

Ryujin 2.1 Legs

24x24



Valley



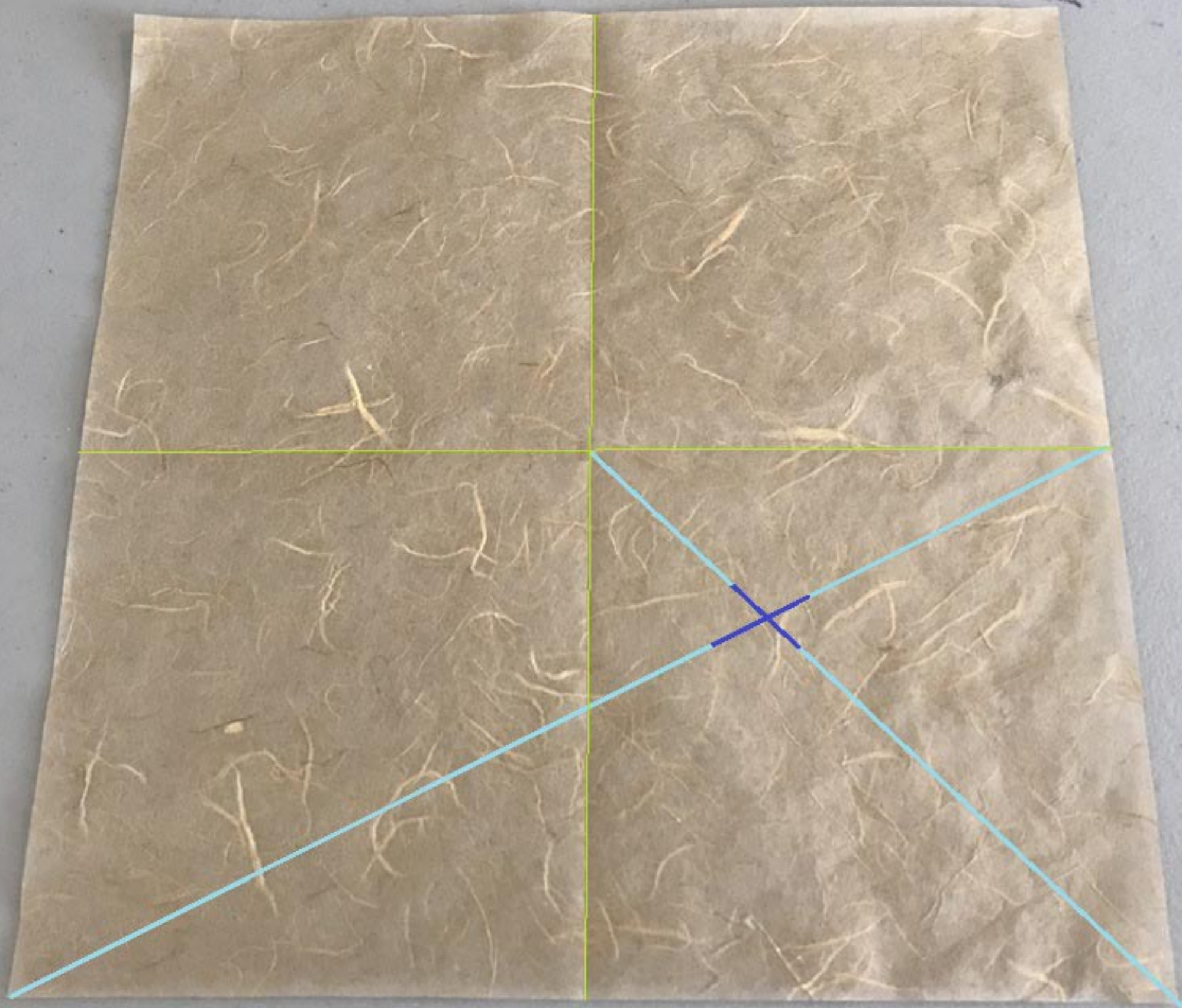
Mountain

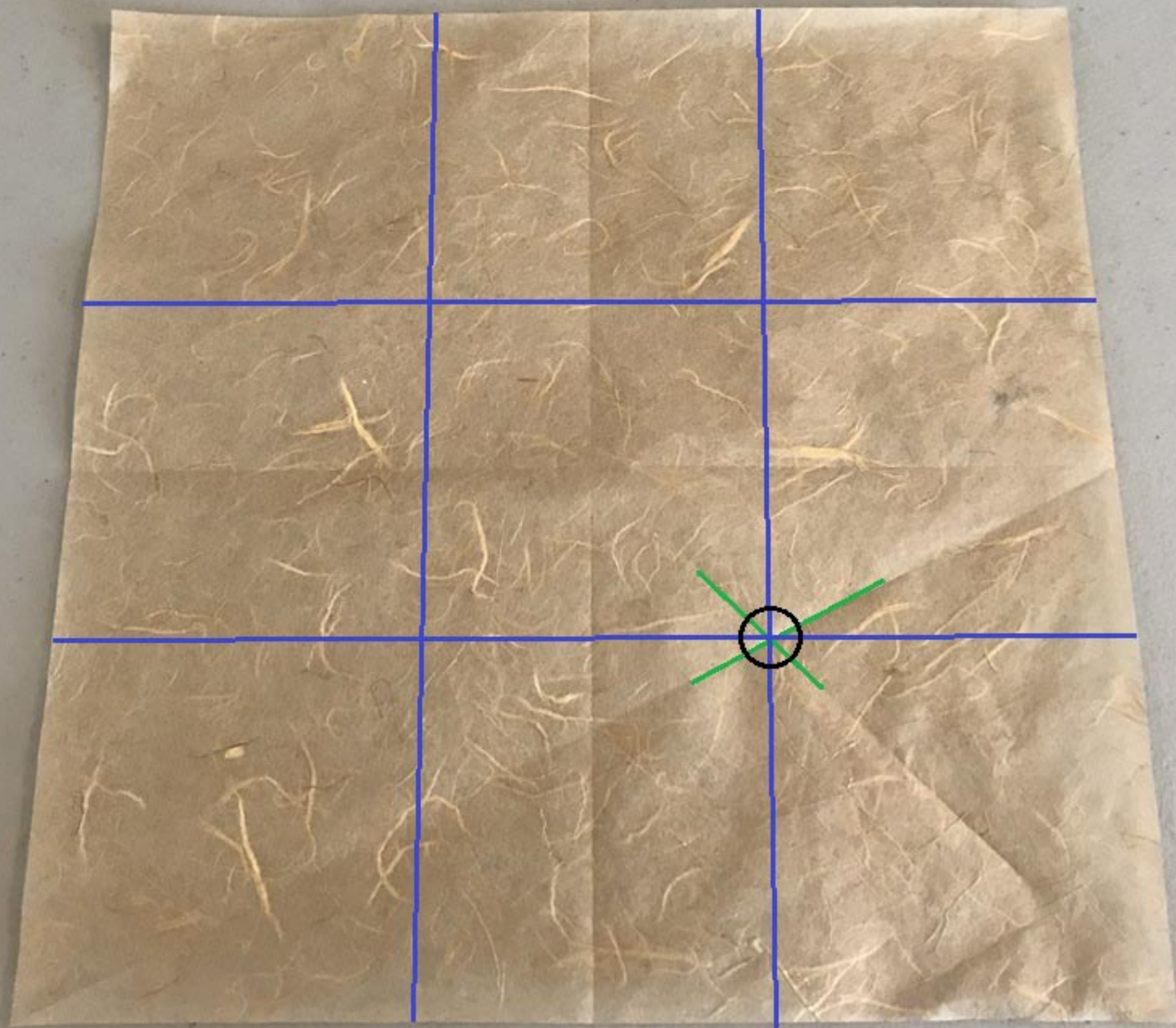


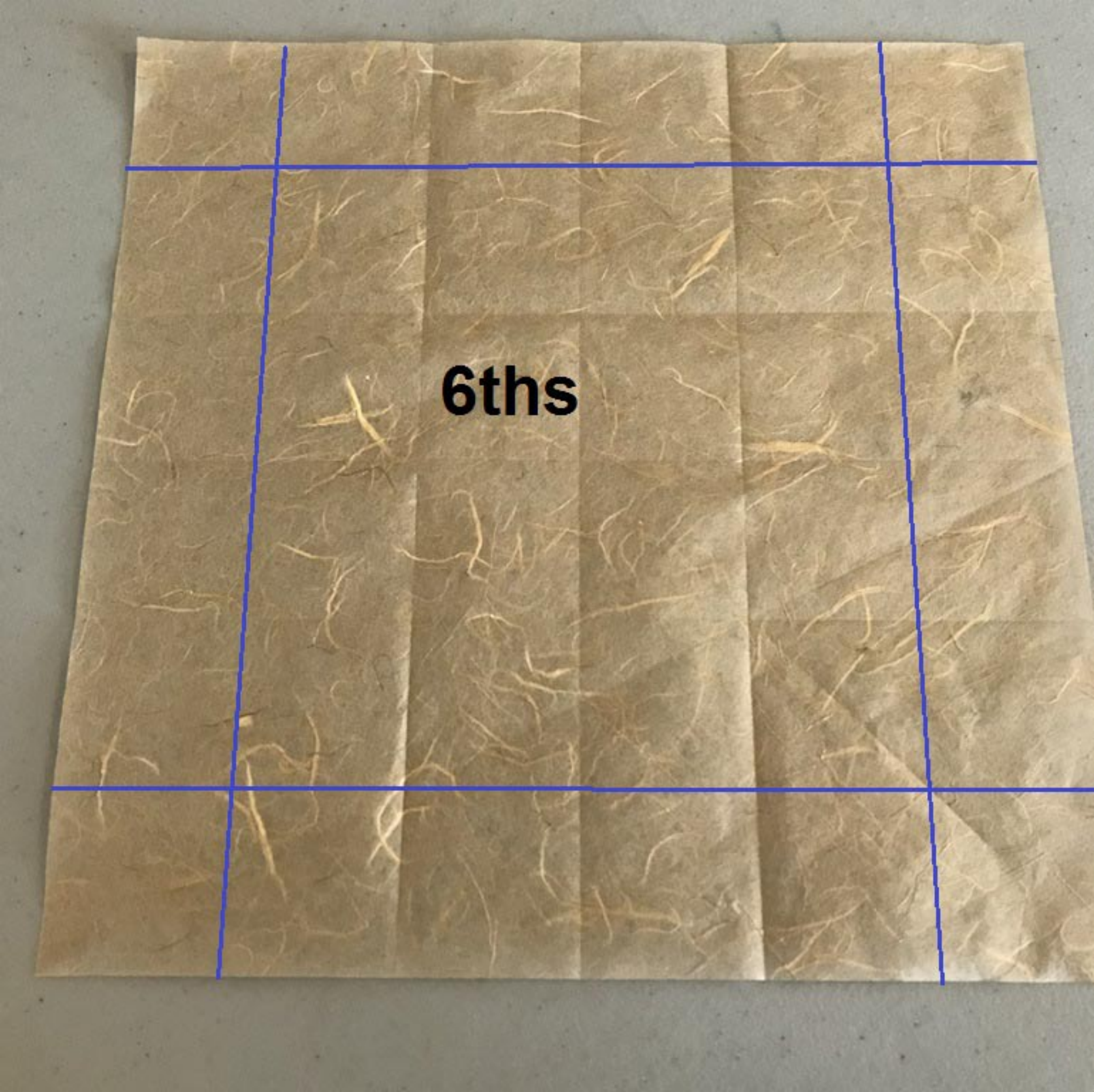
Existing crease
or fold

Begin colored side up

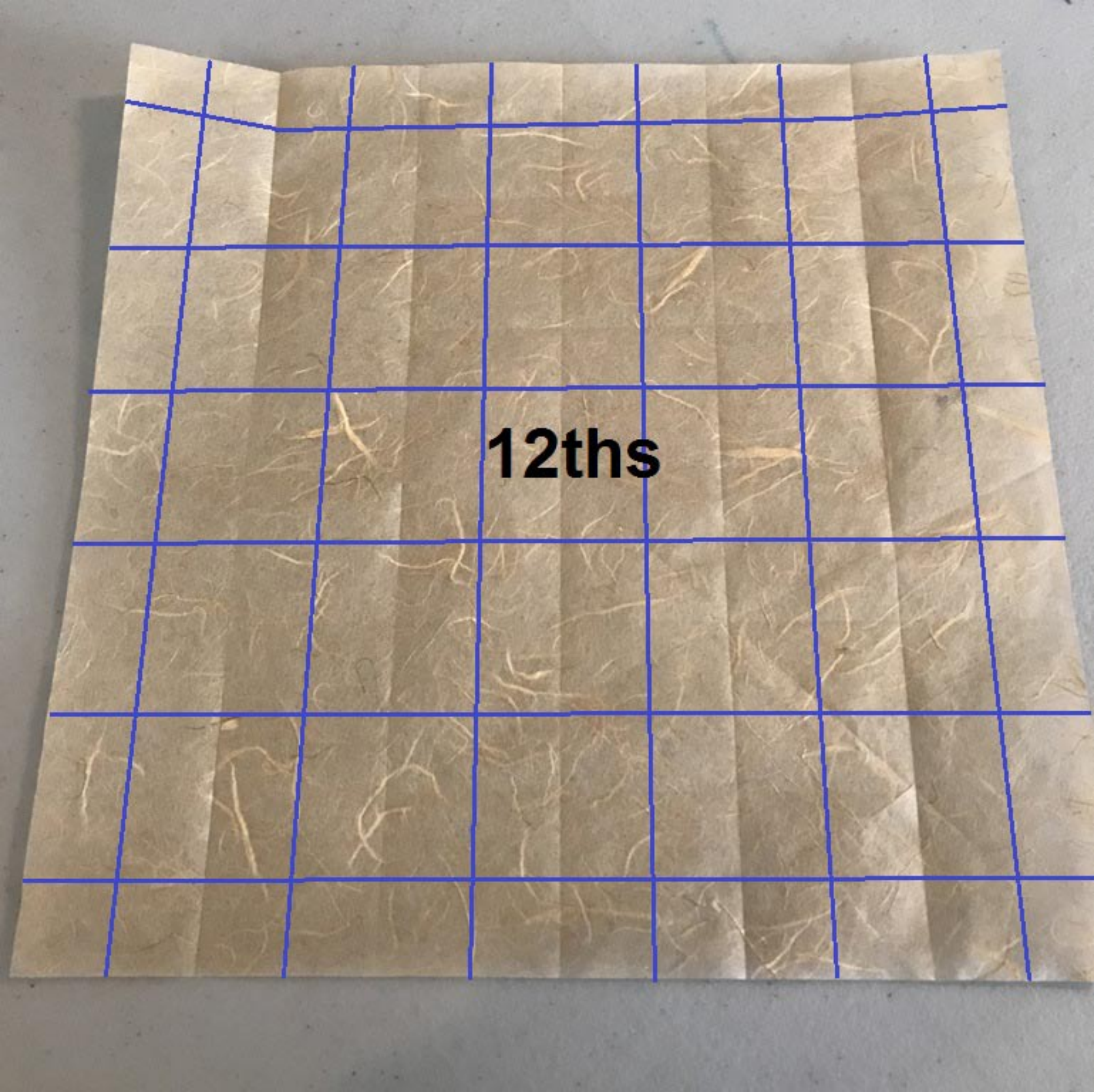






A piece of brown, textured paper, possibly recycled or handmade, is shown. It has a blue grid overlay consisting of two vertical lines and two horizontal lines, creating a 3x3 grid of nine squares. The text "6ths" is printed in a bold, black, sans-serif font in the center of the