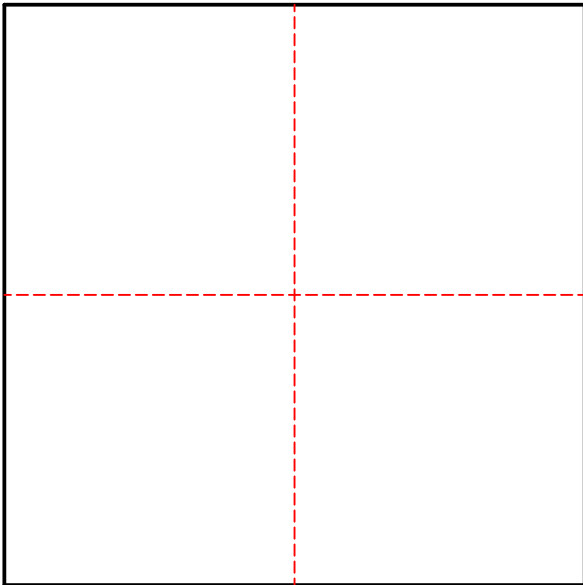


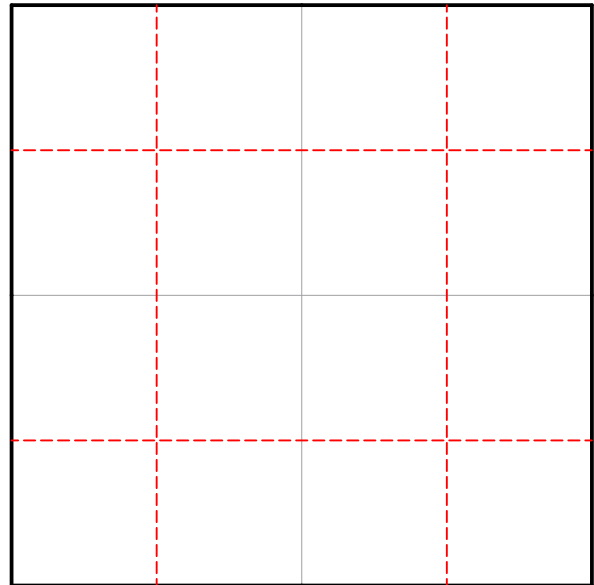
# BB-8 Module 1 - (c) Martin Hunt 2016

*Folding time, approx. 5-10 mins*

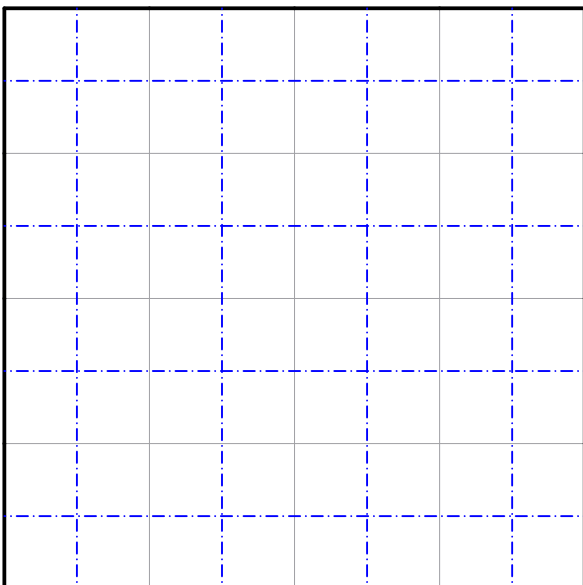
Start with a square, colour side down



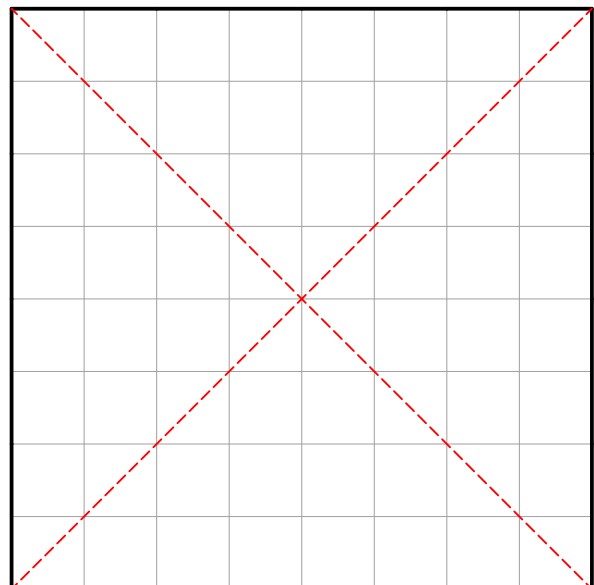
1. Fold in half horizontally and vertically



