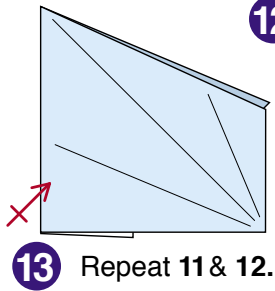
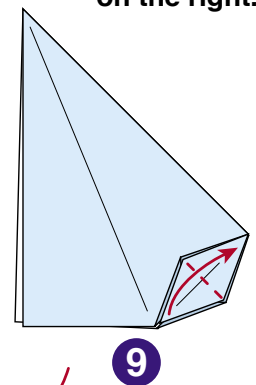
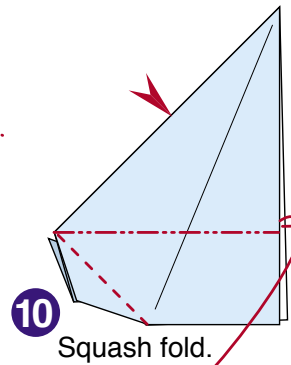
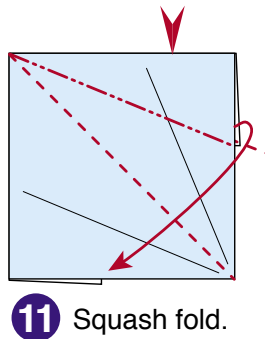
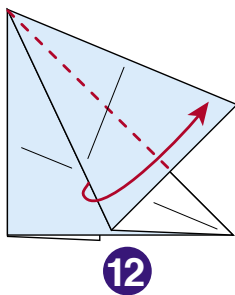
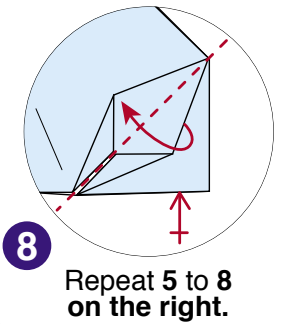
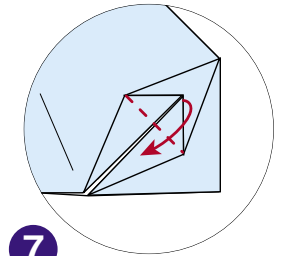
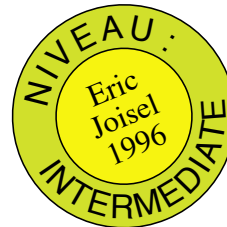
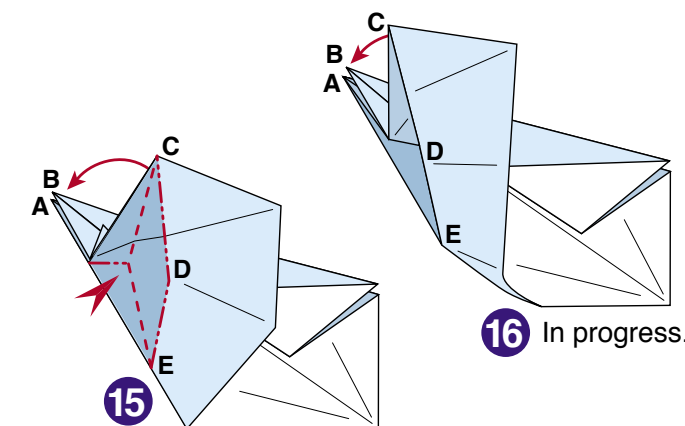
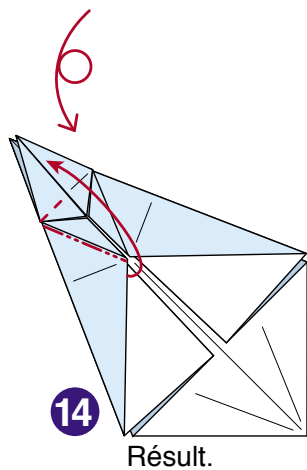


RAT

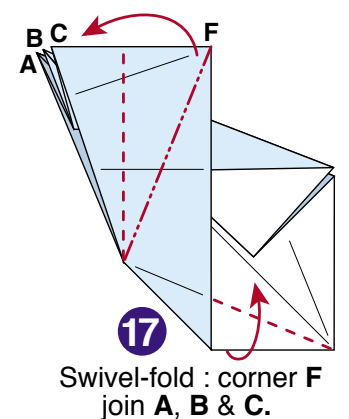
As paper, I generally use «Peau d'éléphant» 135 gr, 30 to 50 cm, finishing the work in wet folding. Takes a lot of vitamins to press the numburous layers of the body.

