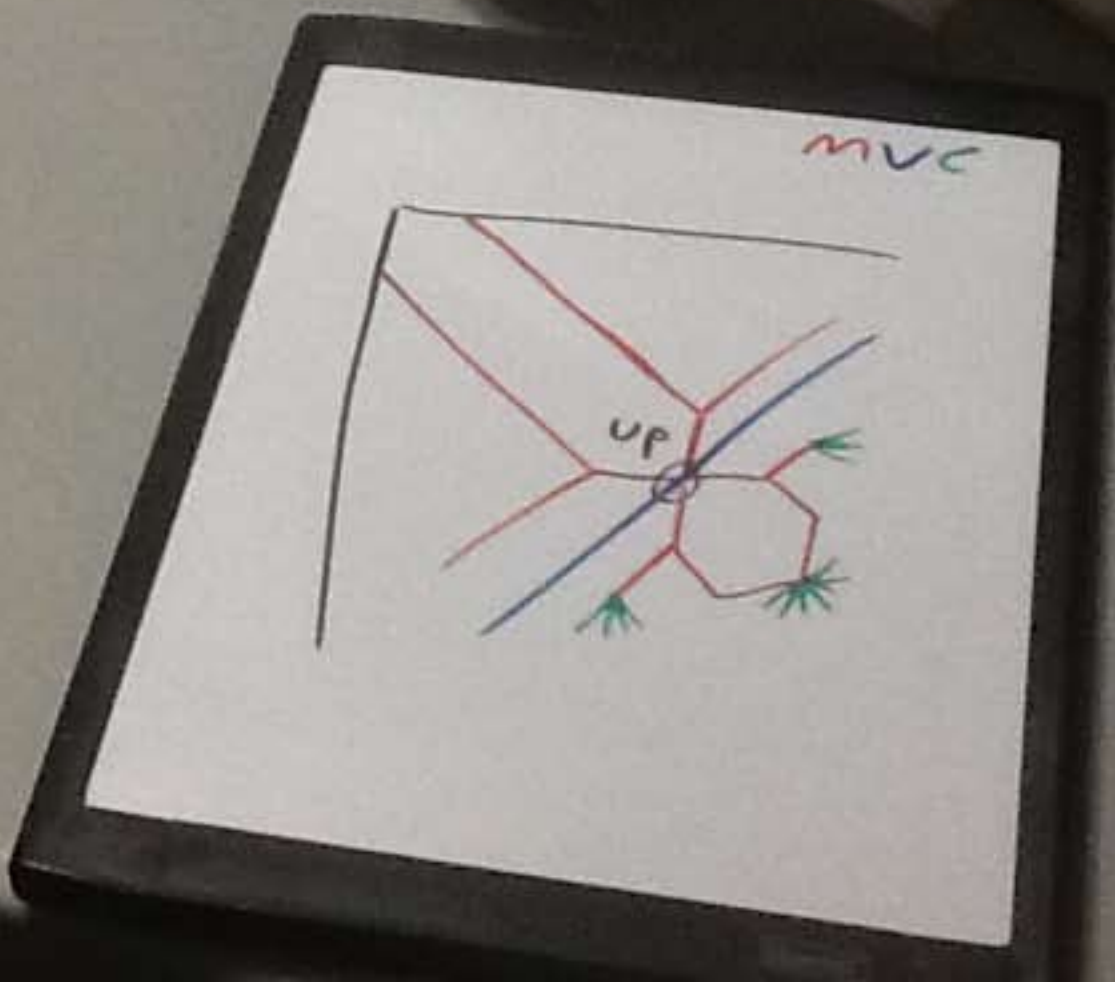
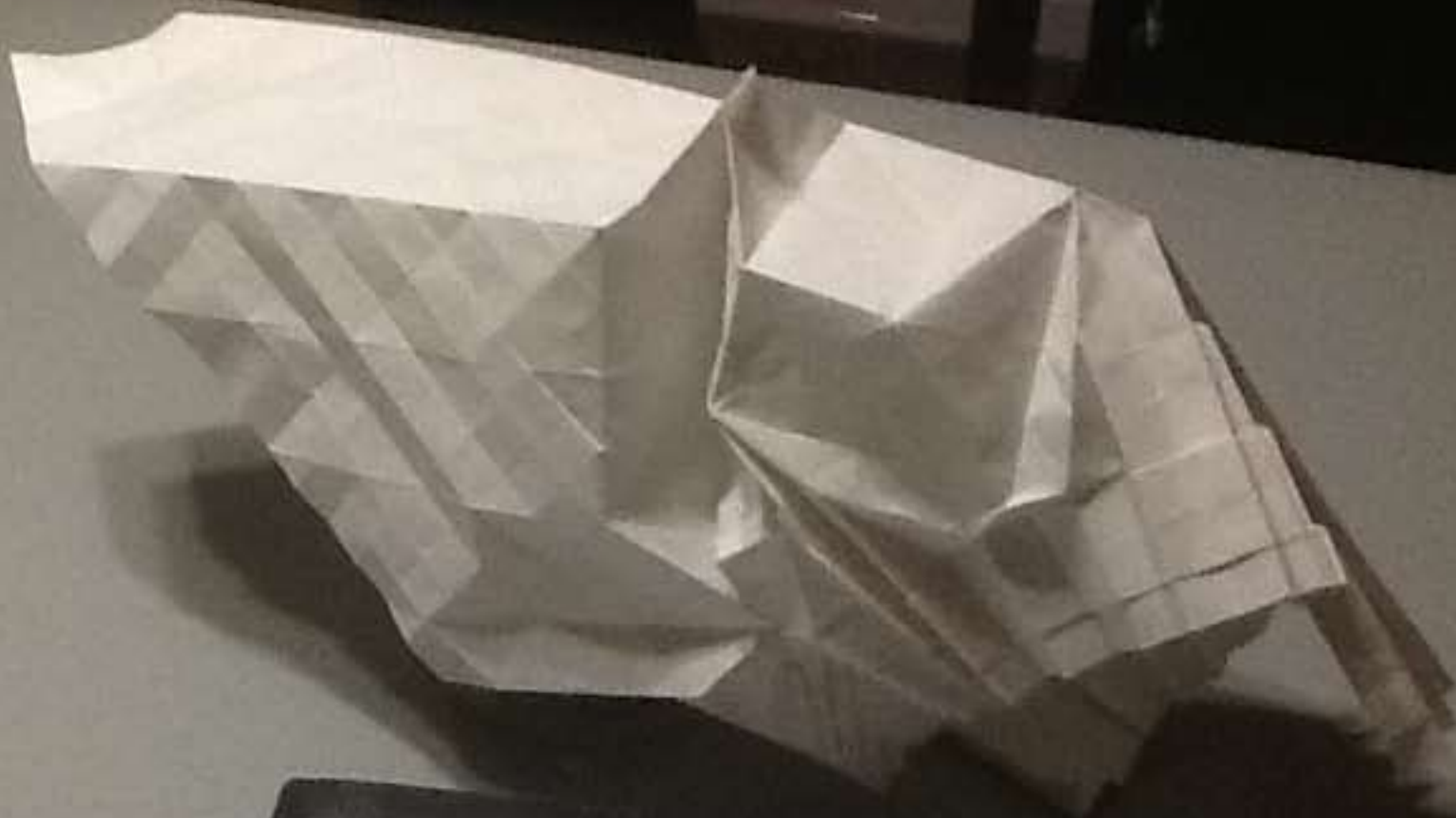


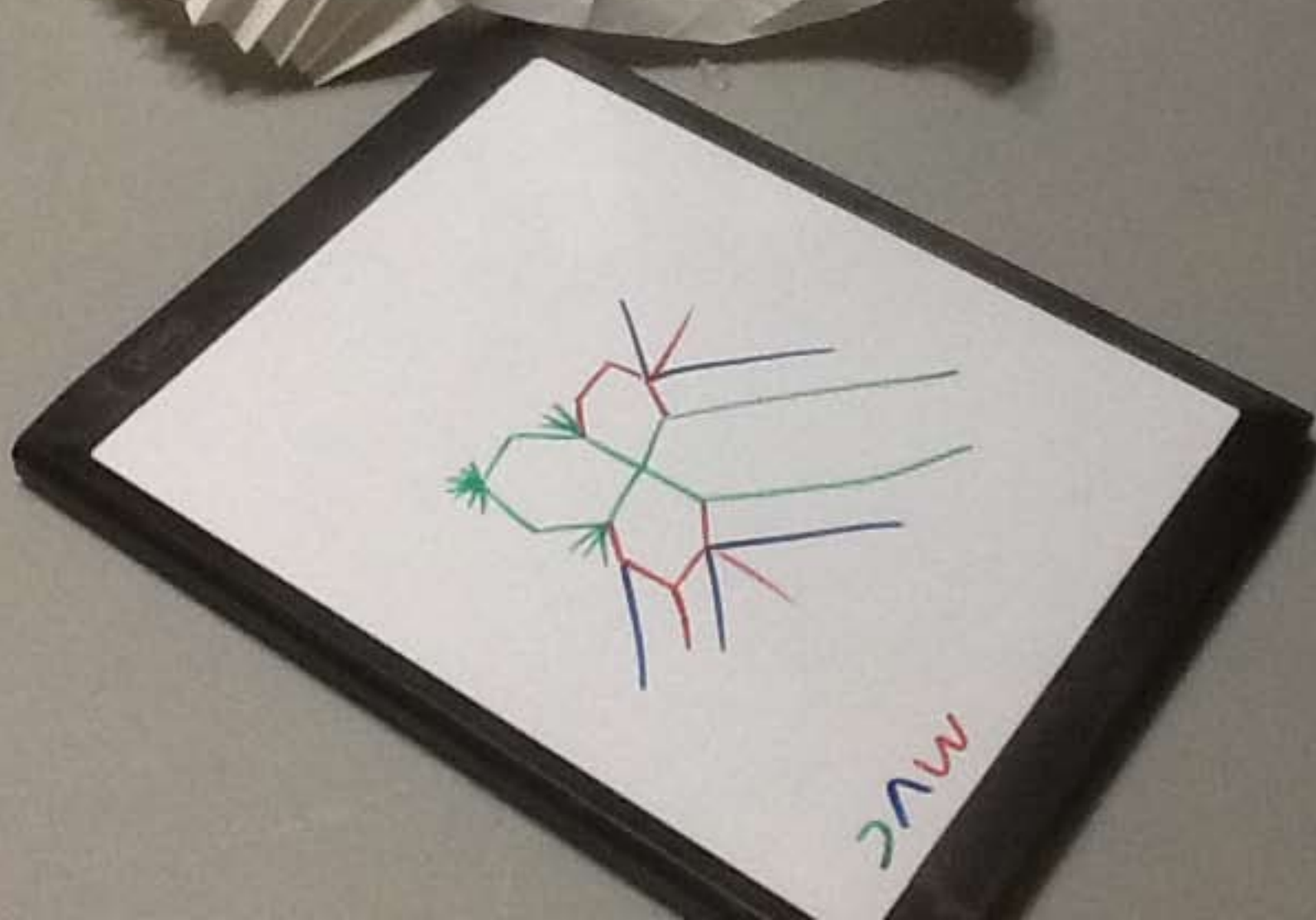
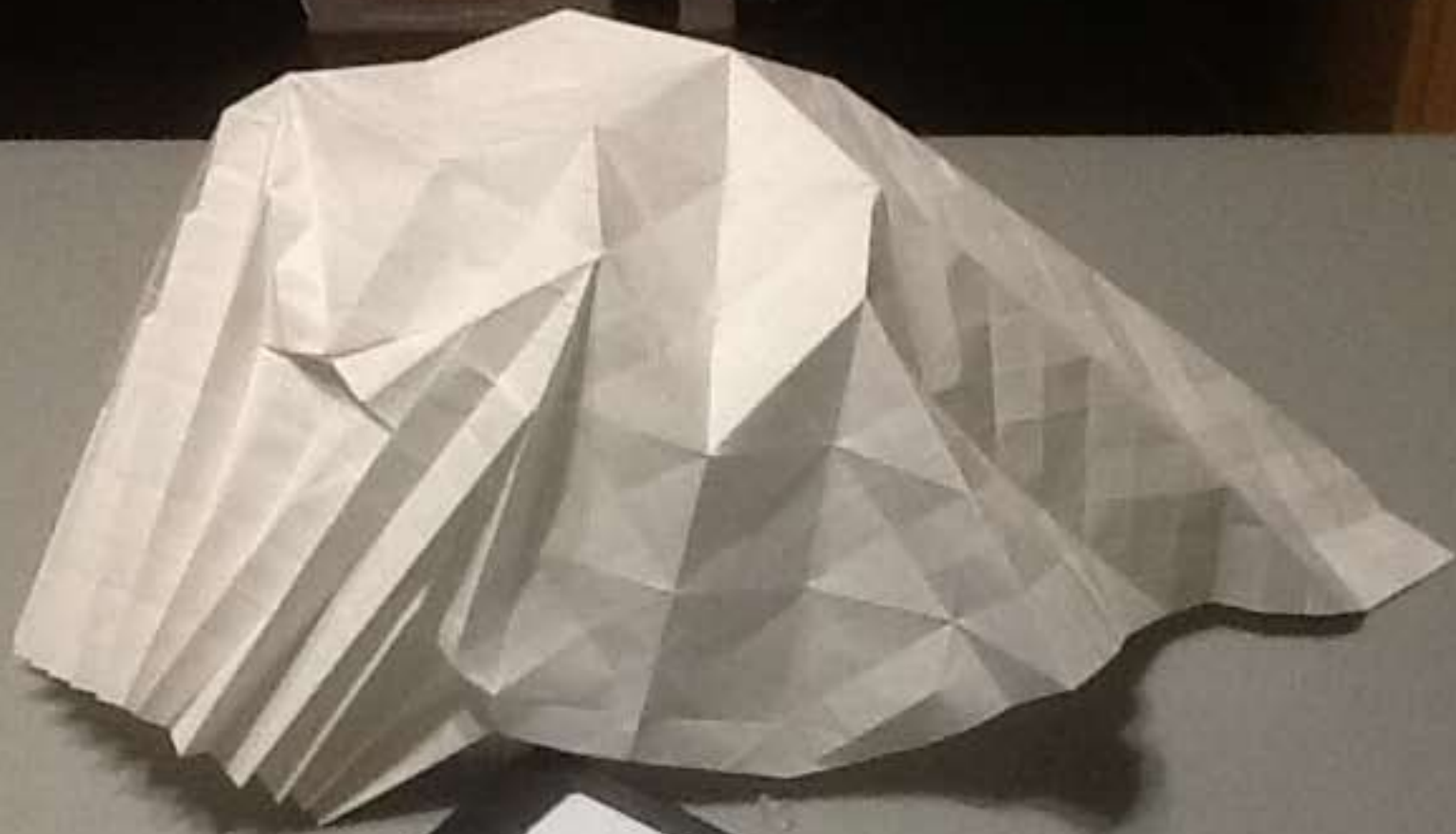