grid. The paper has a fibrous texture with visible fibers and some creases. The background is a plain, light gray surface.

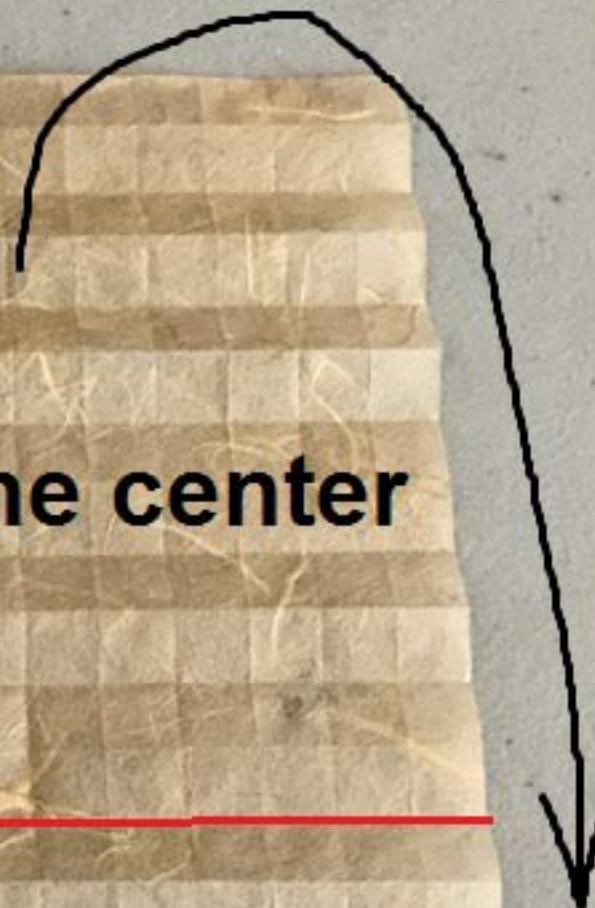
6ths

A piece of brown, textured paper, possibly a book cover or endpaper, is shown. It has a blue grid overlay consisting of 6 vertical lines and 6 horizontal lines, creating a 5x5 grid of squares. The text "12ths" is printed in a bold, black, sans-serif font in the center of the grid. The paper has a visible fibrous texture and some creases, particularly along the top edge.

