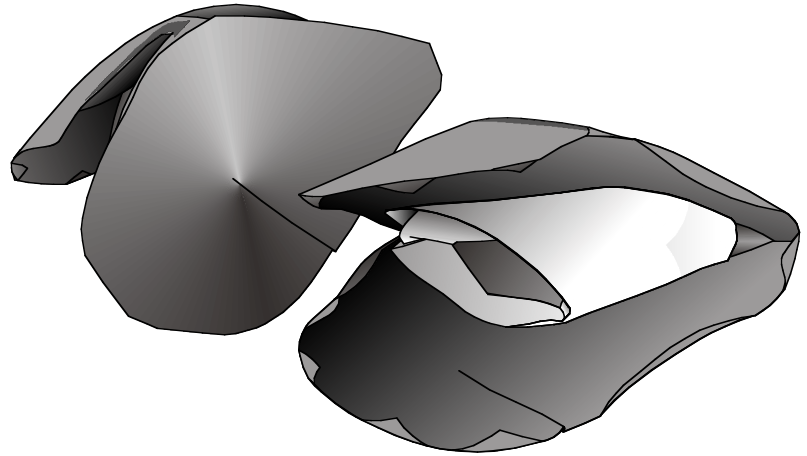
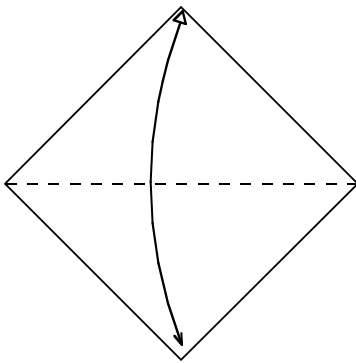


Cozze

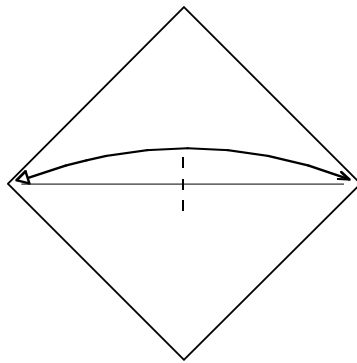
Designed 2015 by
 Bernie Peyton
 Difficulty / Intermediate
 Time to Fold / 20 minutes
 R = 0.5 for length



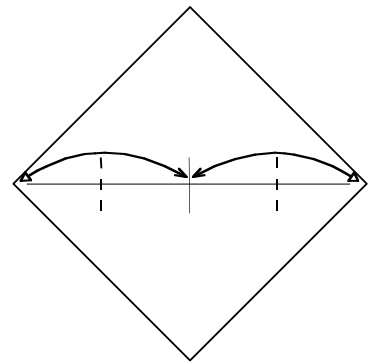
Author's advice: Use a bi-colored square 10-17 cm to a side, dark blue to black on one side, and light yellow to orange on the other side.



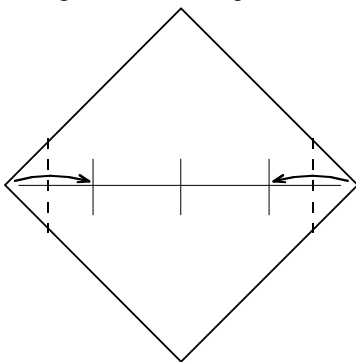
1. Valley-fold the diagonal on the light side of the square.



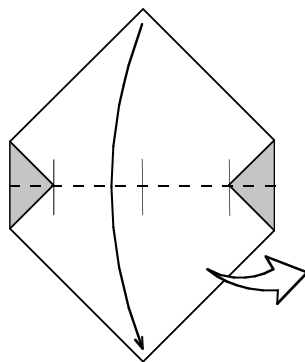
2. Valley-crease the midpoint.



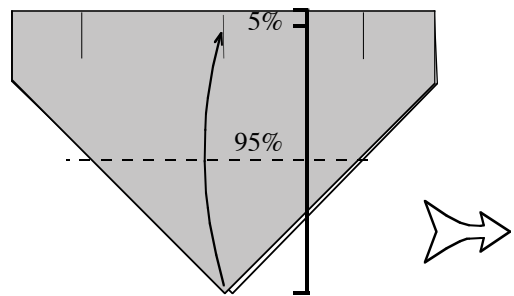
3. Bisect distances with valley creases.