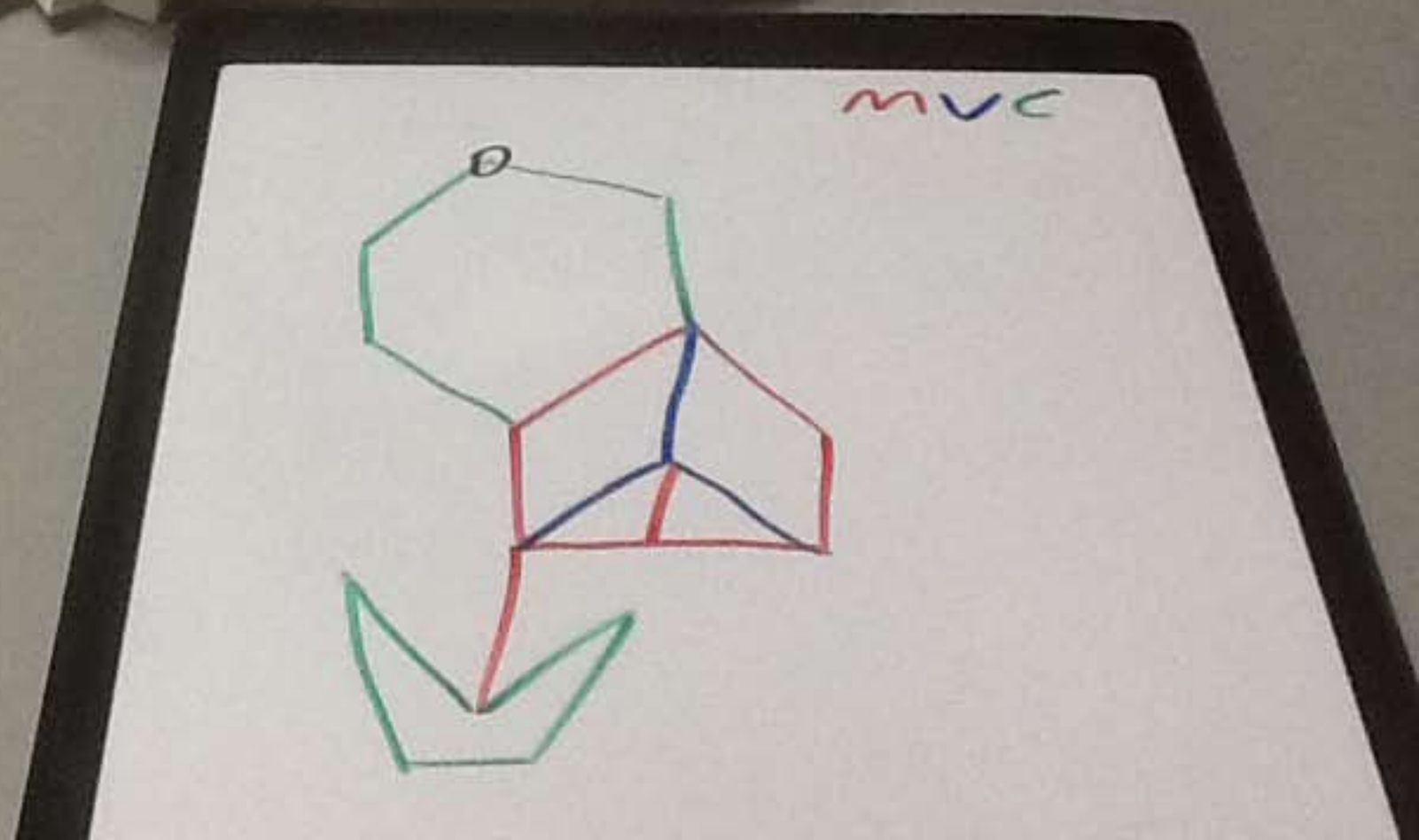




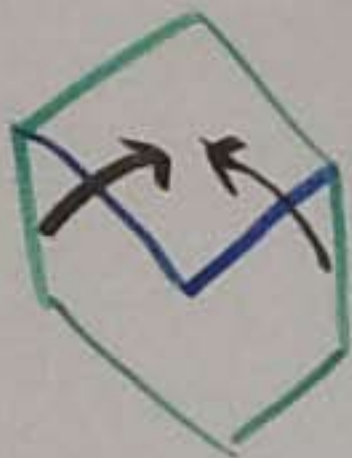








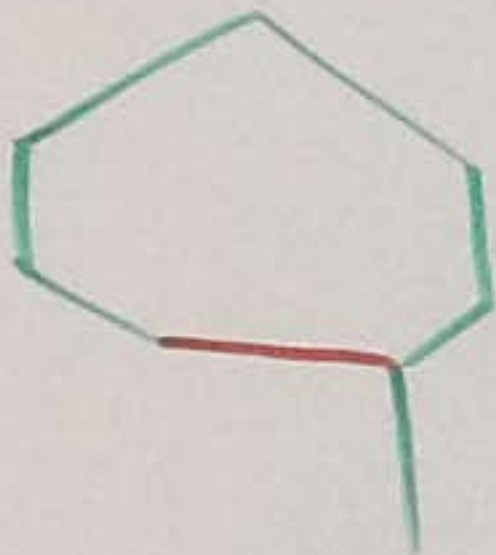
MVC

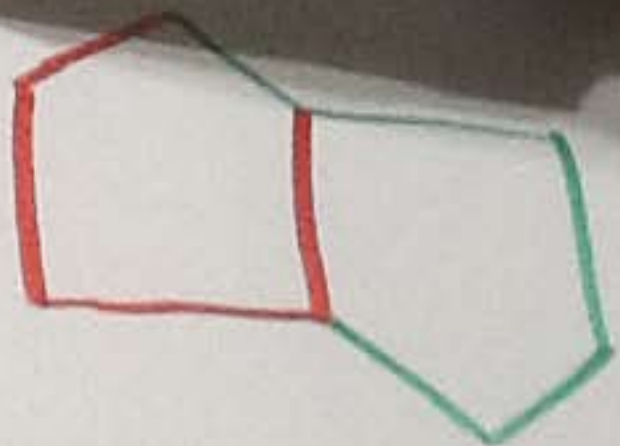


MVC

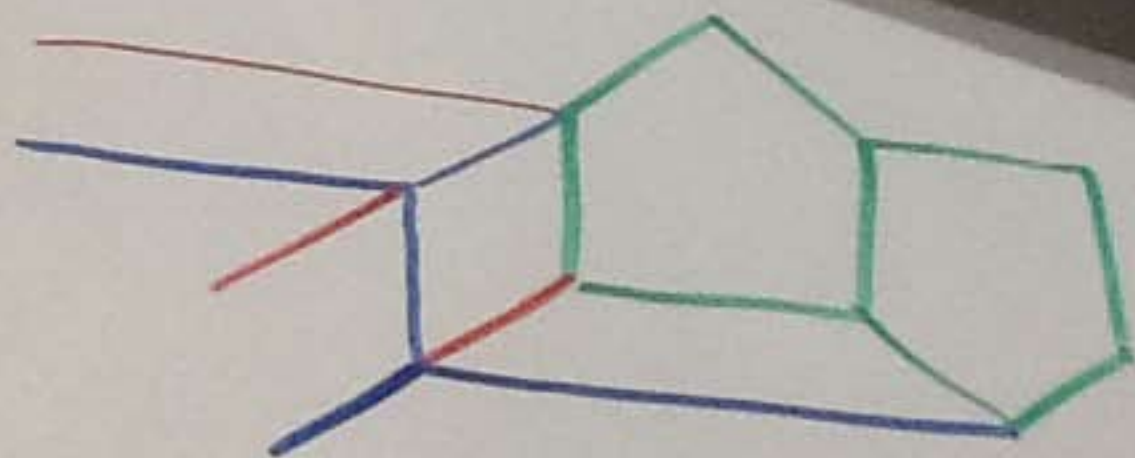


mvc

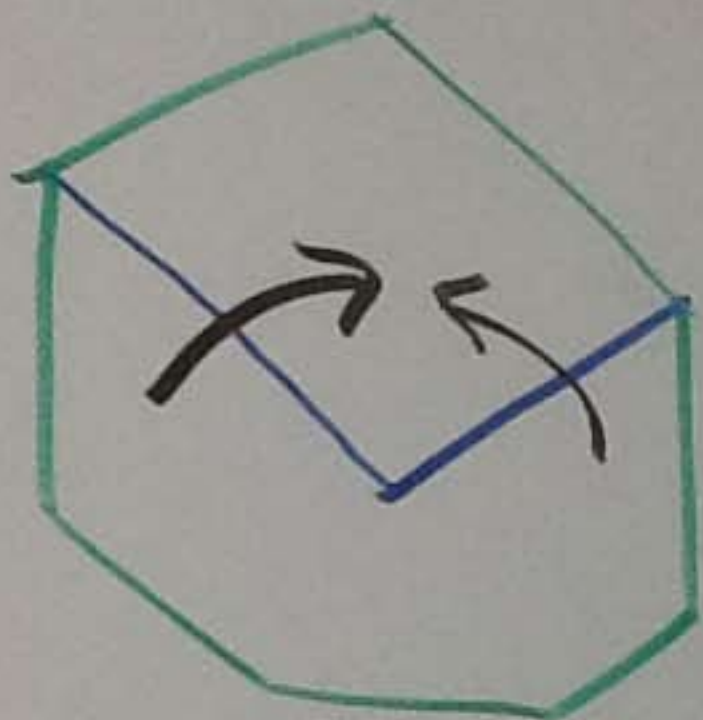




MVC



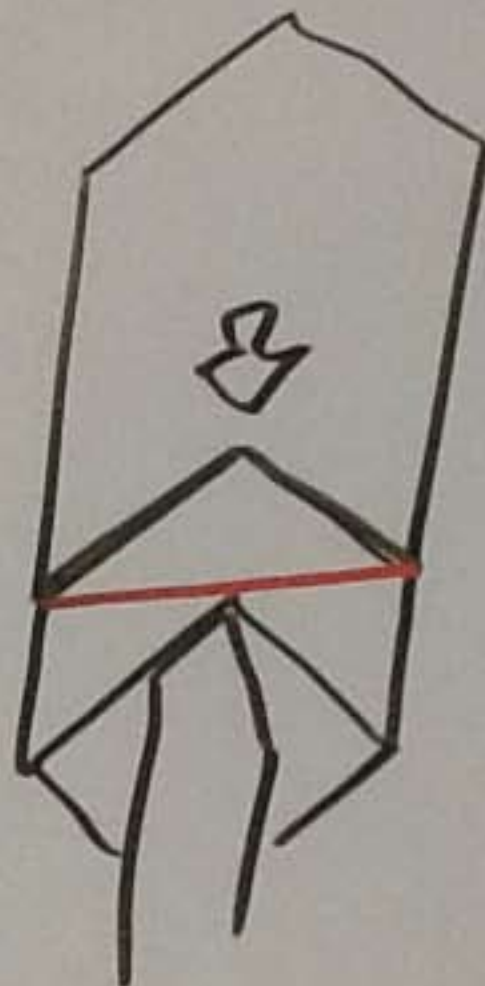
mvc



MVC

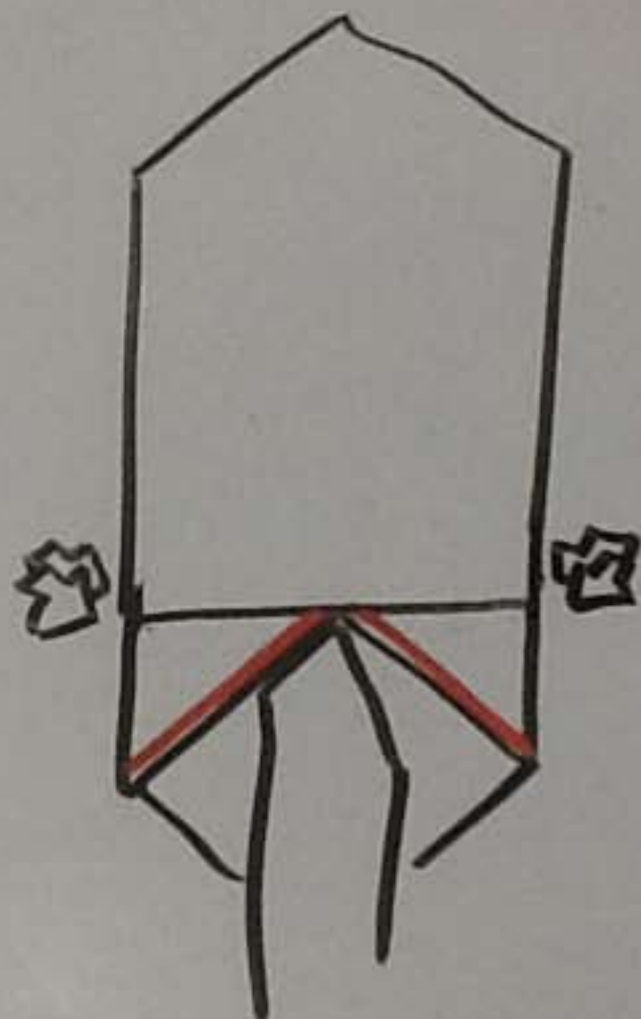


MVC



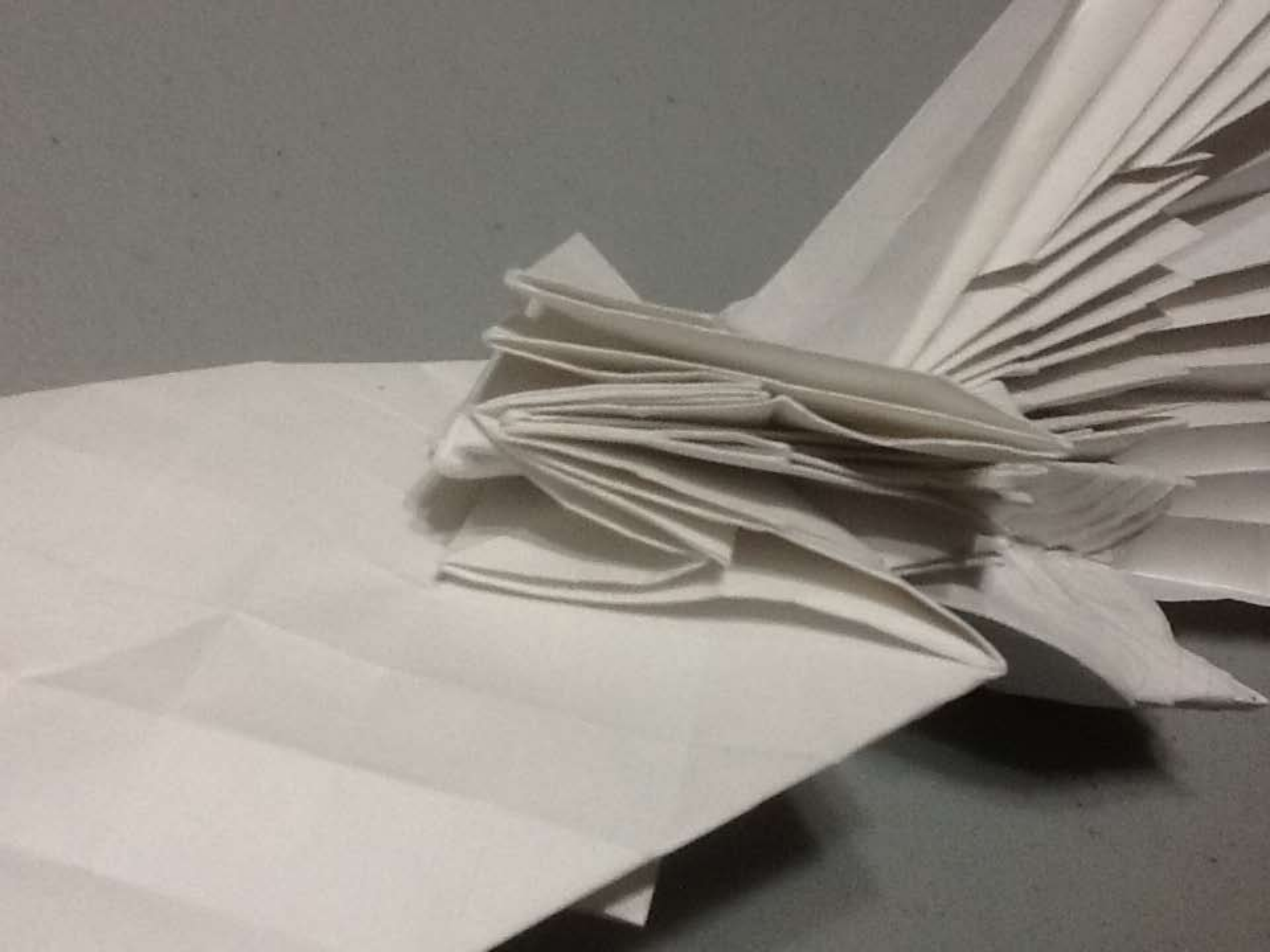
Sink

MVC

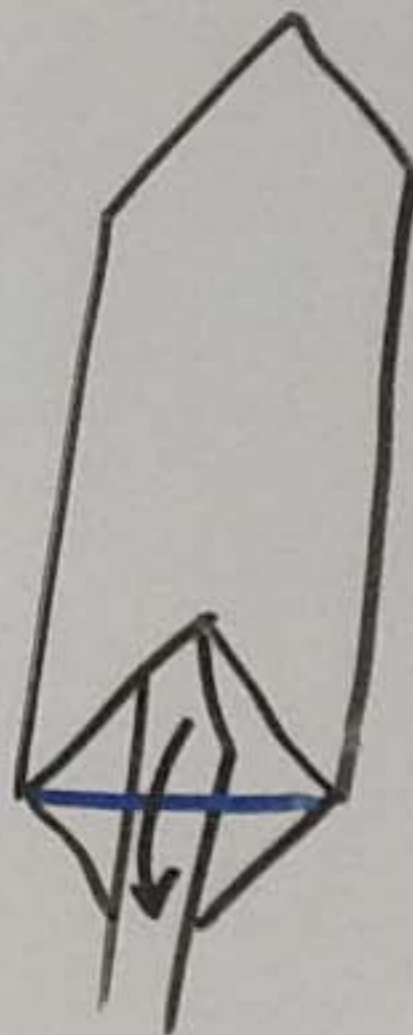


4
open
Sinks

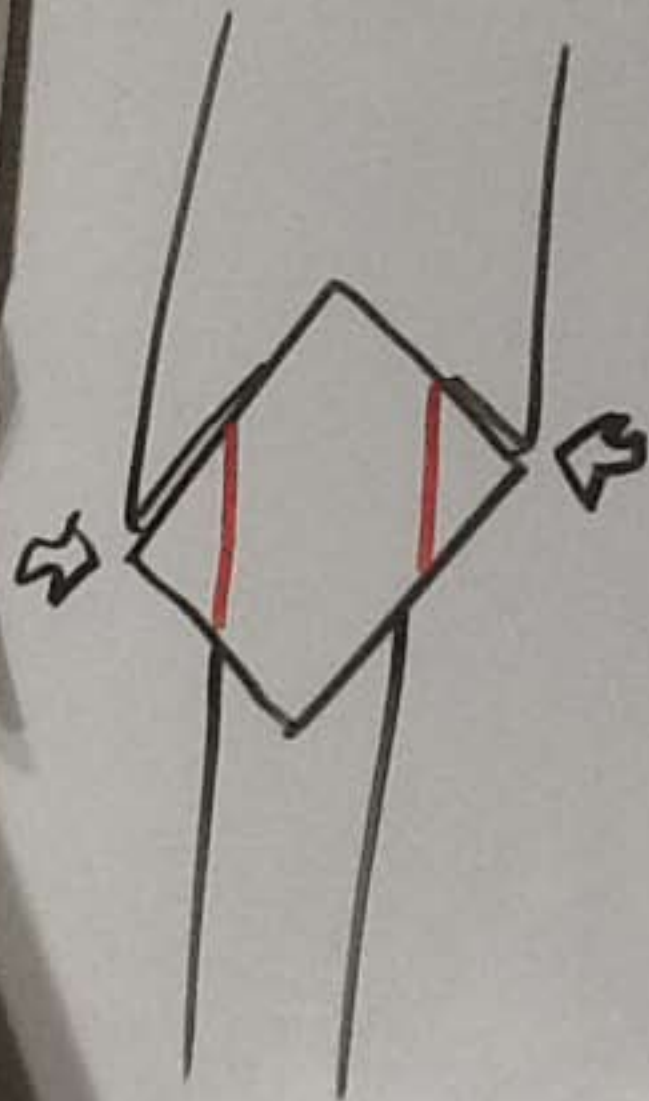




MVC

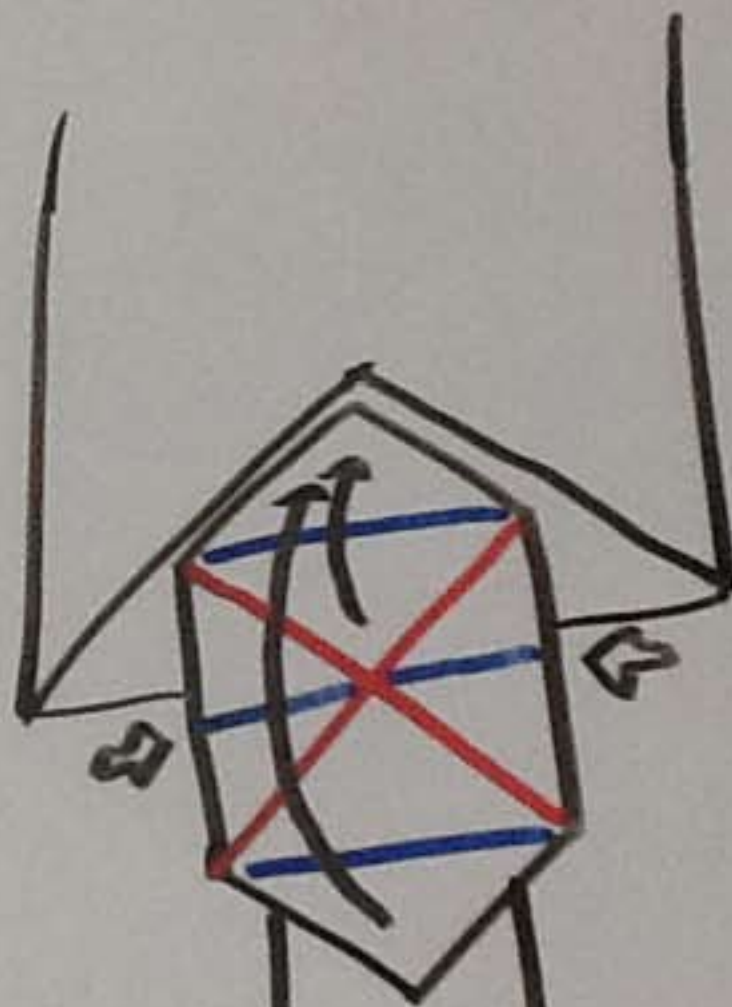


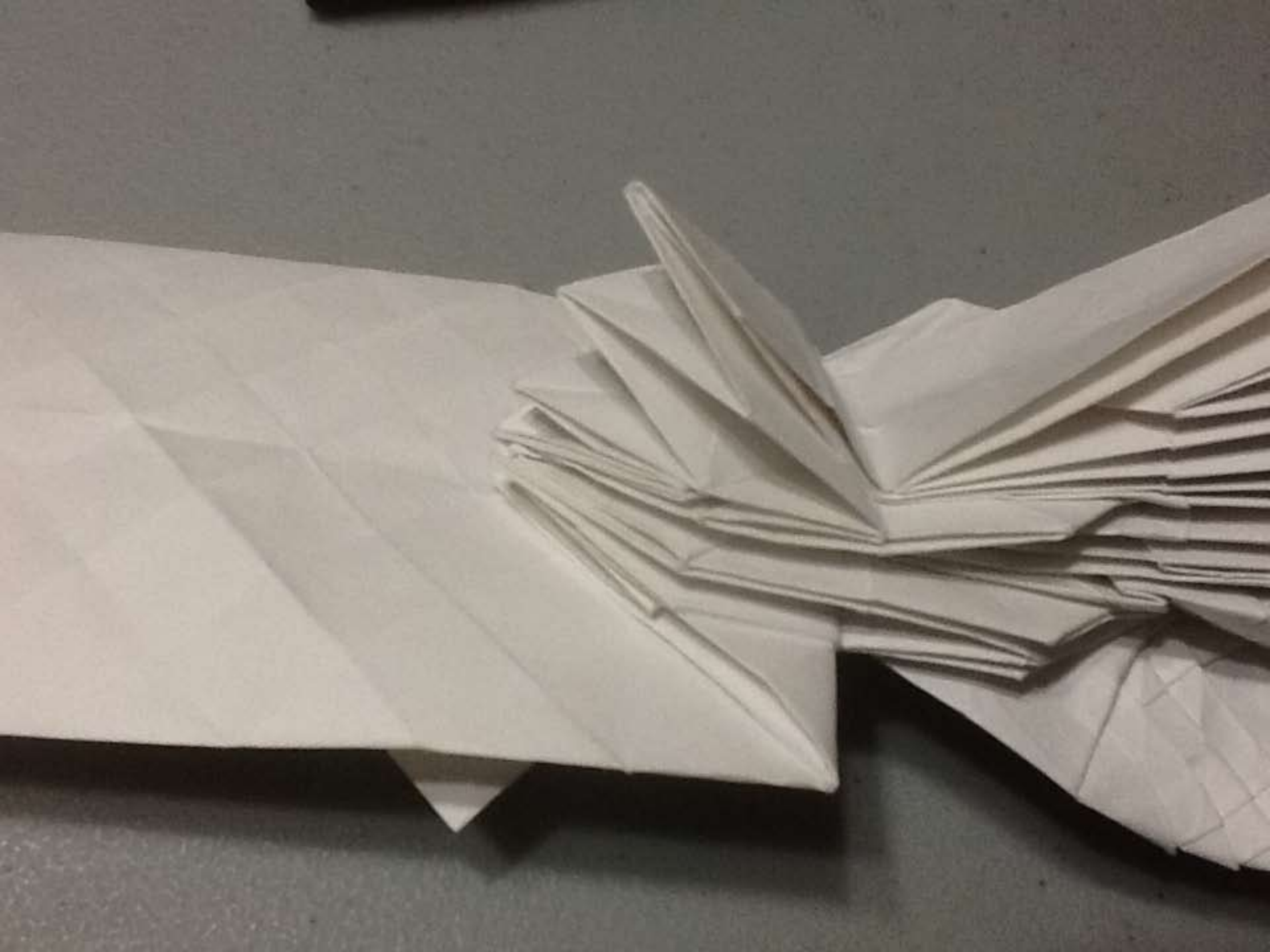
MVC

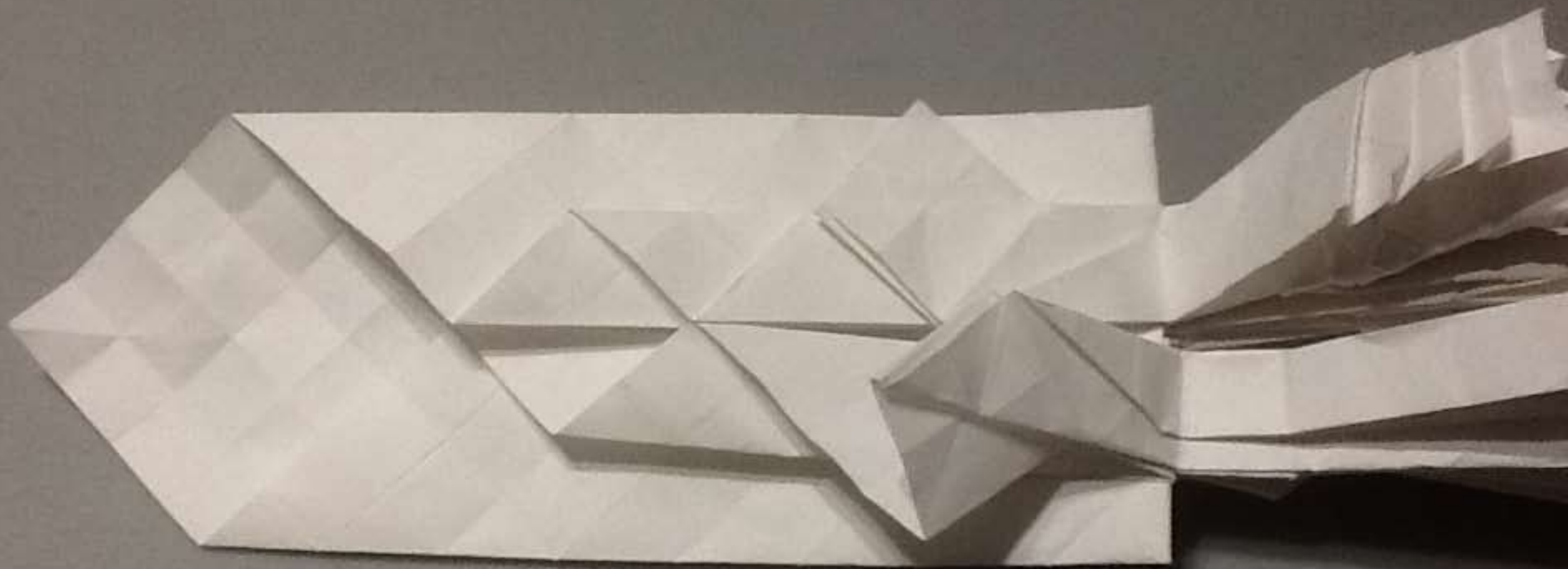


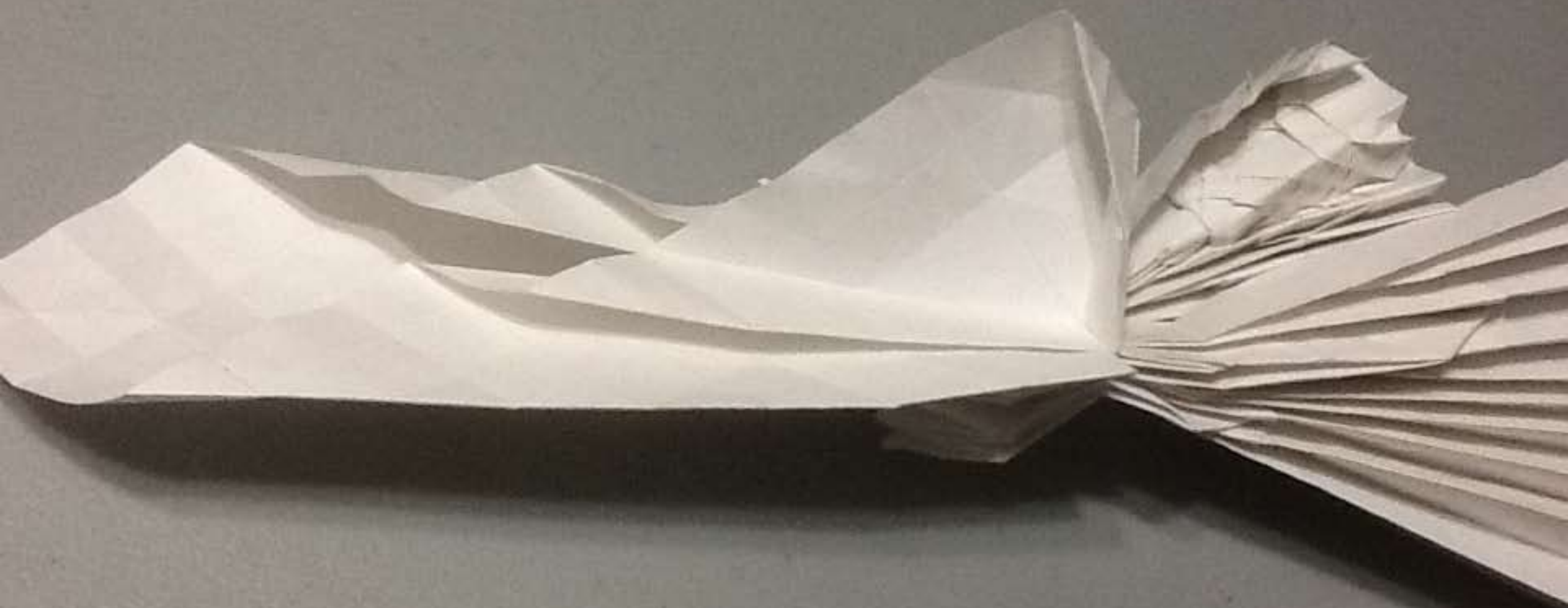
Two
open
sinks

MVC



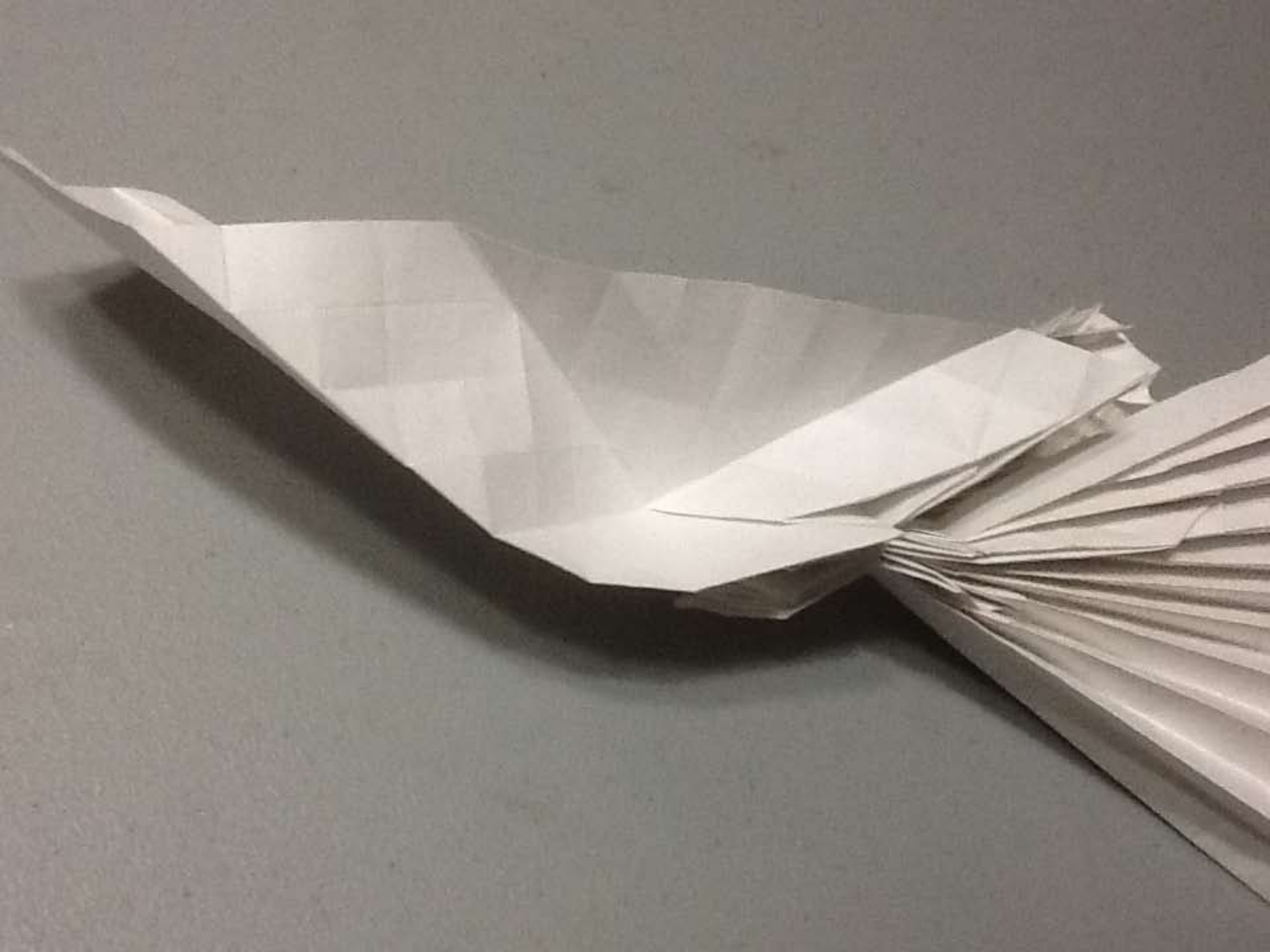


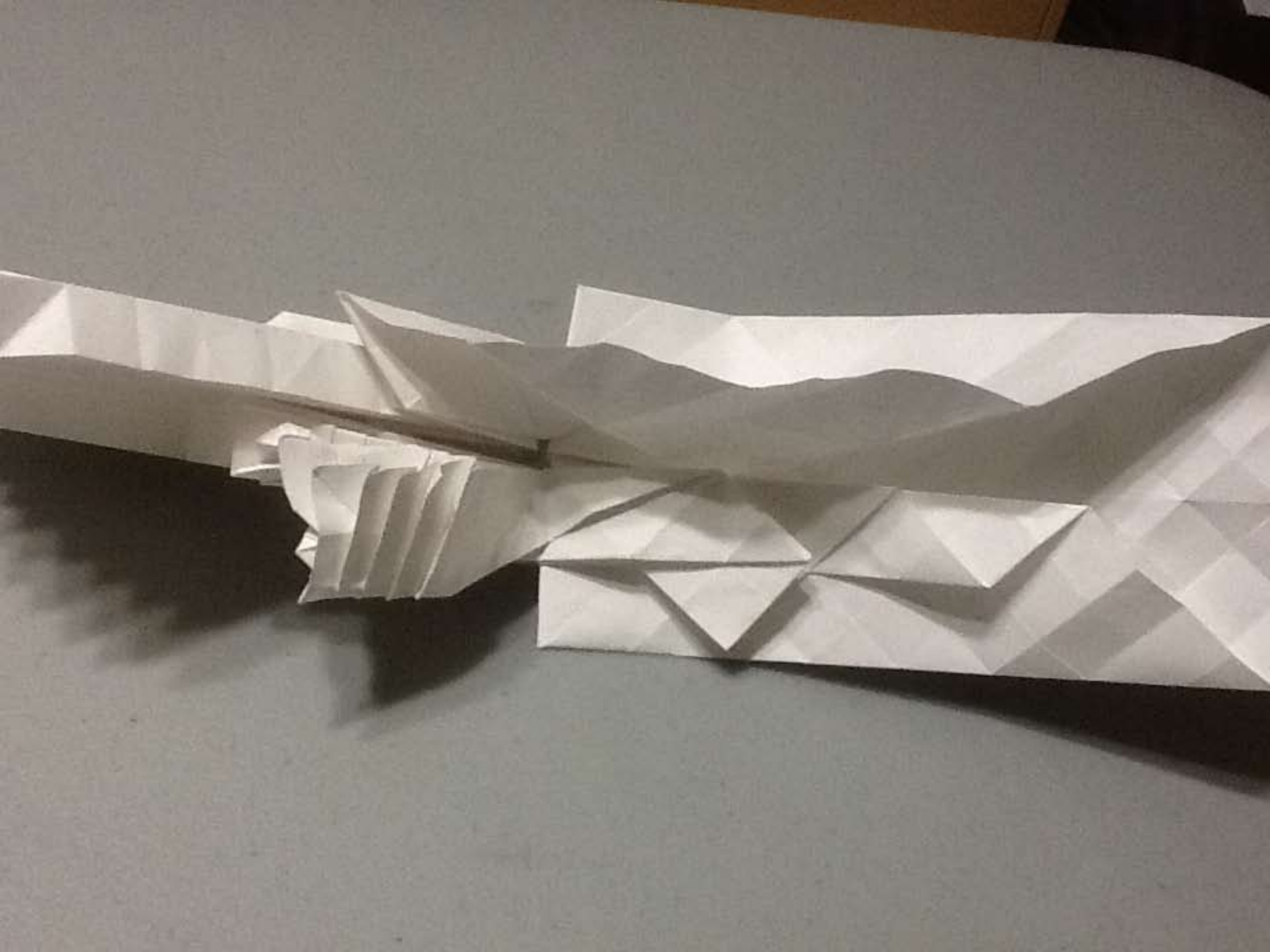




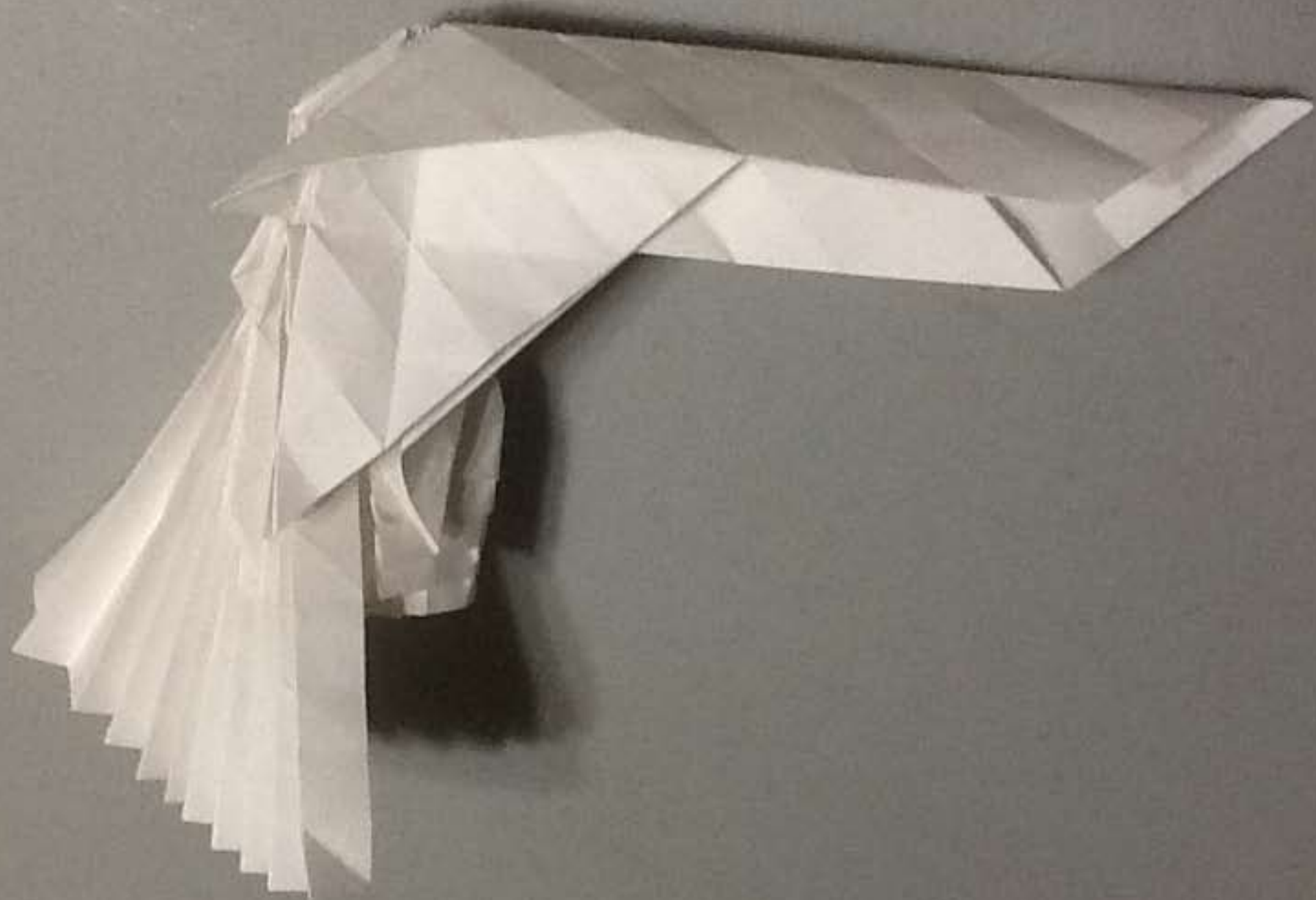




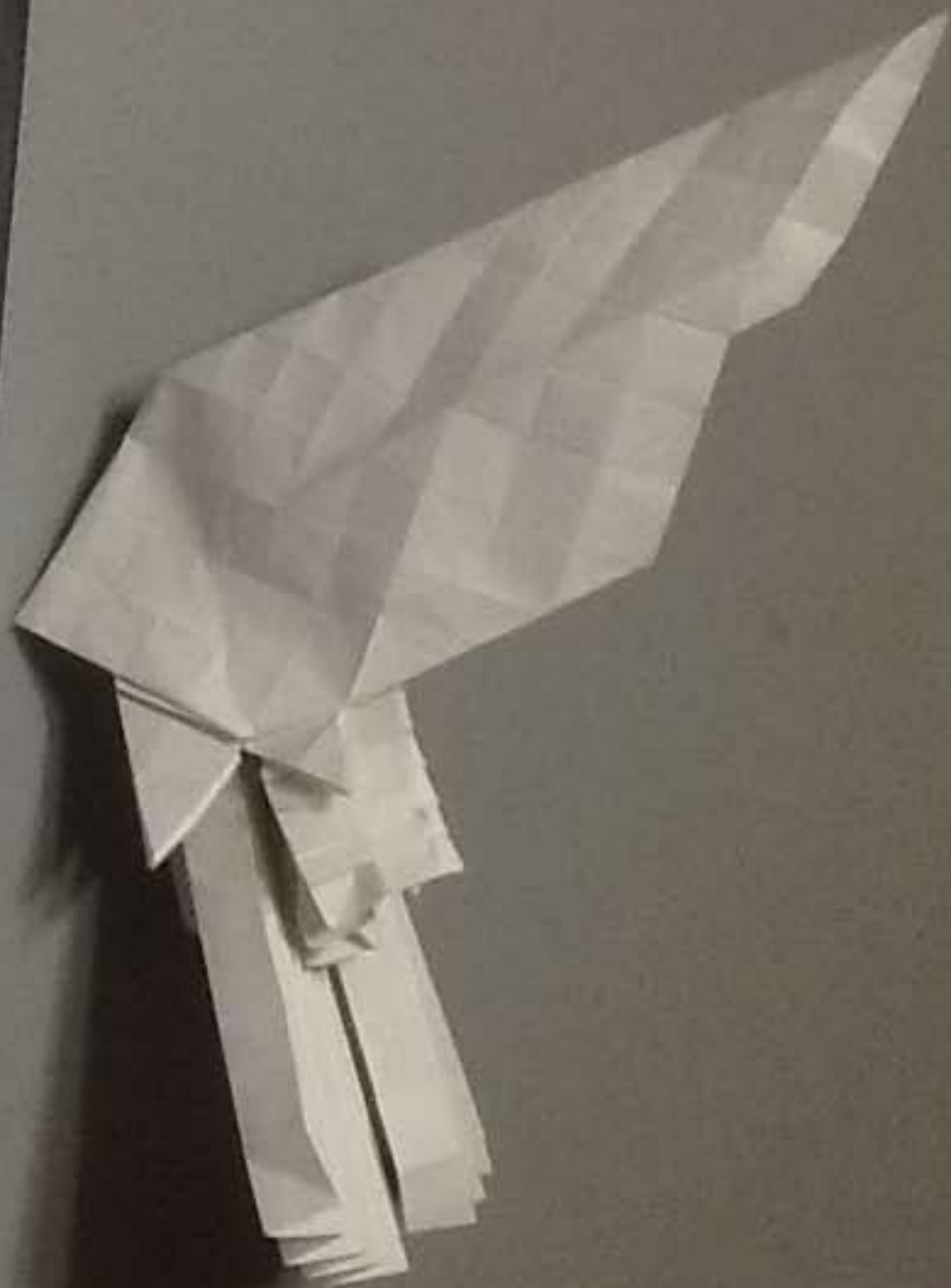
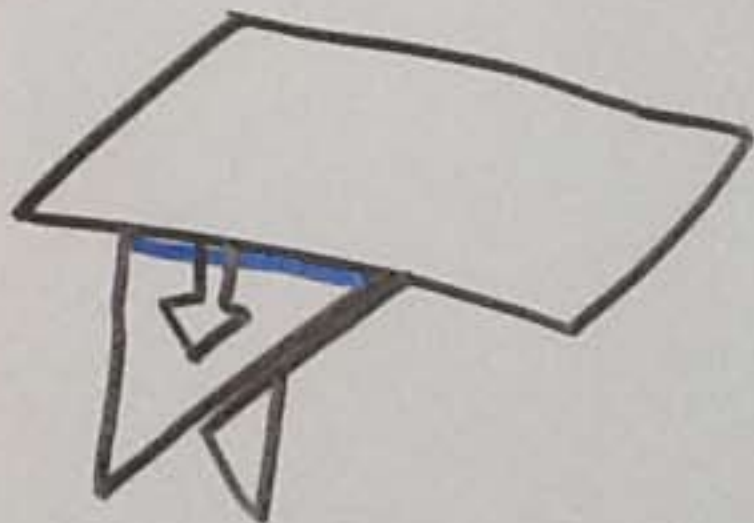