12ths

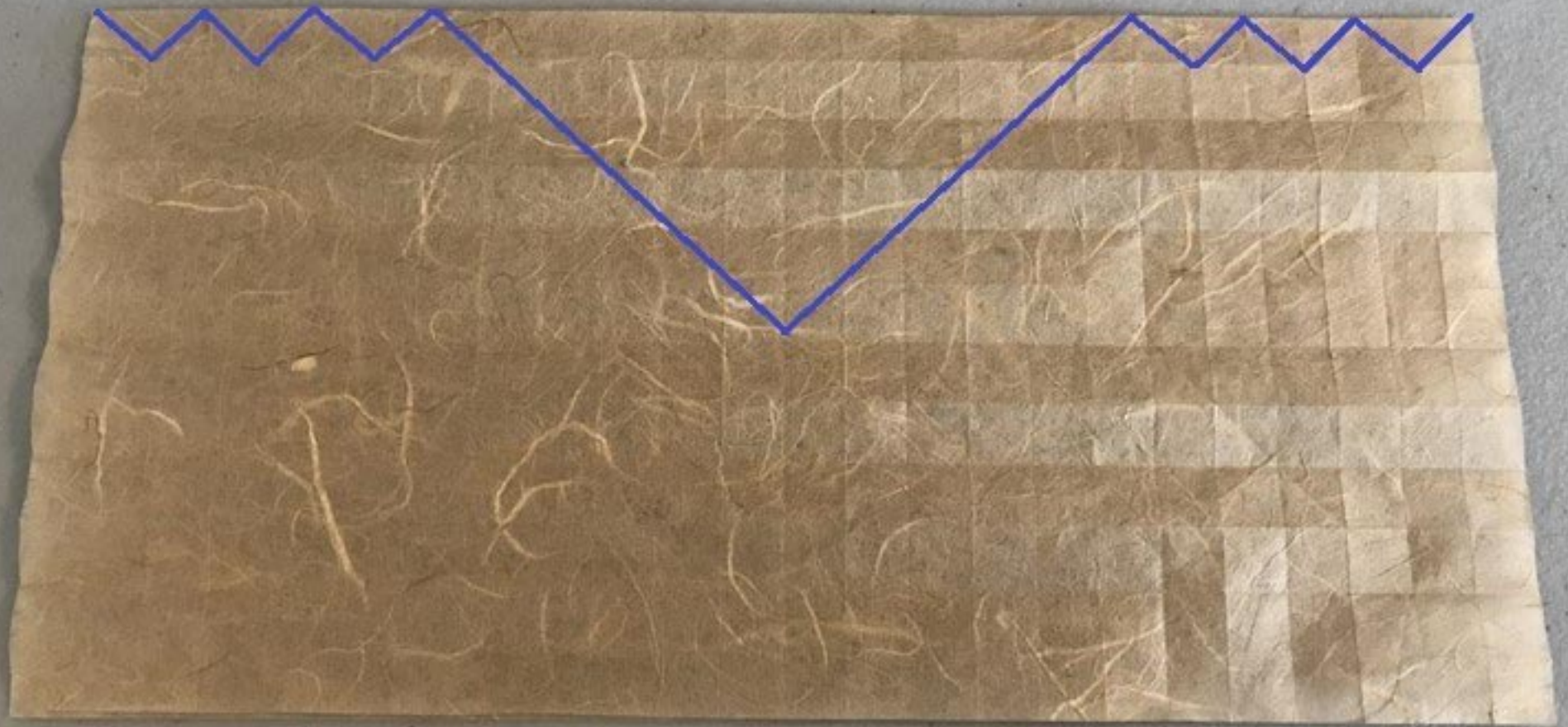
24ths

Mountain fold through the center

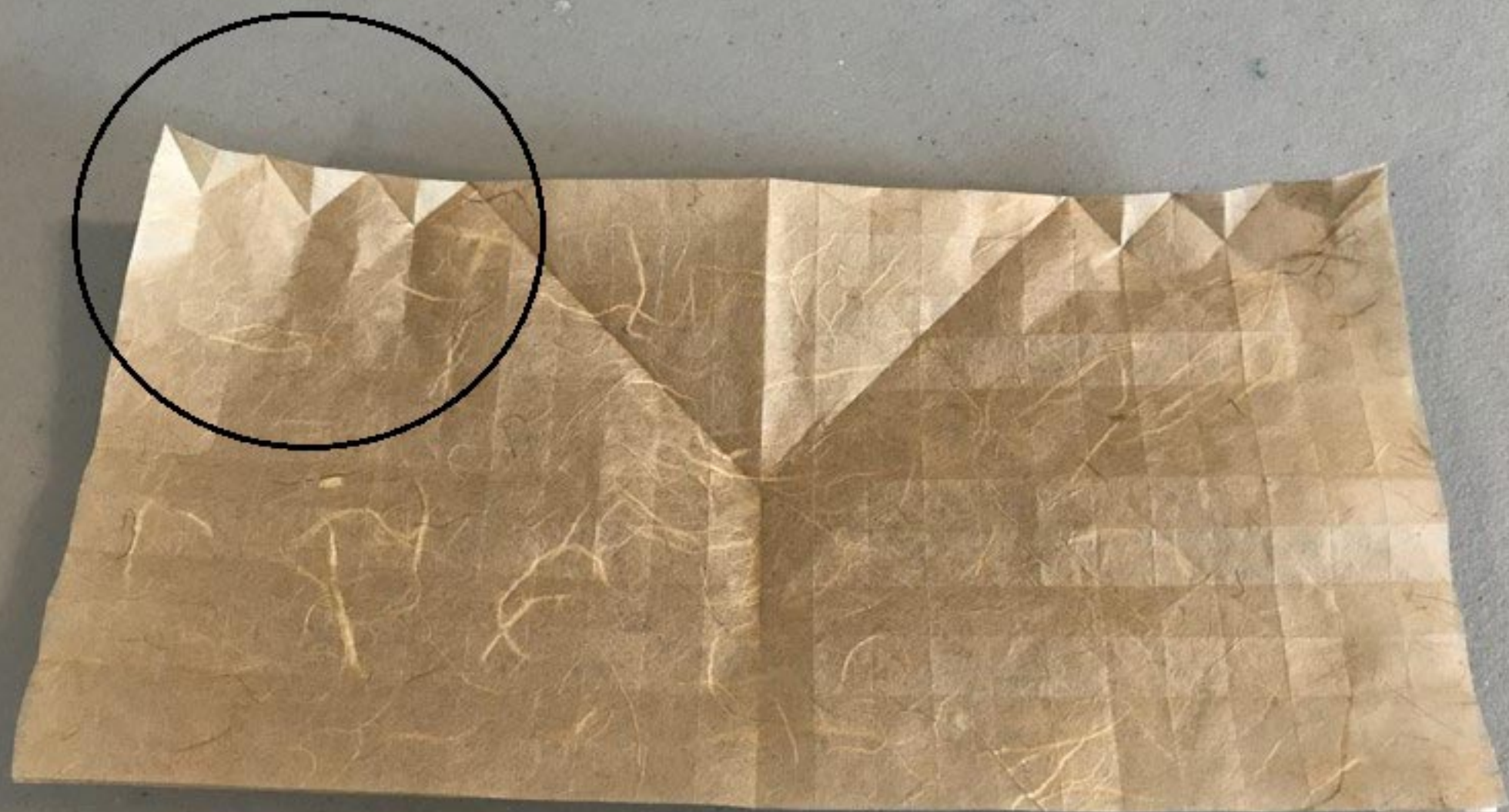


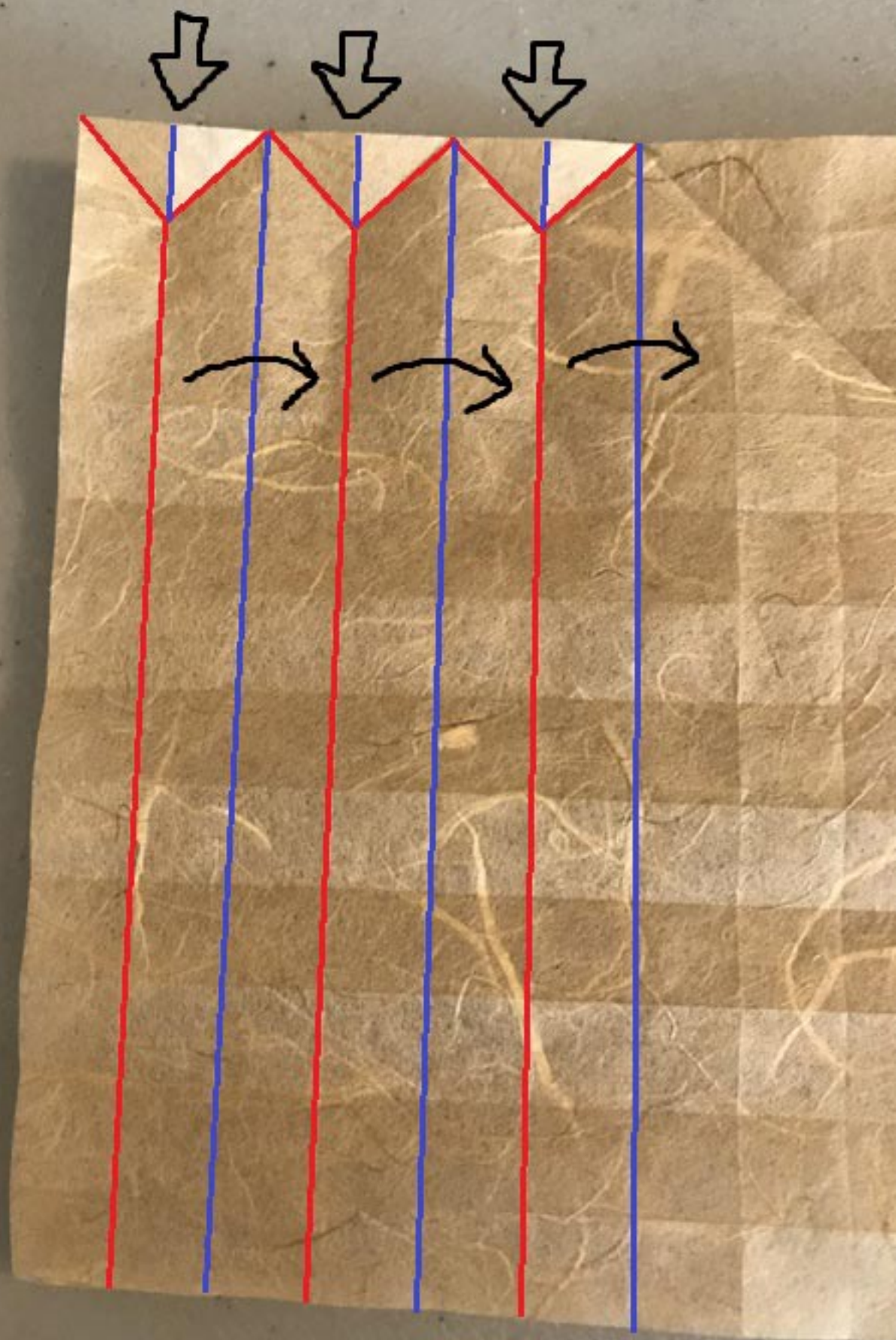
★ The full 2.1 legs have more toes. Try with a 28 grid if you really want

