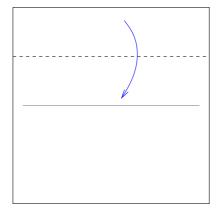
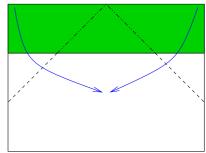
## Coat



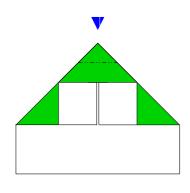
Start with a square paper. Valley fold the top fourth



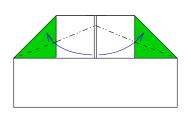
Created by Marc Vigo Anglada



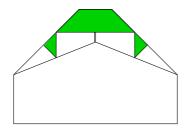
Reverse folds.



Sink the top vertex.



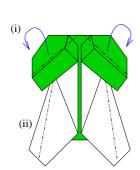
Reverse folds.



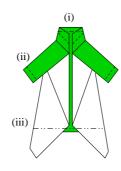
The result should look like this. Turn the model over.



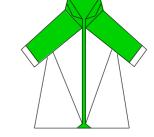
Valley folds. The sleeves fold straightforward.



(i) and (ii) Mountain fold behind.



(i) and (ii) Outside reverse folds. (iii) Inside reverse fold.



Finished coat.