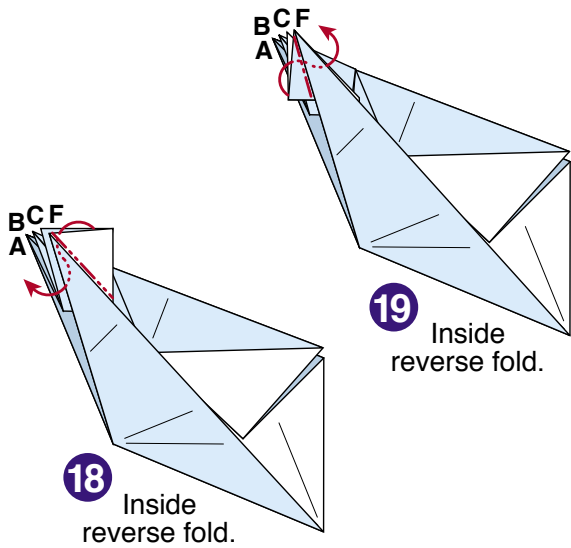


Do you fold the cheese in the same paper?

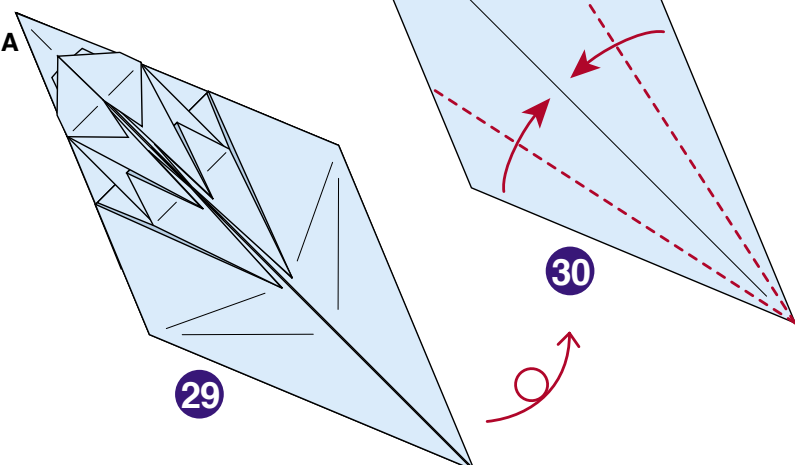
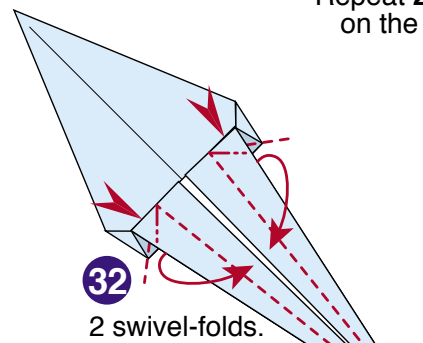
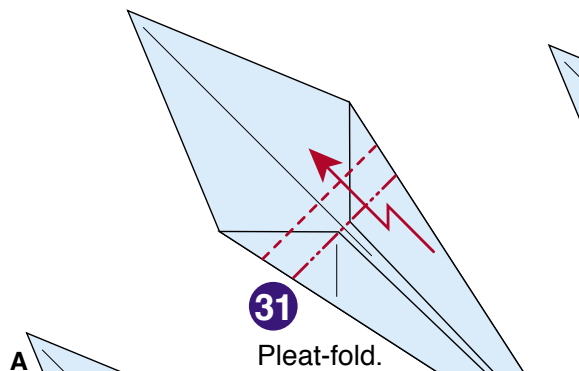
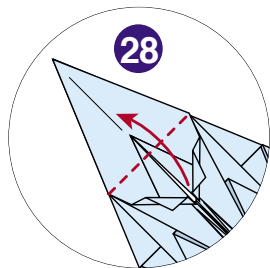
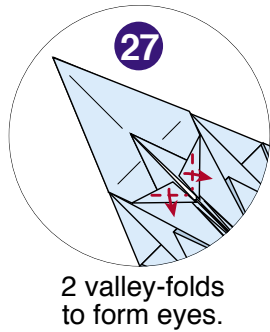
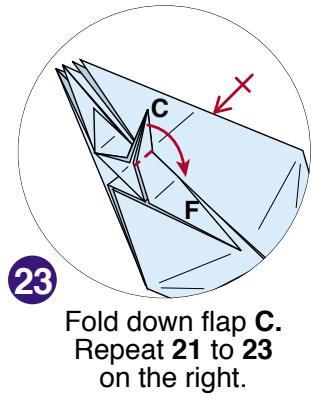