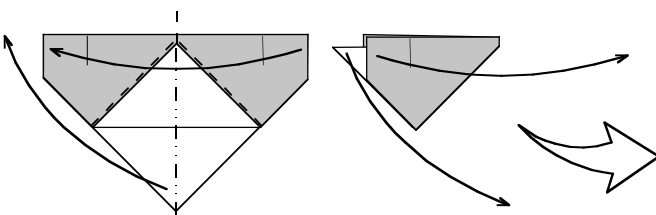
4. Valley-fold corners to the creases of the last step.



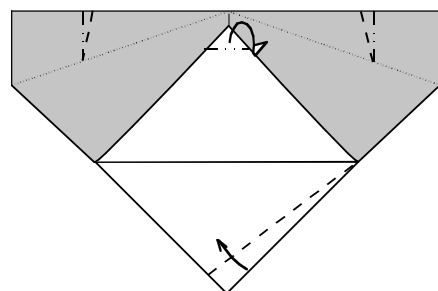
5. Valley-fold in half.



6. Valley fold the bottom corner to within 5% of the distance to the top edge.

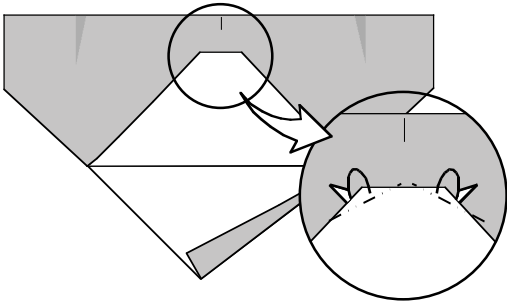


7. Valley-crease along raw paper edges. Then collapse the model and unfold it.

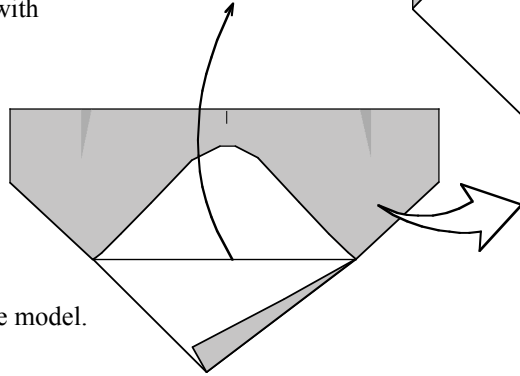


8. Crease crimps at the top edge to the xray guide lines. The mountain folds lie on the creases of step 3. Mountain-fold a corner behind. Valley-fold an edge up to make a "foot".

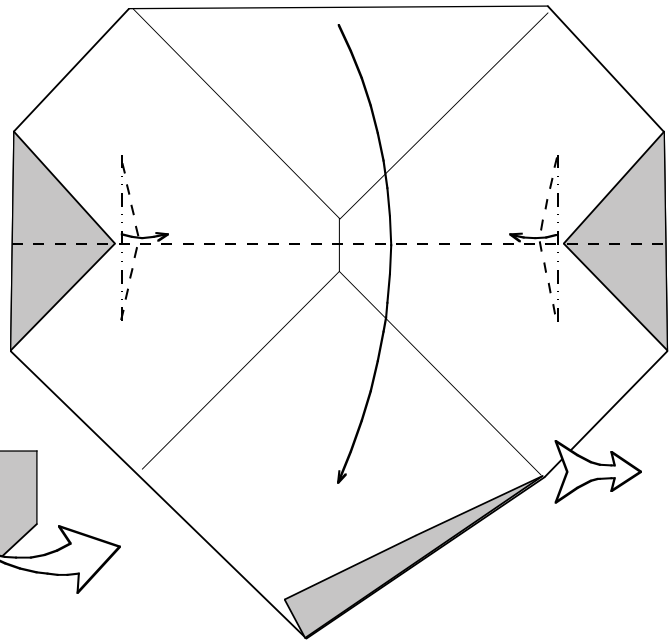




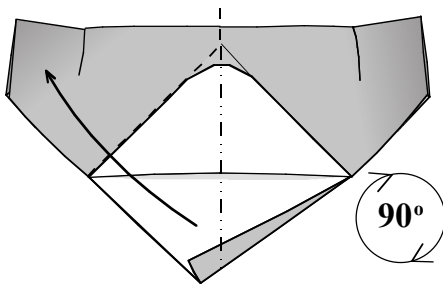
9. Round the edge with mountain-folds.