Make creases



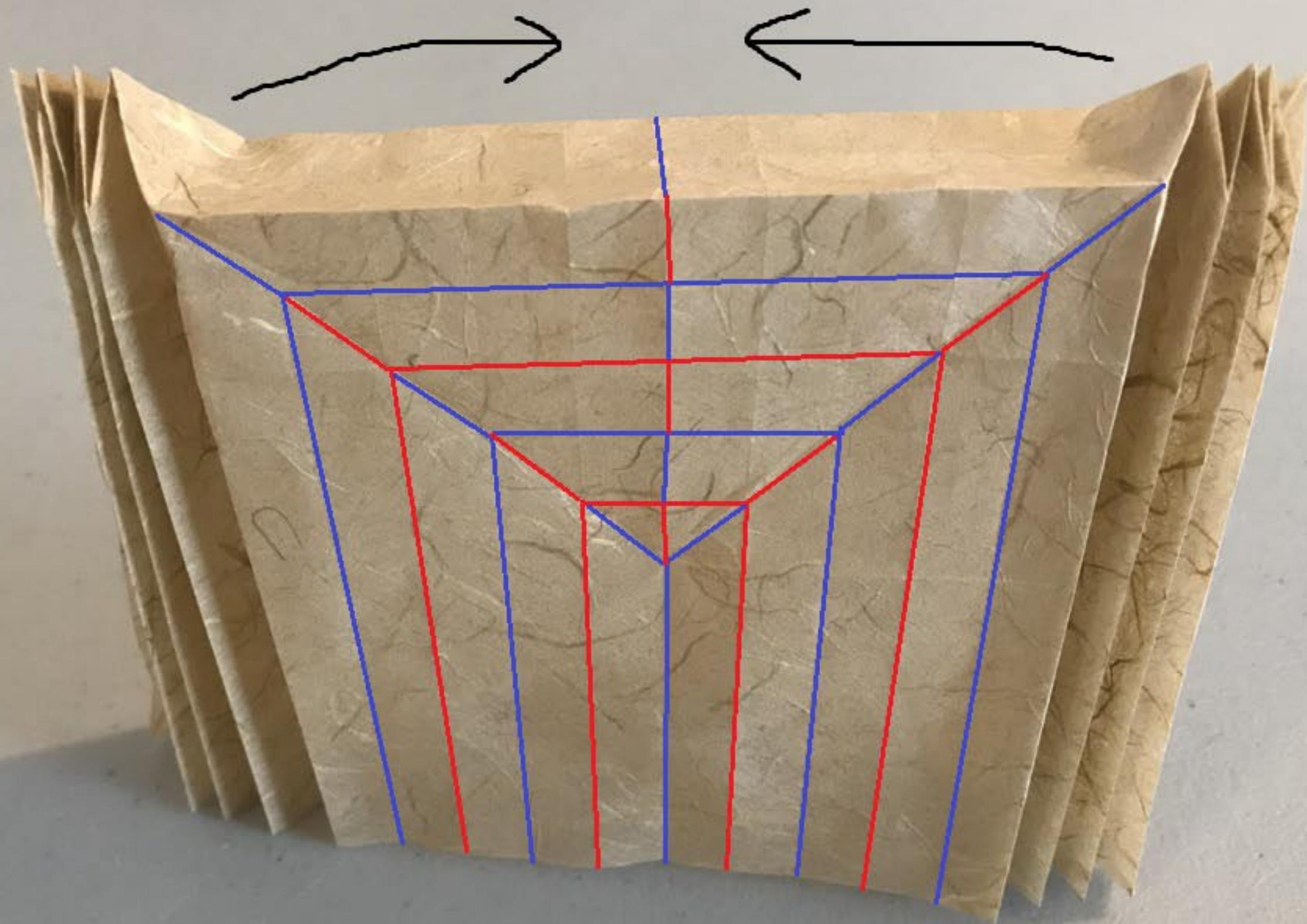
 The open edge



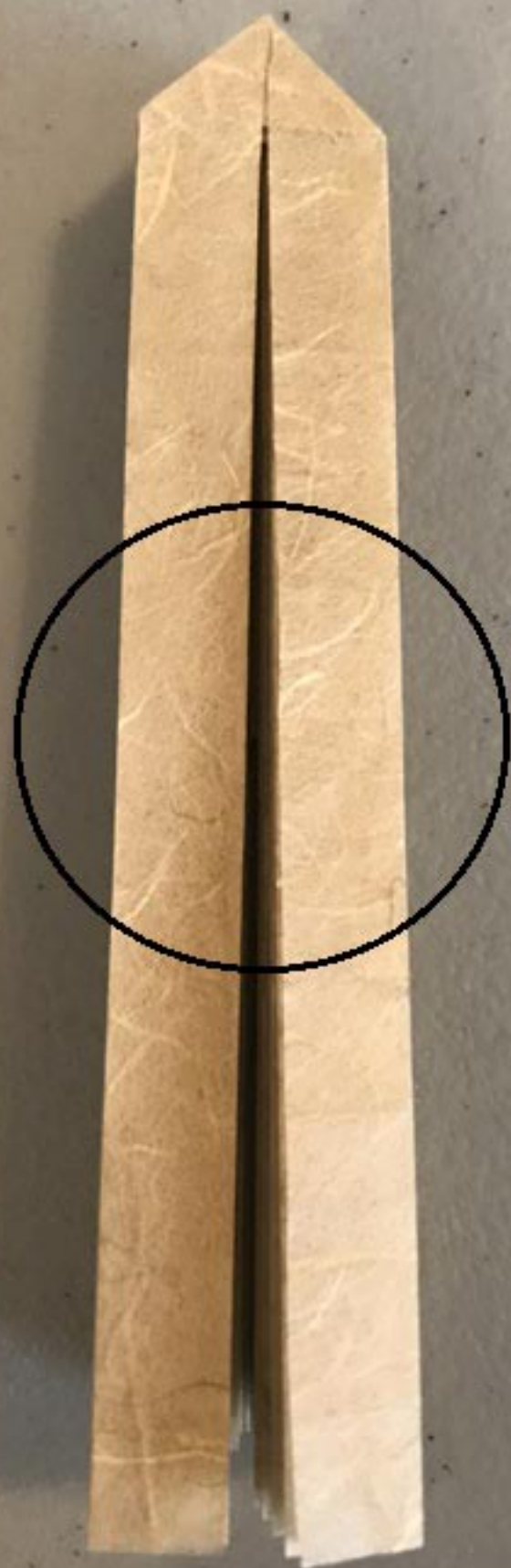






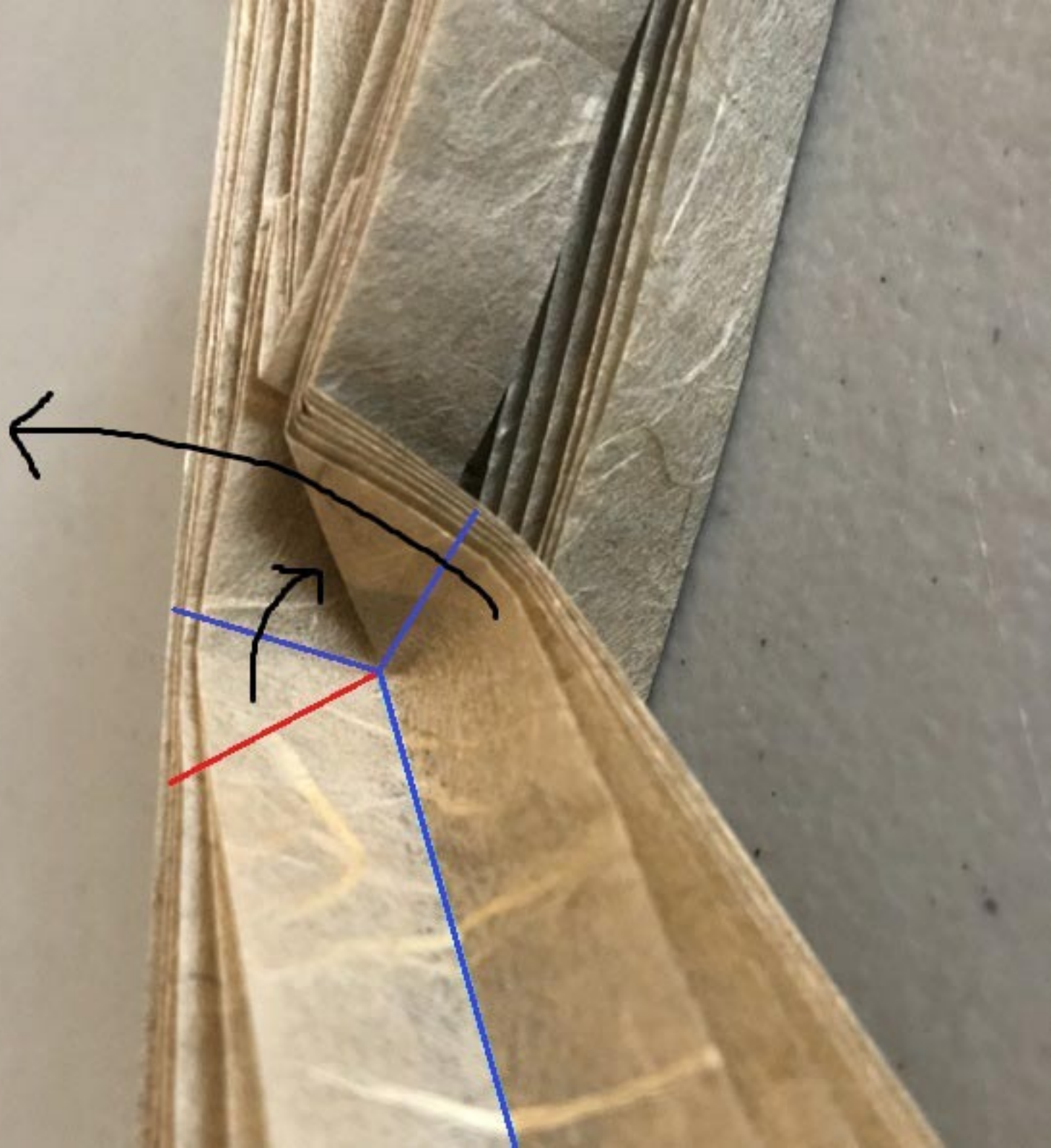








**Fold up half the
layers**



**Separate and
stack these layers
to lock in place**





A piece of light brown, textured paper is shown. A strip of white paper is attached to its left side, extending horizontally. The paper is resting on a grey, textured surface. The text "Now turn over" is printed in black on the grey surface.