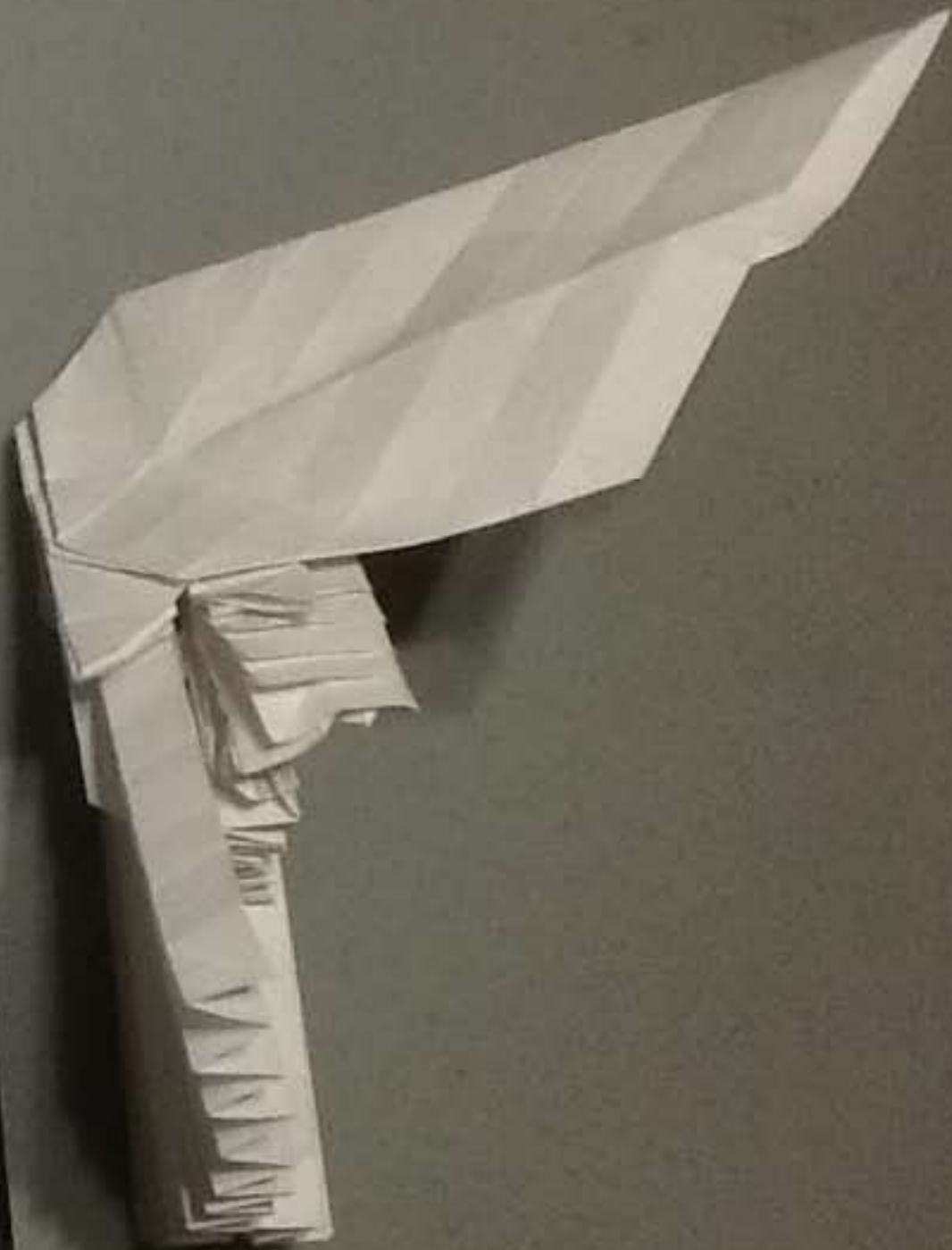
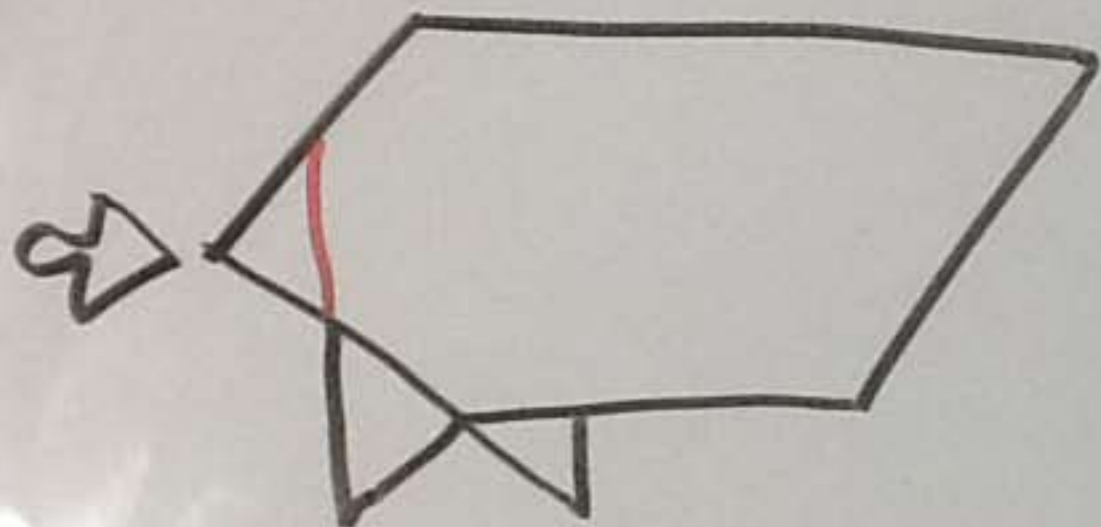


MVC



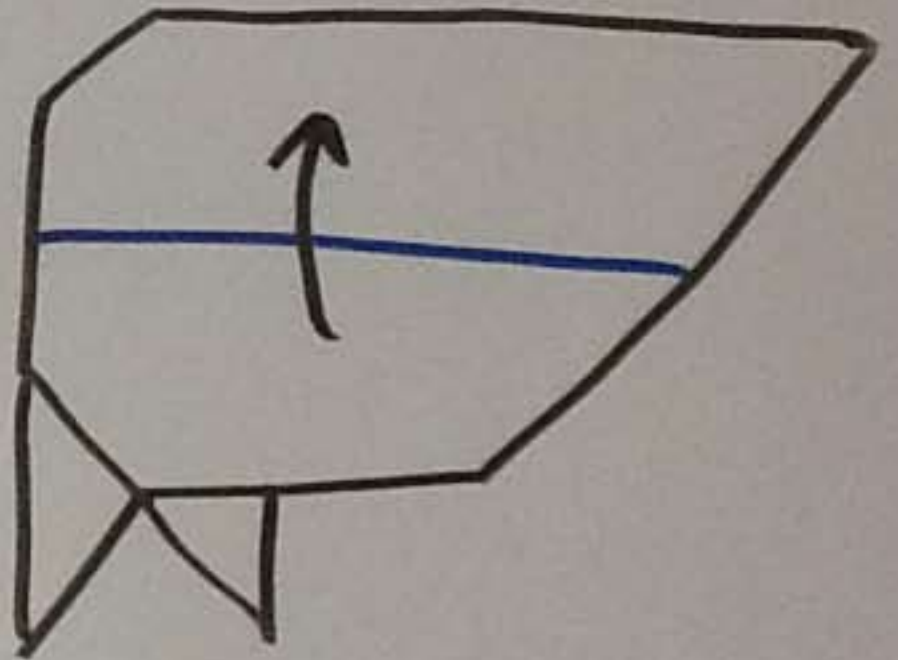
MVC

Open sink

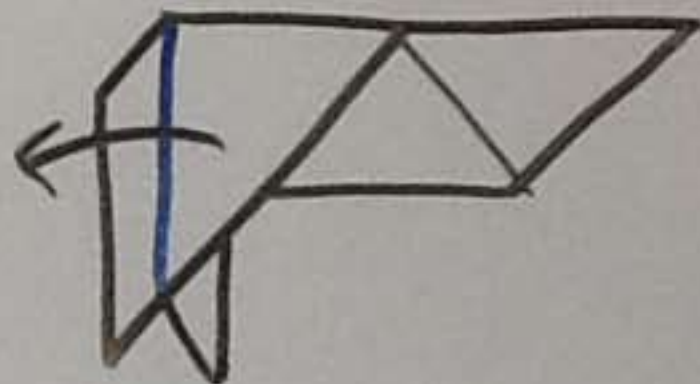




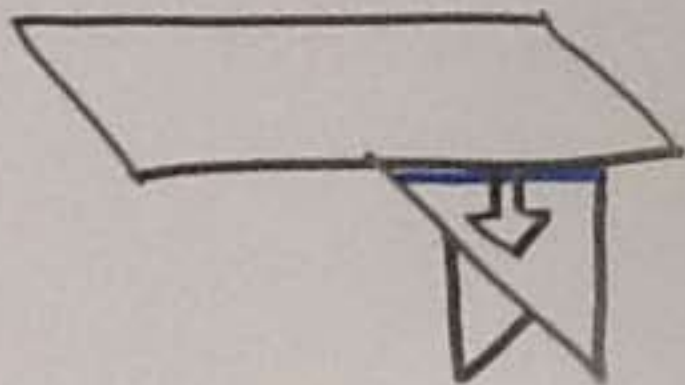
MVC



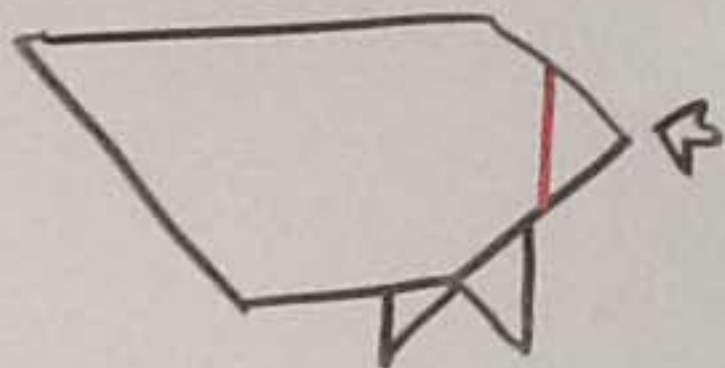
MVC



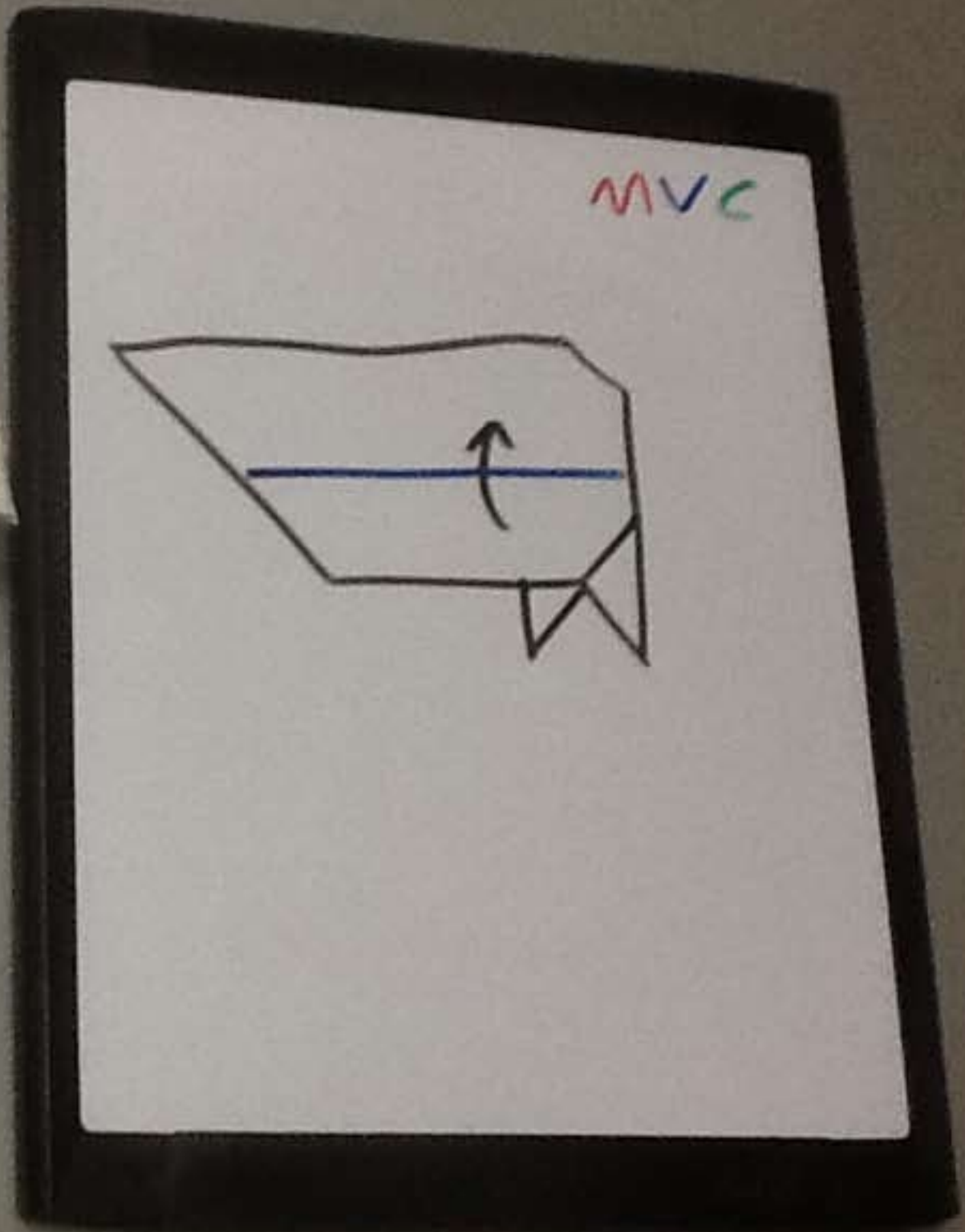
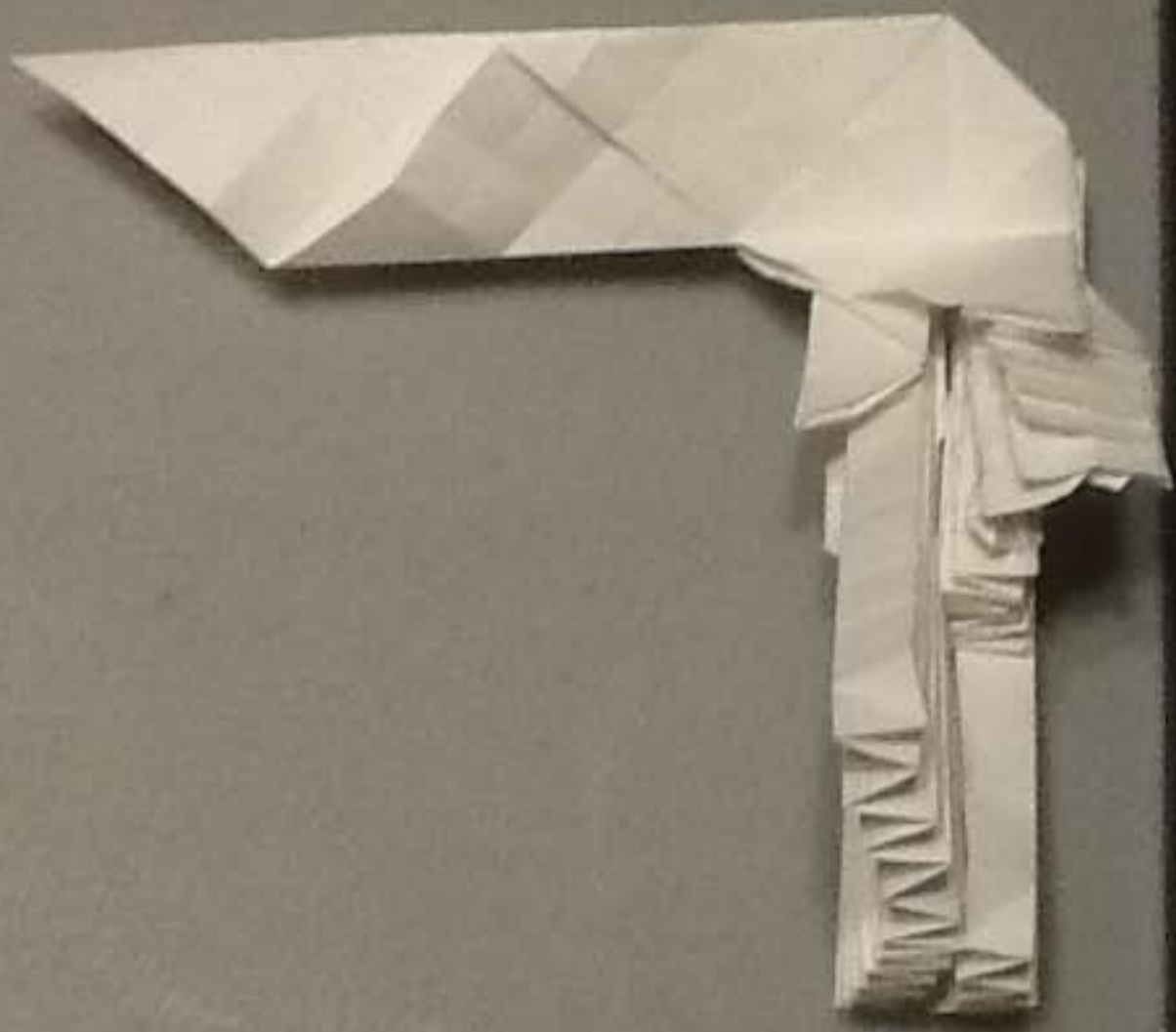
MVC



