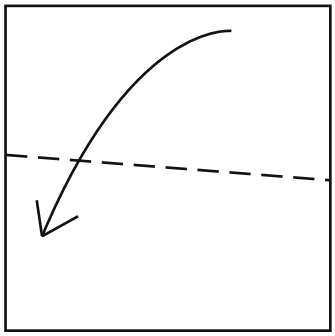
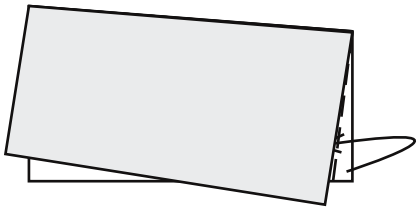
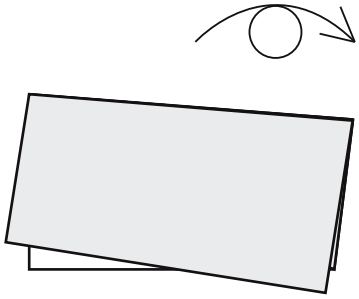
Pureland Fish by Marc Kirschenbaum



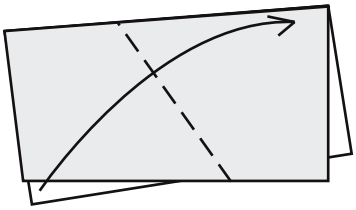
1.Make a slightly offset valley fold.



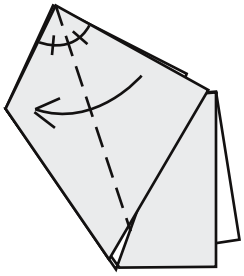
2.Valley the protruding white area into the model.



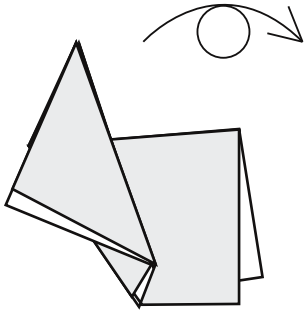
3.Turn over.



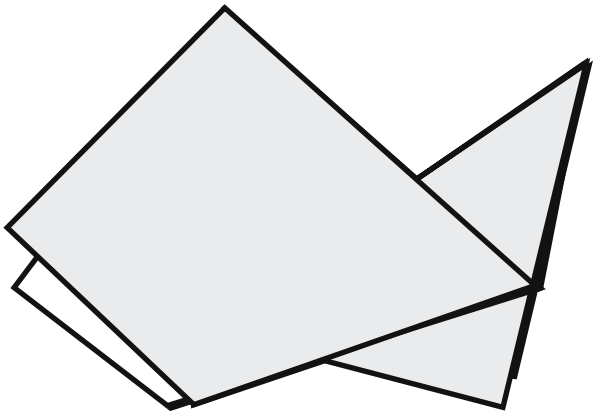
4.Valley the lower left corner to the upper right corner.



5.Valley along the angle bisector.



6.Turn over.



7. Completed Pureland Fish. This model was inspired by a challenge posed by Paul Jackson.

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