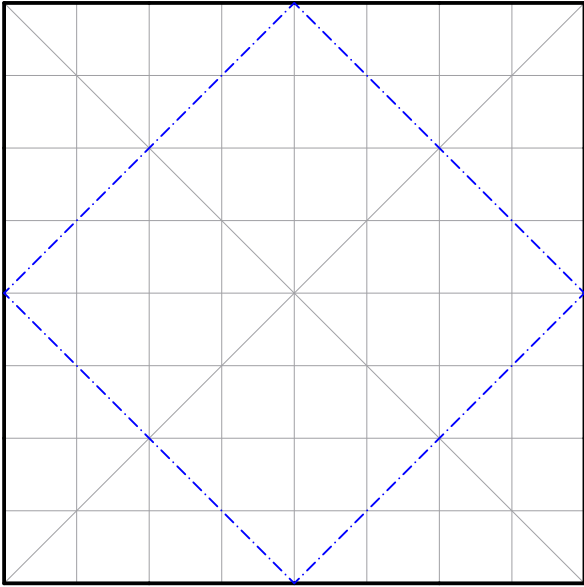
2. Fold all four edges to the centre line and unfold



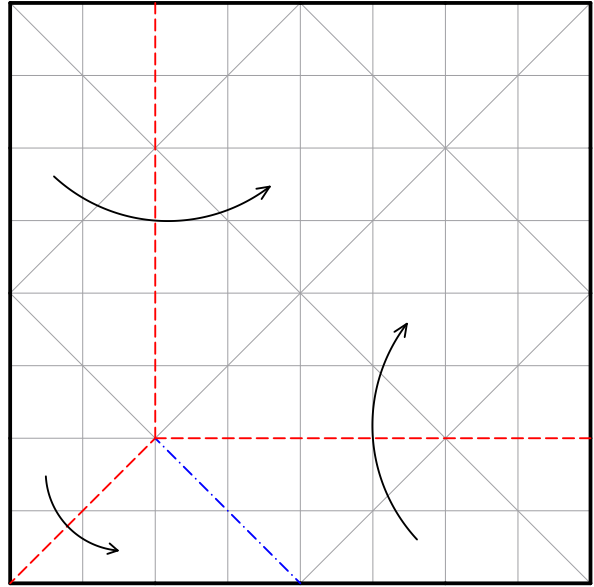
3. Divide the paper into an 8x8 grid using mountain folds



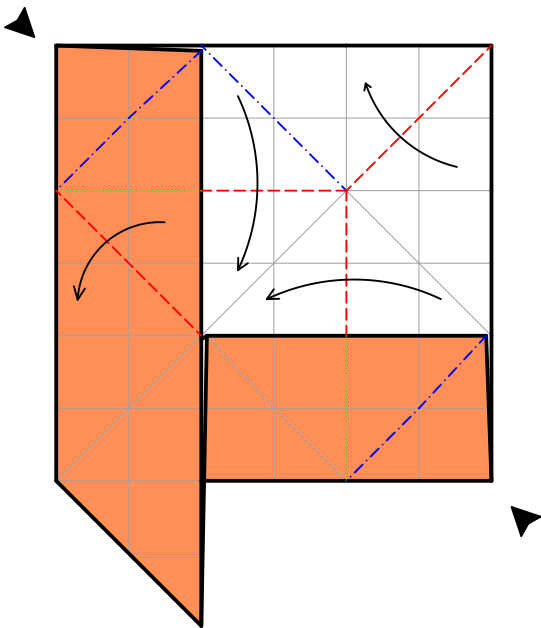
4. Valley fold both diagonals



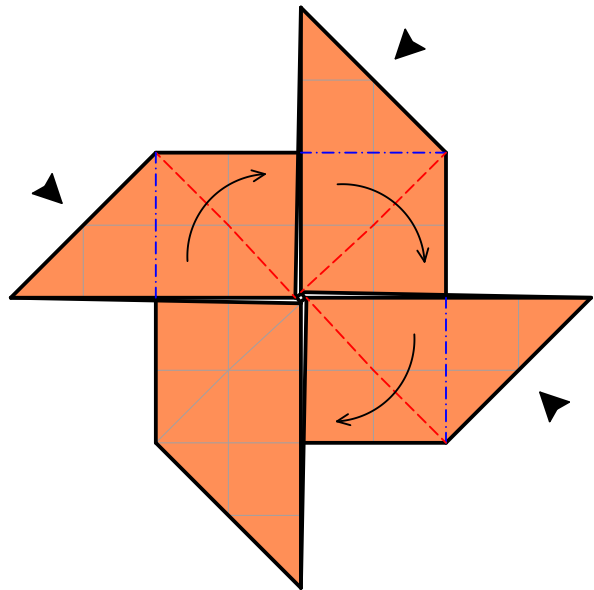
5. Mountain fold all four corners to the centre and unfold