Now turn over

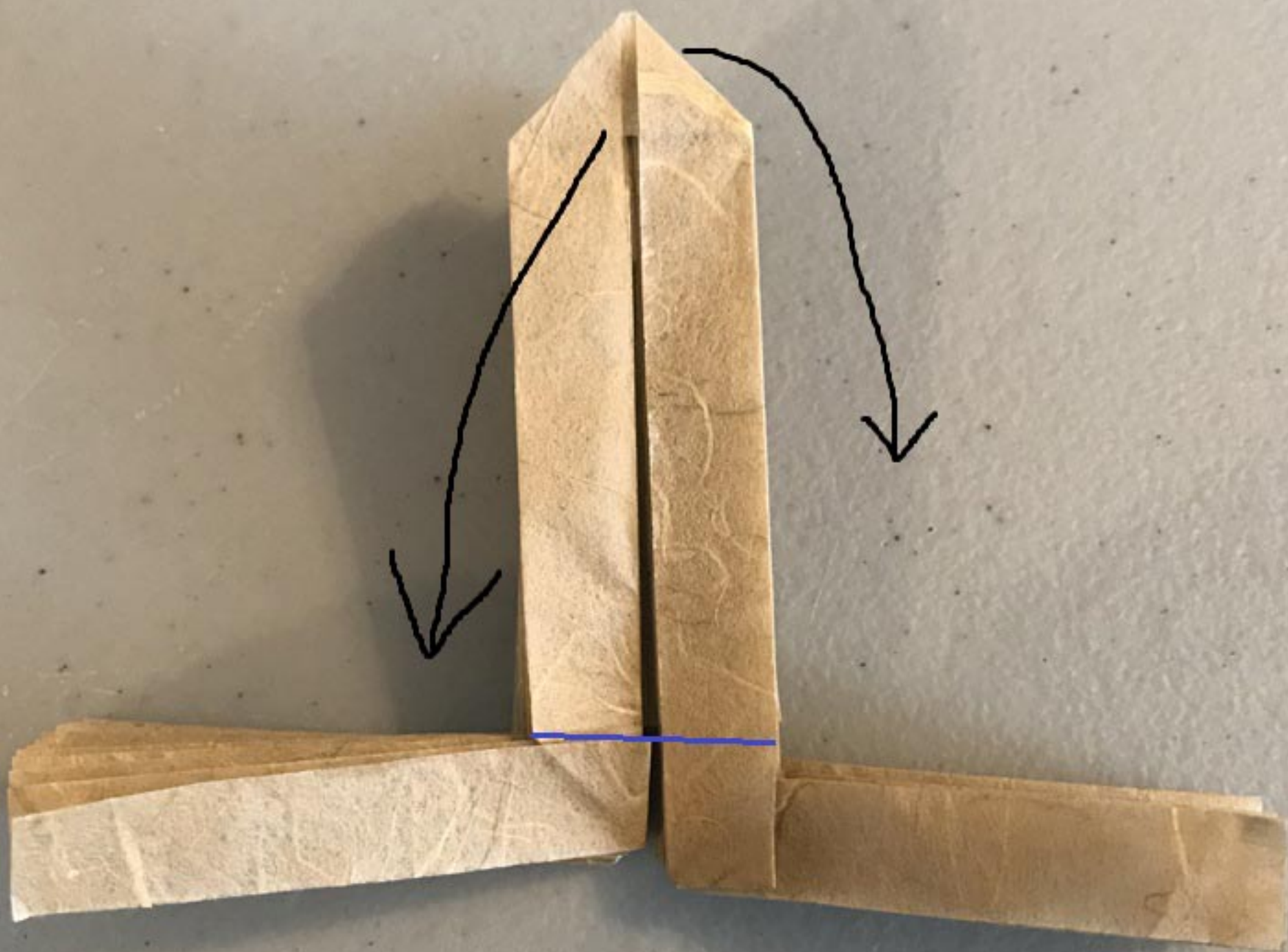


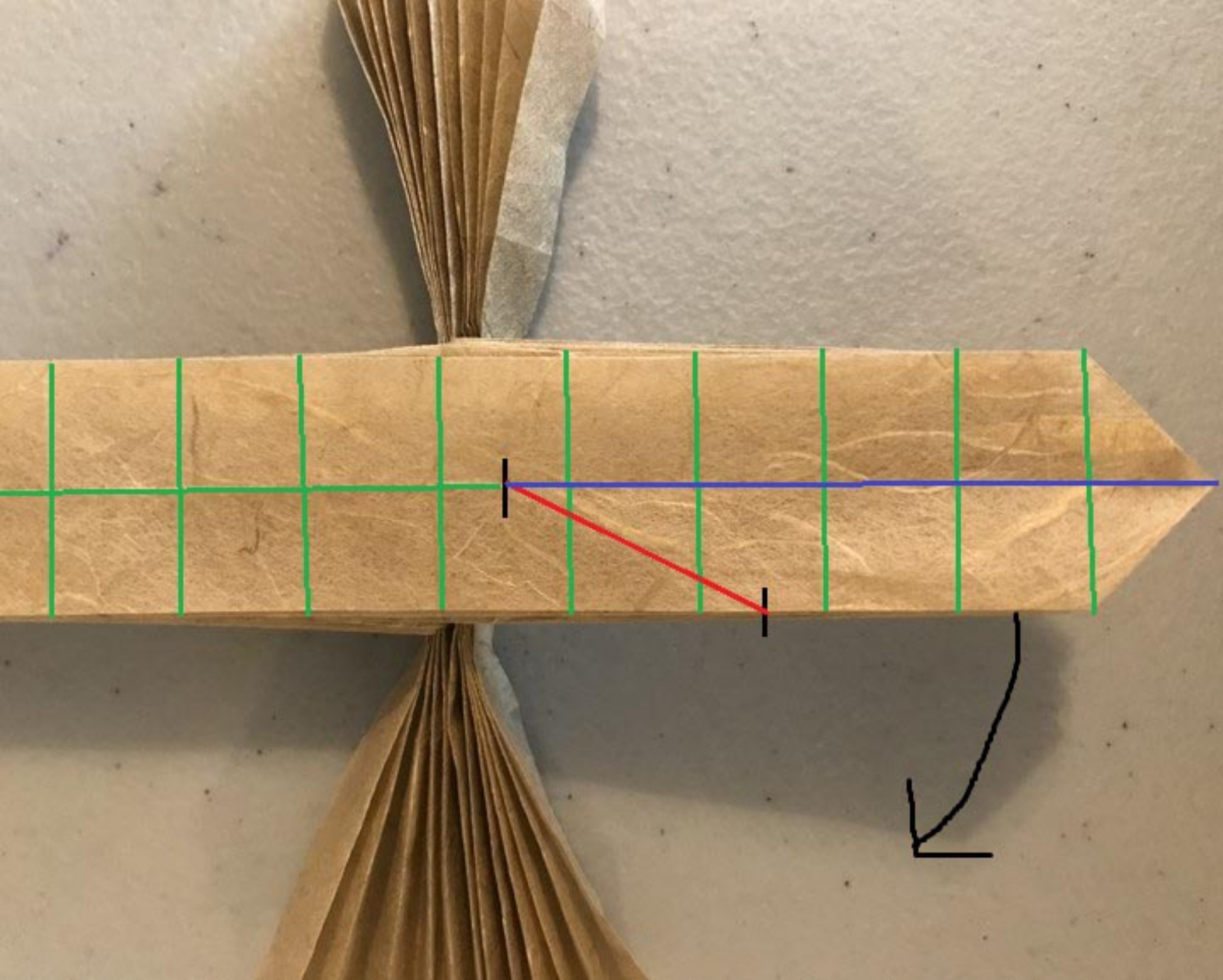
**Separate and stack
these layers**

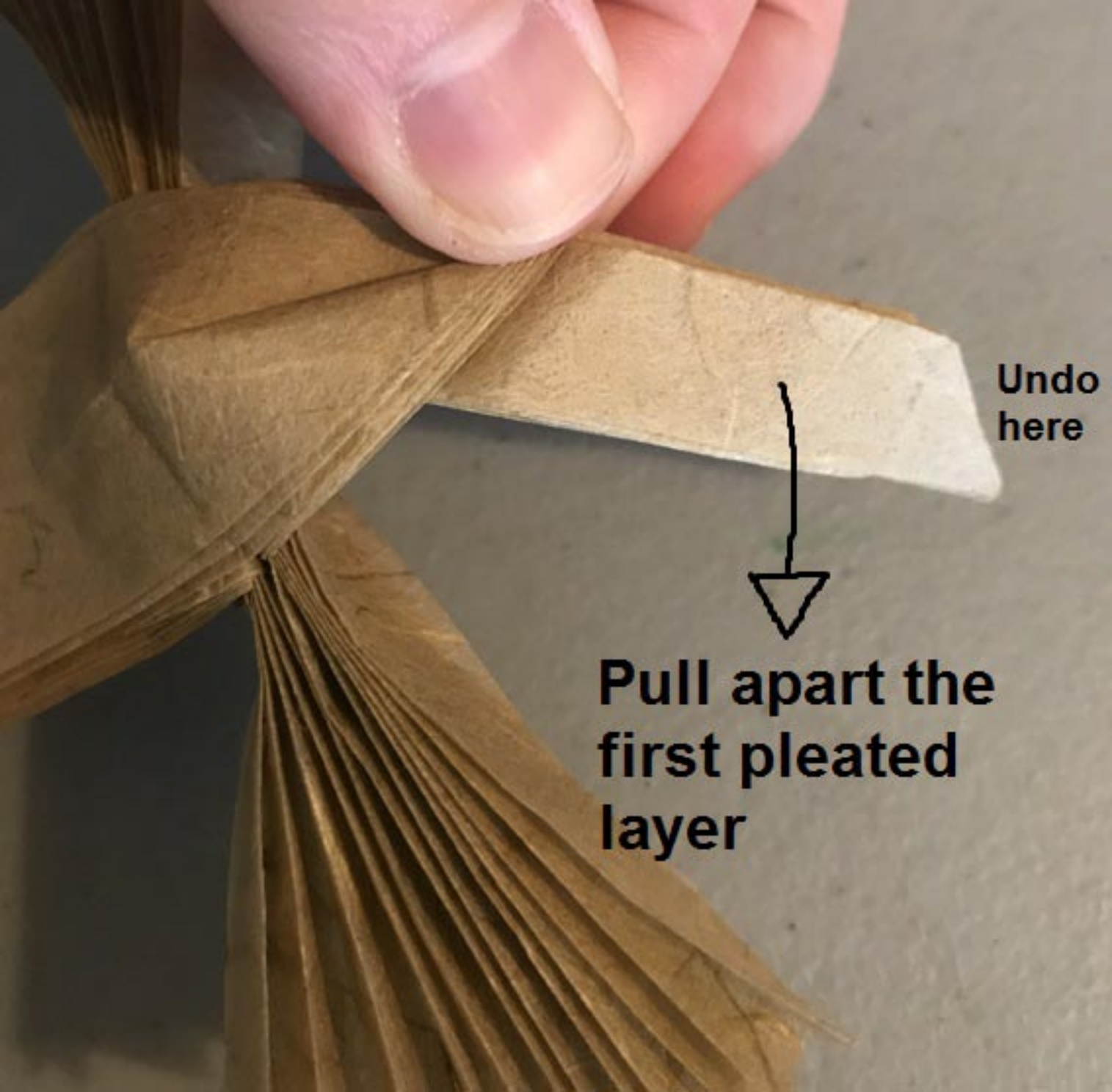


**Repeat all that
over here**



