



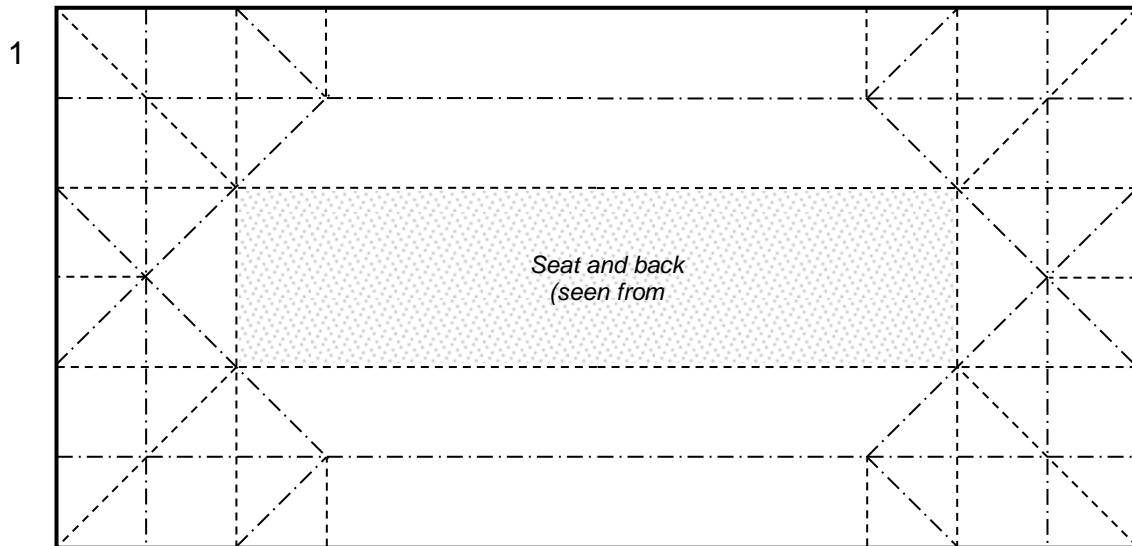
## Four-legged Chair (belongs to Four-legged Table)



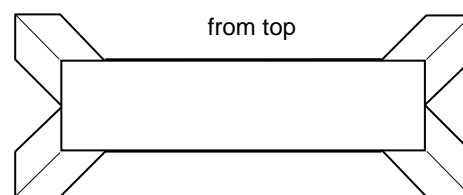
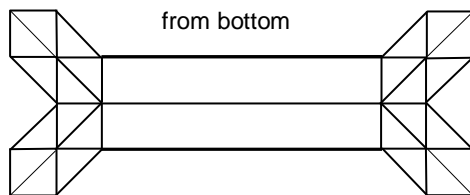
Paper: as for table, but with aspect ratio 2:1. You can use another sheet as for the table and cut in half.

Initial crease pattern: below you see the initial crease pattern. It is directly derived from that for the table, but for the longest leg length possible.

Fold the crease pattern sharply, the intended seat and back rest side of the chair showing away from you.



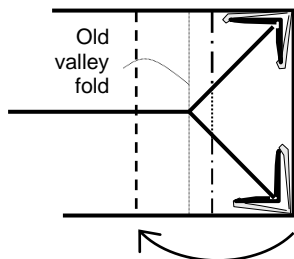
- 2 After you applied step 5 of the table design to all edges, the model should like this:



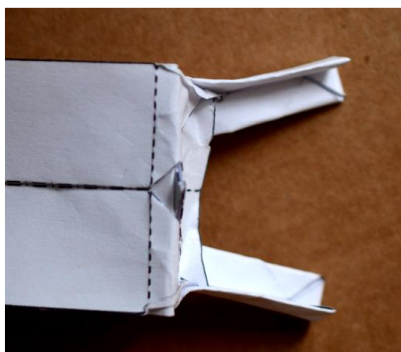
- 3 Apply steps 6-9 from the table design – with one difference: flatten the long edges between legs as much as possible, rather than keeping them upright. The result is a funny-looking long table or bench without back.



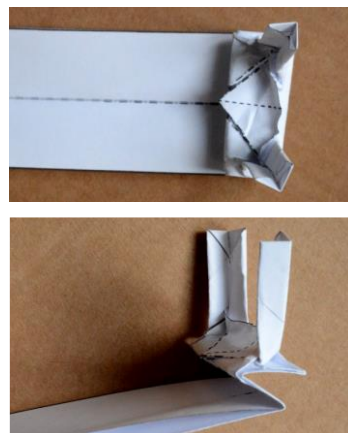
- 4 At one end, make a sharp mountain-fold parallel to the old valley fold crease, but as close to the legs as possible. Complete it to a pleat fold with an equidistant valley-fold.



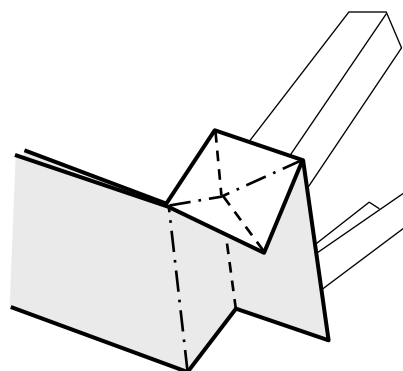
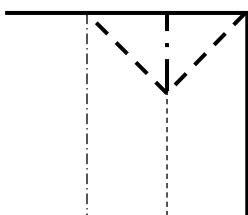
4a