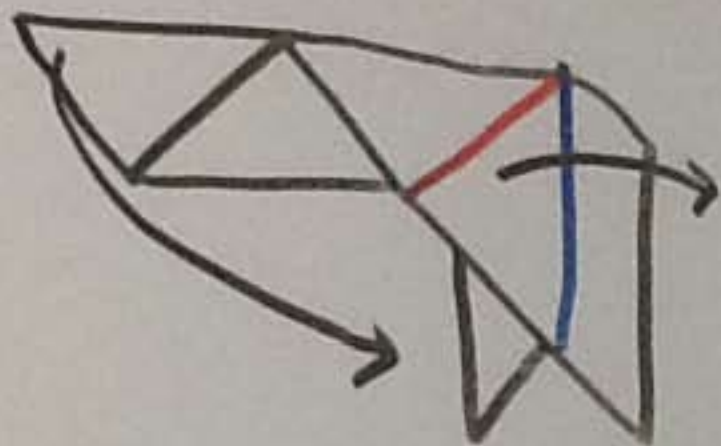
MVC



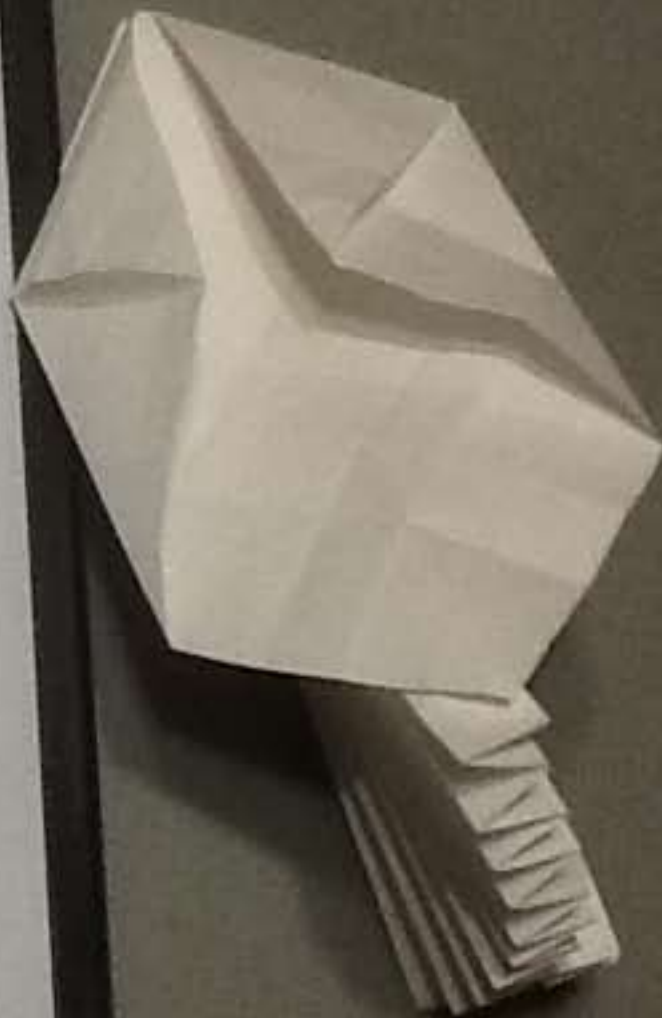
Open sink



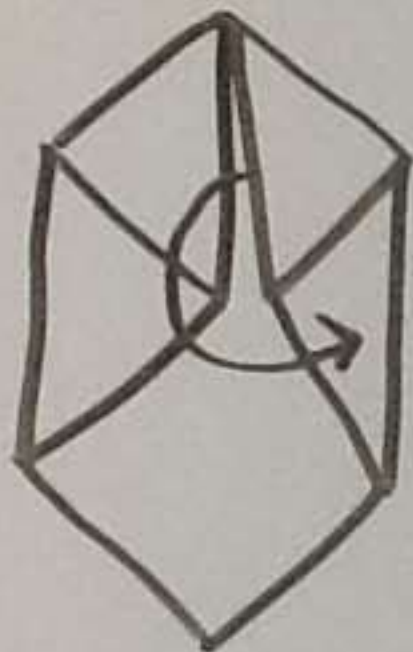
MVC



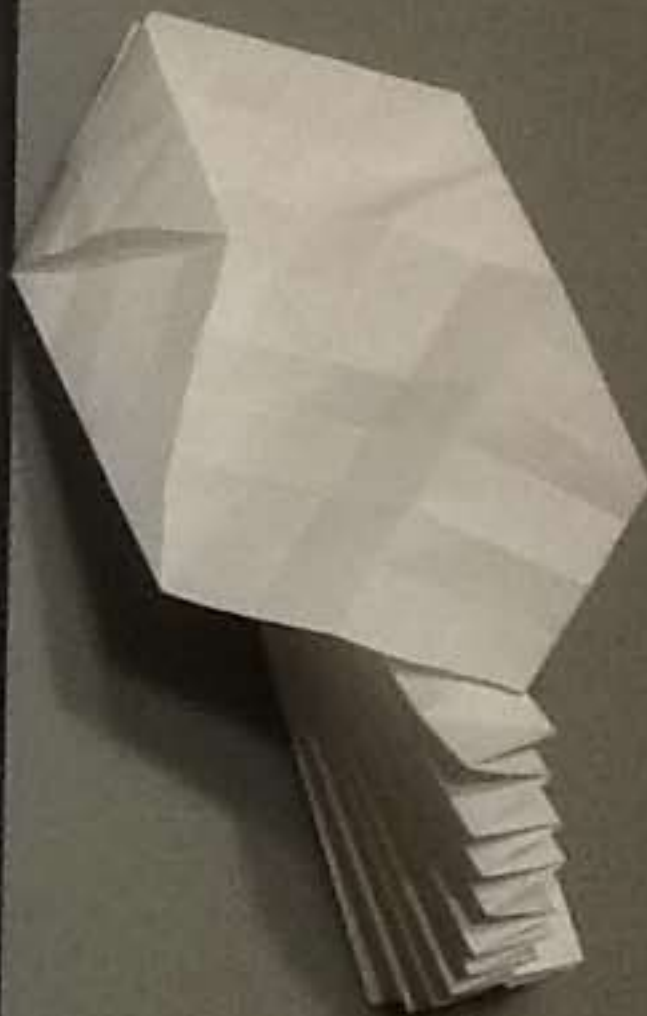
Symmetrical
squash



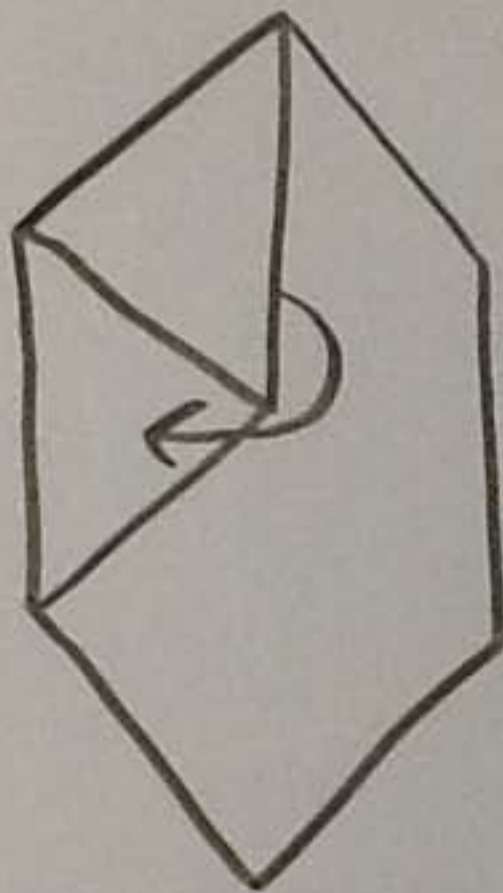
MVC



Layer
wrap



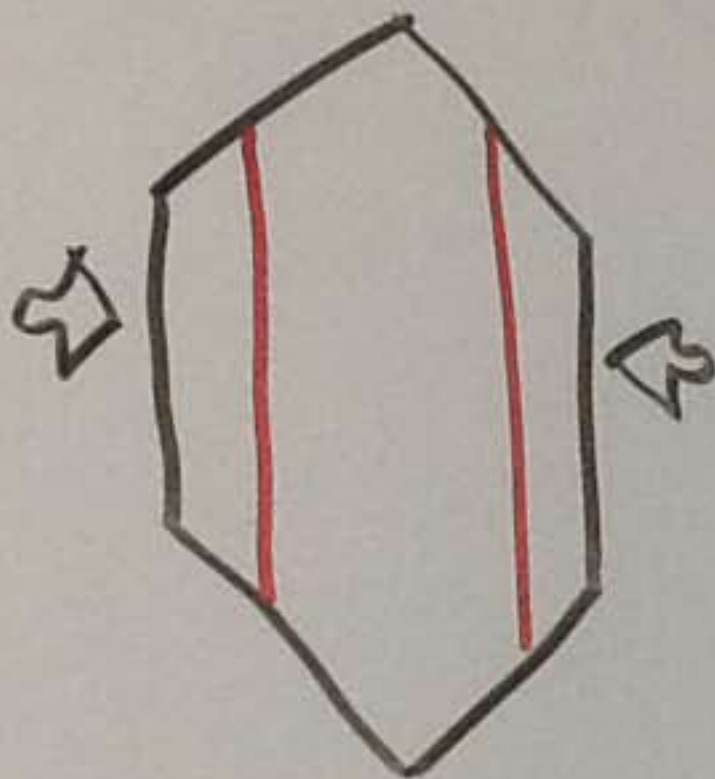
MVC



Layer wrap



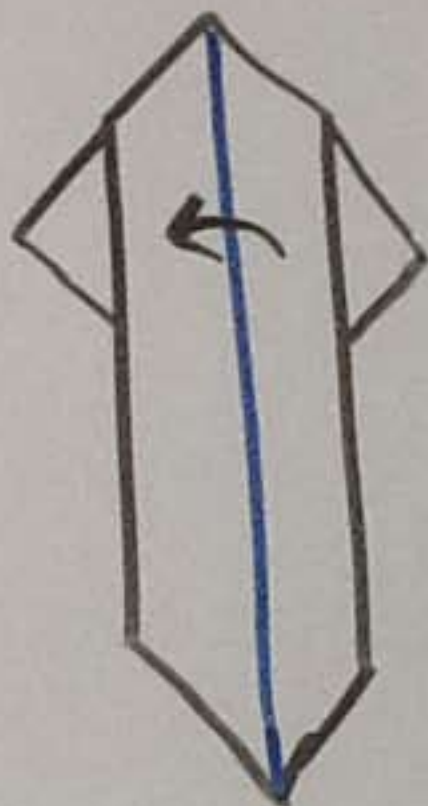
MVC



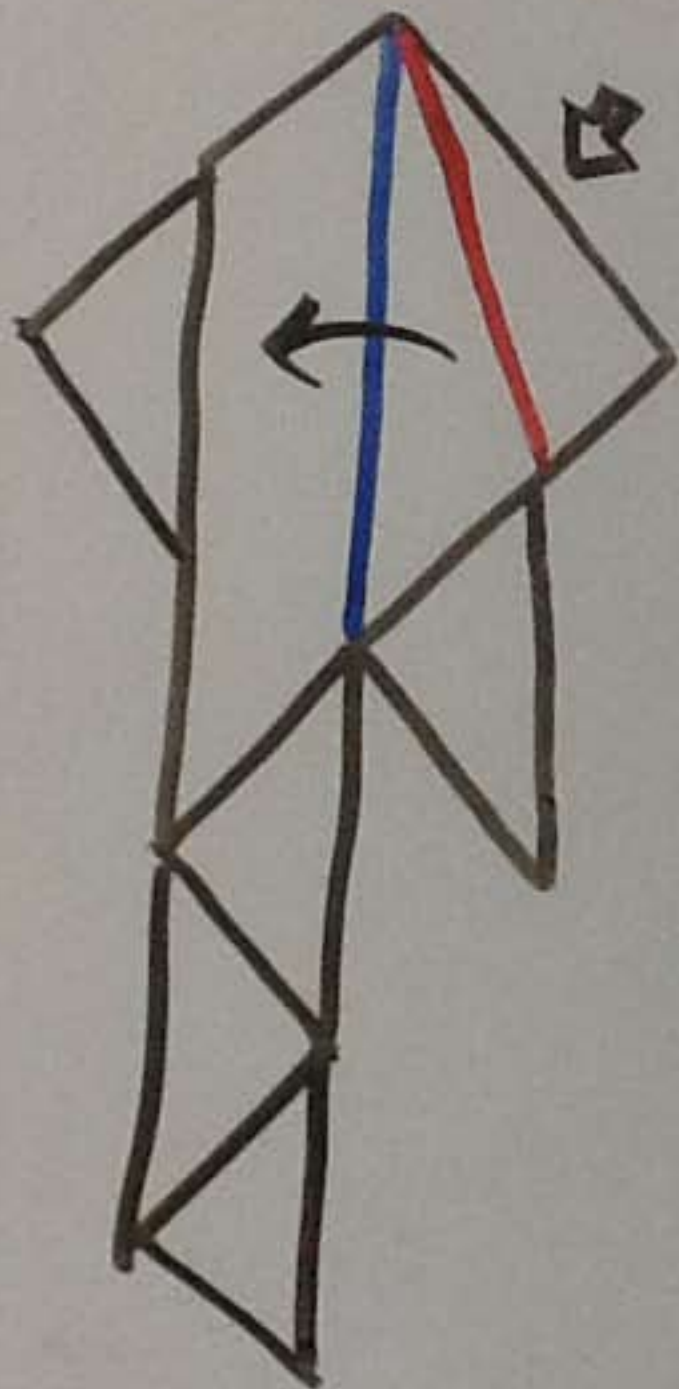
Open sinks



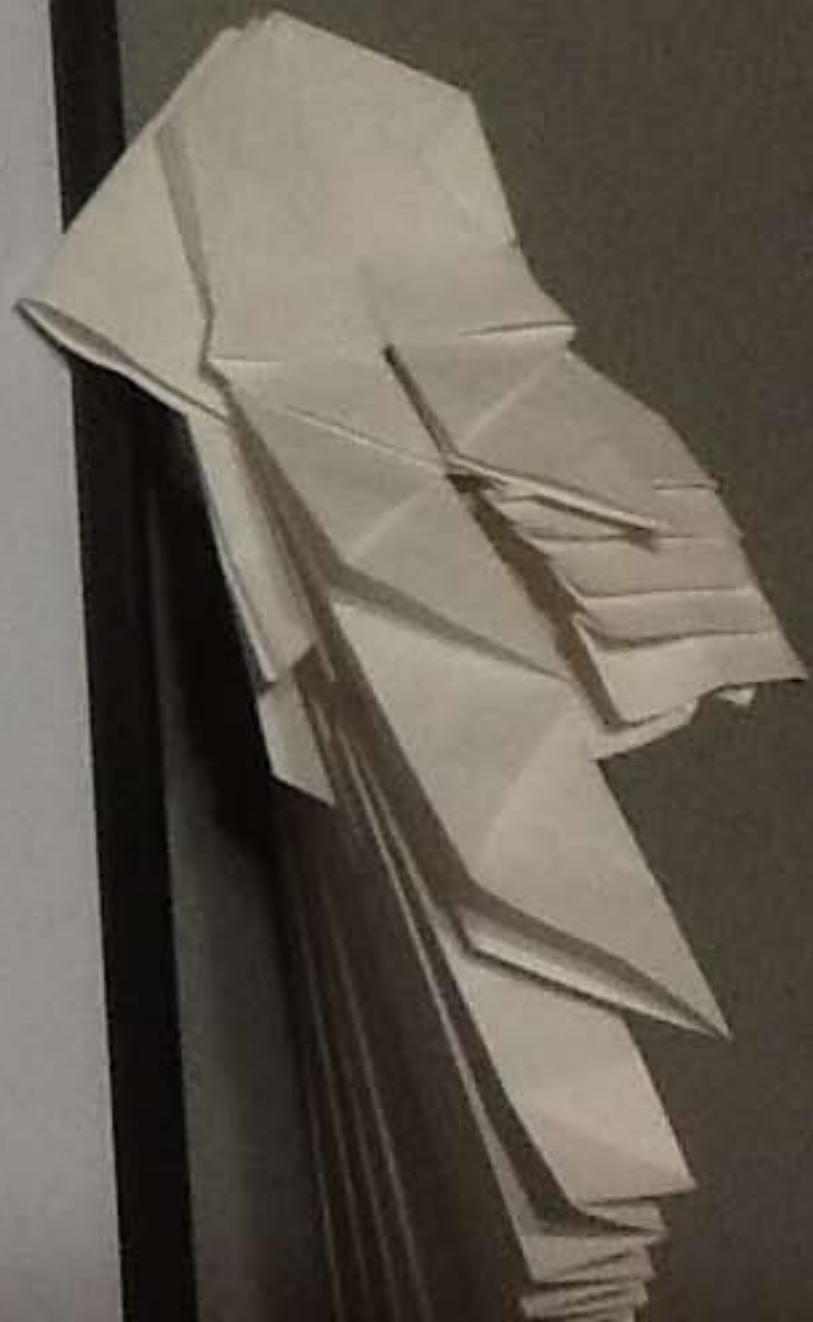
MVC



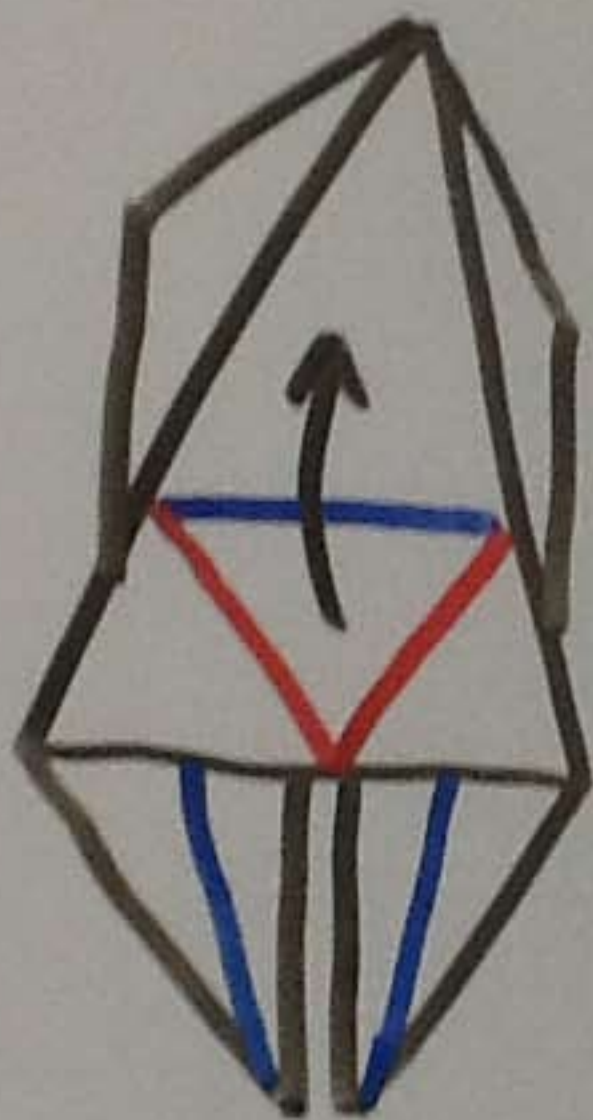
MVC



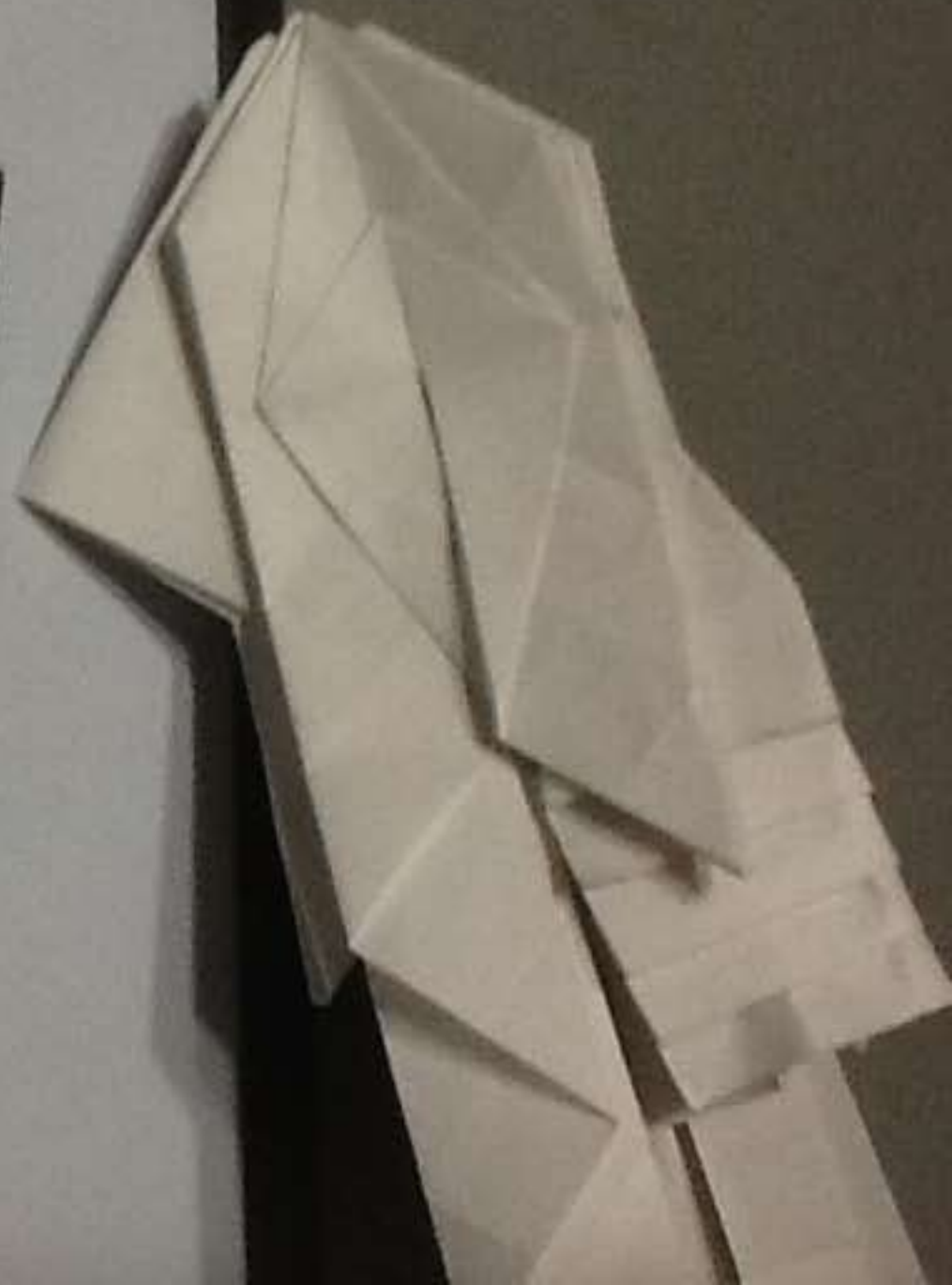
Squash



MVC



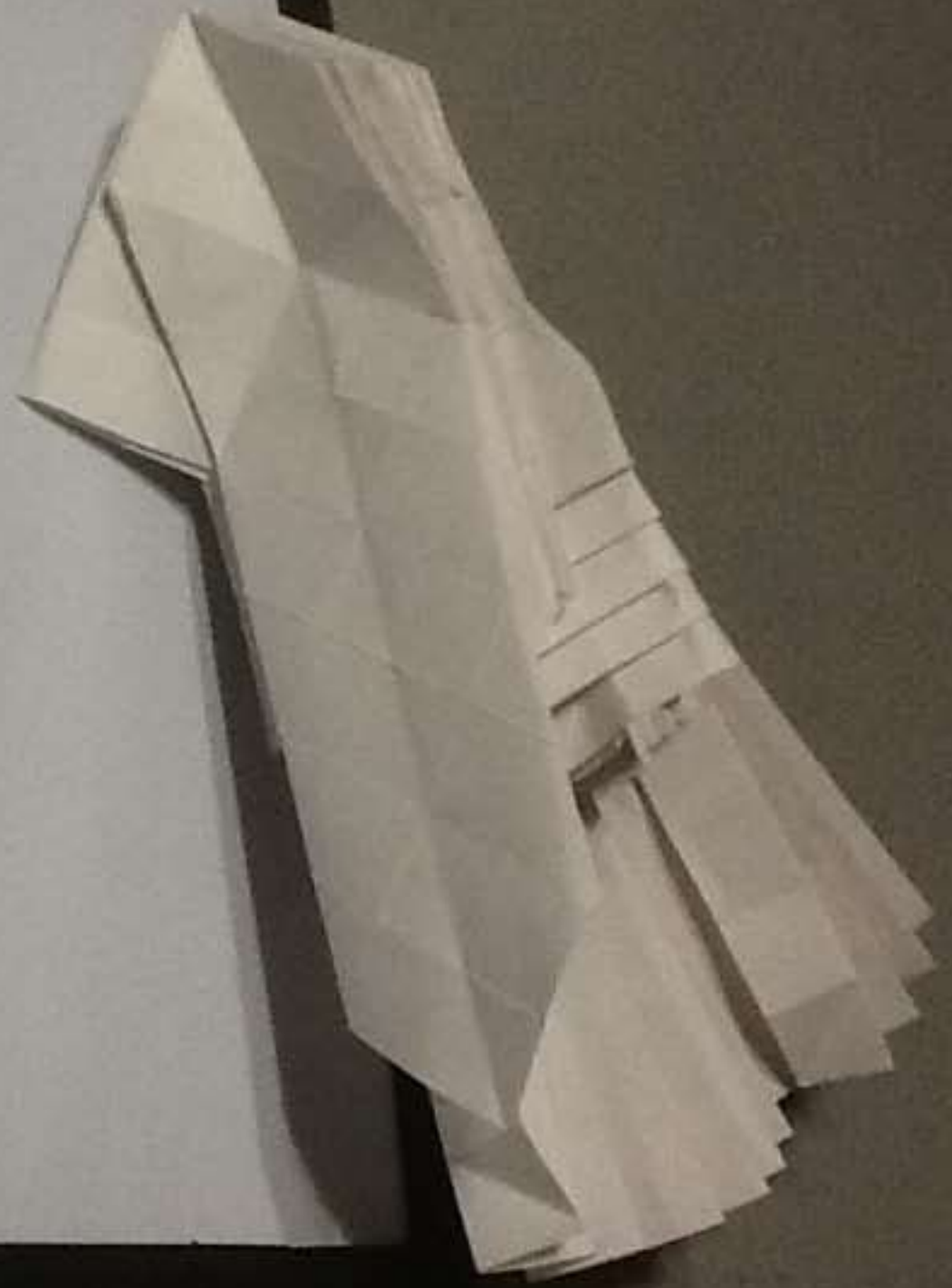
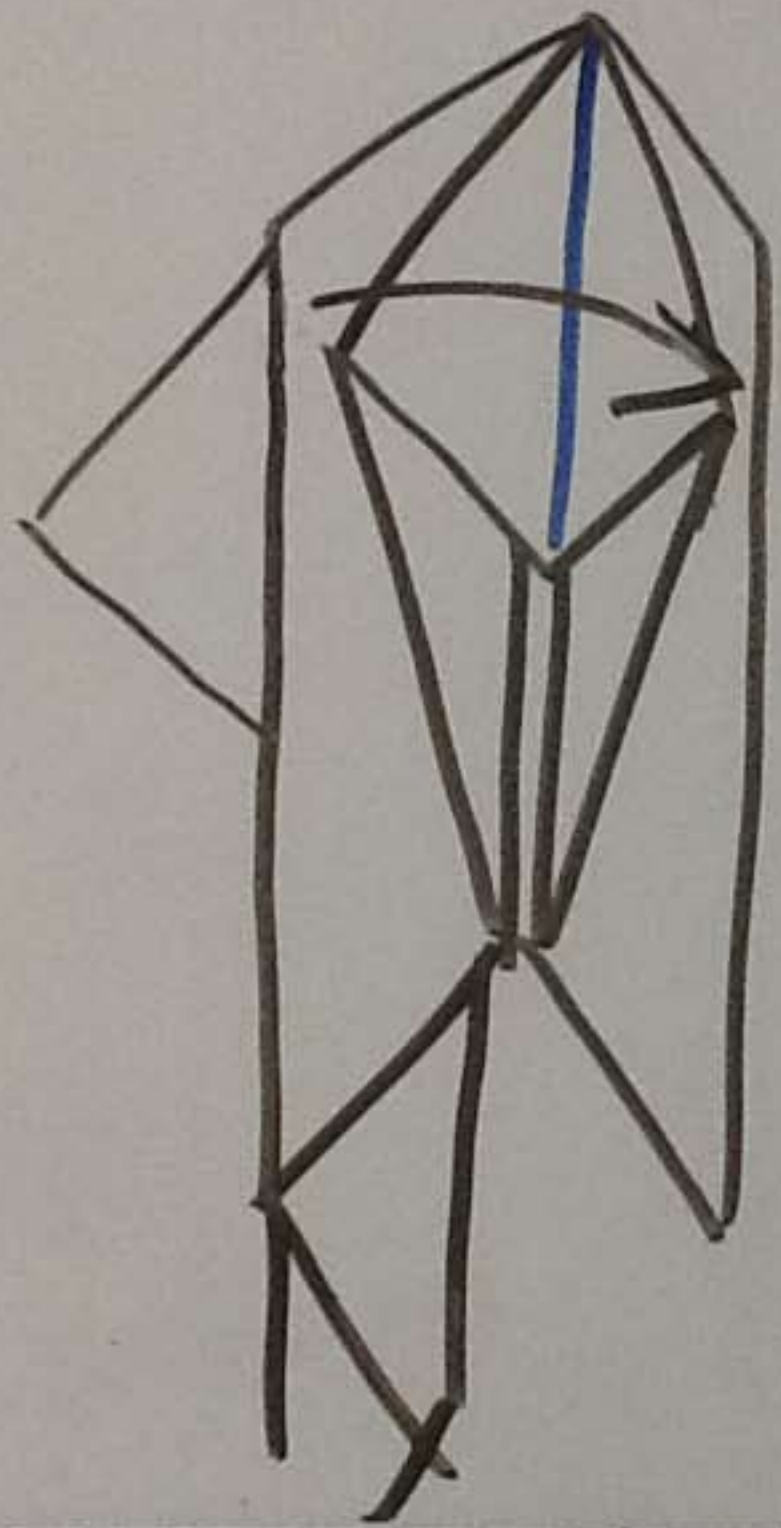
Petal



MVC

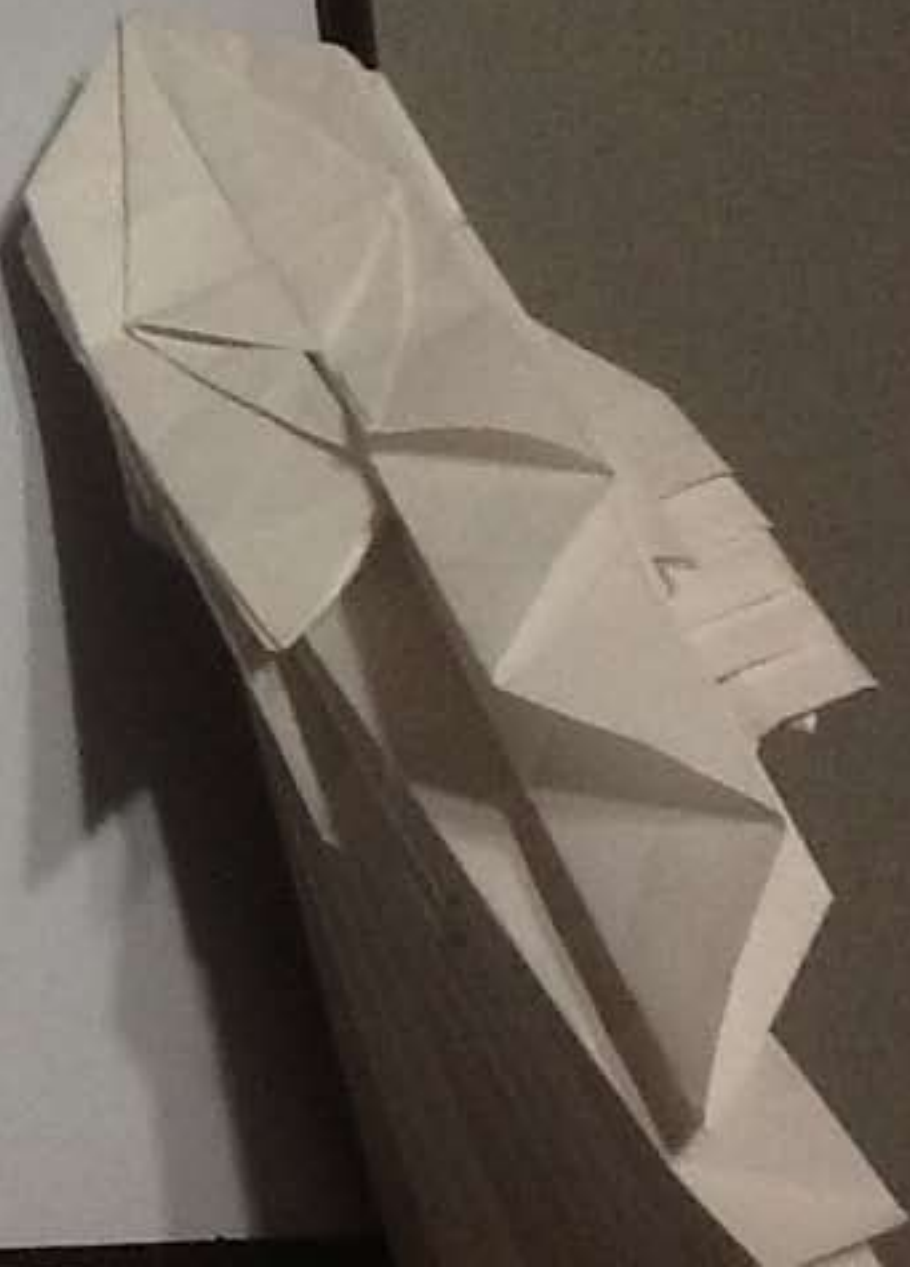
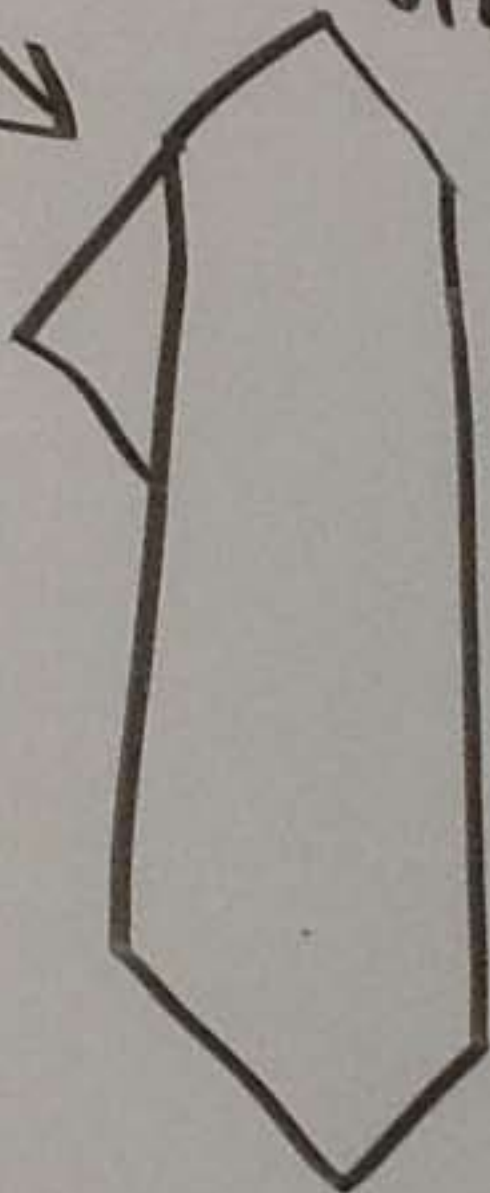