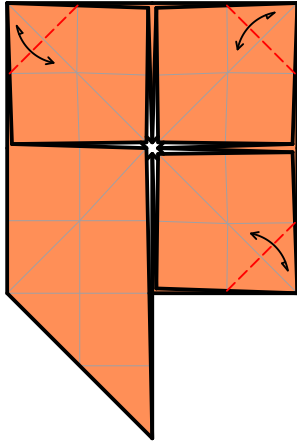
6. Fold two adjacent edges into the centre simultaneously, swivelling the corner to lie flat



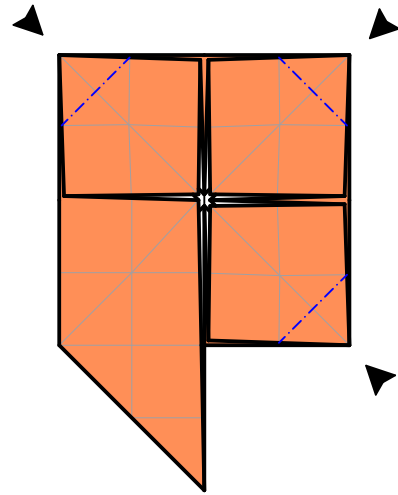
7. Repeat the previous step on the remaining two edges to create a windmill base



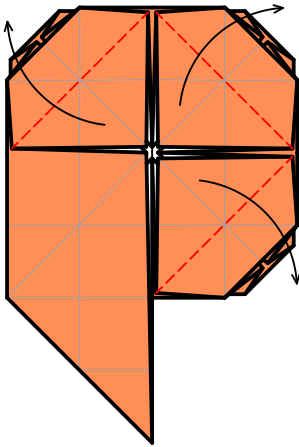
8. Squash fold three of the corners



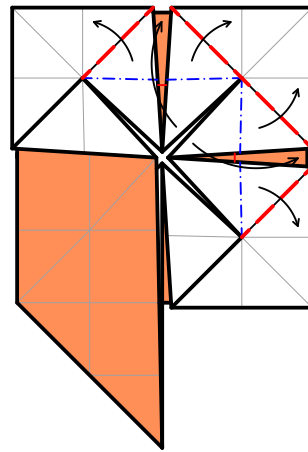
9. Like so.  
Fold and unfold the tips



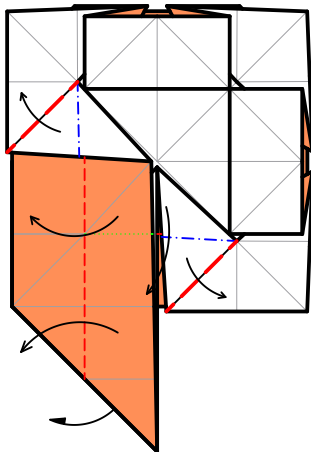
10. Open sink the corners using the creases made in the last step



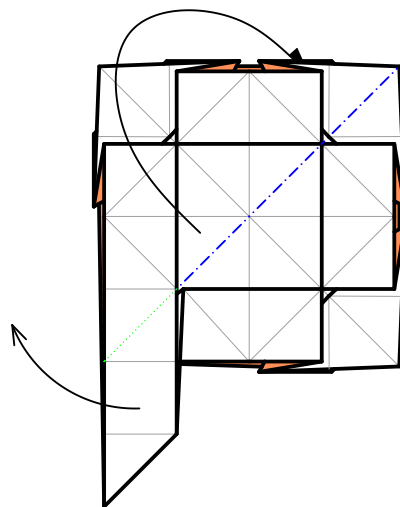
11. Like So.  
Fold the raw corners of the paper out as far as they go



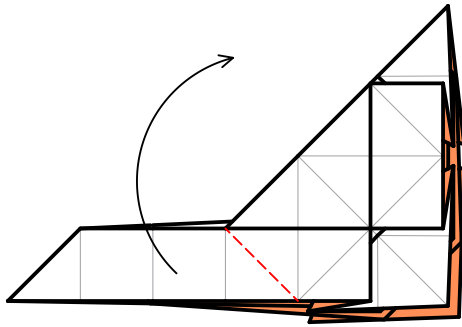
12. Squash the two flaps that meet at the centre of the square