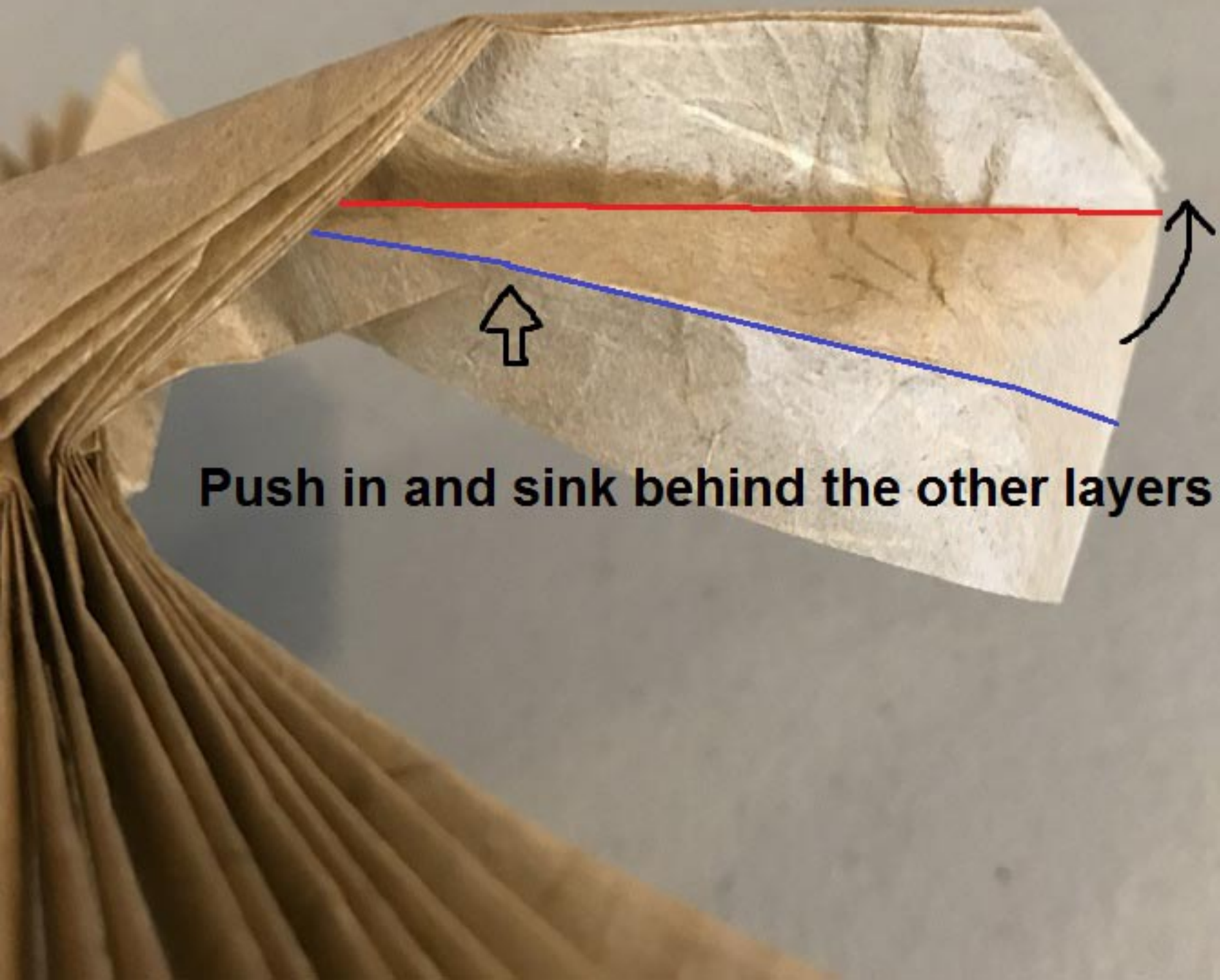




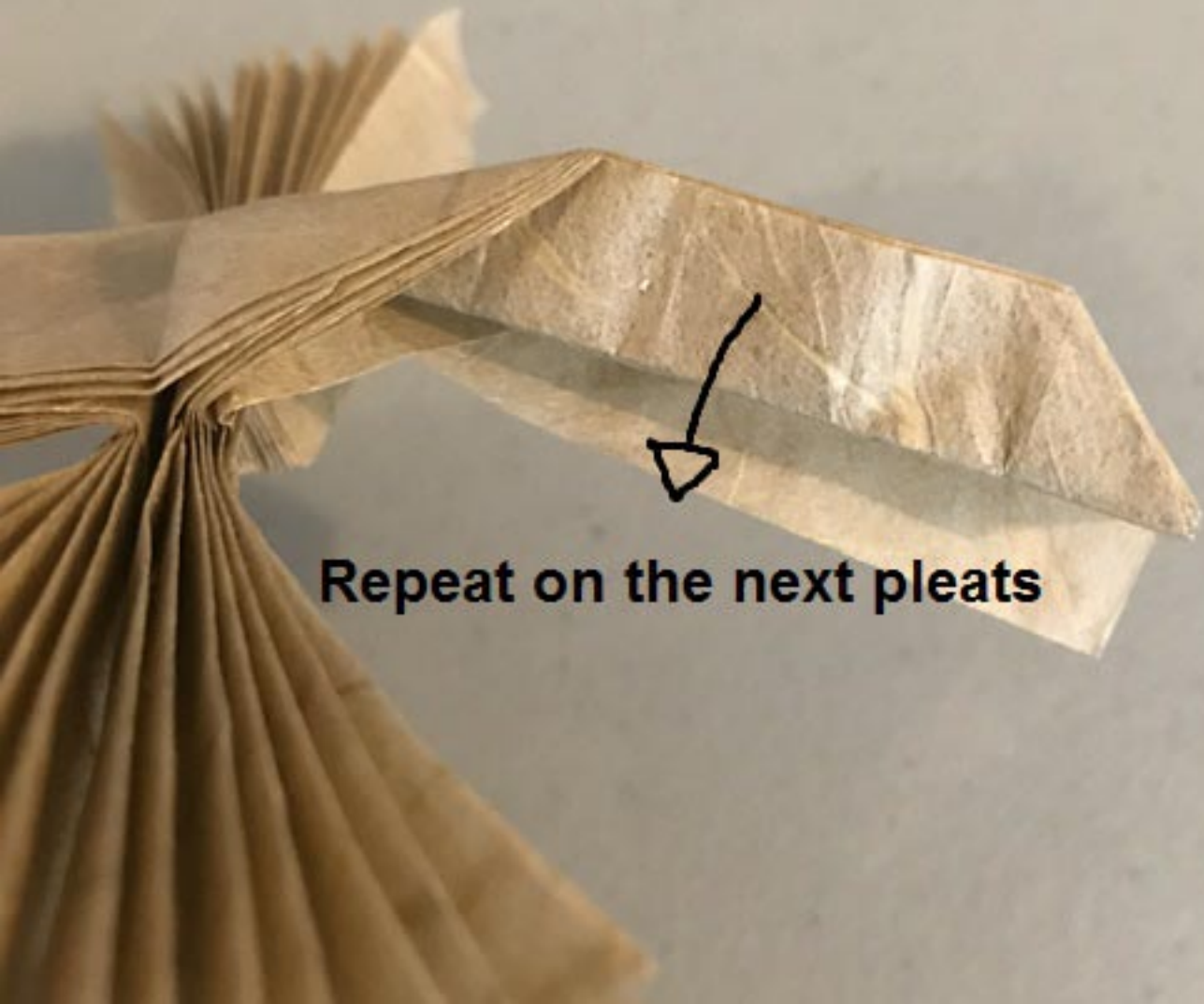


Undo
here

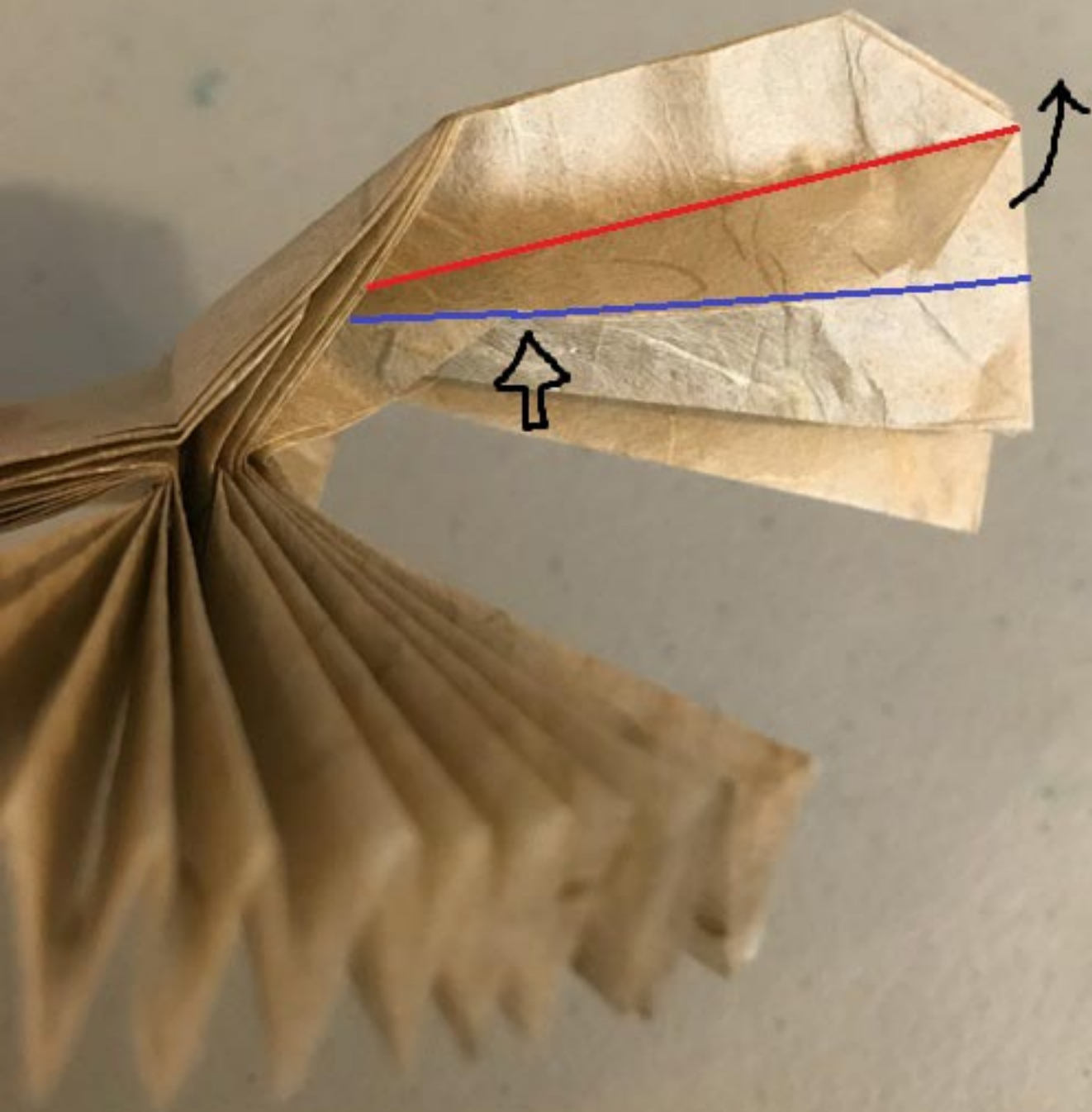
**Pull apart the
first pleated
layer**

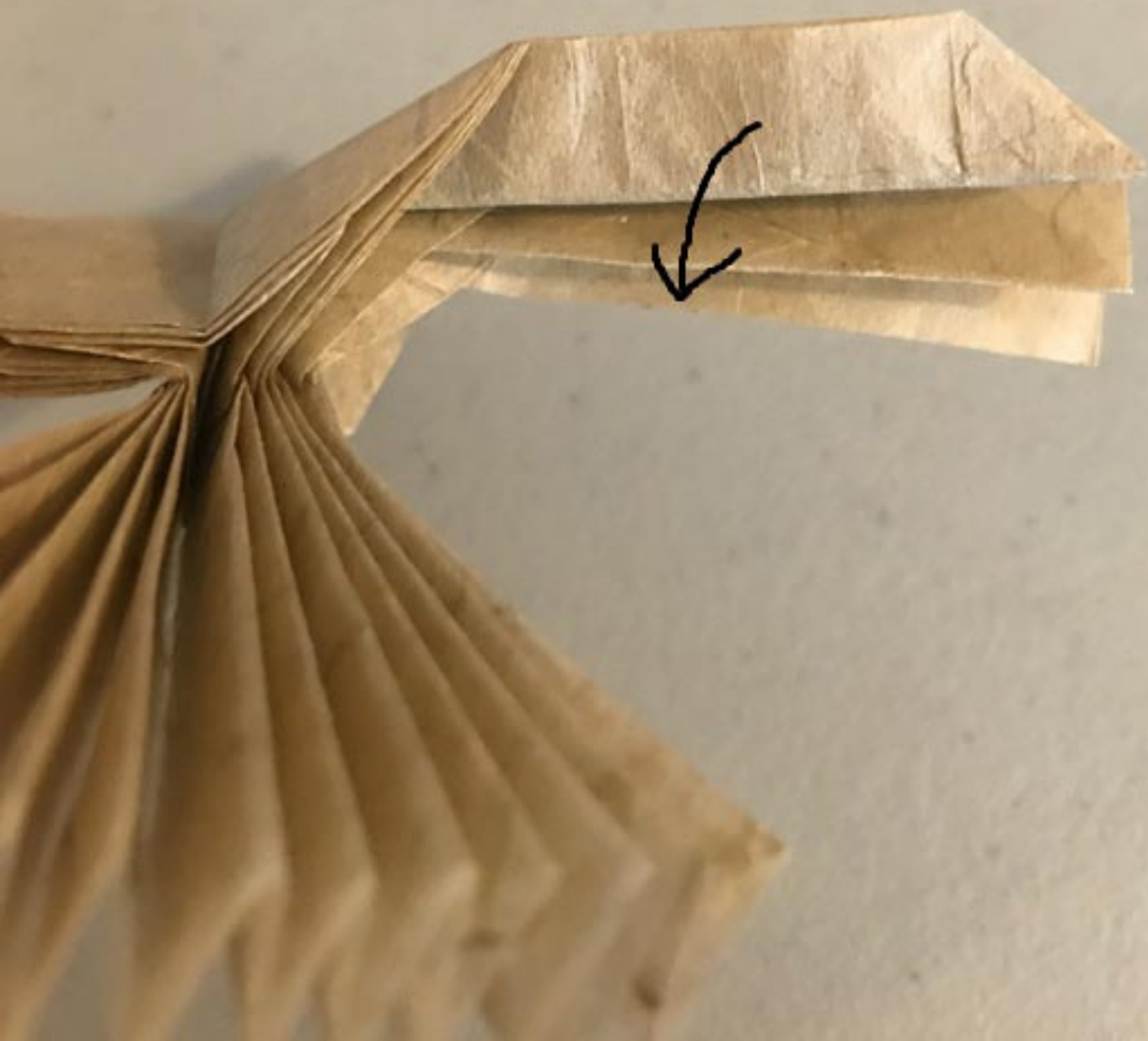