MVC

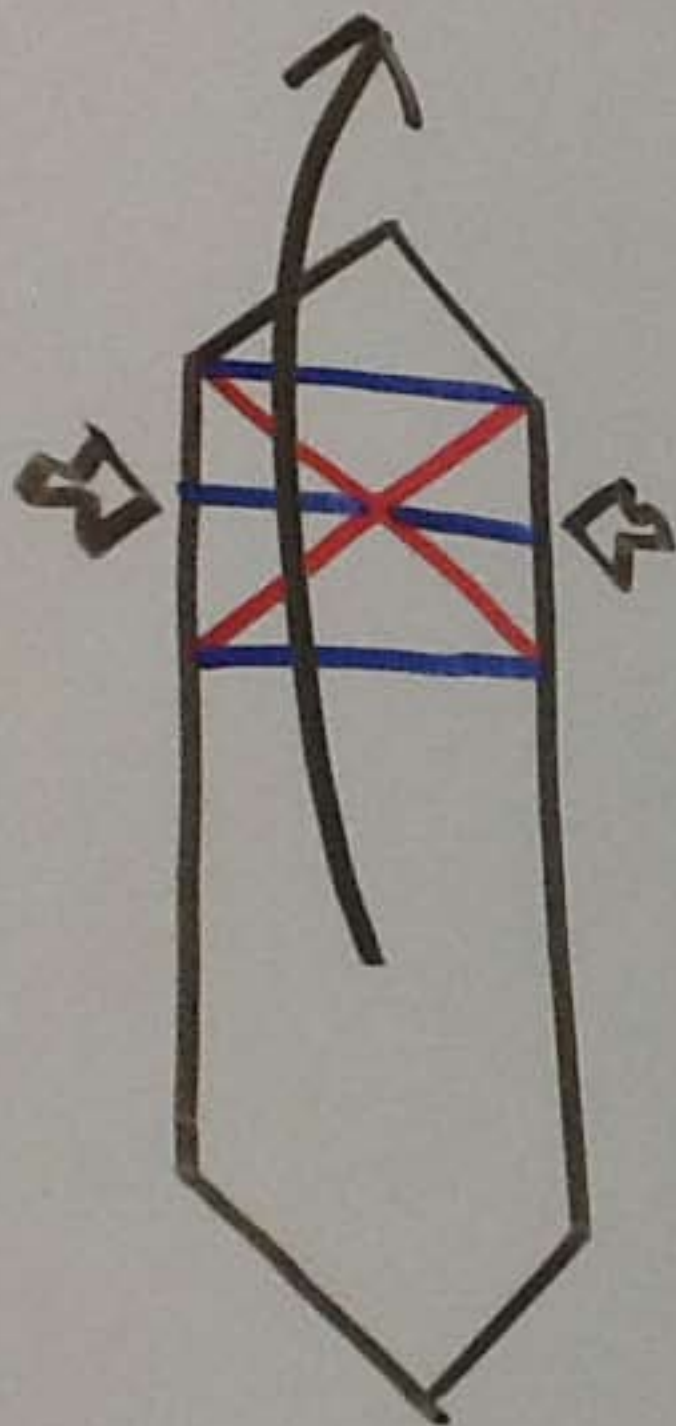


MVC

Repeat on
other side



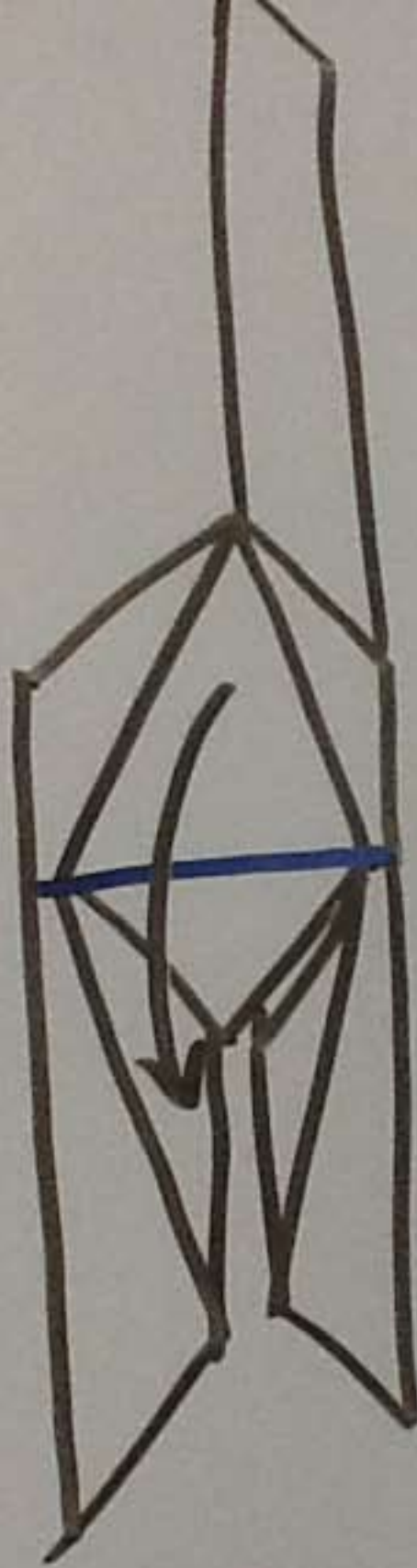
mvc



m v c



MVC



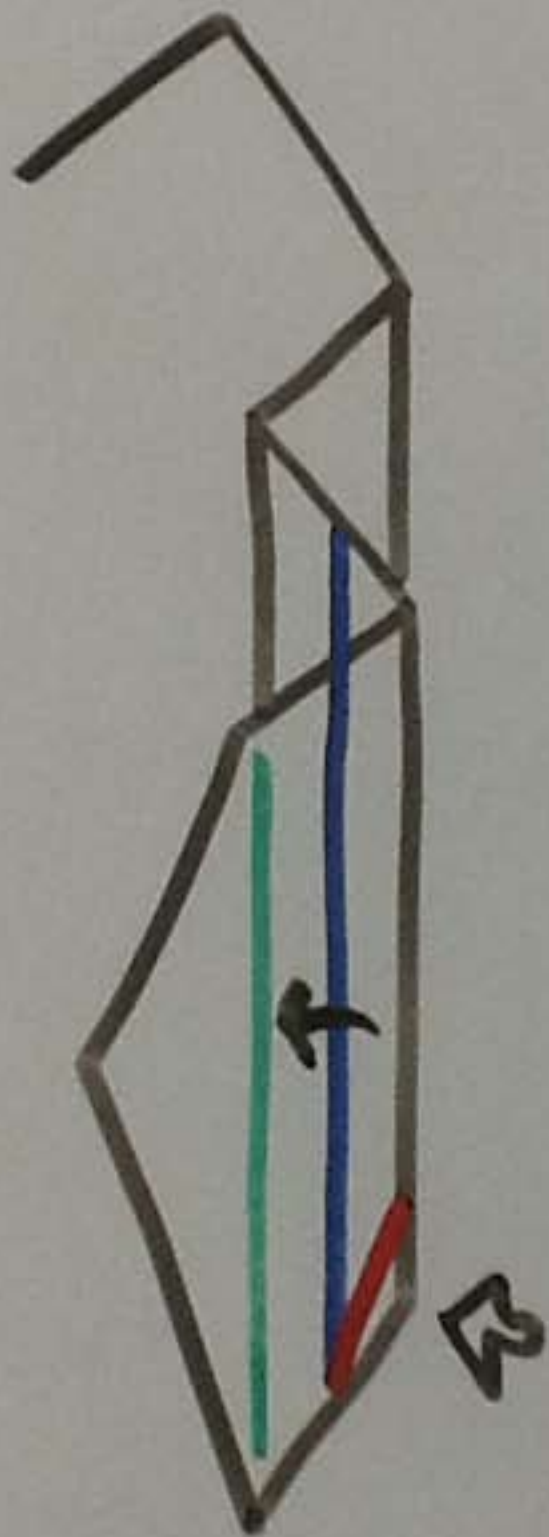
Repeat on
other side

m

MVC



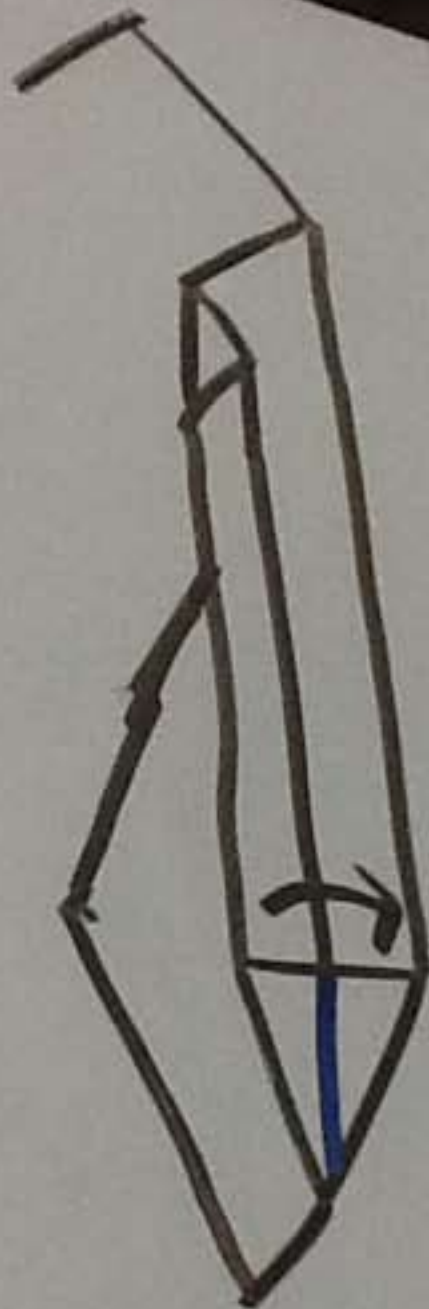
mvc



Spread
Squash

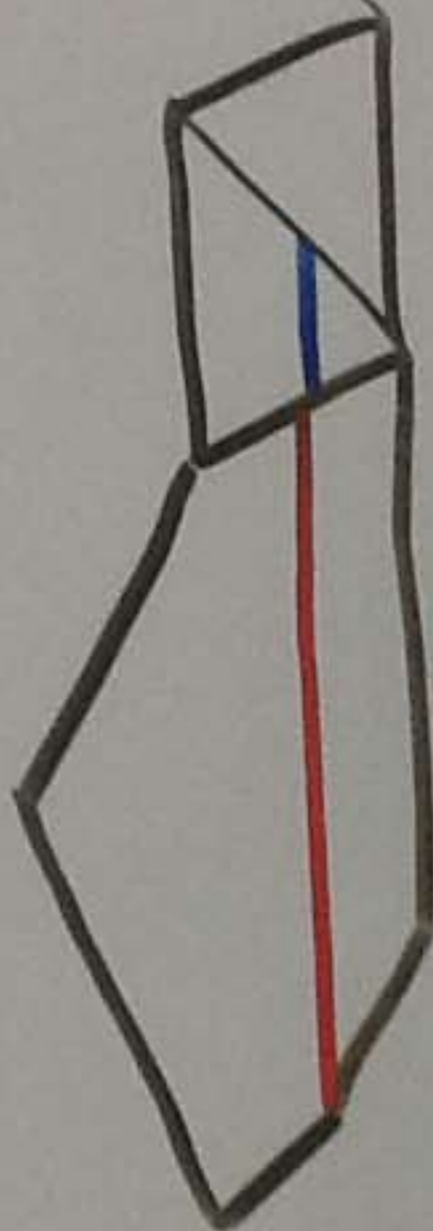


mvc

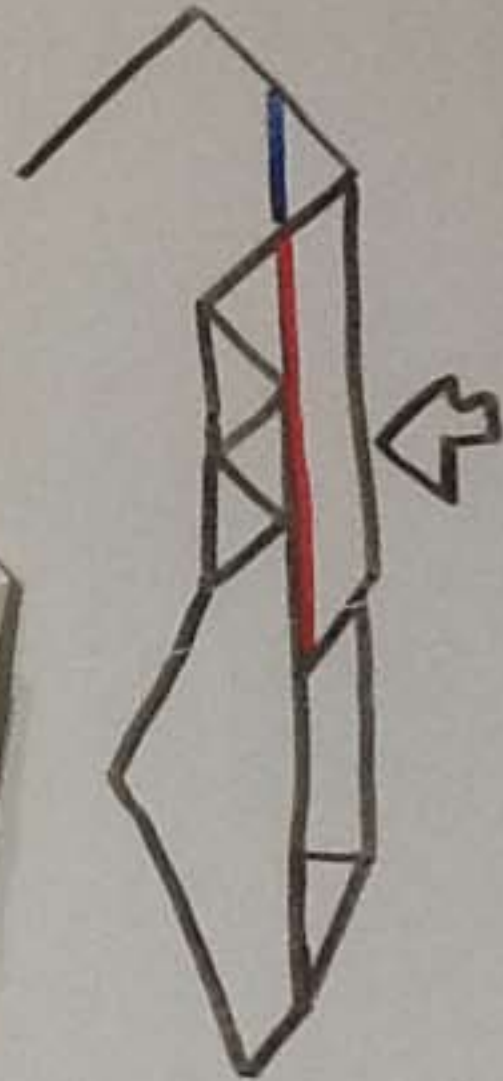


mvc

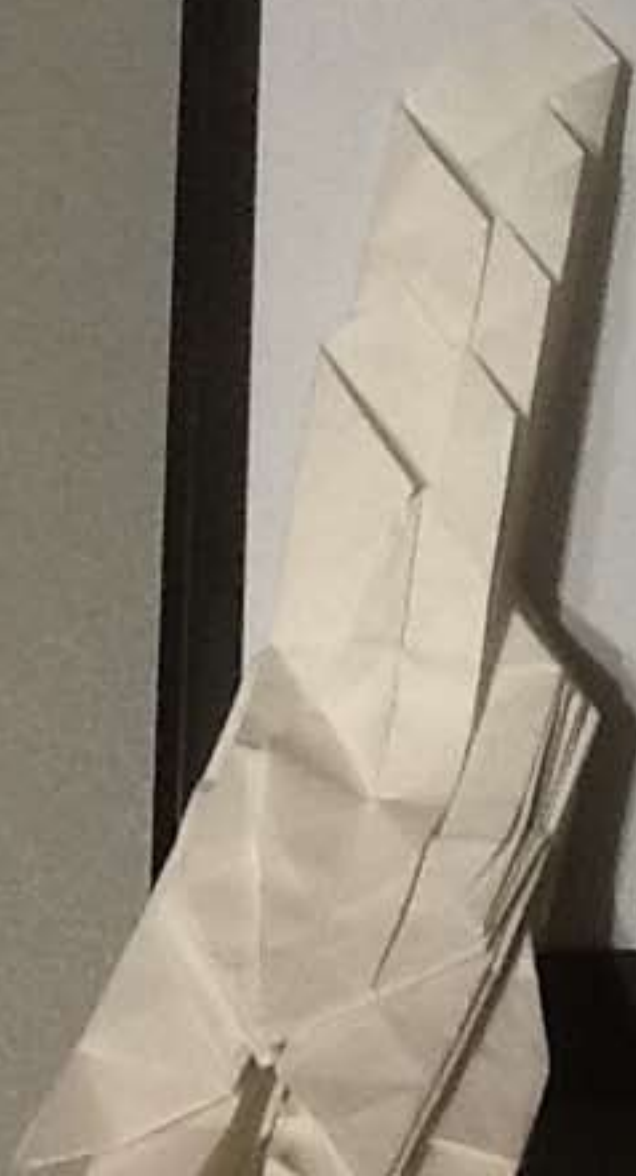
closed
Sink



MVC



Open
Sink



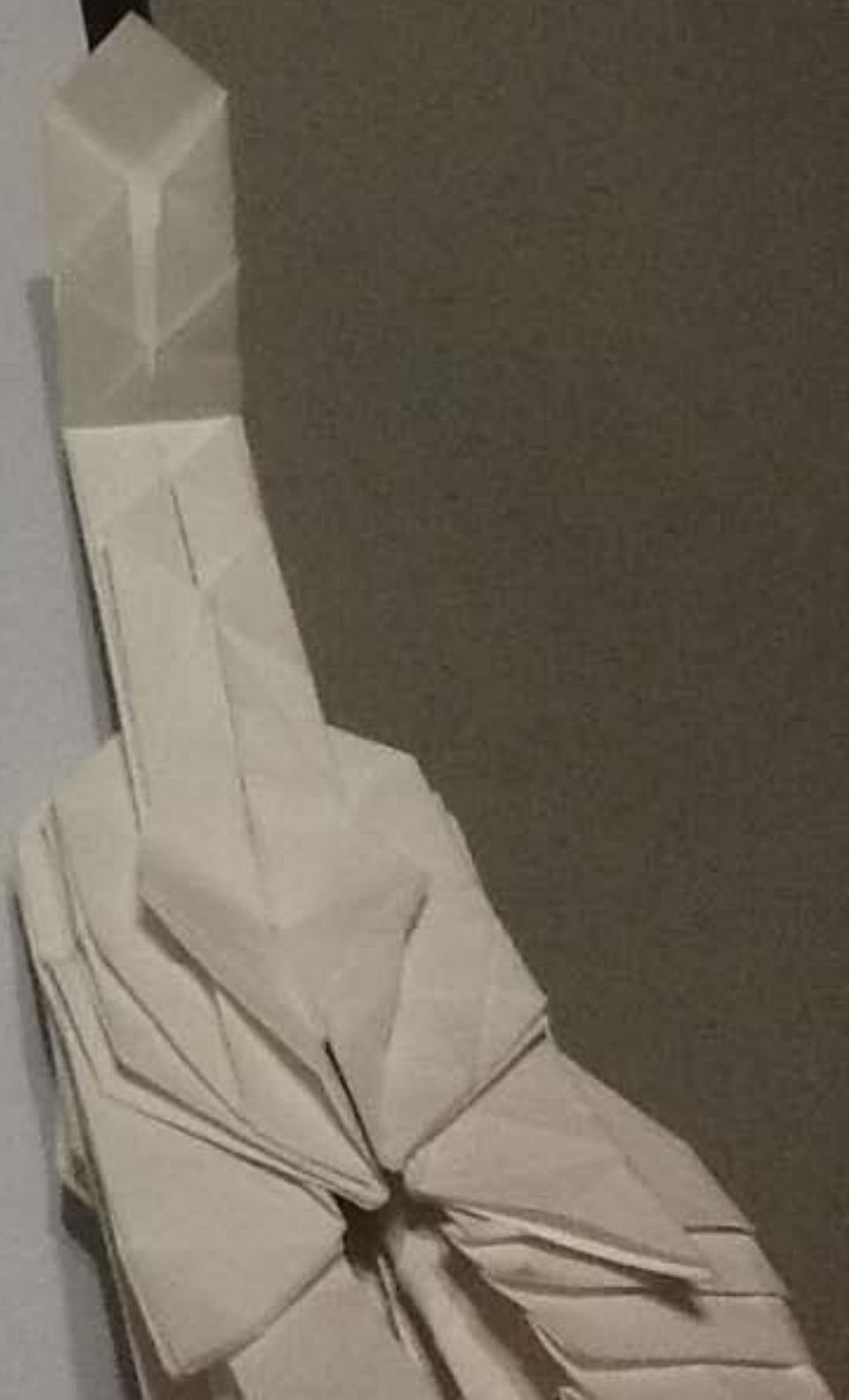
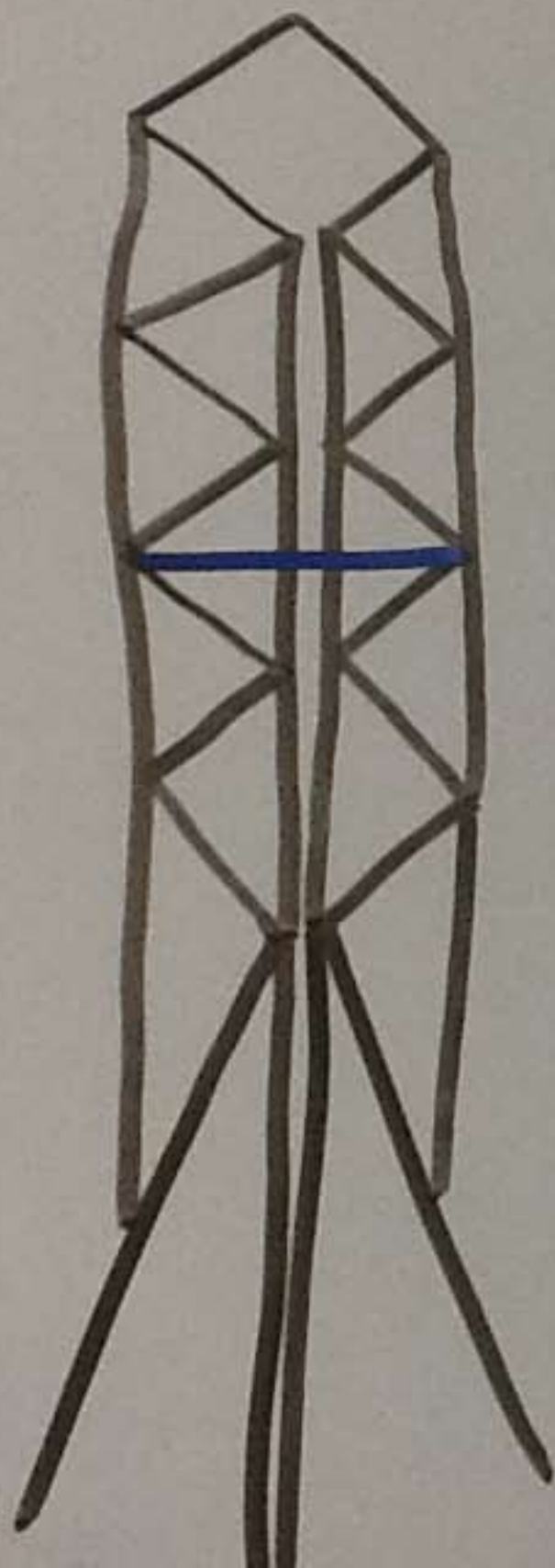
MVC