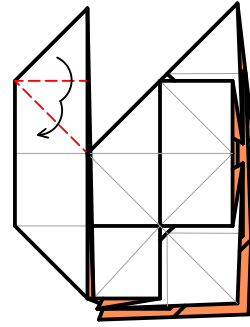
13. Squash the ends of the long flap in the same way, with an outside reverse fold at the tip



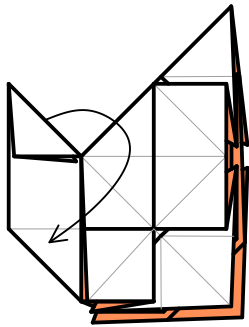
14. Fold half the square behind along the diagonal, swinging the long flap to the left



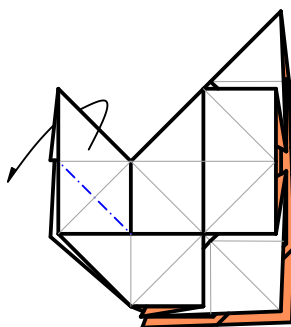
15. Valley fold through all layers



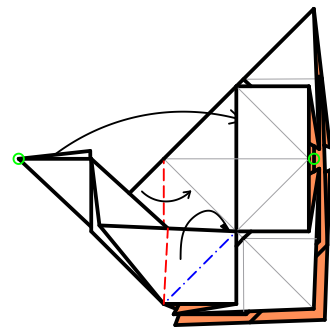
16. Fold the tip of the flap over and over



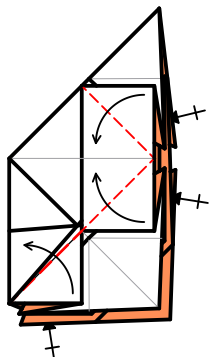
17. Wrap one layer from the inside to the outside



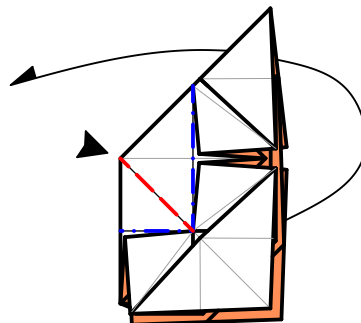
18. Mountain fold the flap behind



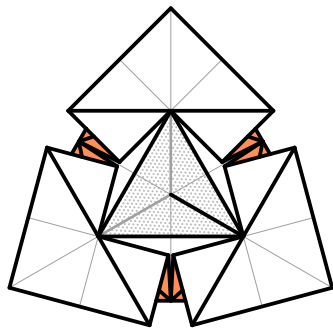
19. Swivel the flap into the model. The tip of the flap should end up at the marked location



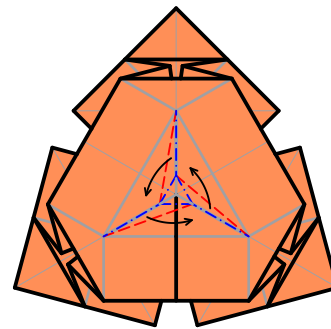
20. Fold up all three loose corners. Repeat behind



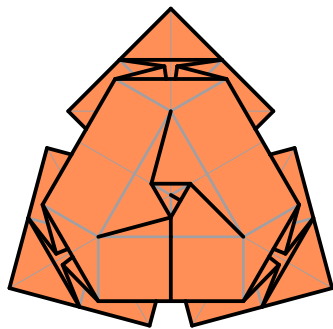
21. Reopen the model, sinking the central section as you do so. The model will not lie flat



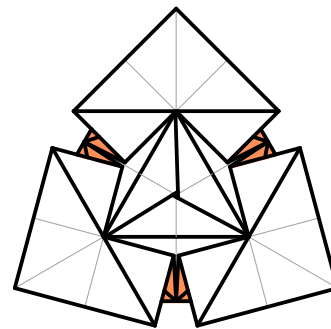
22. Like so.  
There should now be an inverted pyramid  
at the centre of the model.  
Turn over



23. Gently squash the pyramid by twisting it,  
easing it flat from the corners.  
A small pyramid should remain at the very centre



24. Like so.  
Turn over



25. The sunken pyramid should now be  
a closed triangular face.  
The unit is now complete

**x8**