Push in and sink behind the other layers



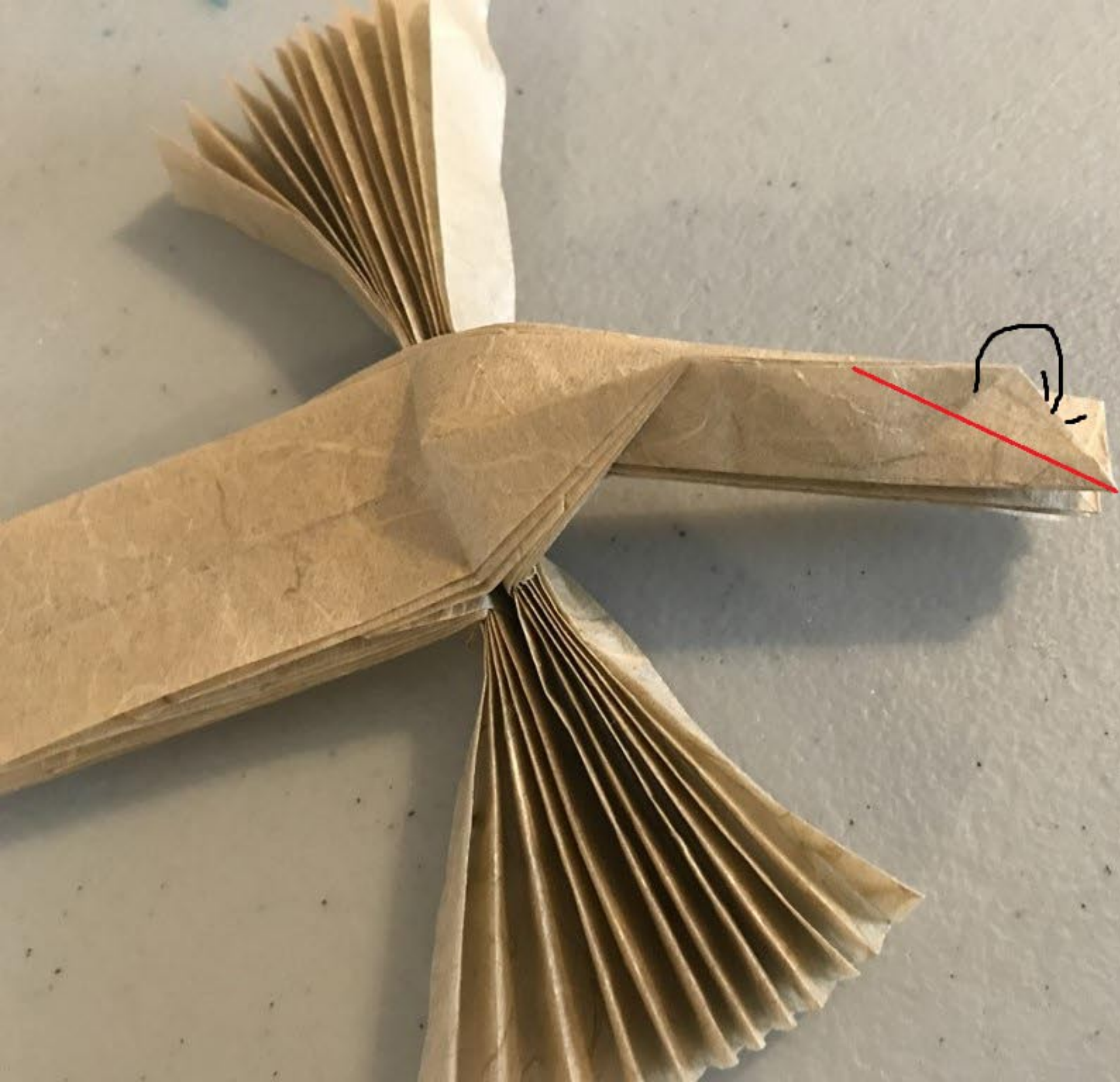
Repeat on the next pleats



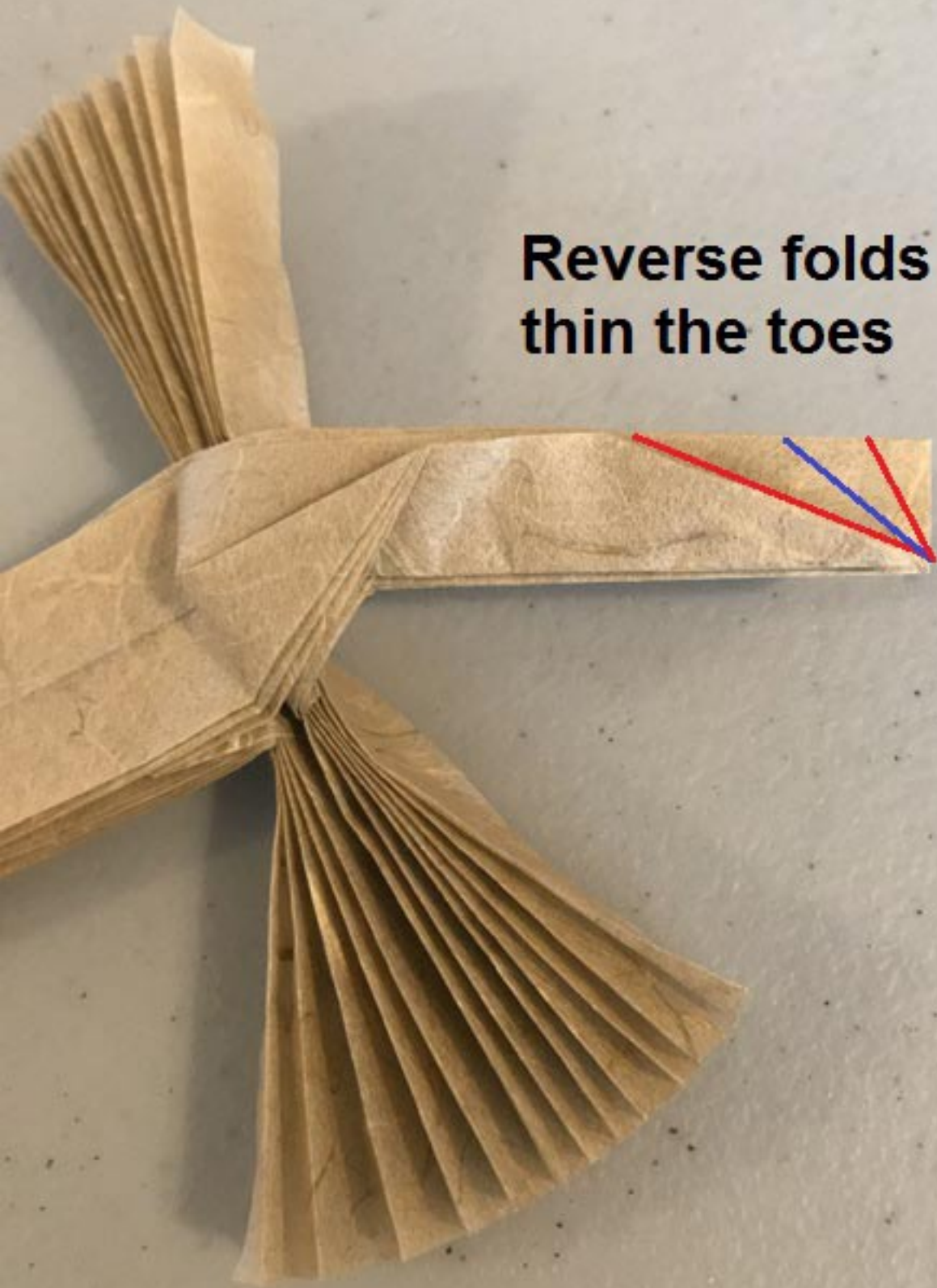


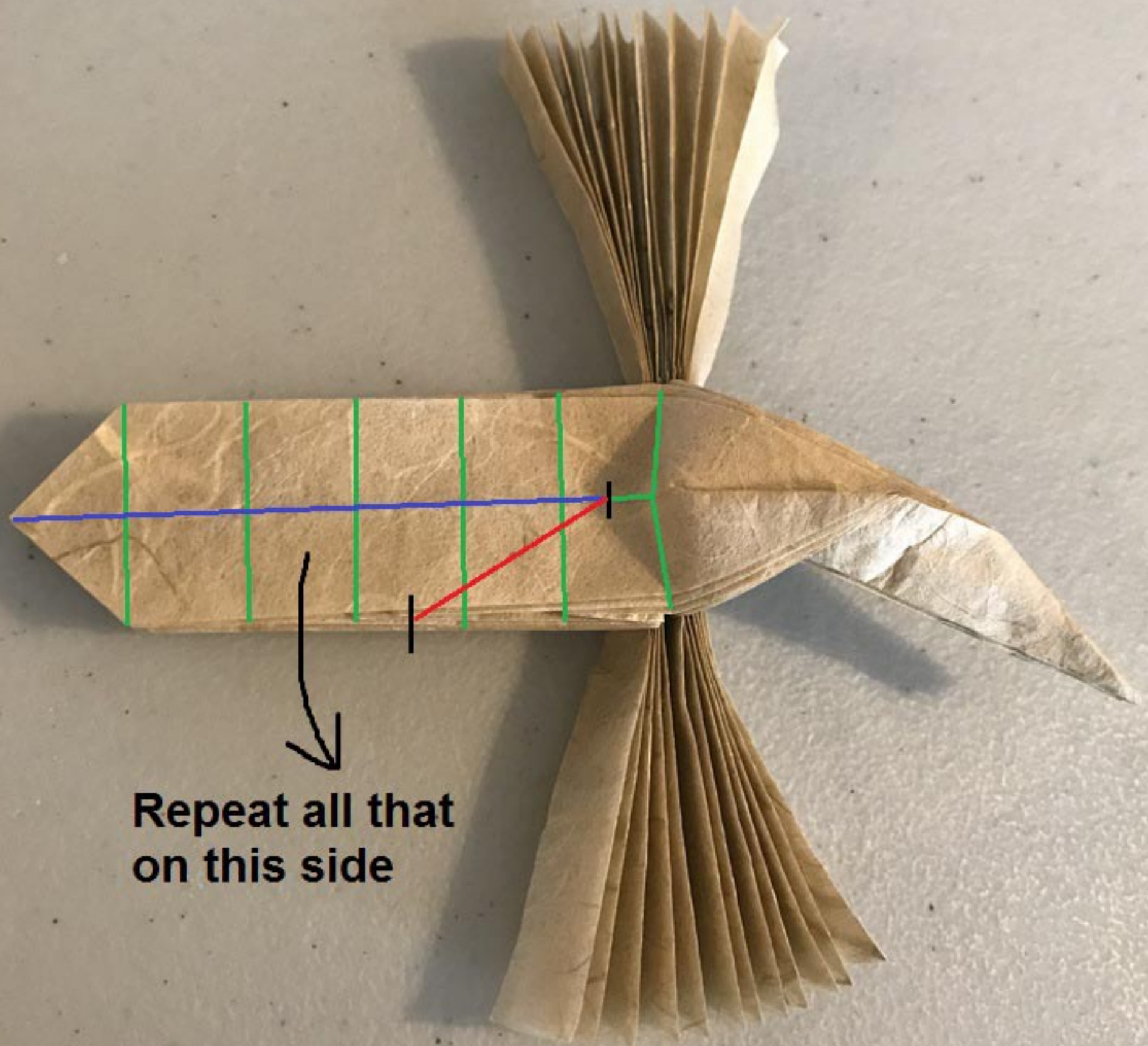
Result