Repeat on
other side



MVC

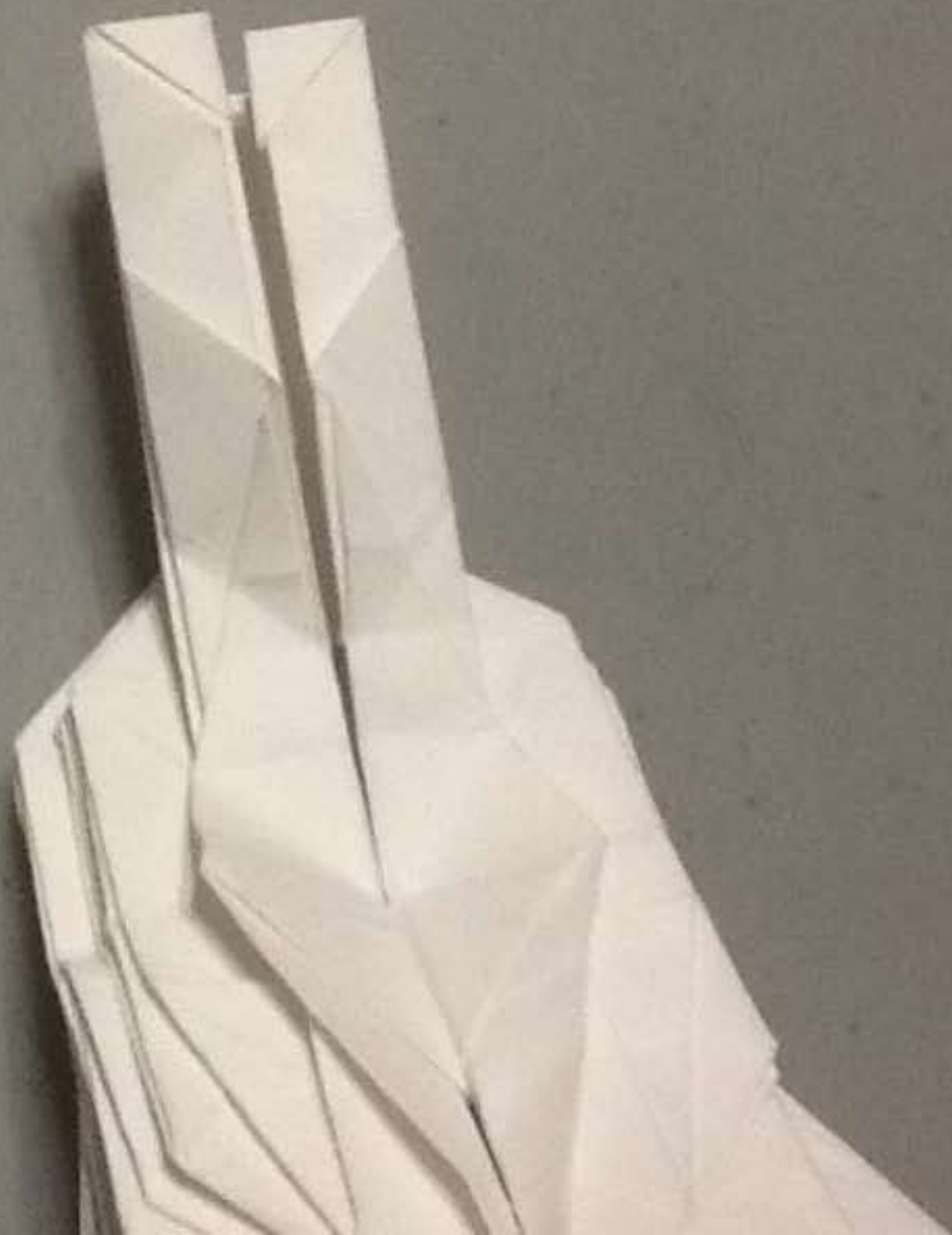
Crease





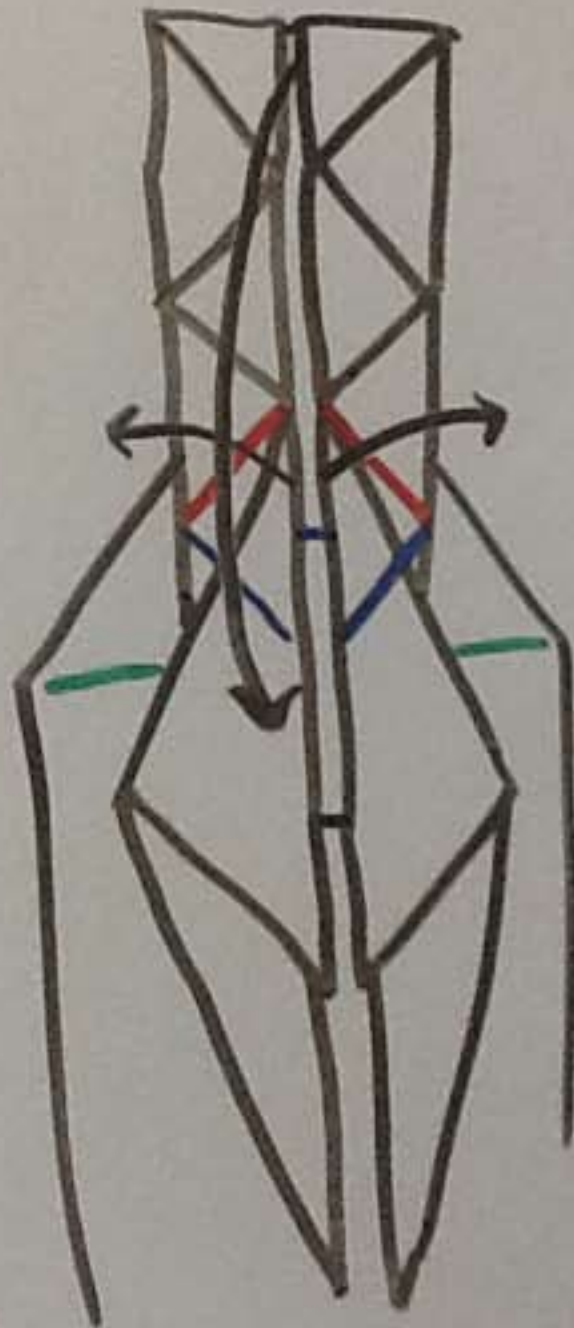


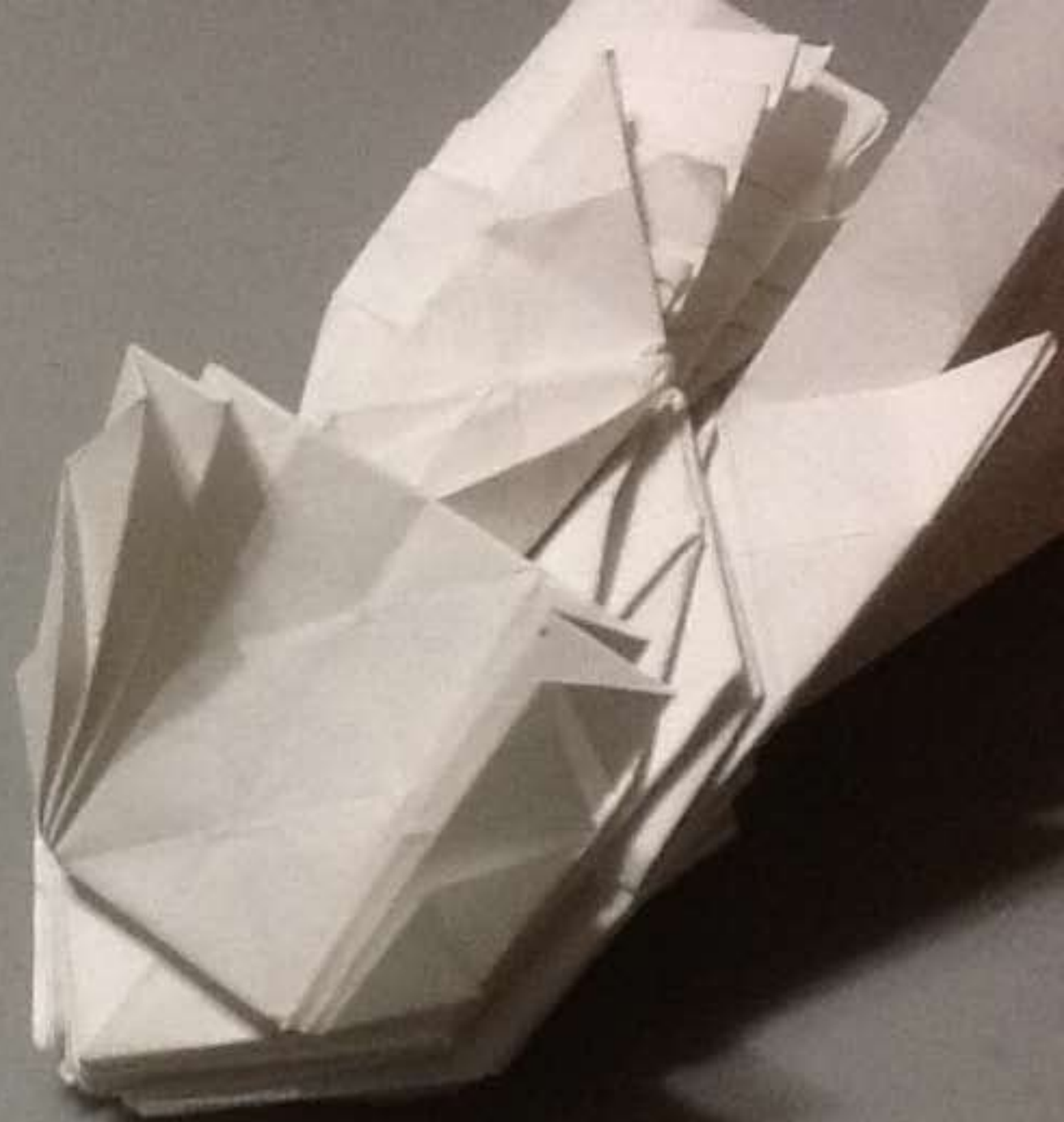




MVC

Open
sides
and
squash
down



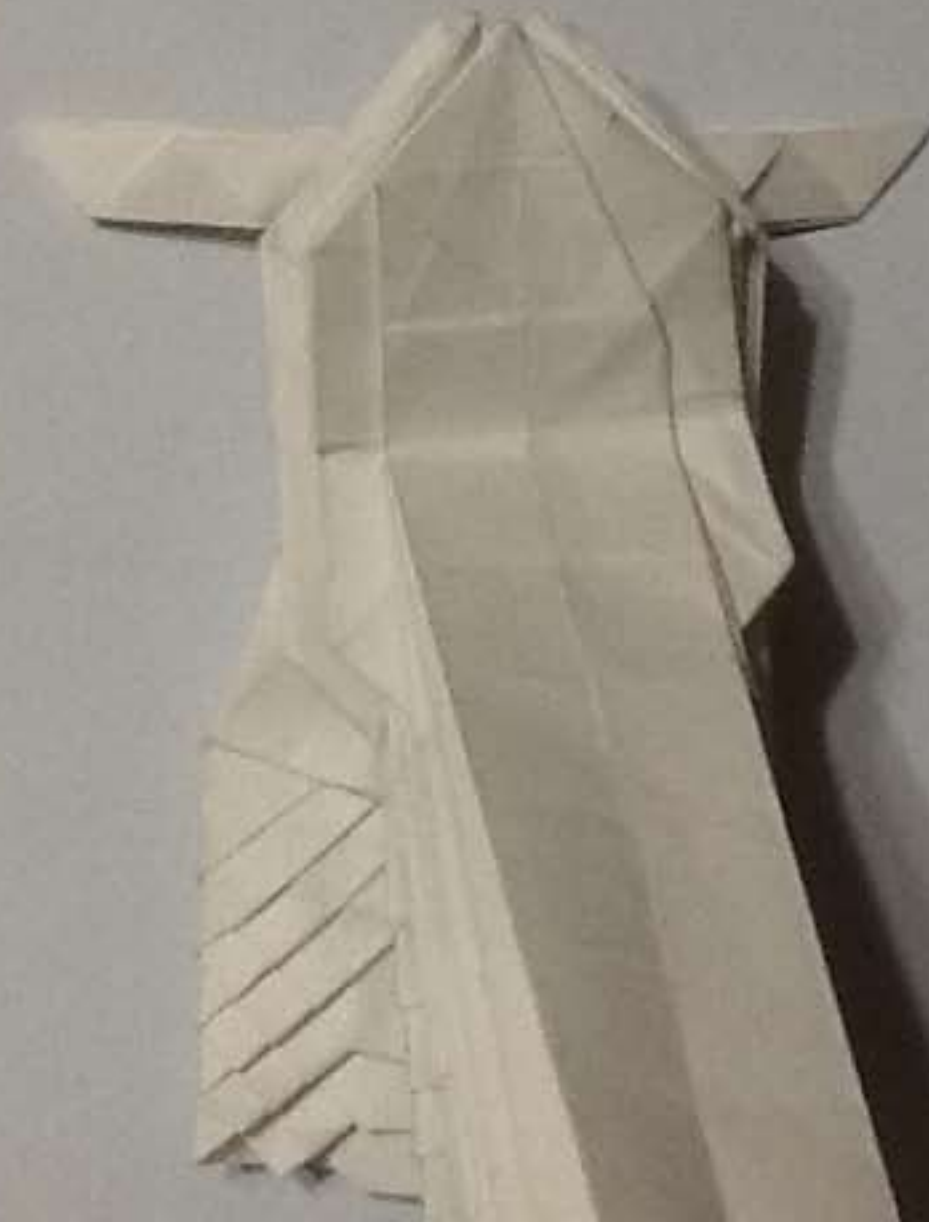




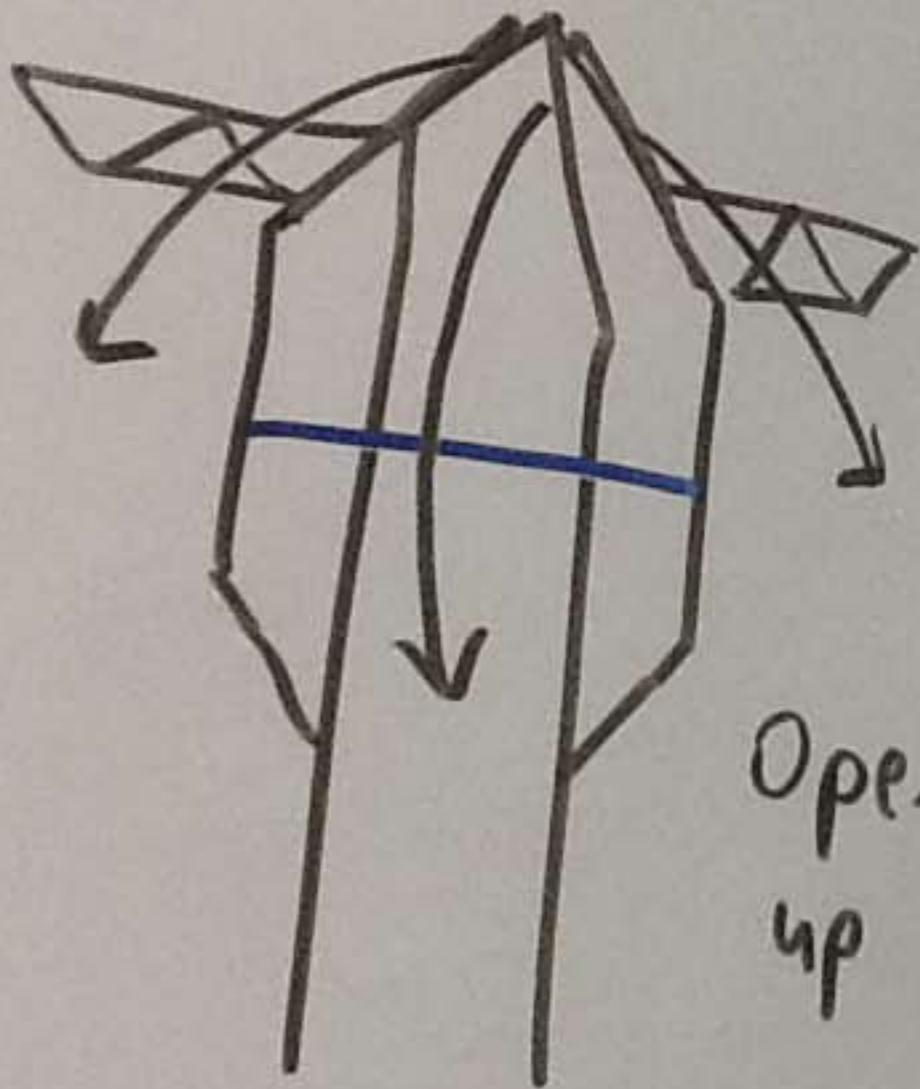




Underneath-



mvc

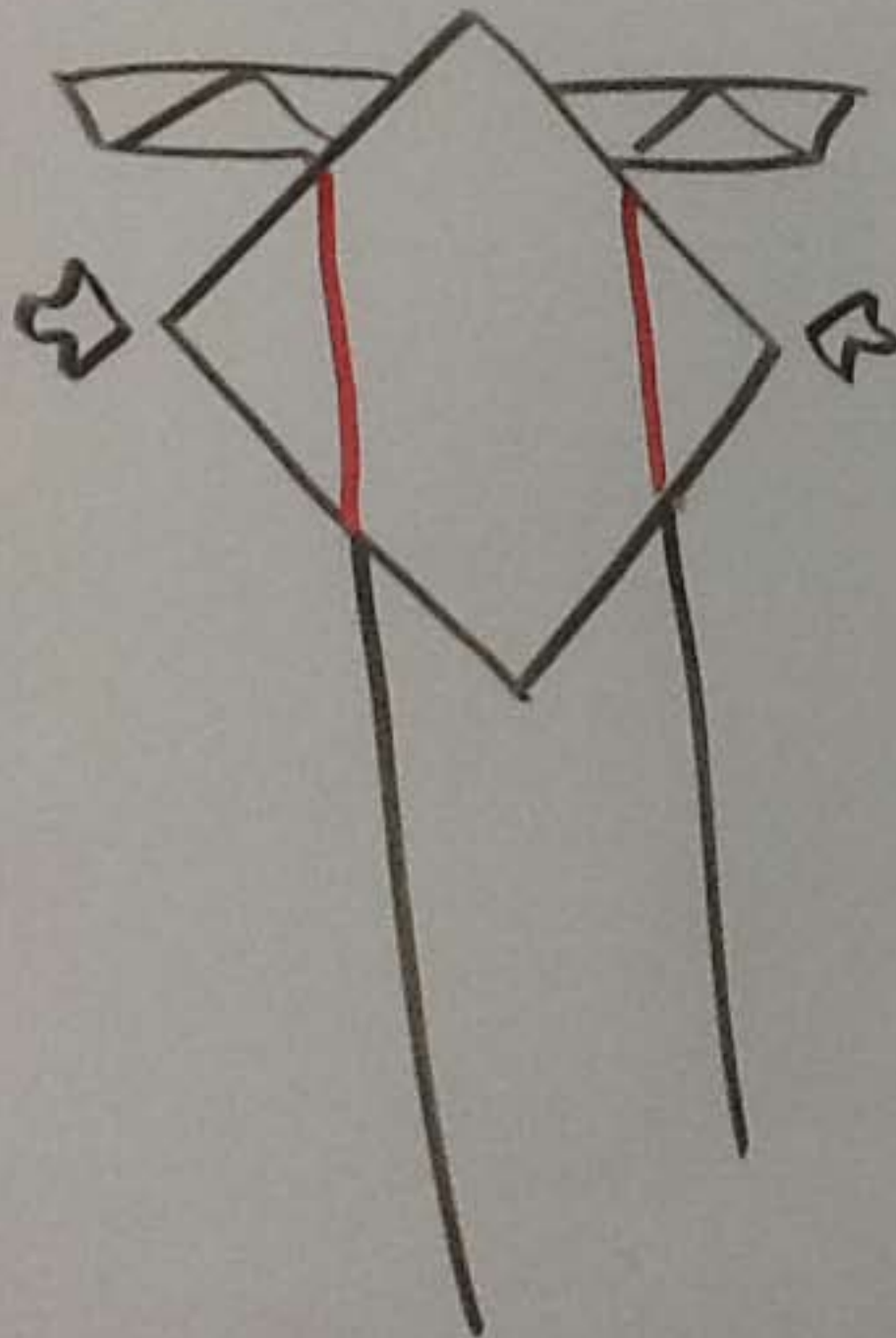


Open
up



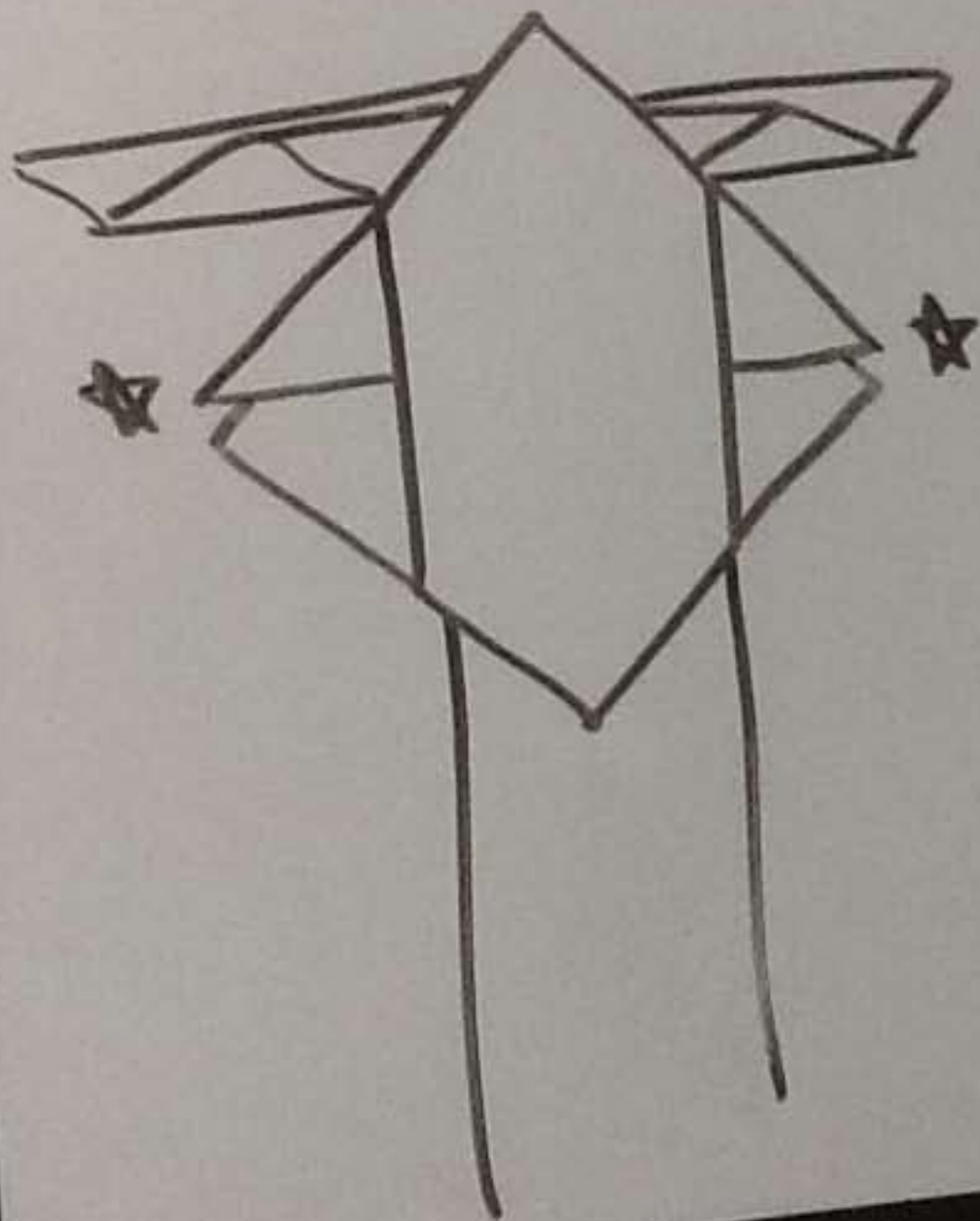
MVC

Open sinks



MVC

Match this distribution
of flaps



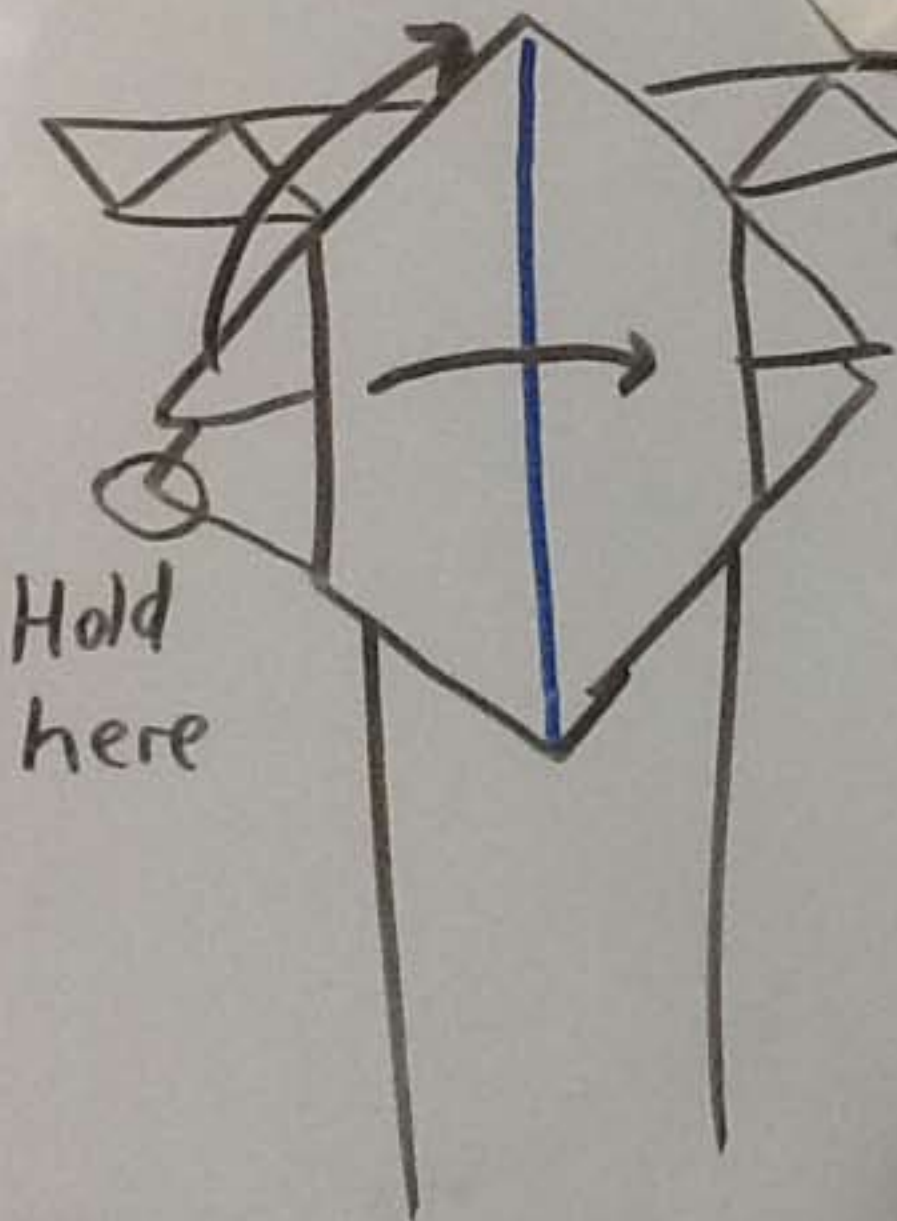






MVC

Swing over

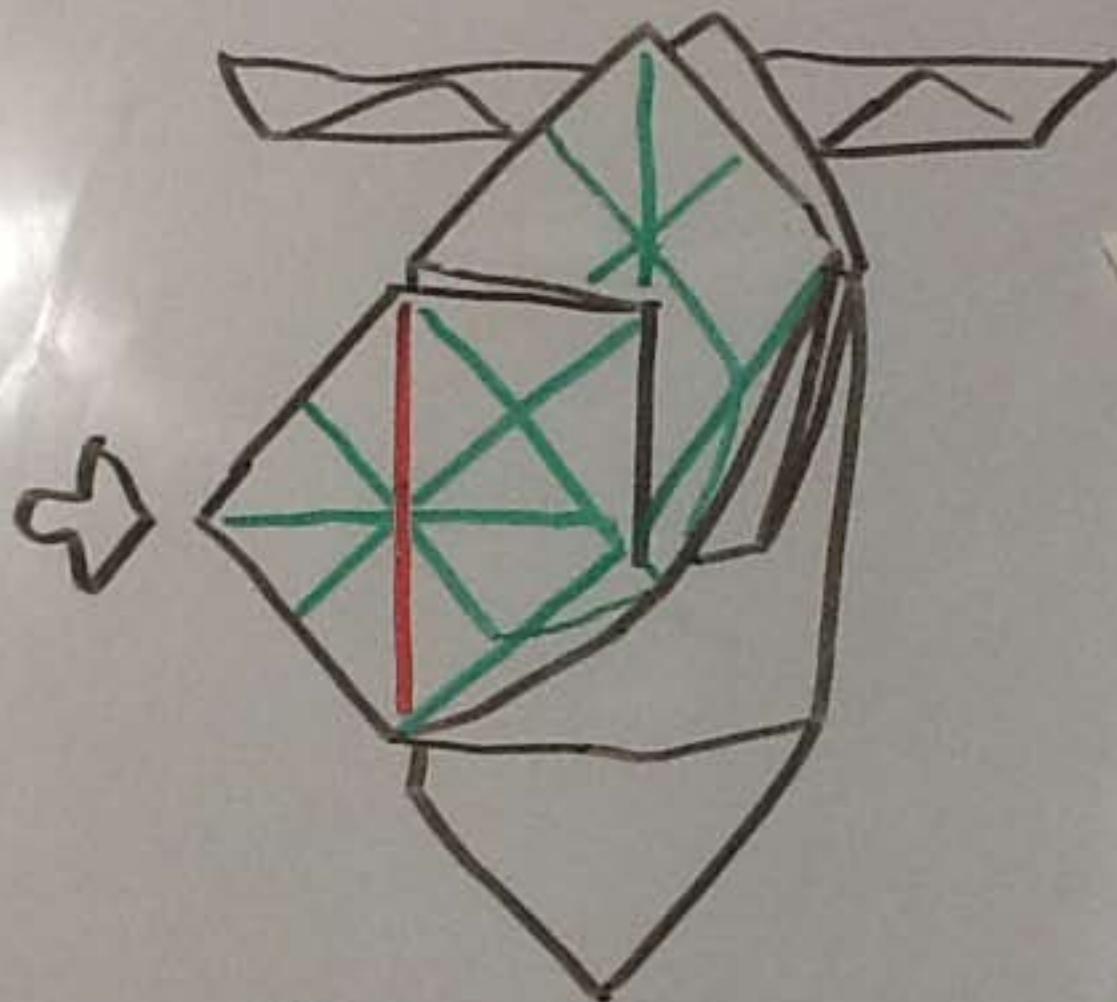


Hold
here





MVC

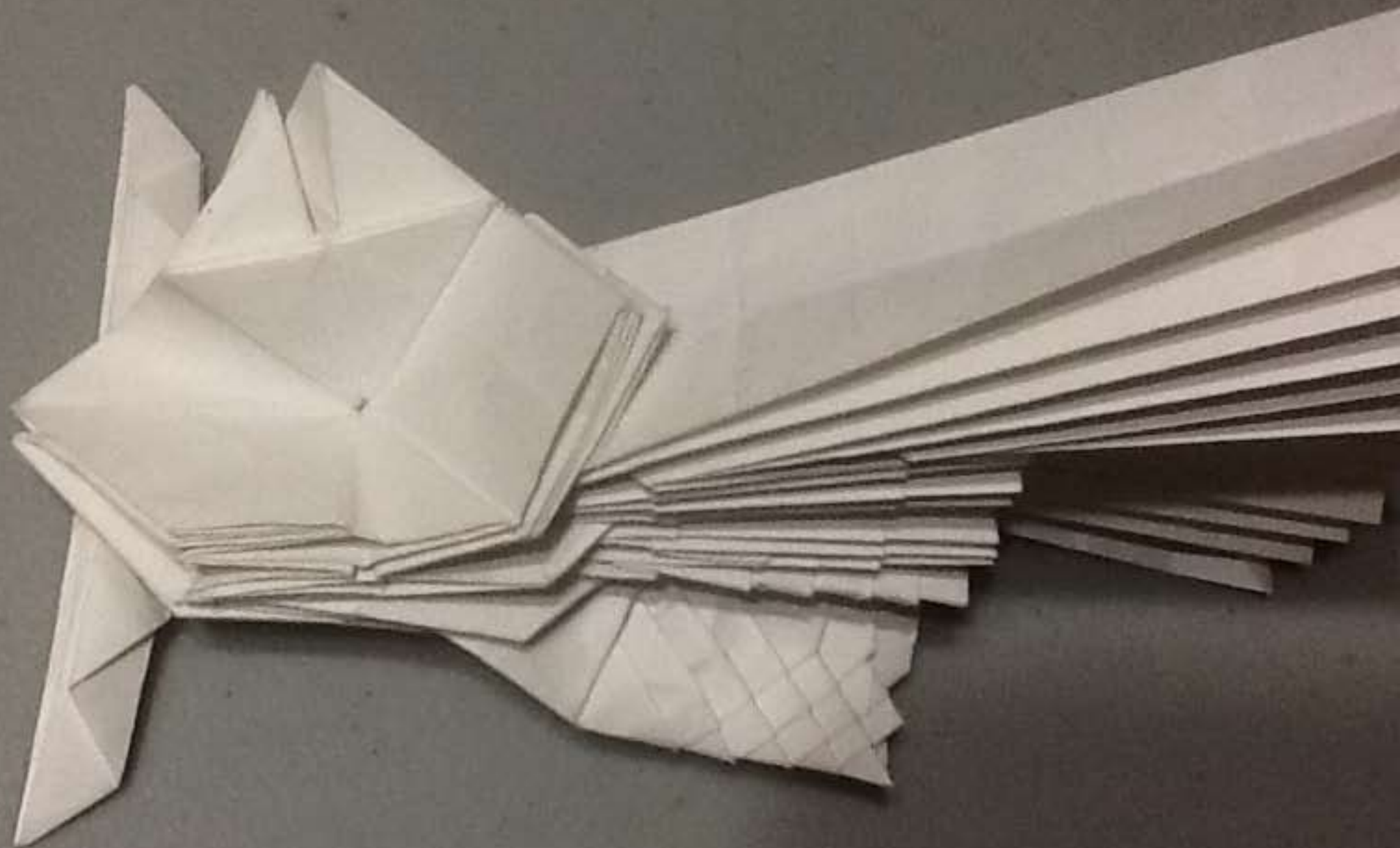


Sink
triangularly





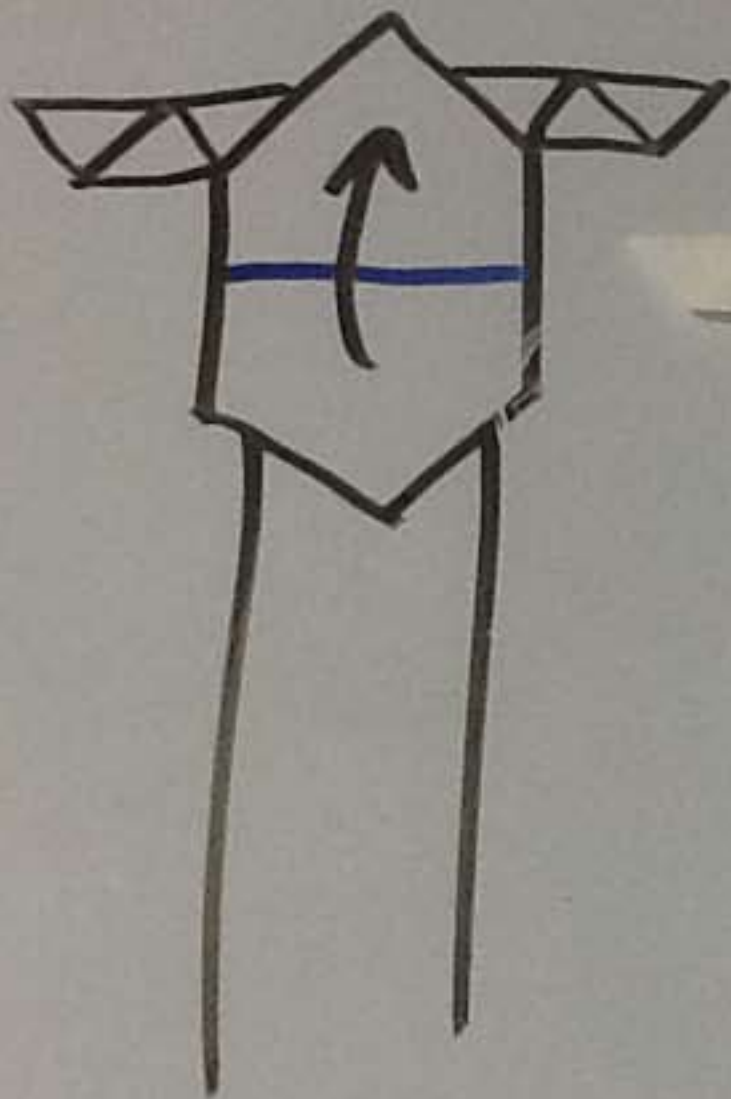




Repeat on
the other
side

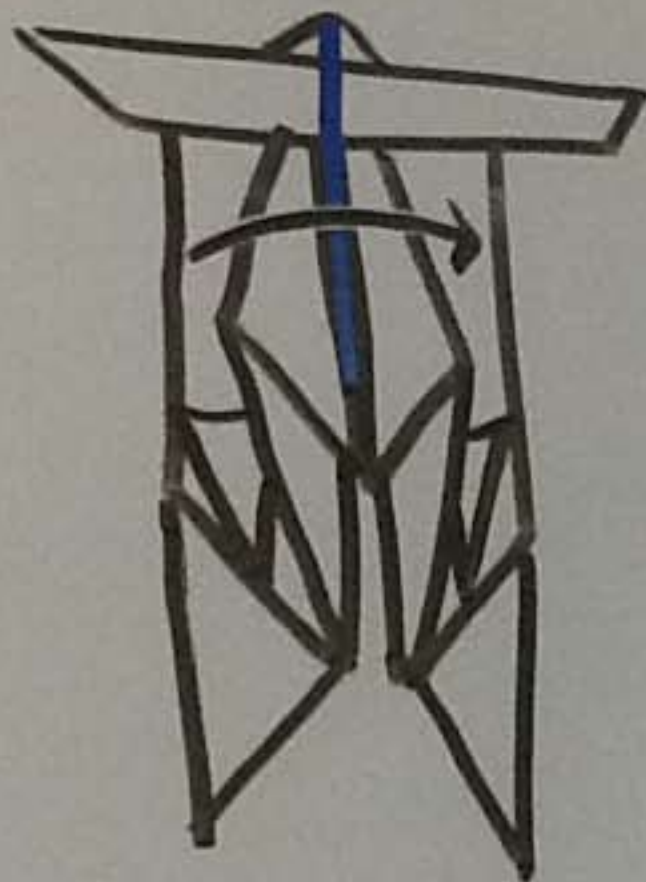


MVC

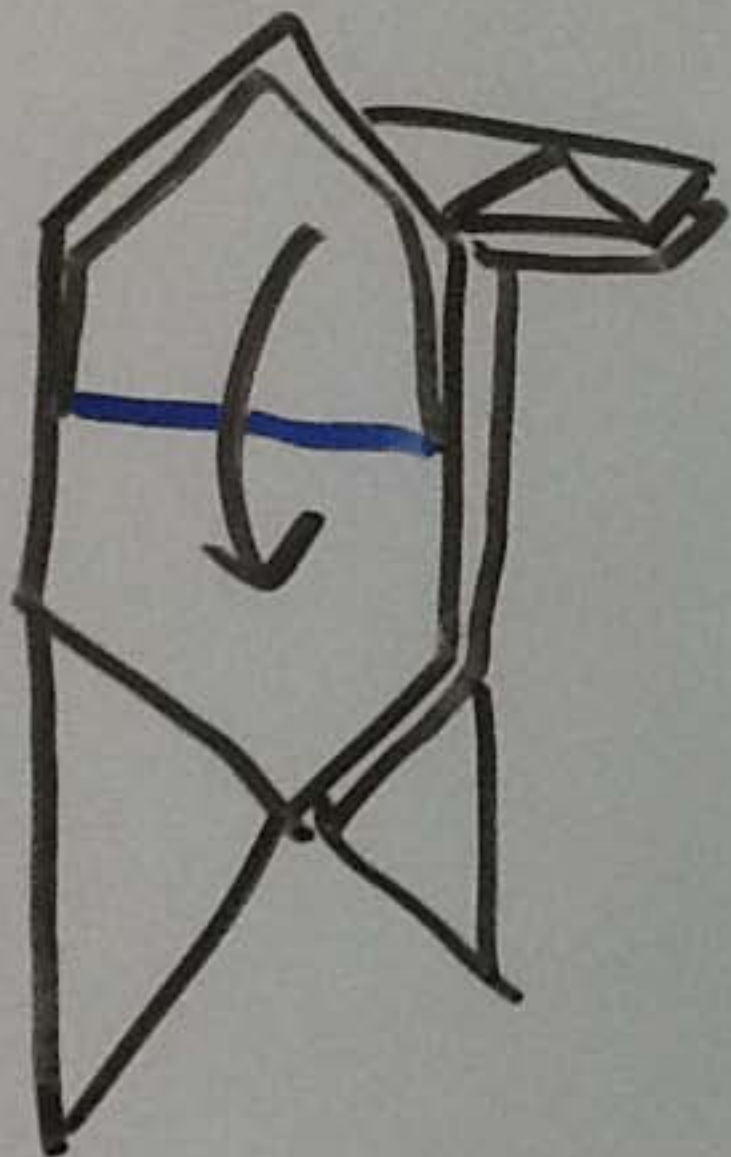