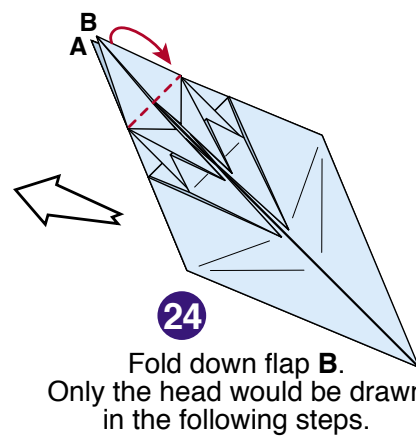
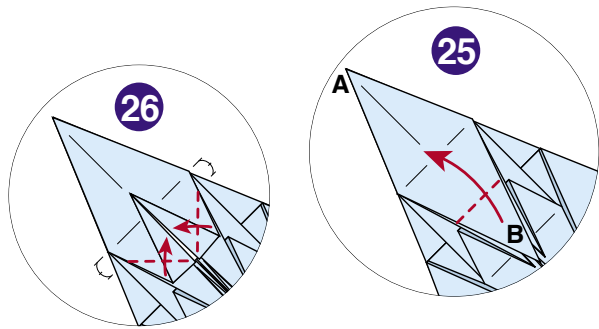
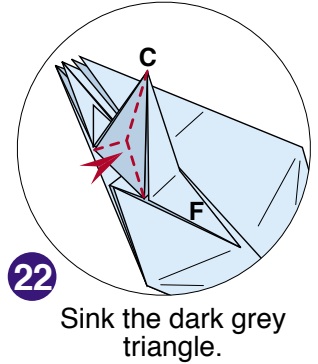
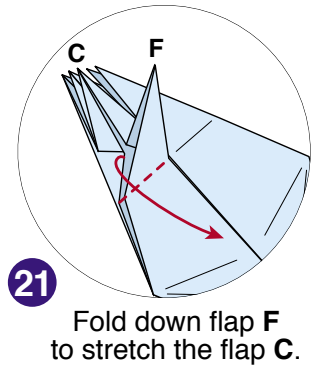
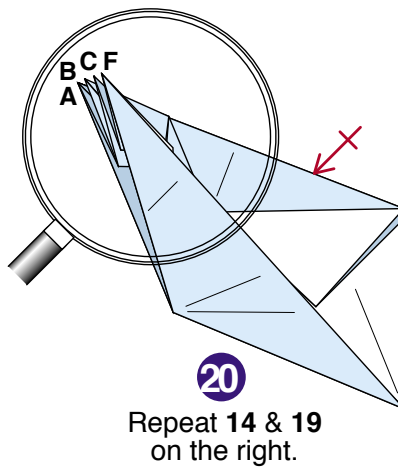


Perspective vue : corner C join A & B. The dark grey triangle is sinked.. Crease CDE already exist.

