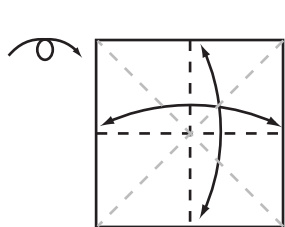
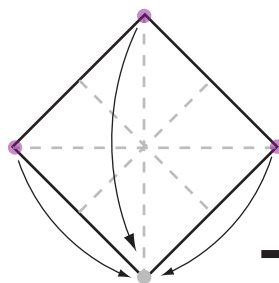


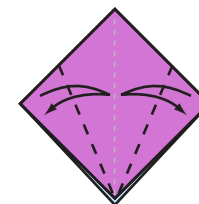
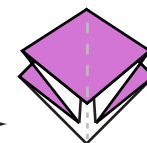
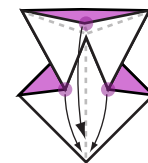
Barvno stran kvadratnega kosa papirja prepogni po obeh diagonalah



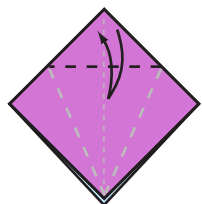
Papir obrni in dvakrat prepogni kot je prikazano na sliki



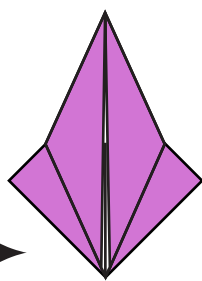
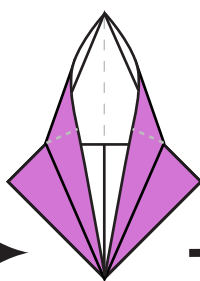
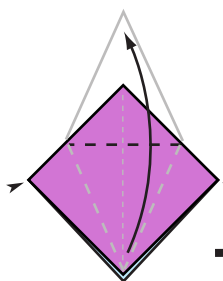
S pomočjo pravkar narejenih pregibov, prepogni zgornje tri vogale v spodnjega



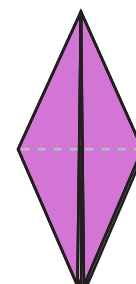
Zgornja trikotnika prepogni do sredine in model izravnaj nazaj



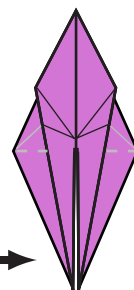
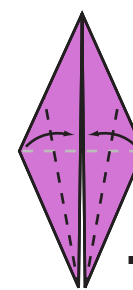
Prepogni zgornji del modela dol, rob zgladi in odpri nazaj



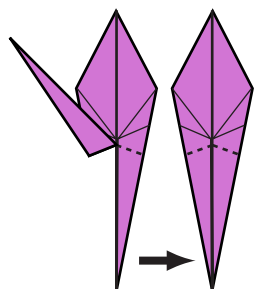
Previdno odpri zgornjo plast modela in jo zapogni, pomagaj si z pritiskanjem na stranska vogala modela



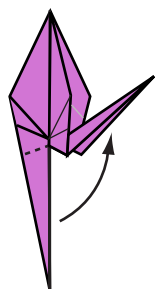
Obrni model in ponovi prejšnje 3 korake



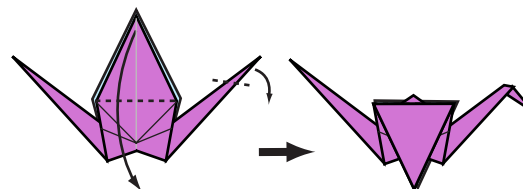
Prepogni zgornja trikotnika do sredine, model obrni in ponovi na drugi strani



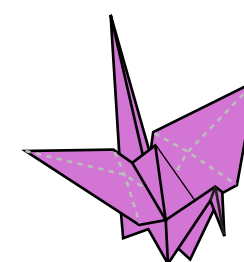
Prepogni spodnja kraka kot je prikazano na sliki



Upogni kraka navznoter, pomagaj si s pravkar narejenim pregibom



Upogni glavo navznoter in prepogni krila po diagonali navzdol, kot kaže na sliki



Z malce sreče, bo ptica zamahnila s krili, če premikaš rep