Fold over
2 flaps

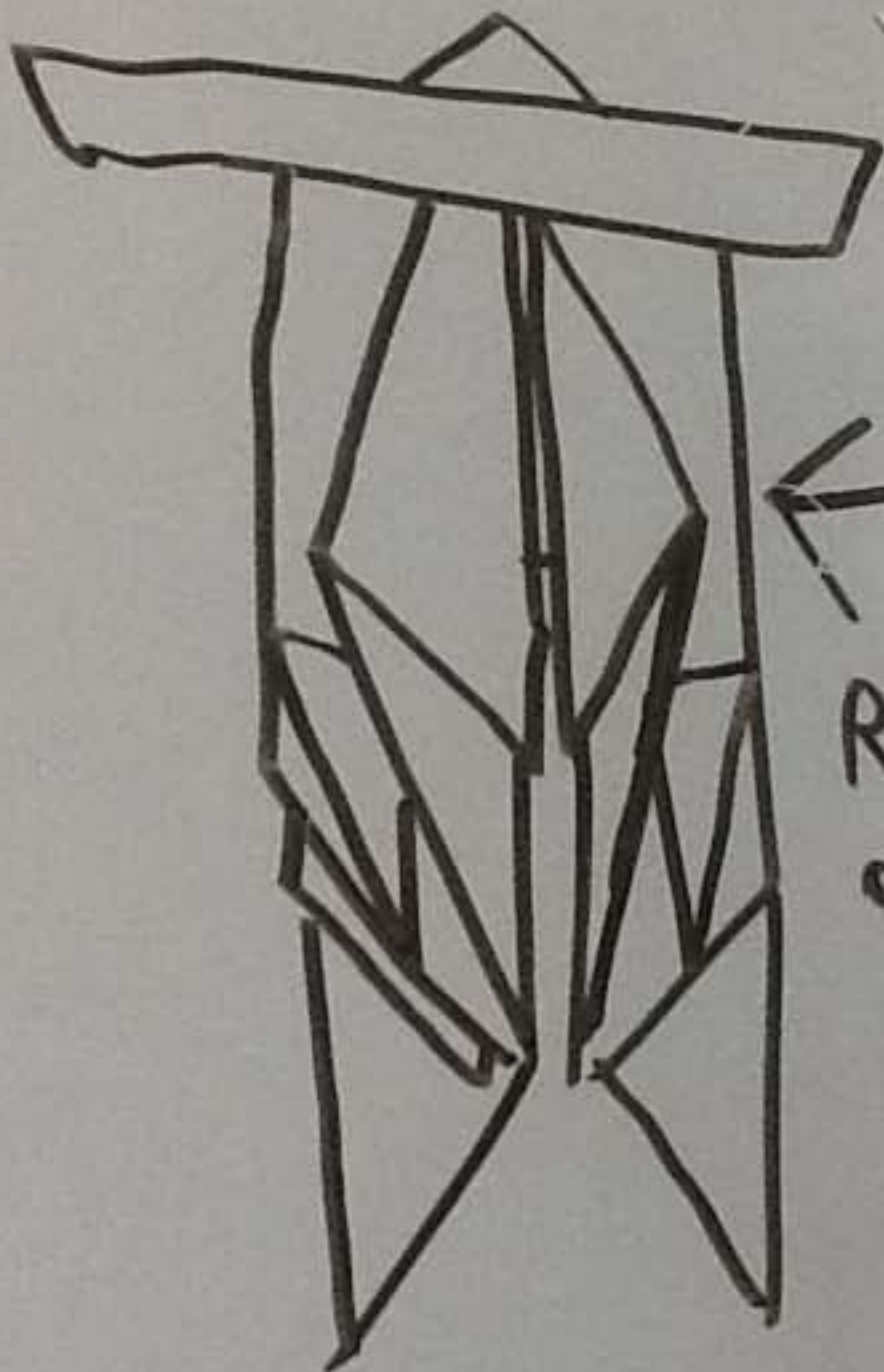
MVC



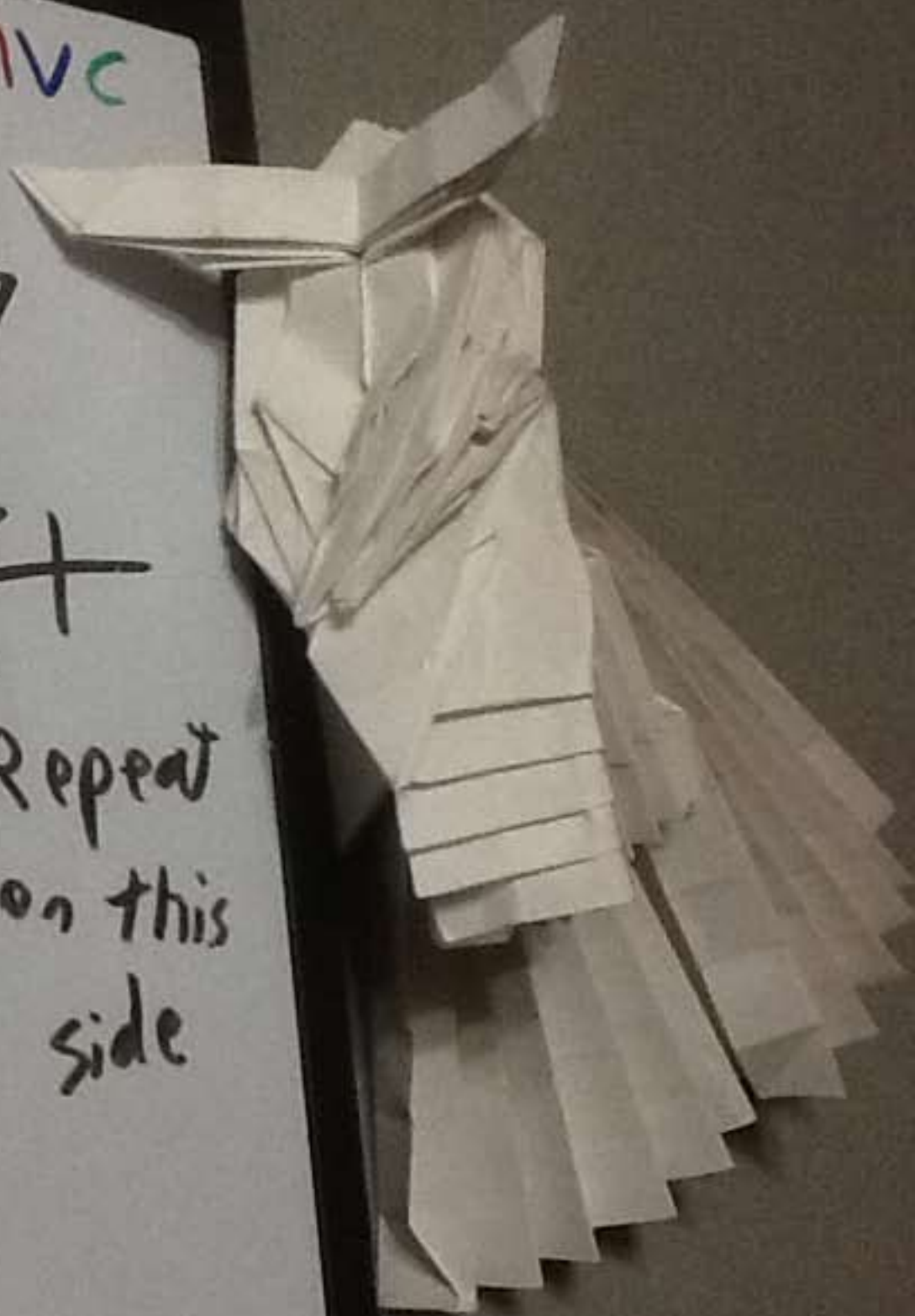
MVC



MVC

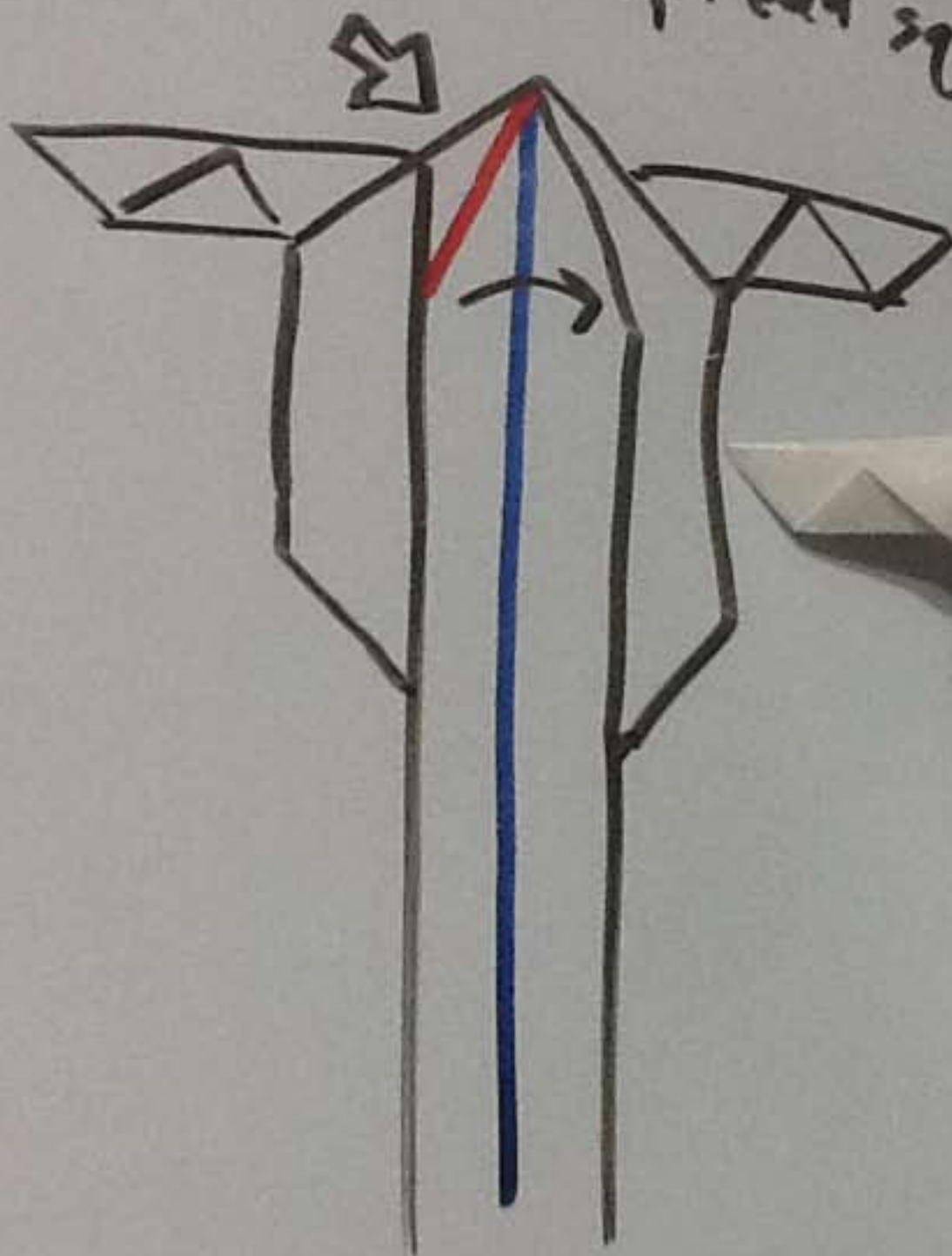


Repeat
on this
side



MVC

Spread squish



MVC

Base
completed

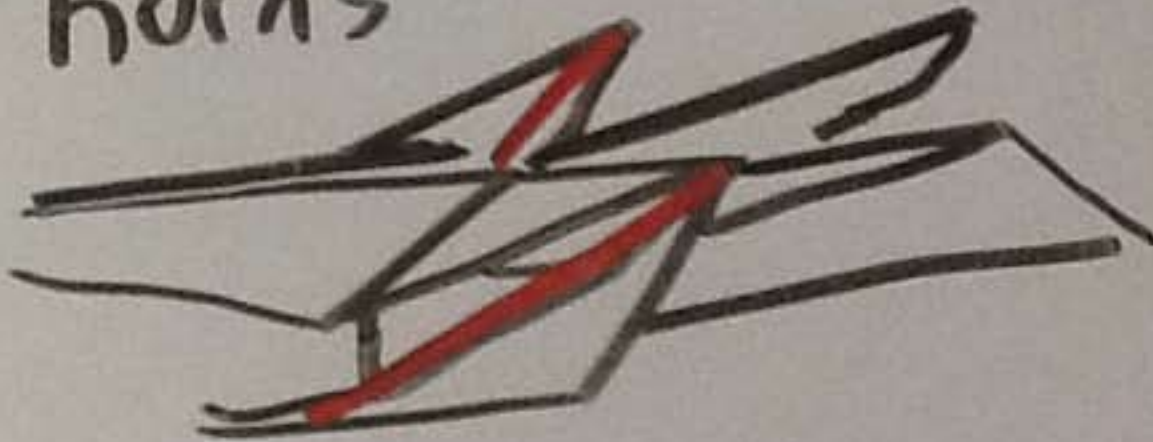


MVC

Thin

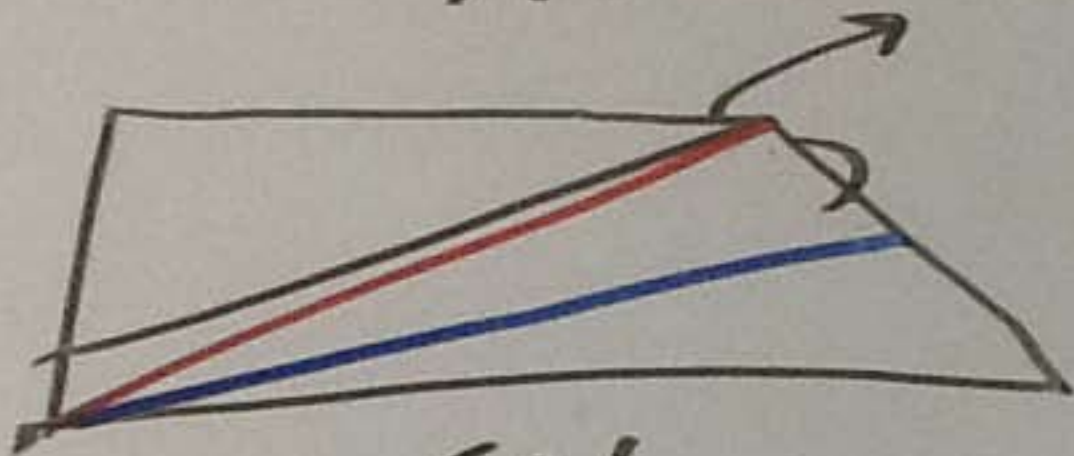
$\geq (\geq)$

horns

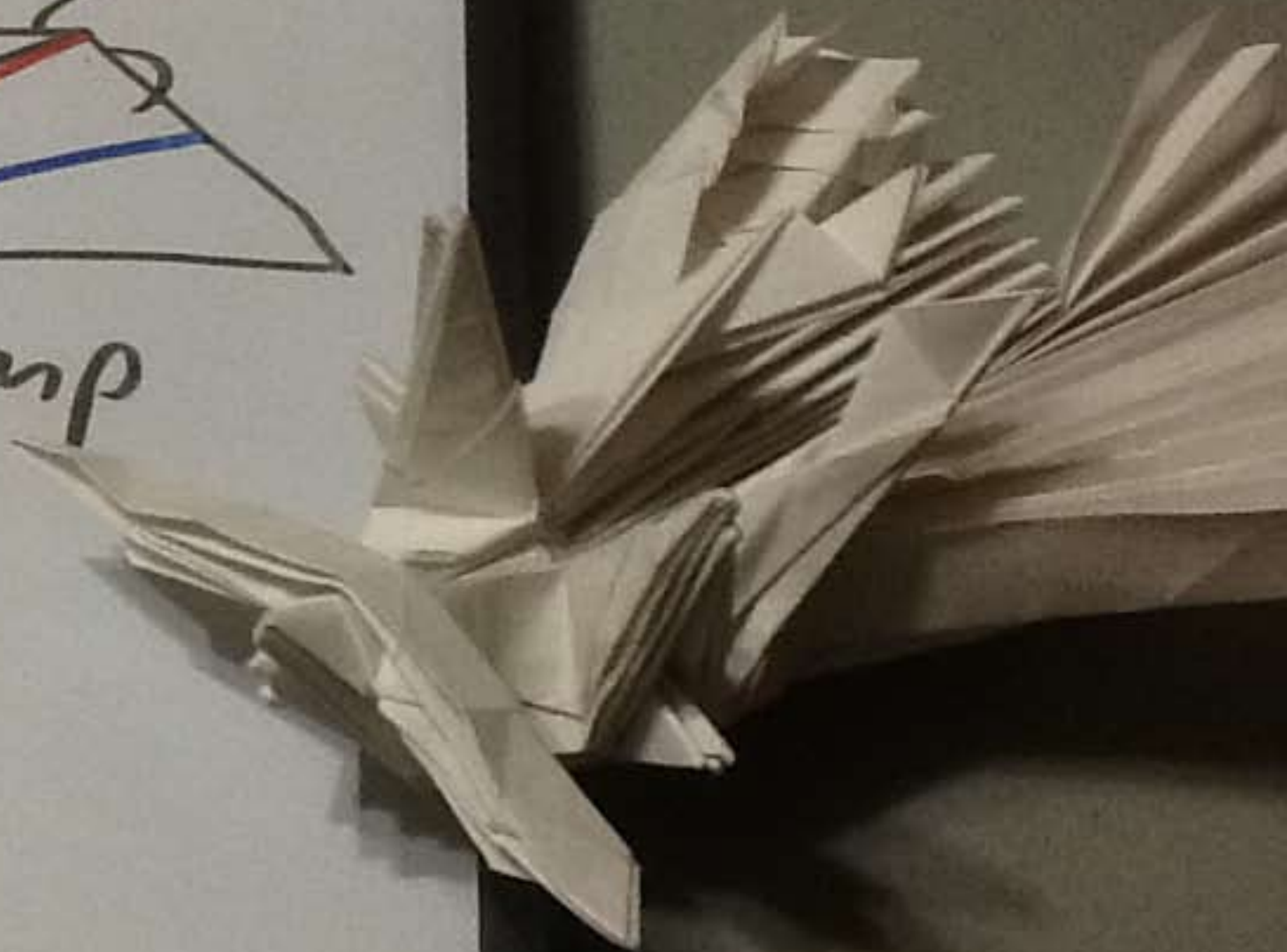


MVC

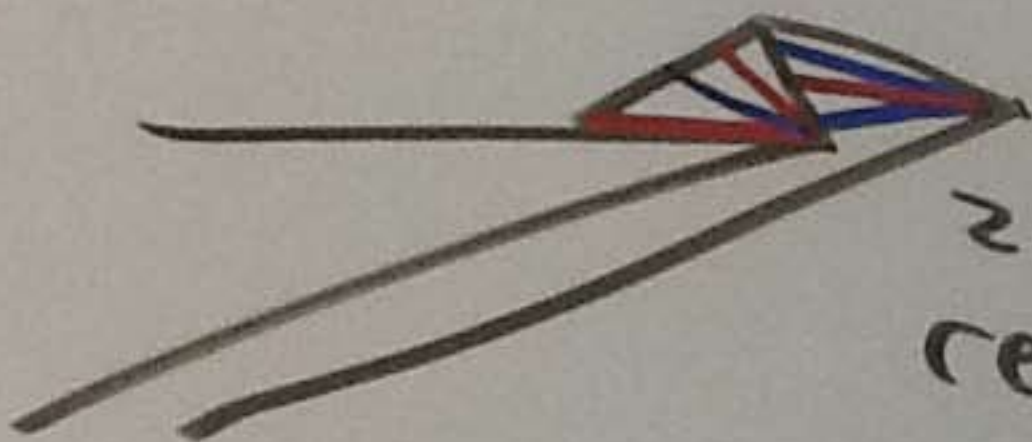
Antler



Crimp



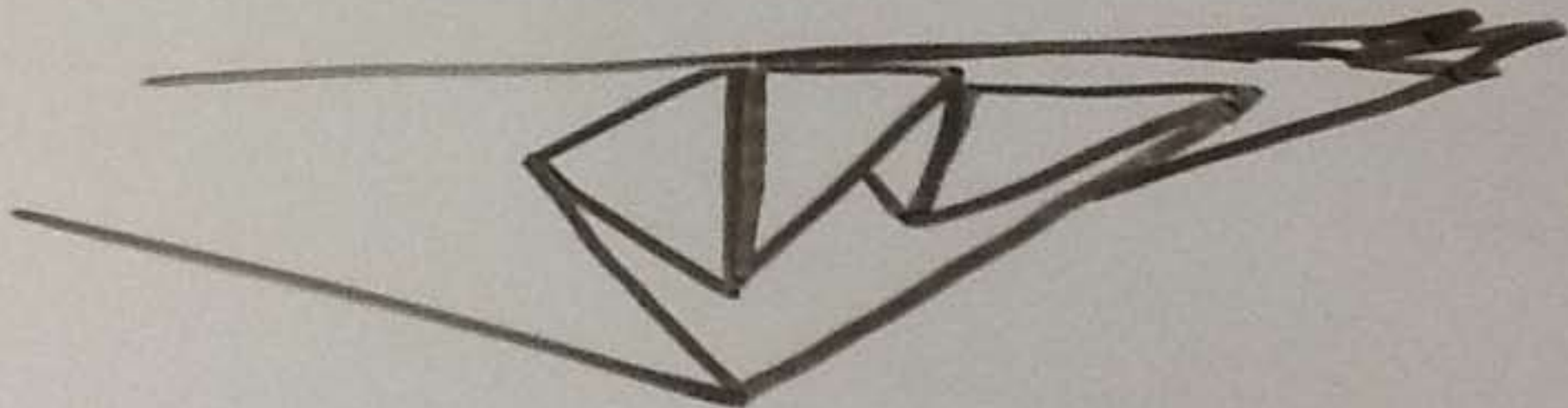
mvc

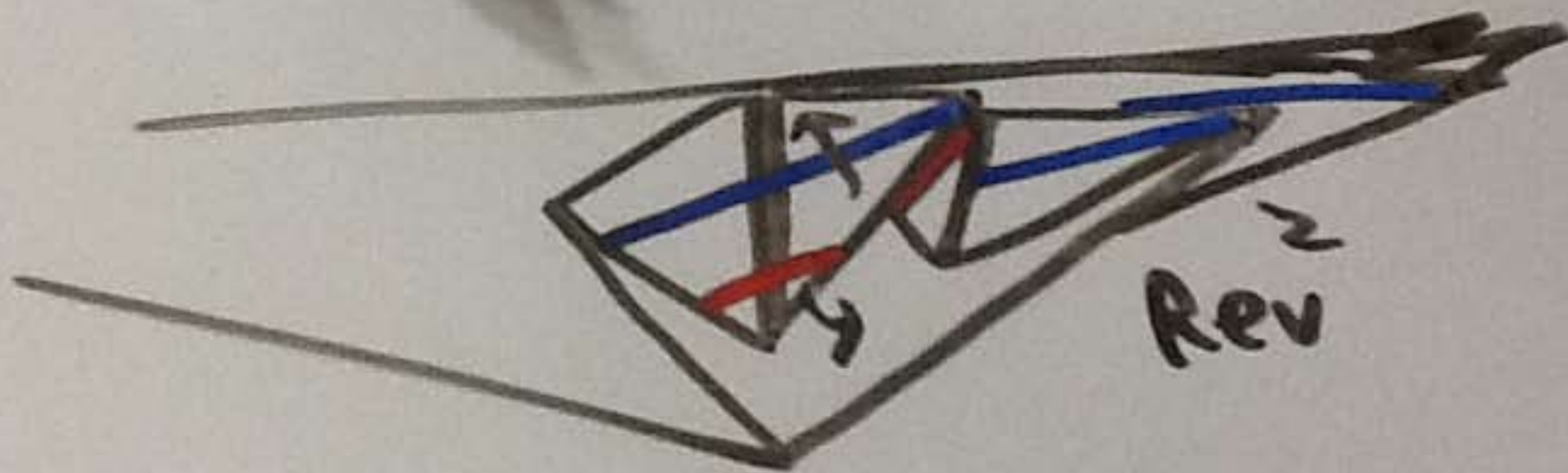


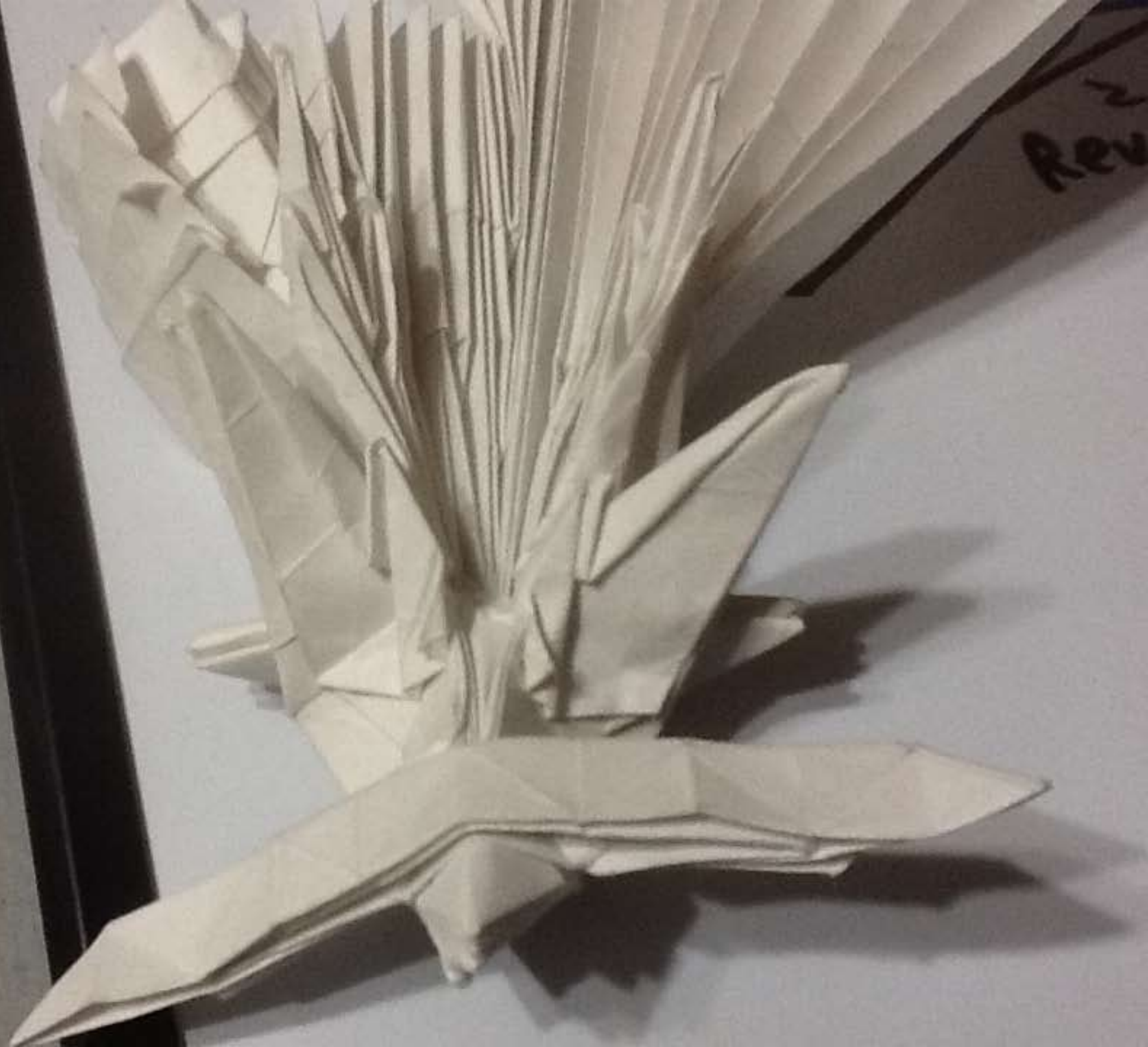
$z(z(3))$
reverses

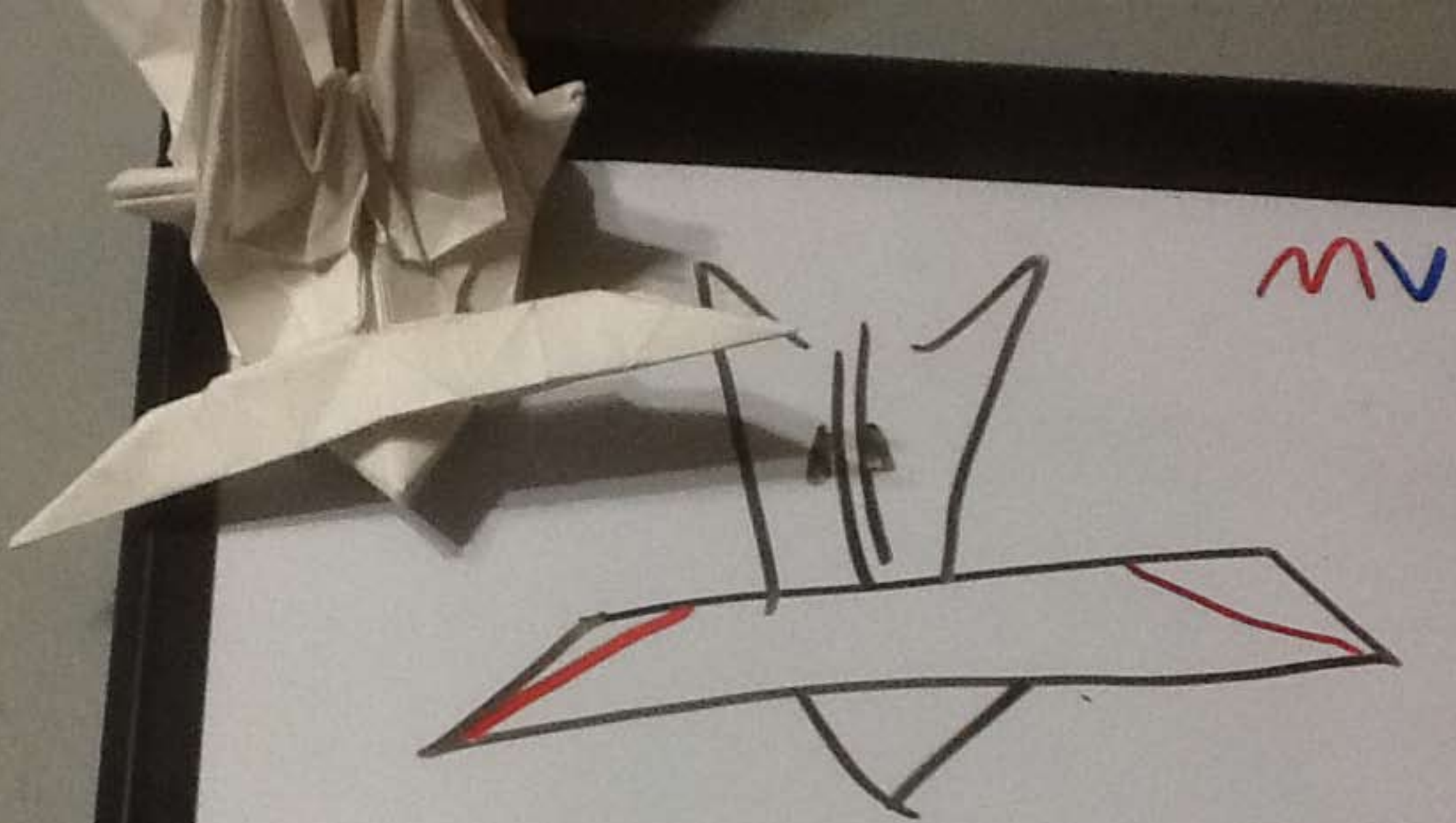
MVC

Eye shift

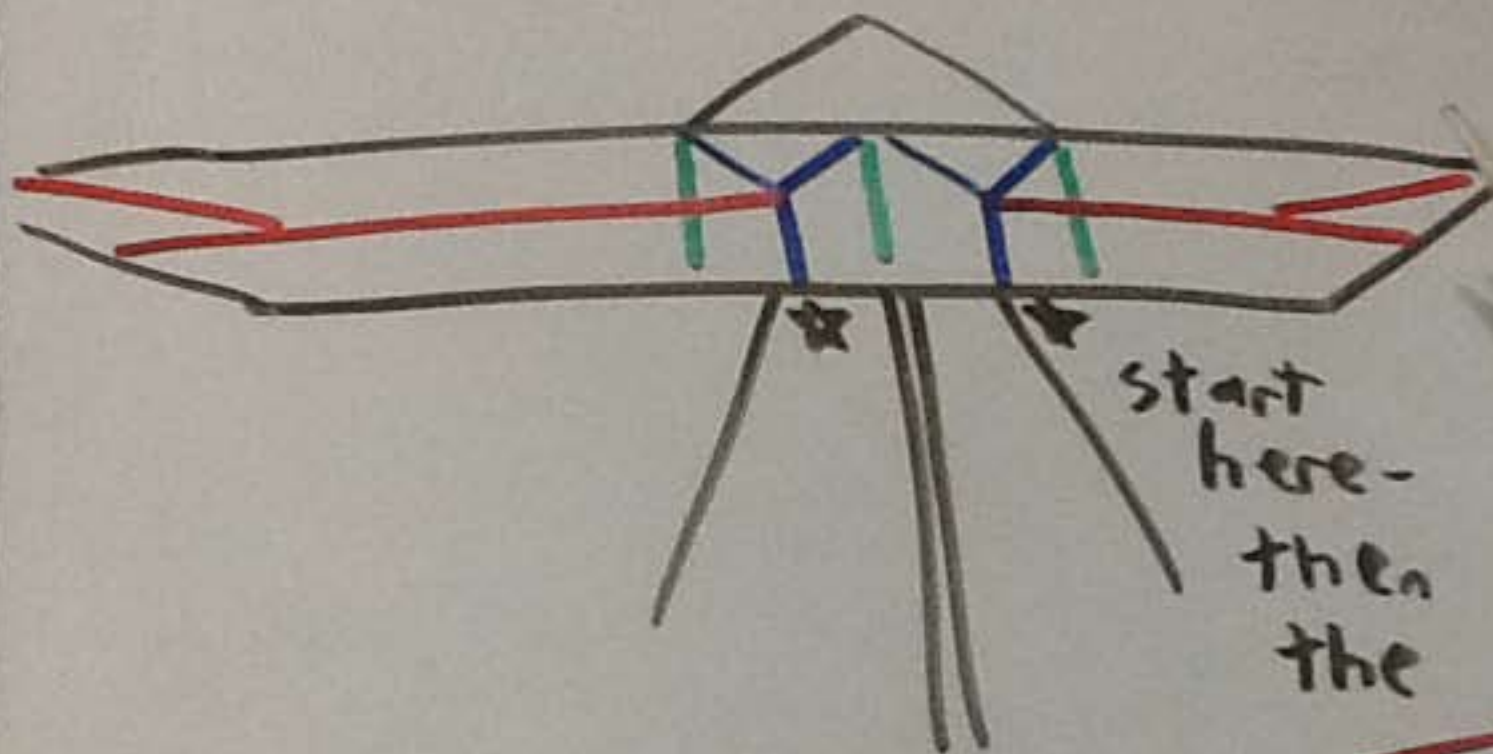








MVC



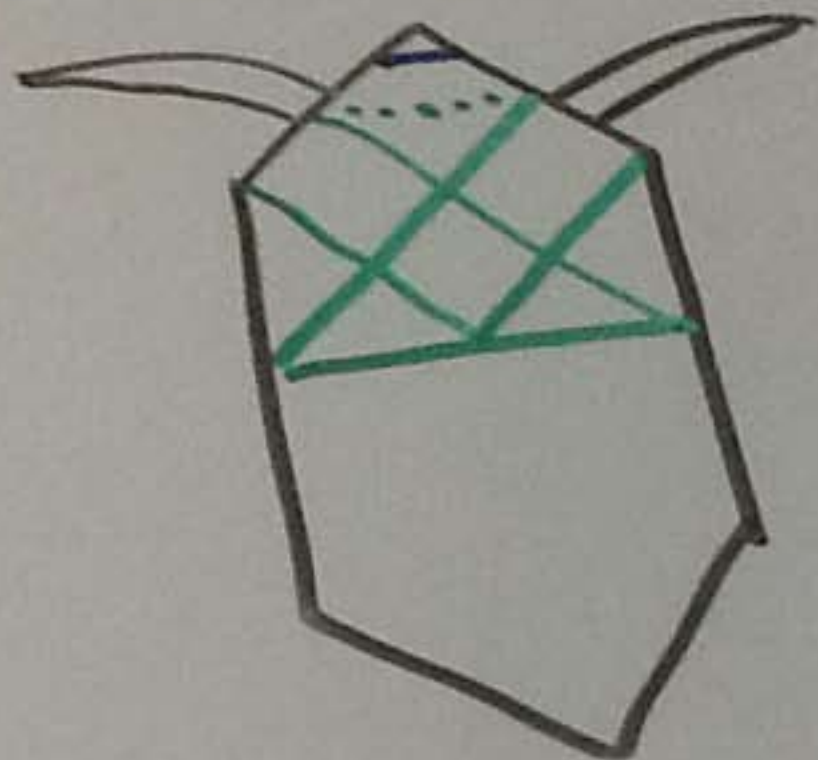
start
here -
then
the

— S.