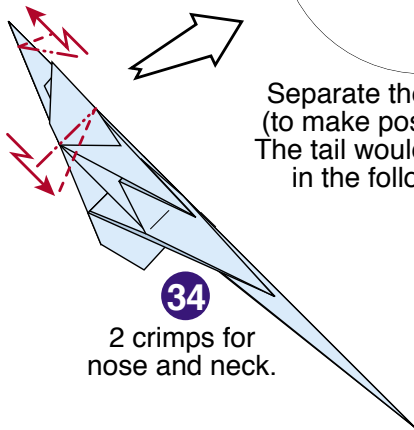




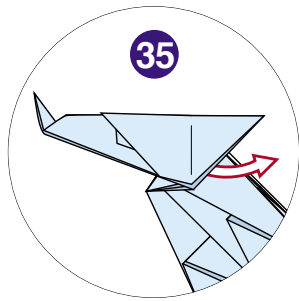
19 Inside reverse fold.



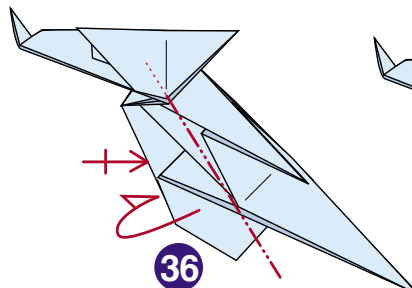
*You now regret to took
Canson 250gr, isn't it?*



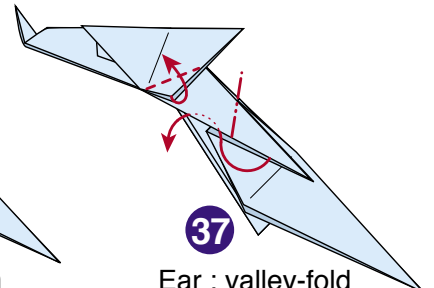
34
2 crimps for
nose and neck.



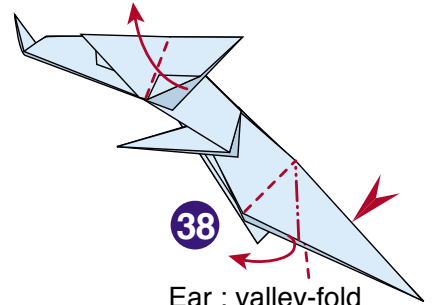
35
Separate the neck layers.
(to make possible step 37)
The tail would not be drawn
in the following steps.



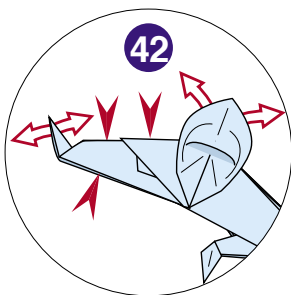
36
Mountain-folds with
all the layers to reduce
the body (alas !!!).



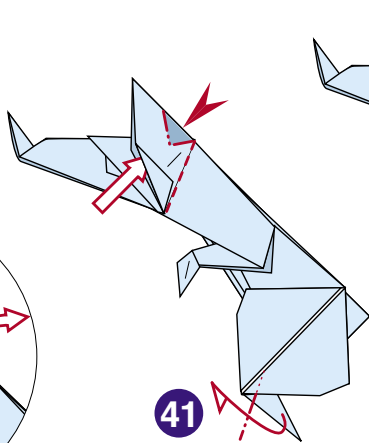
37
Ear : valley-fold
Arm : inside reverse fold.
Repeat behind.



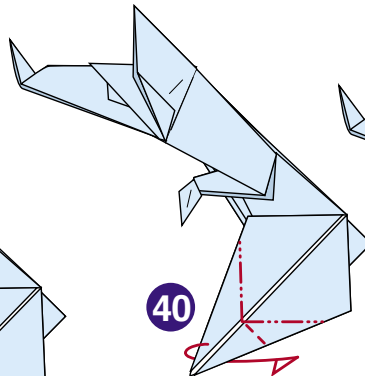
38
Ear : valley-fold
the 2 layers.
Back leg : squash-fold.
Repeat behind.