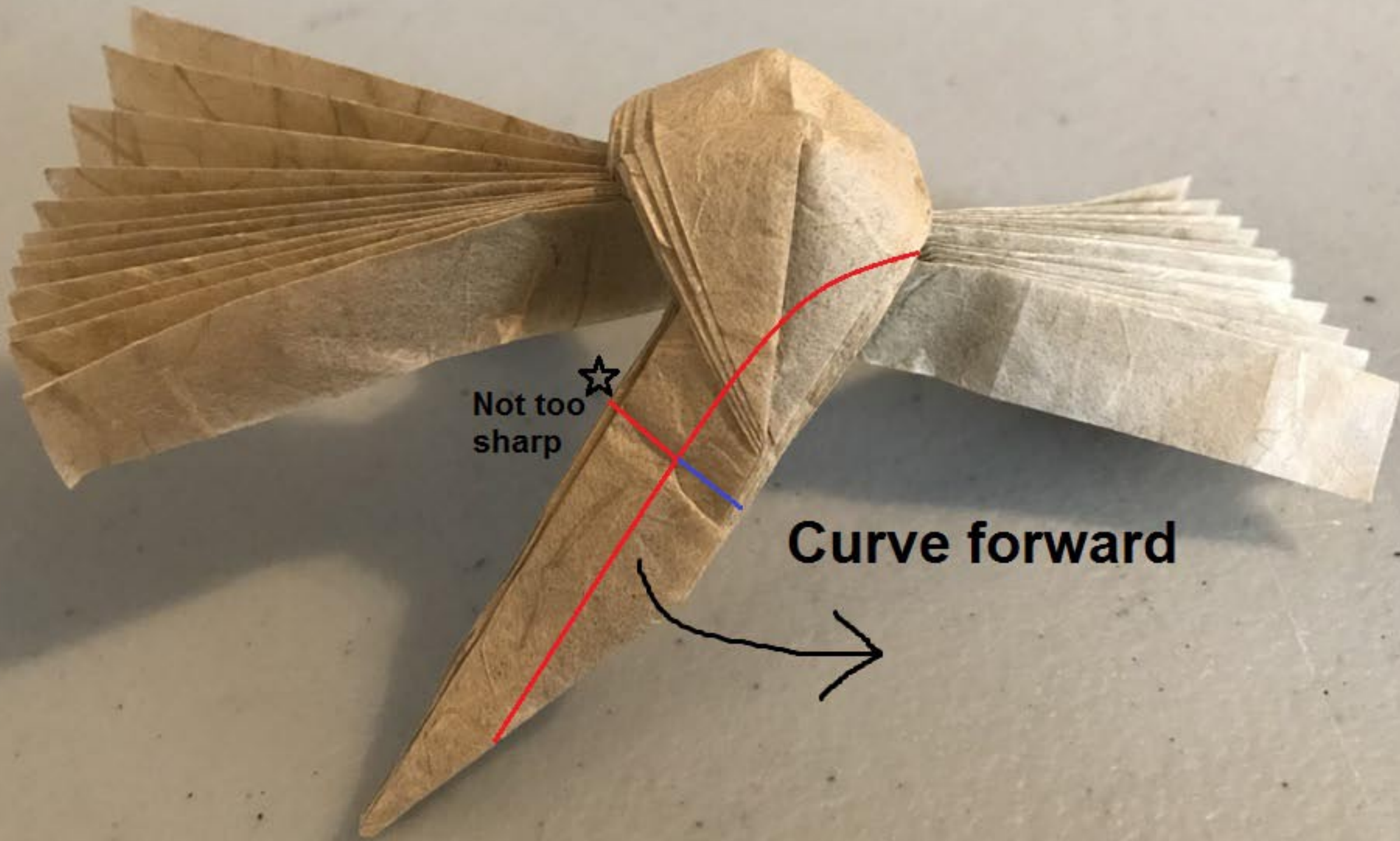


**Reverse folds to
thin the toes**



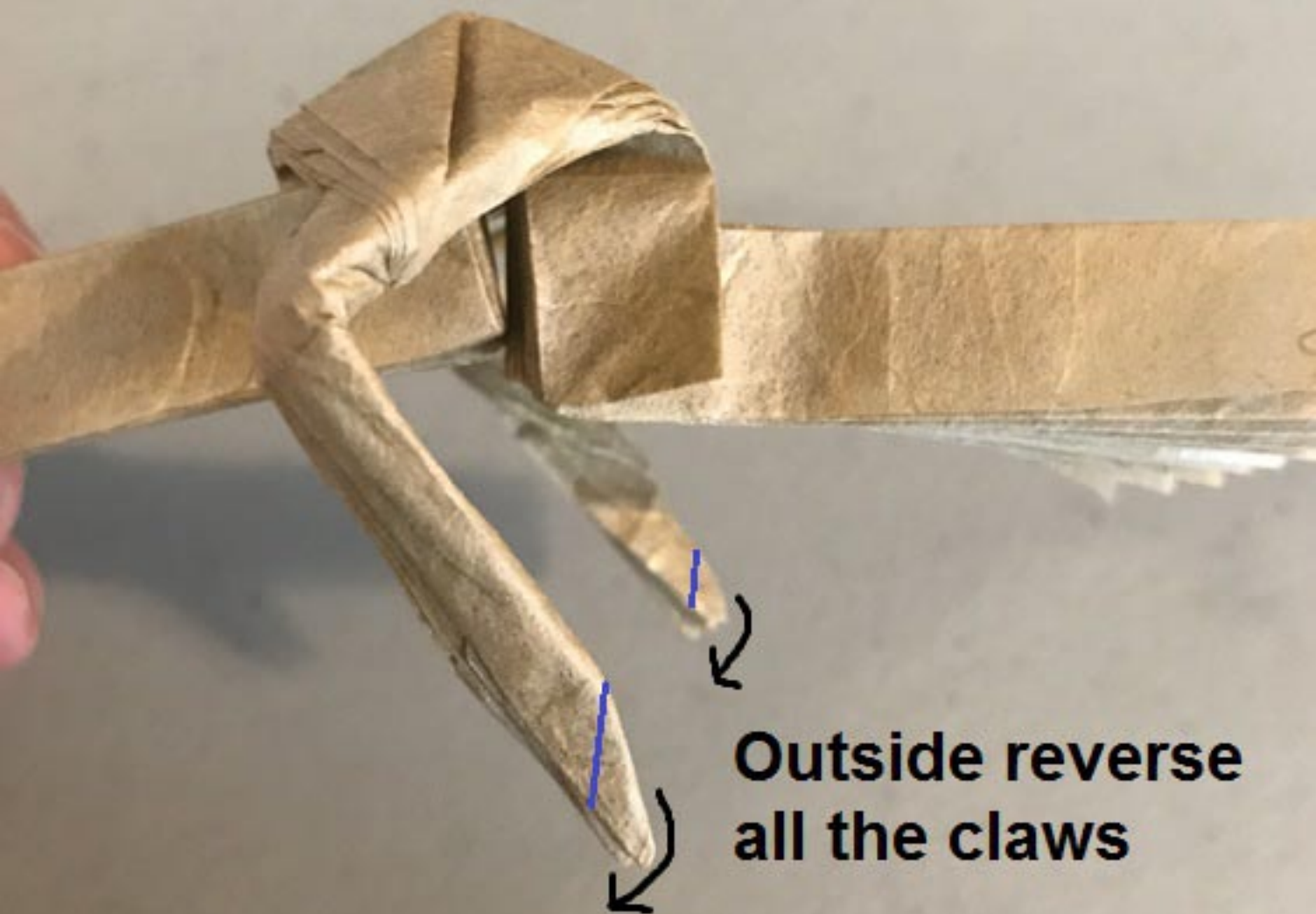


**Repeat all that
on this side**



Not too
sharp

Curve forward



**Outside reverse
all the claws**



