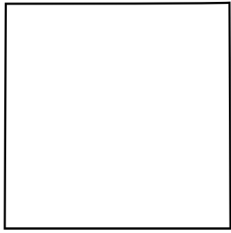
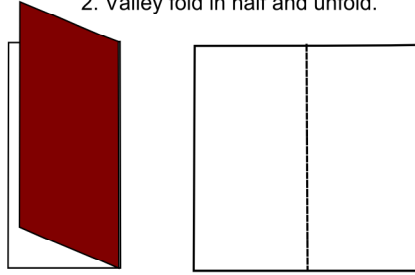


# Sonobe Modules

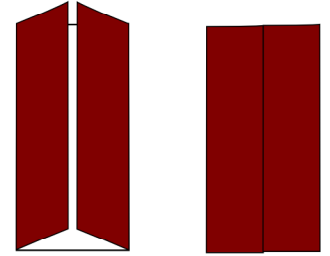
1. Begin with a square sheet of paper



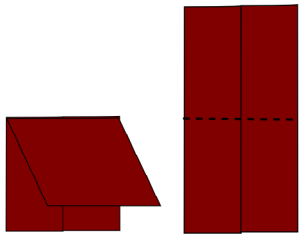
2. Valley fold in half and unfold.



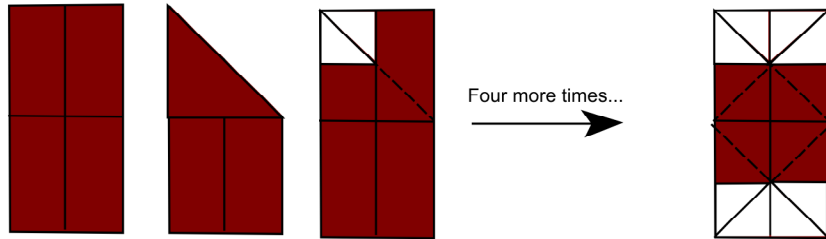
3. Fold edges in to center crease.



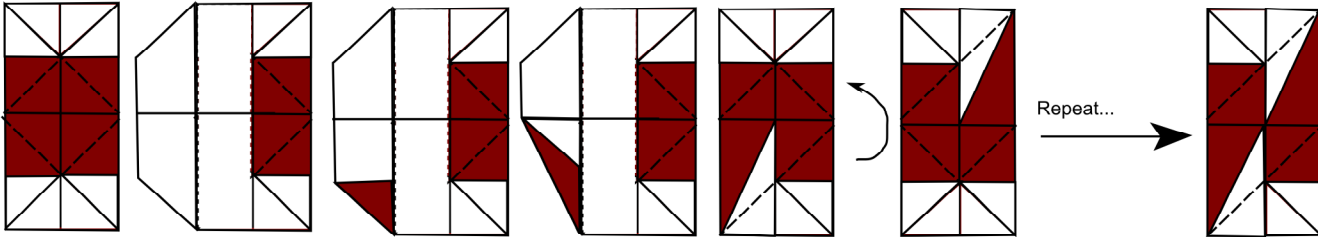
4. Valley fold in half and unfold.



5. Valley fold the upper and lower squares in half along their diagonals and unfold the top layer. You will now have four little white triangles folded toward the edges.

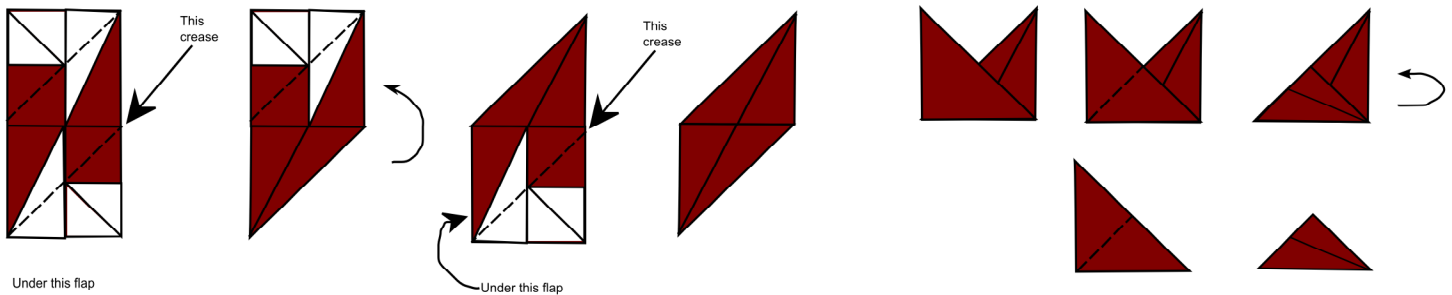


6. Unfold the left side along the vertical crease made in step 3. Reverse the crease on the lower corner. Then fold the outside crease to meet the vertical crease. Refold the vertical crease. Rotate 180 degrees and repeat.



7. This step is a little tricky. You're going to refold the lower right corner along that crease that you made in step five. However, you will also have to tuck the right corner under the flap you made in step six. Once you've done that, rotate the model 180 degrees and repeat.

8. Valley fold along the crease made in step four. Valley fold at 45 degrees so that left edge matches up with bottom edge. Flip over and repeat.



9. So your finished Sonobe module looks a little like this when you pull it out a little. It has two flaps and two pockets. You'll need to make three for a hexahedron, six or twelve for a cube, twelve for a stellated octohedron, thirty for a stellated icosahedron and some two hundred and seventy for an Epcot Ball. There are many other shapes you can make. Once you understand the basic principles of joining the modules, try to make something new!