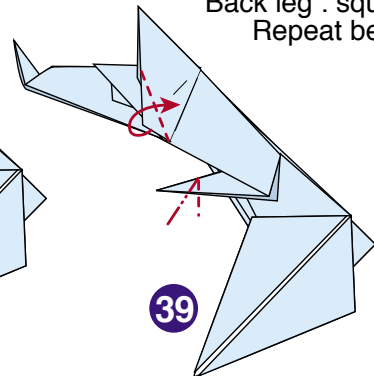
42
Modeling the head.



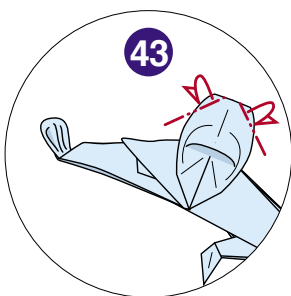
41
Put ear in 3D.
Foot : mountain-fold.
Repeat behind.
Only the head will be drawn
in the following steps.



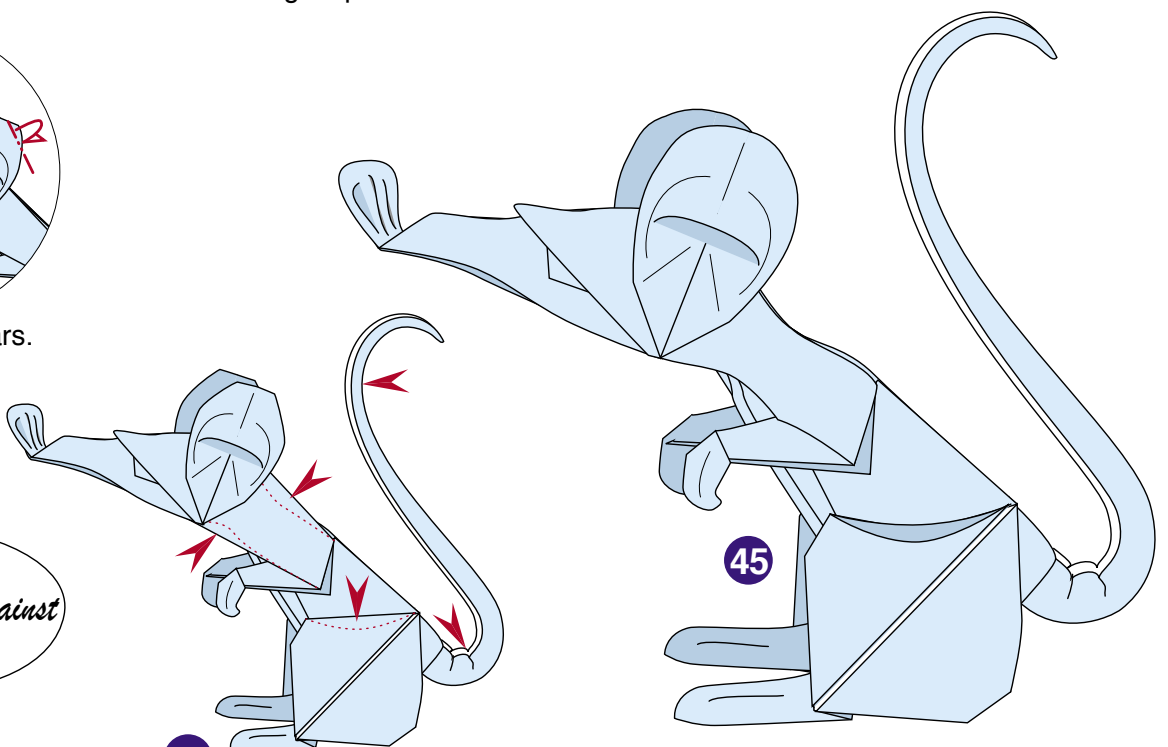
40
Rabbit-ear.
Repeat behind.



39
Ear : valley-fold.
Hand : squash-fold.
Repeat behind.



43
Modeling the ears.



44 Final modeling.

*No,
I have nothing against
Canson paper,
but...*