10. Open the model.

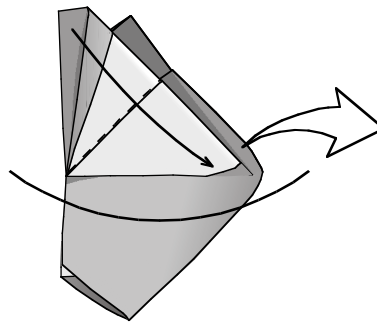


11. Valley-fold in half while incorporating crimps to create volume in the shells.

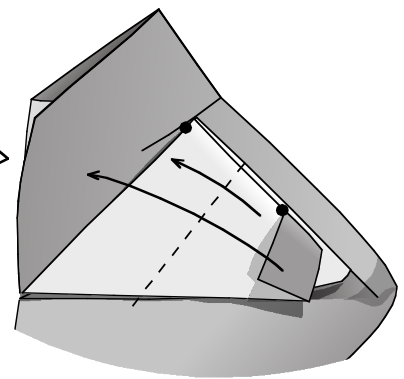


12. Collapse the model on some of the folds of step 7.

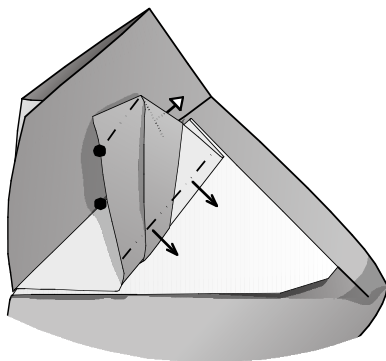
Rotate the model 90 degrees clockwise.



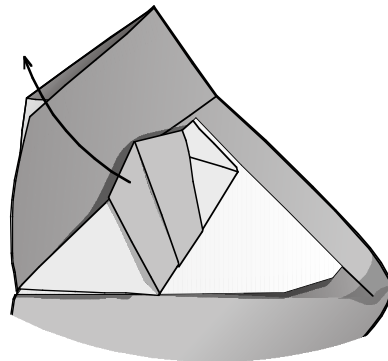
13. Valley-fold the foot flap over an edge.



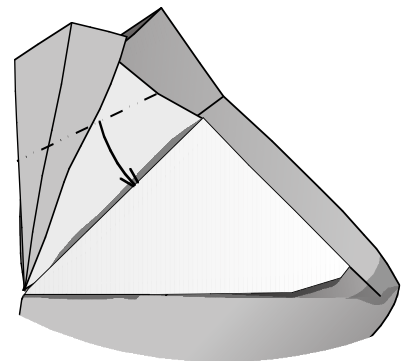
14. Valley-fold the foot flap so that the edges marked by the dots touch each other.



15. Swivel the foot's hidden raw corner to the right and move the flap down to put the edges marked by dots together. The foot's raw corner will cup an edge.