Then
thin whiskers
once more
& curl

Upper jaw

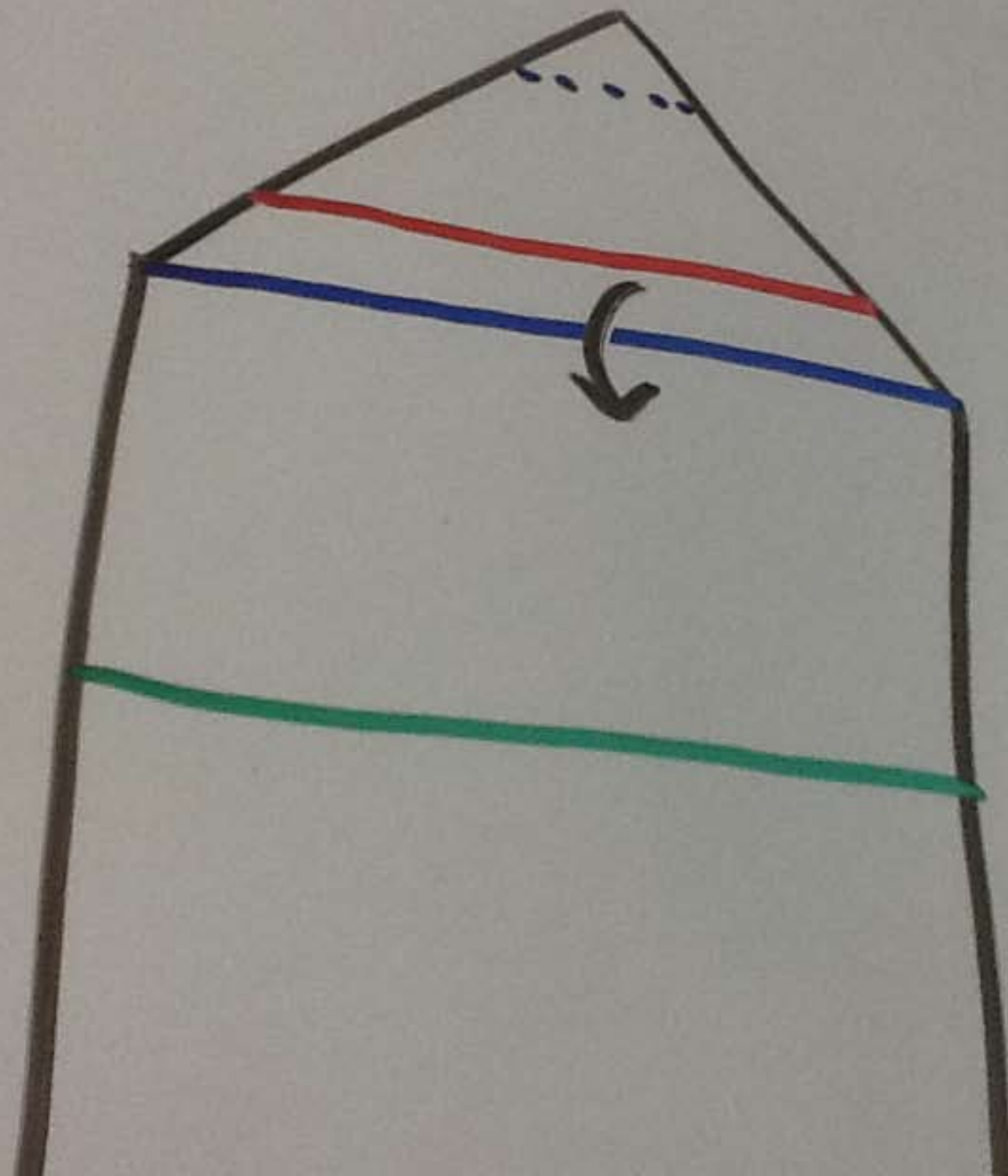
MVC



Crease



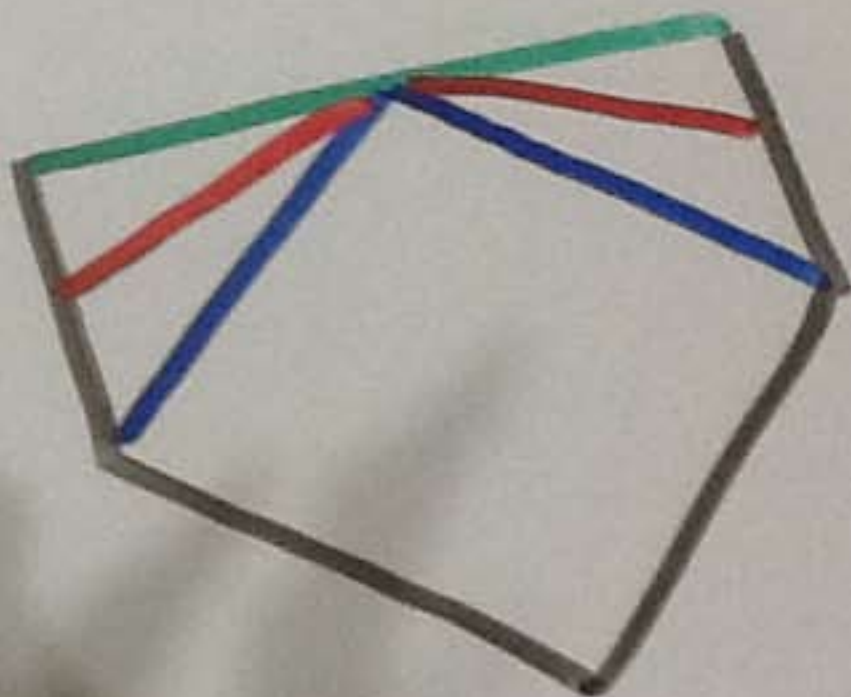
mvc

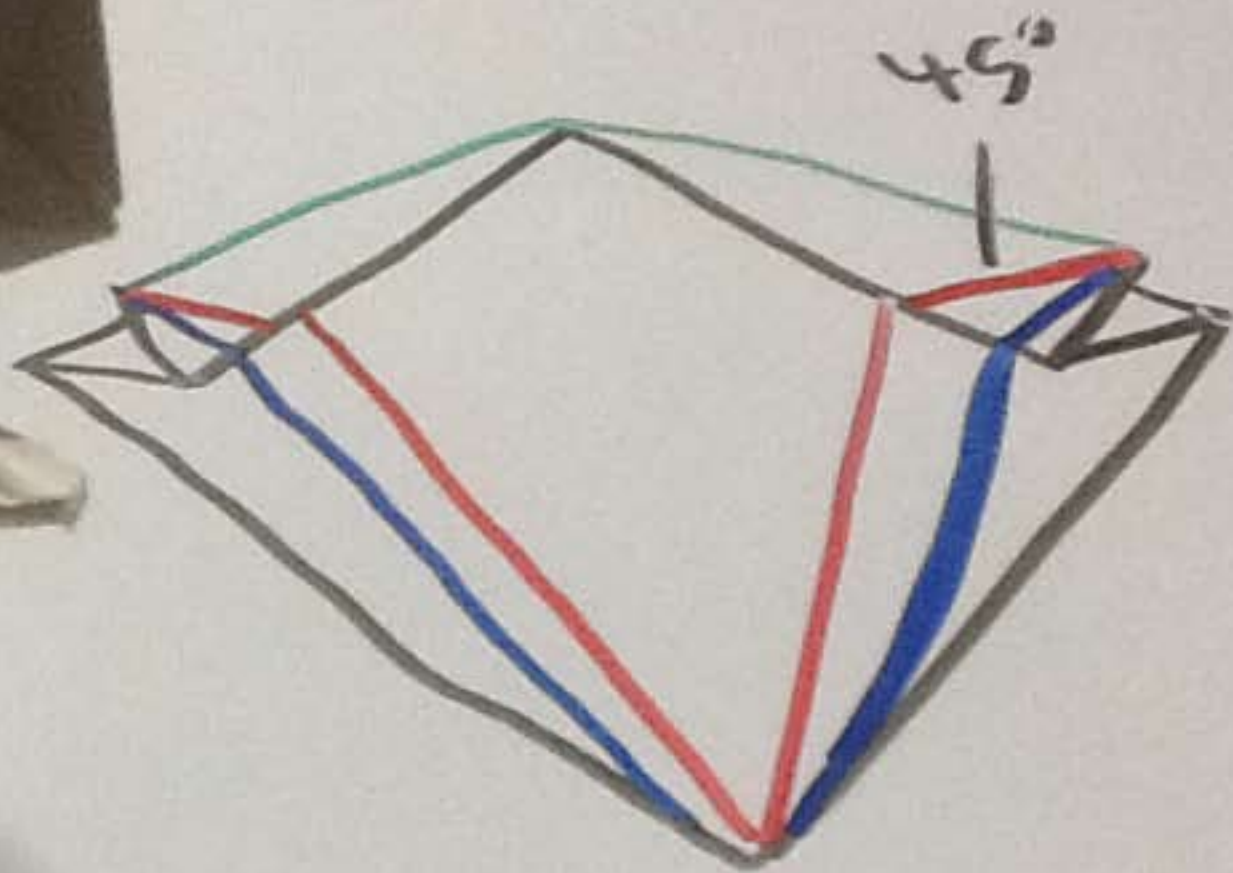


Layer wrap MVC



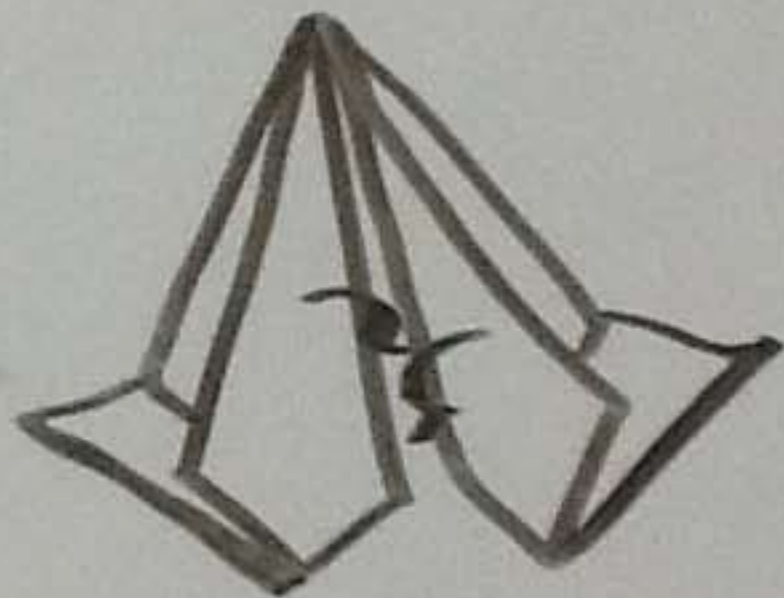
Tongue





MVC

Underneath-

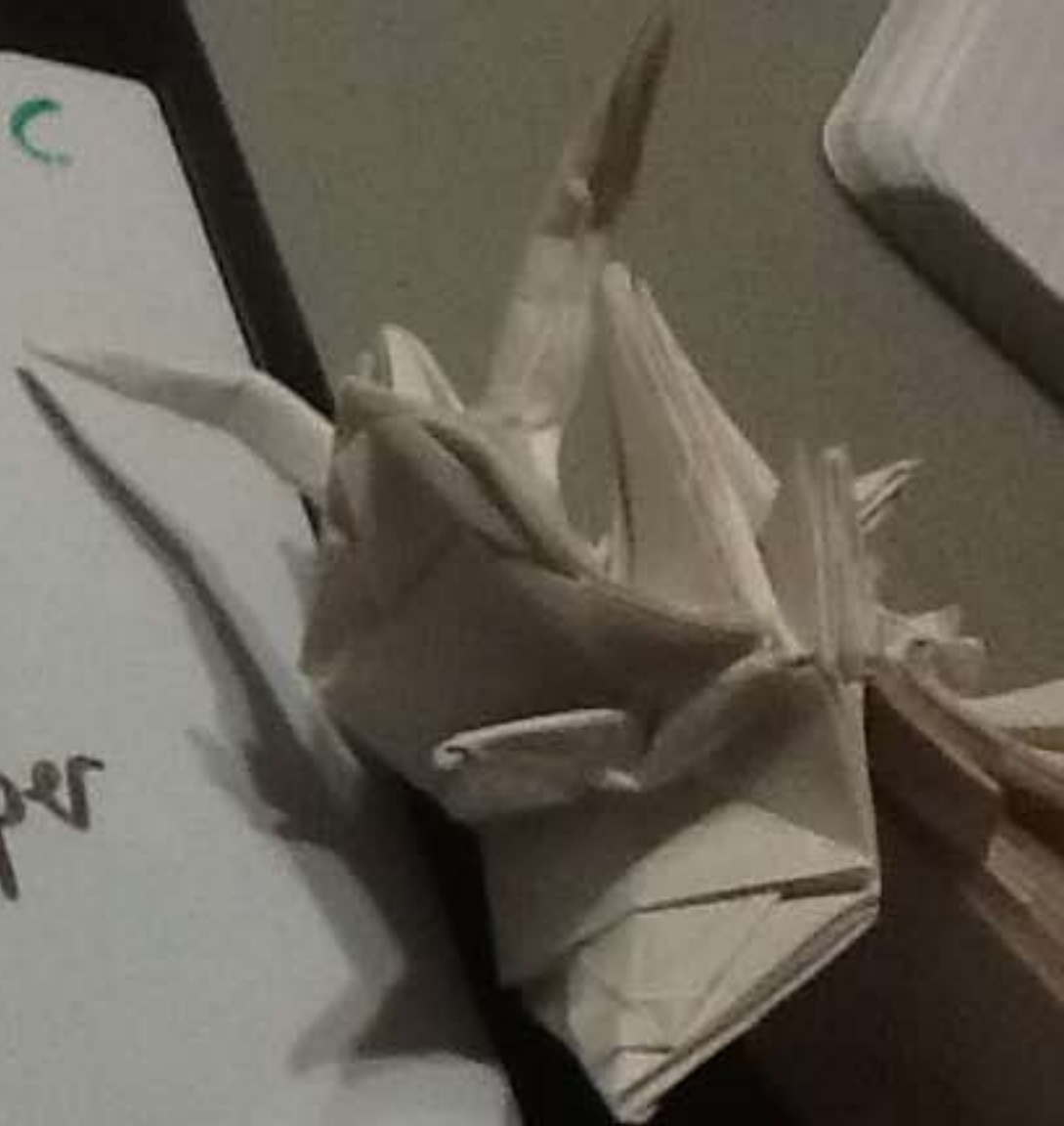


wrap around

MVC

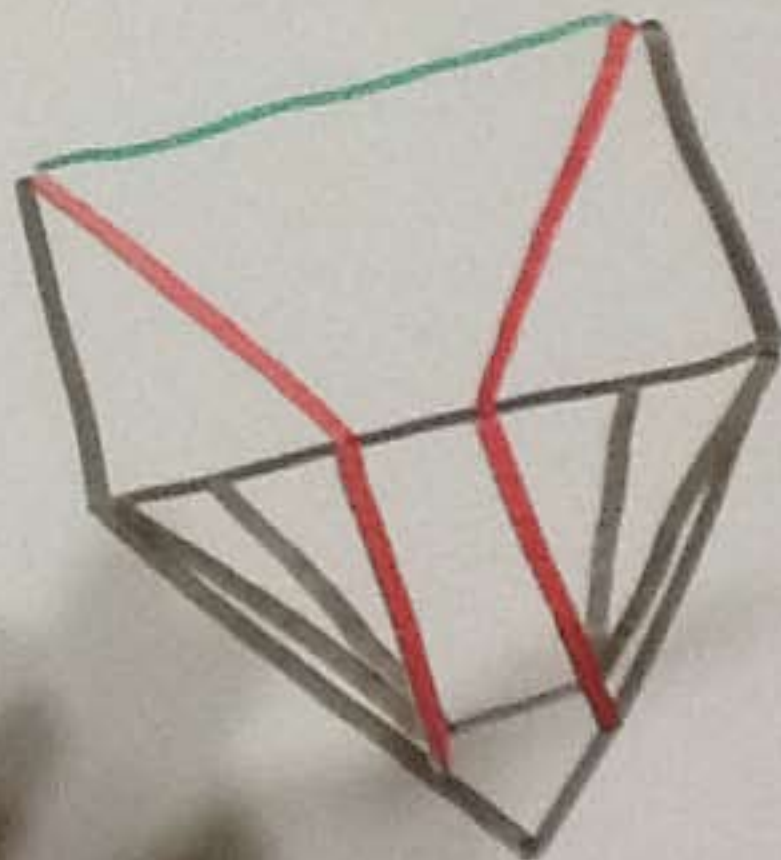
Lower jaw

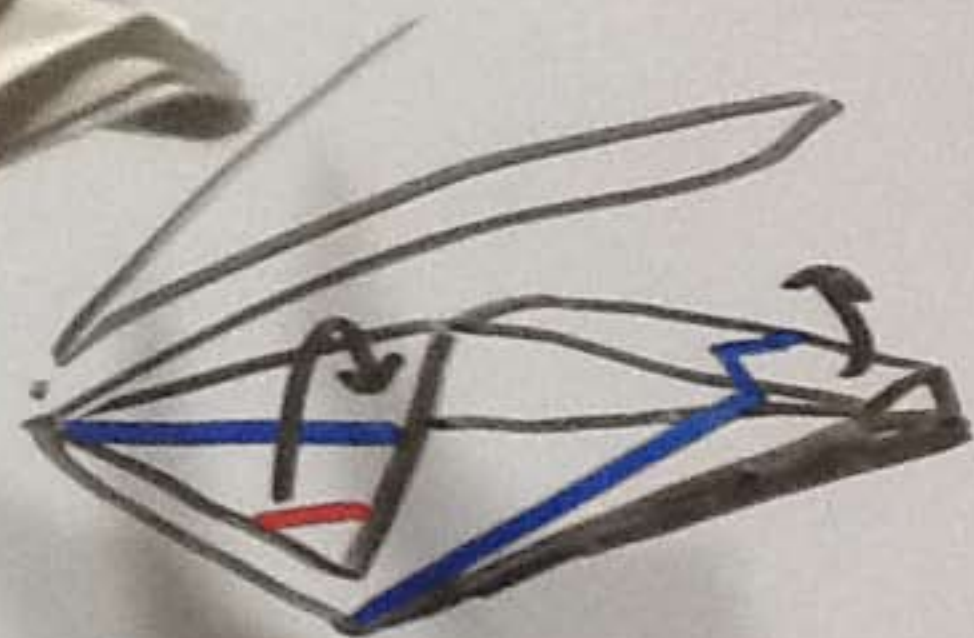
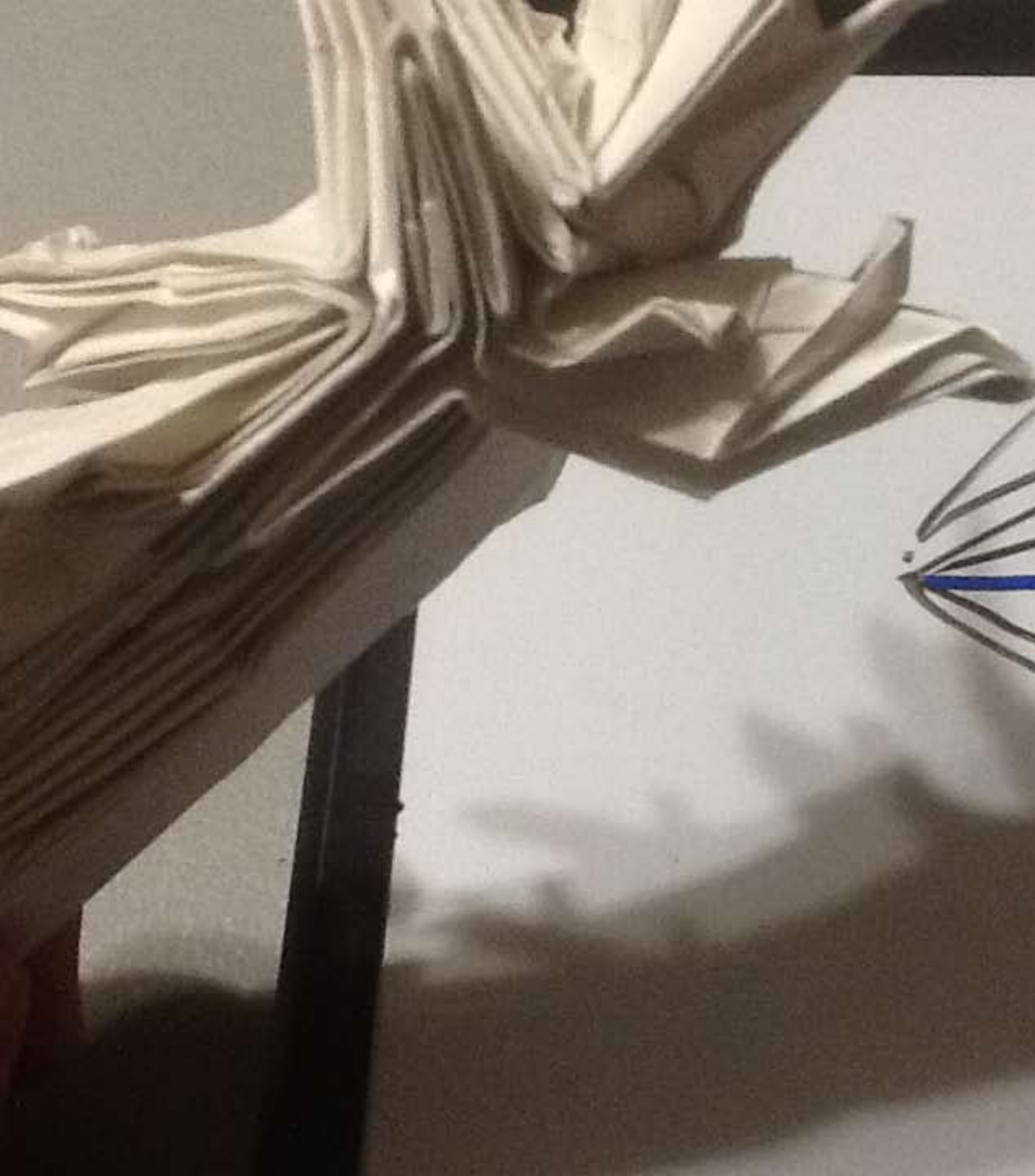
same as upper

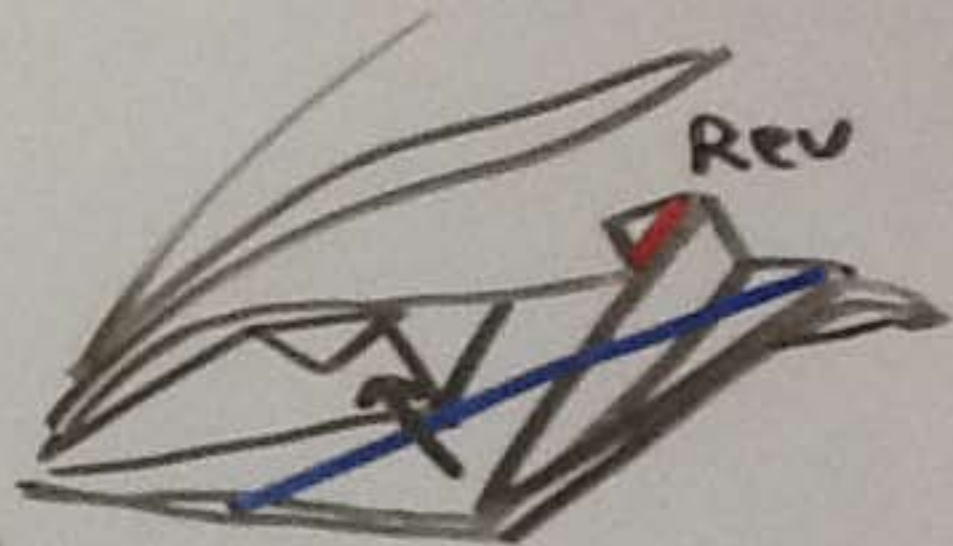


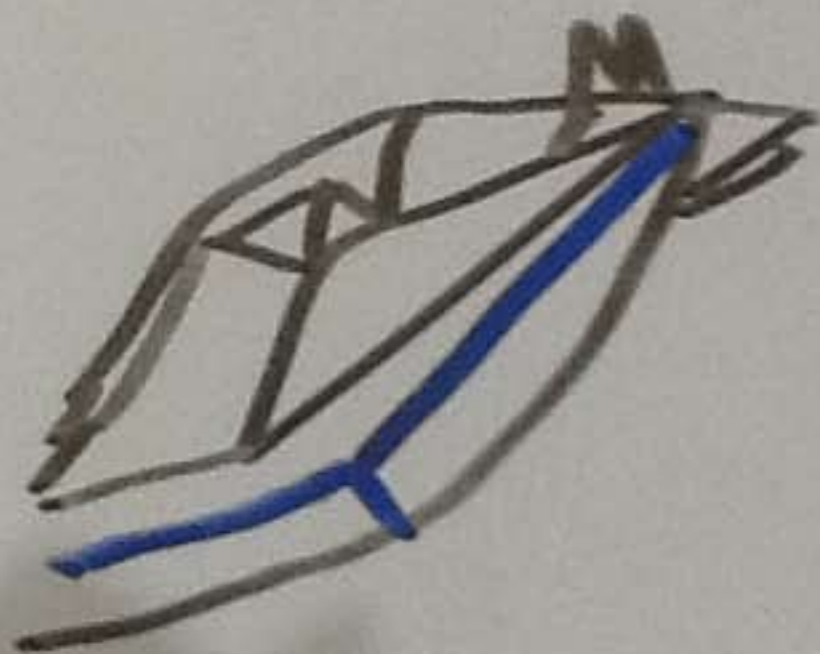
MVC

Lower jaw-

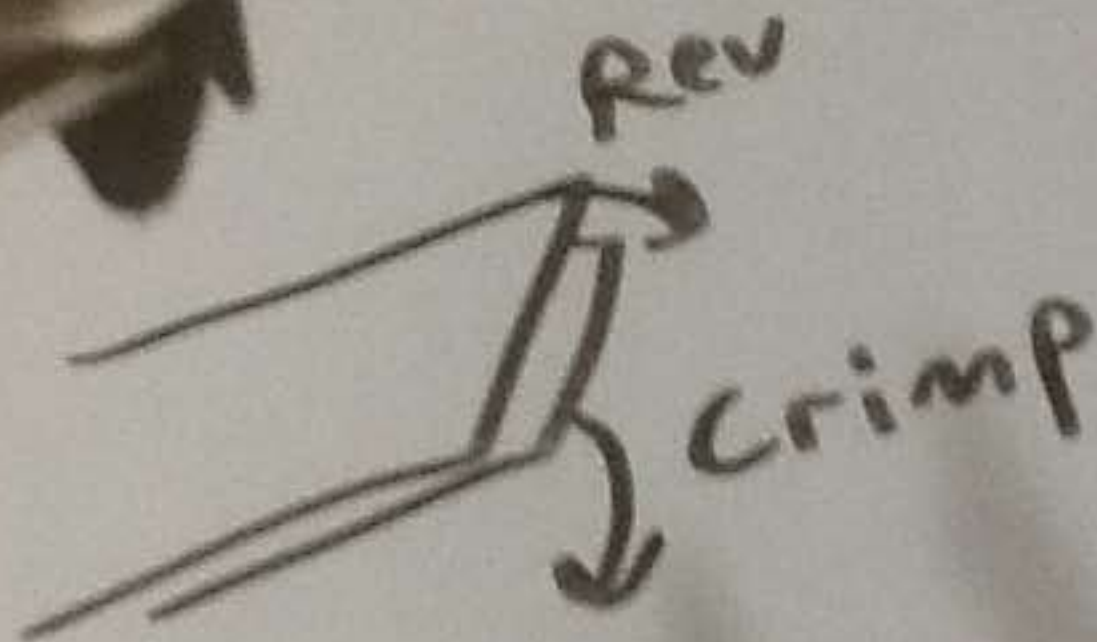




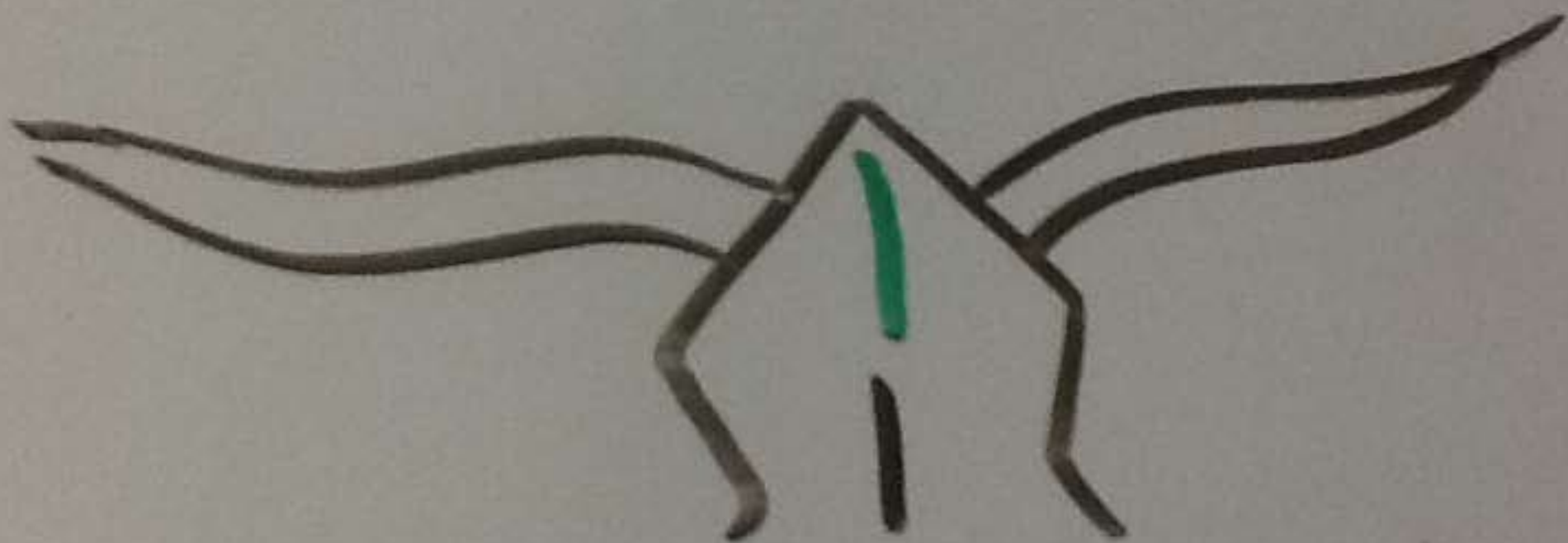




MVC



Nose

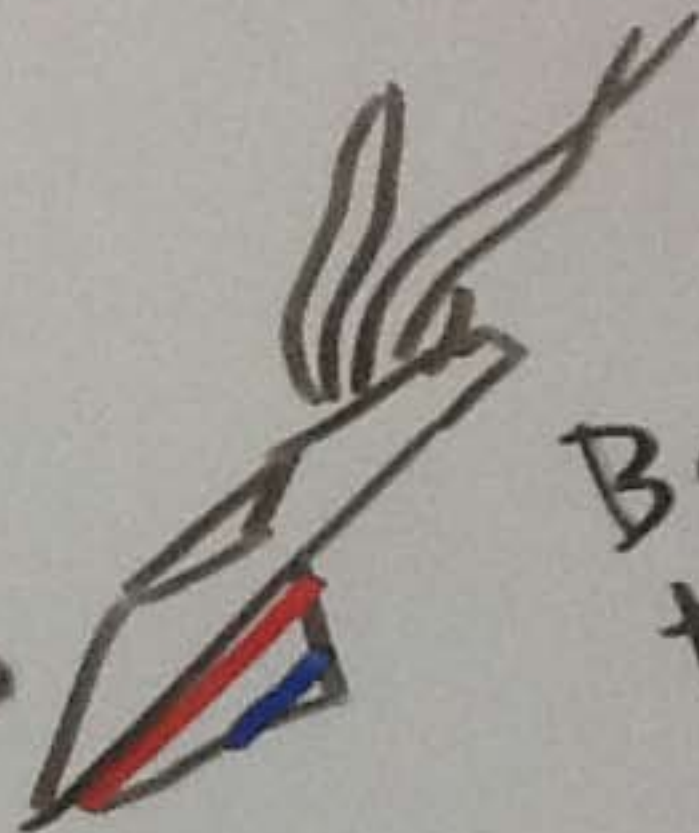


MVC

Nose



Sides



Back
teeth

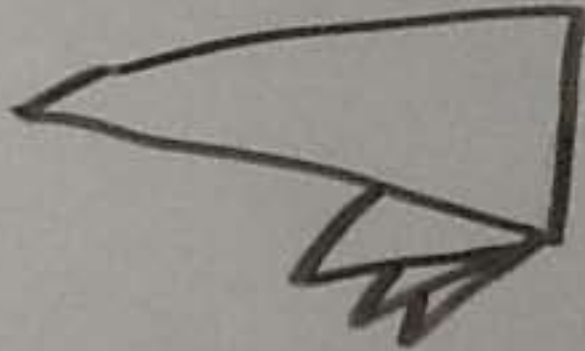
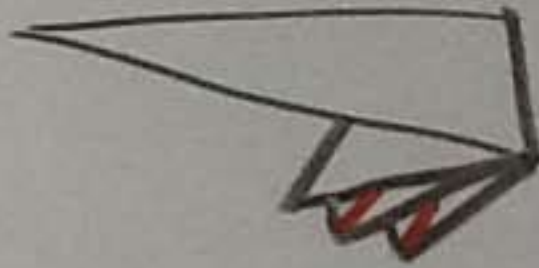
MVC

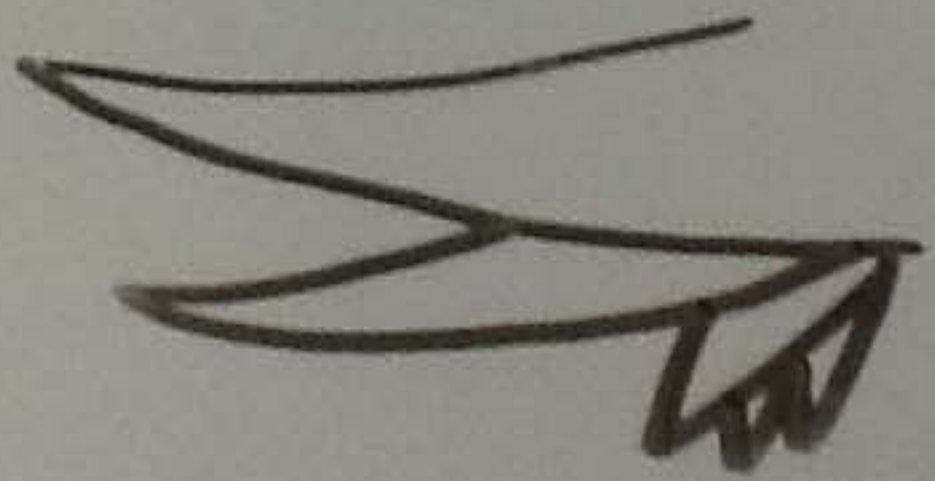
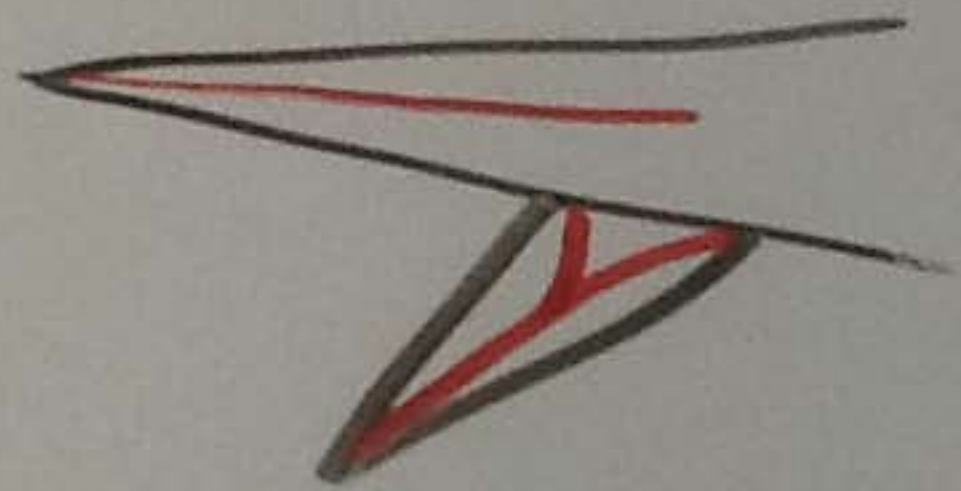
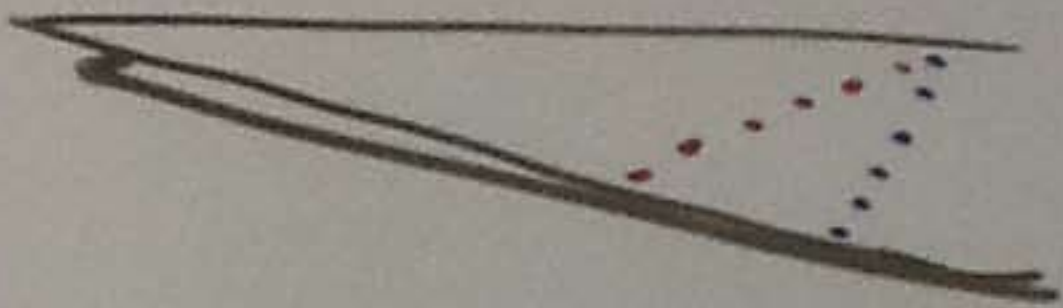
Front teeth
like lower ones

MVC

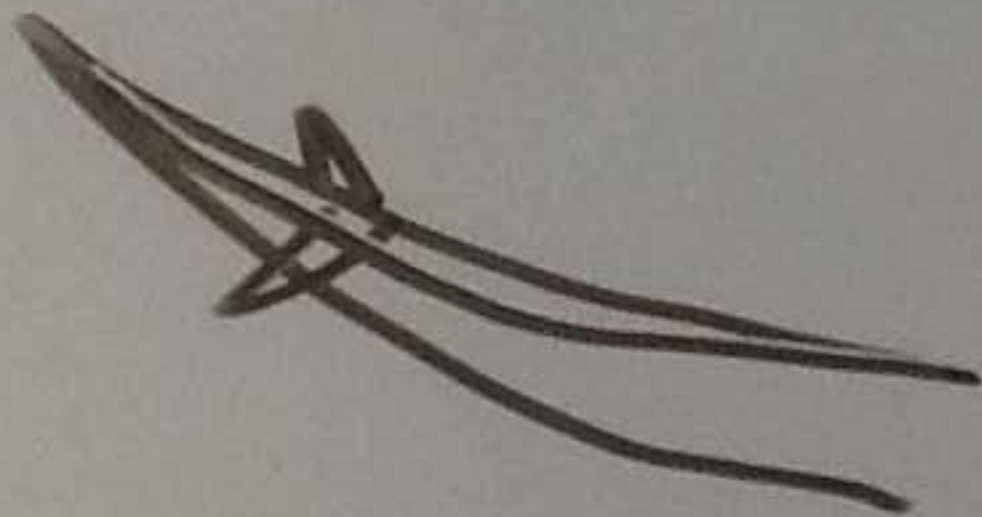


↑
All 3 nested

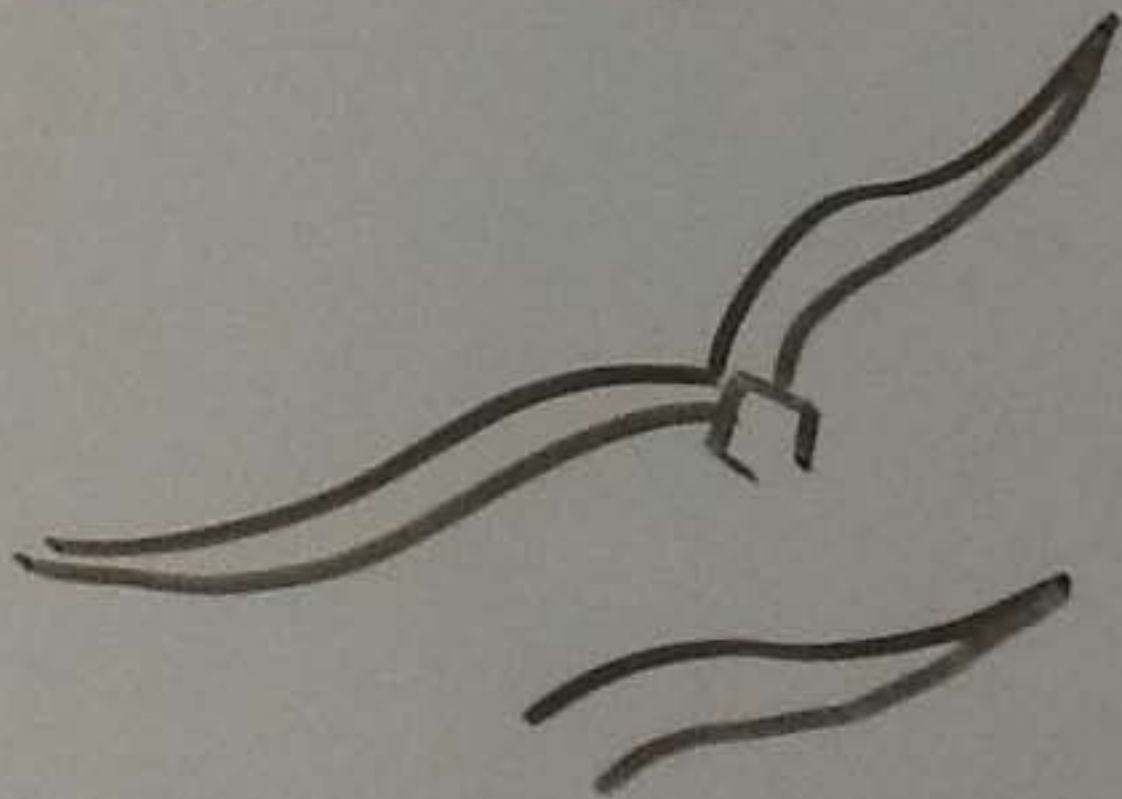




Thin & curve
antlers



Curl
whiskers
& tongue



Finished*

head

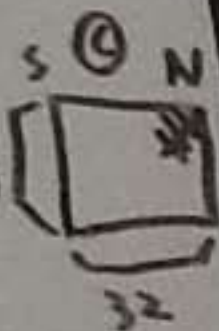
★ Shape scales - after scale collapse

Dorsal spines - $\nearrow$
Fold back Vs - before neck twist
Neck twist - after base

Trim excess - at end.

Or start

32 x 28



Wire - before curls

Glue - at end