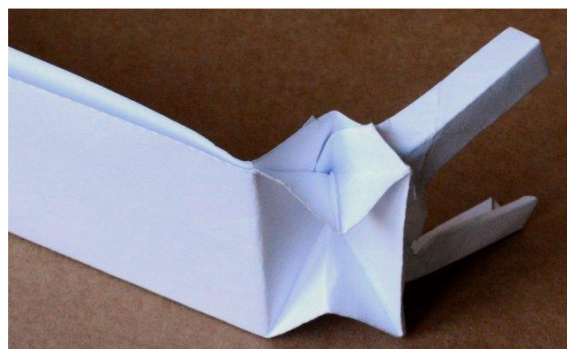
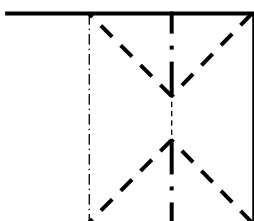
4b



- 5a Unfold creases of step 4, and turn model so that you can see top side. Add the right-angled valley-fold and short mountain-fold, so that the near layer opens to form a bird-beak like shape when the folds of step 4 are re-applied.

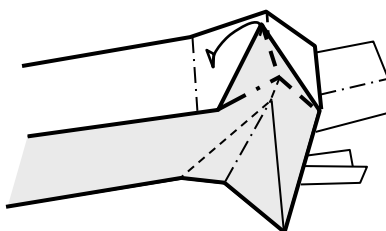
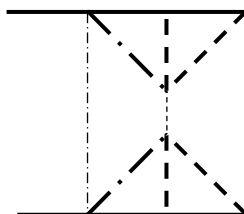


- 5b Repeat on the other side of this edge.



- 6 Flatten step 5 creases, and invert two of them on each edge.

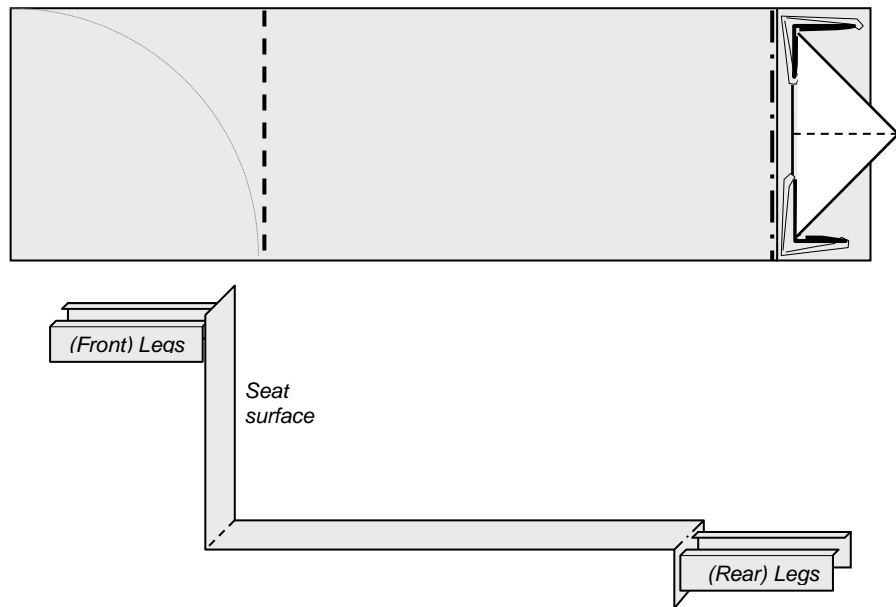
Then, turn the beak around the mountain-fold between front and rear layer. This is a bit tricky, and will require to open the gap between the two layers temporarily. A pair of tweezers may help.



This step ties the base of the rear legs to the adjacent part of the model.

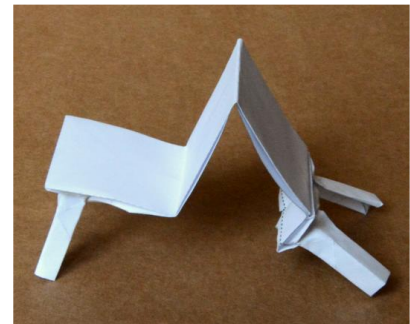
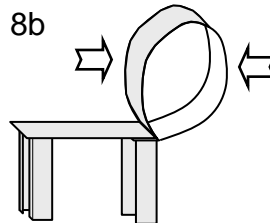
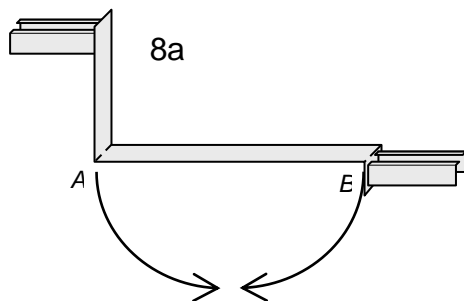
- 7 Turn the model such that the upper side is showing to you, and the small edge just treated at right.

Make a valley-fold at left side to form approximately a square, and a mountain-fold at right side as close to the leg part as possible. The result is a z-like shape as shown schematically.



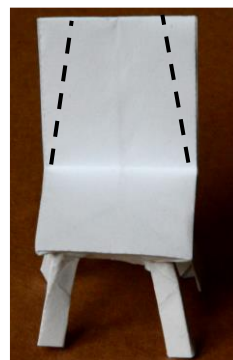
- 8 Bend the points denoted by *A* and *B* together (8a). Then push the ring together (8b) until you can fold it to form the chair-back, resulting in a shape like in 8c.

8c



- 9 Make valley-folds as shown through all layers of the chair-back. This ties the two layers together.

The chair is now finished, but you perhaps need to arrange its different parts for stable stand and nice view.



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