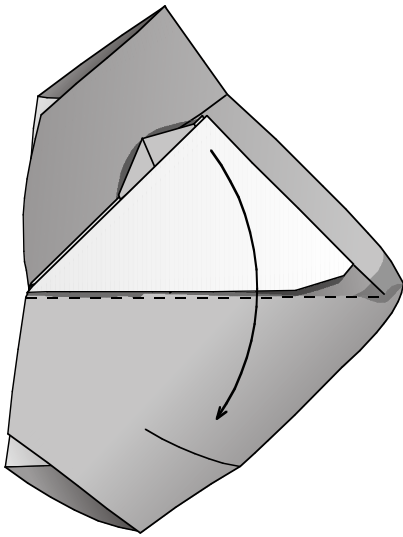


16. Unfold.

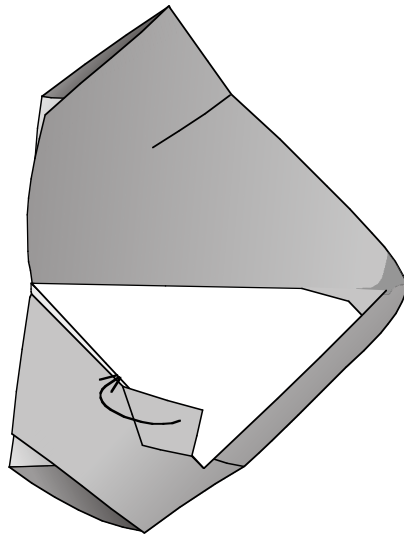


17. Place the pleat under the layer on top of it.

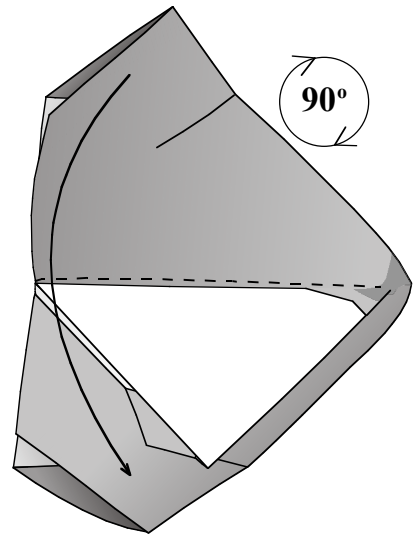




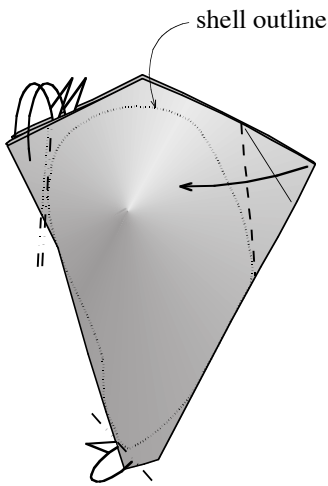
18. Valley-fold the locked flap down.



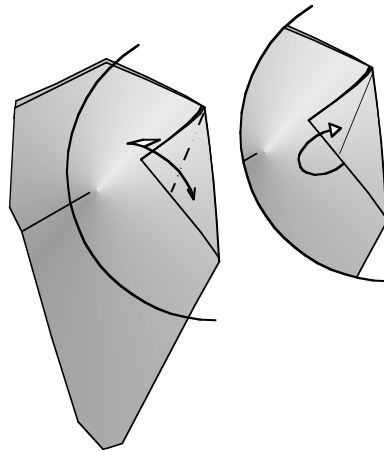
19. Put the raw corner underneath the top layer.



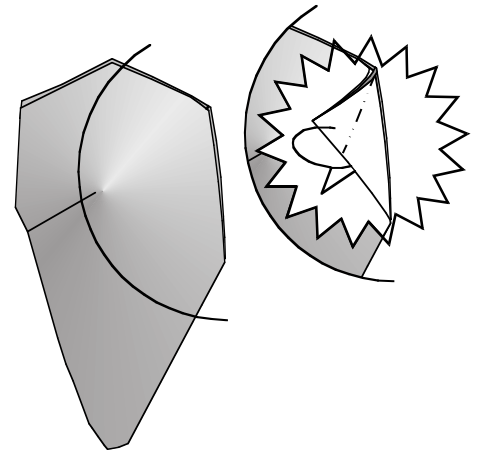
20. Close the mussel shell and rotate the model 90 degrees clockwise. It will not lie flat.



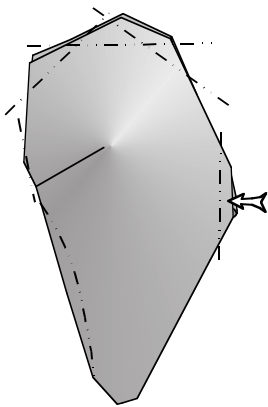
21. Inside reverse-fold corners on the left. Valley-fold the corner on the right. Inside-reverse fold an edge at the bottom.



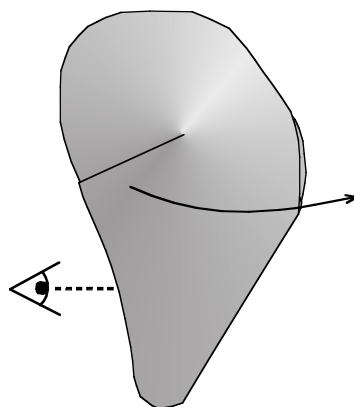
22. Mountain-fold and unfold an angle bisector and put a layer on top.



23. Mountain-fold all layers of the hidden angle bisector.



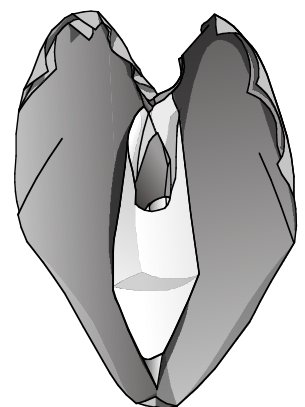
24. Round the top of the shells and put the folds inside. Close-sink an edge by the arrow. Shape the left edges with curved creases.



25. Open the top shell slightly.



26. Depress the bottom of the middle edge.



Finished "Cozze"
Make a plate of them!

