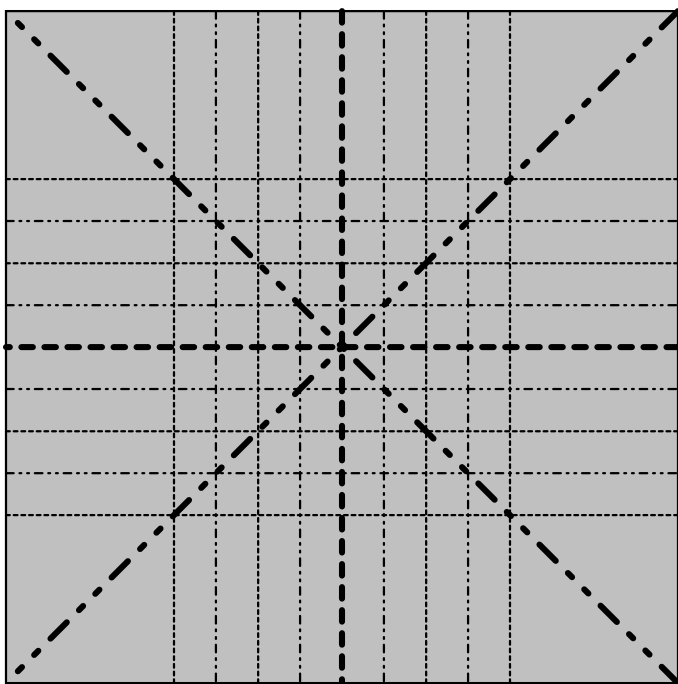


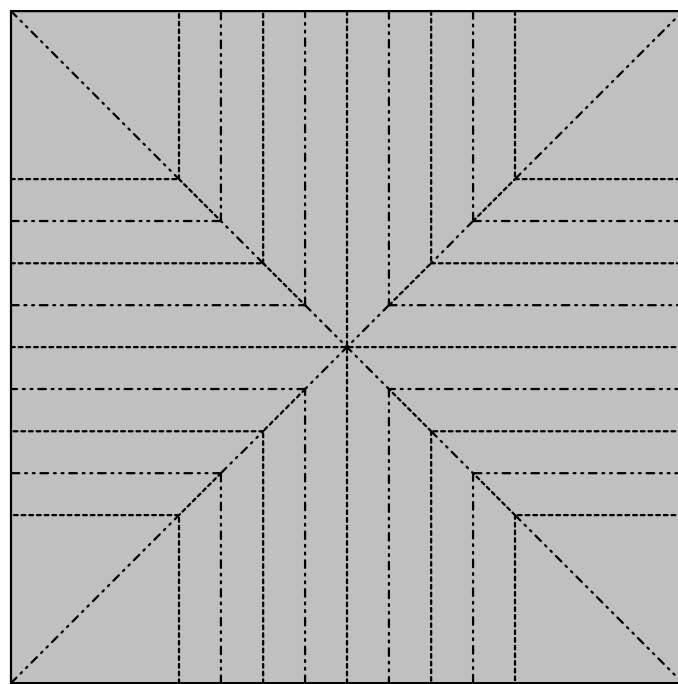
# Wayne Ko's Chi-Wing Fighter

10" square or larger is recommended

①



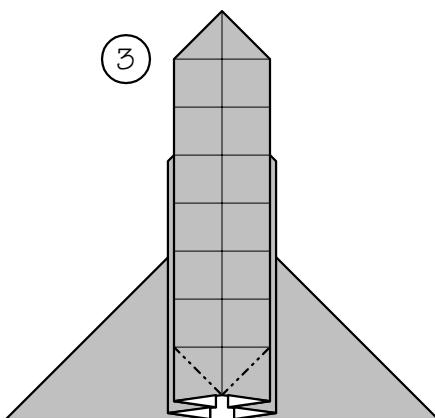
②



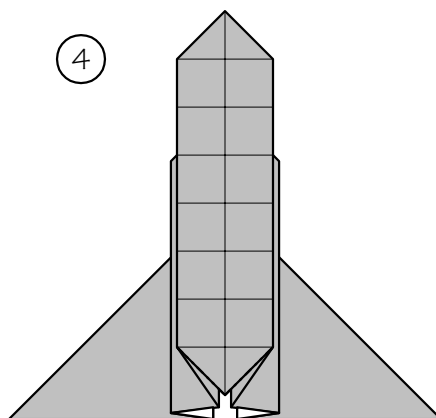
Colour side up. Start with a waterbomb base as indicated by. Fold into quarters, and fold middle sections into 16ths. Notice alternation valley and mountain folds.

No new folds in this diagram. Unnecessary folds have been removed. Reform waterbomb base and do a series of inside and outside reverse folds.

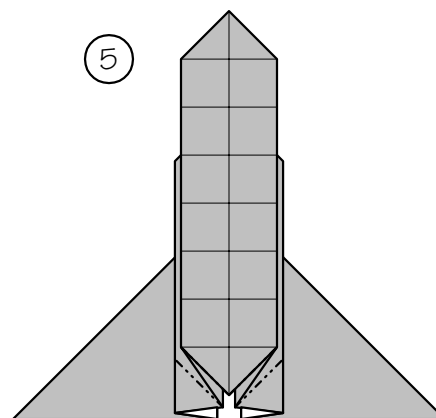
③



④



⑤



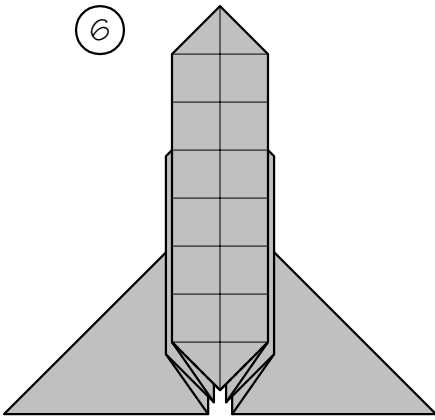
Model should lie flat, features in above diagram have been exaggerated to see features underneath. Fold corners and reverse

Model should now look like this.

With the second layer, fold corners and then reverse

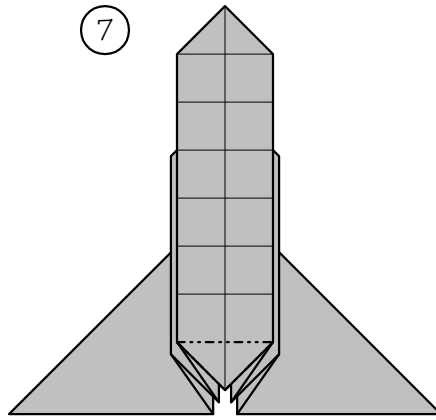
Model: Chi-Wing Fighter	Page 1 of 5
Designer: Wayne Ko	
Diagrammed By: Winson Chan	
email : winson_chan@spectrumsignal.com	
Revision: 1.0	Date: 06/23/98®

6



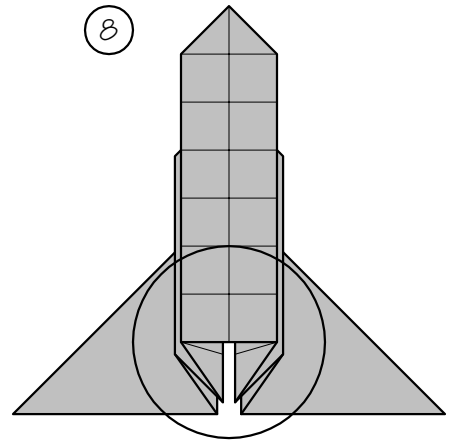
Model should now look like this

7



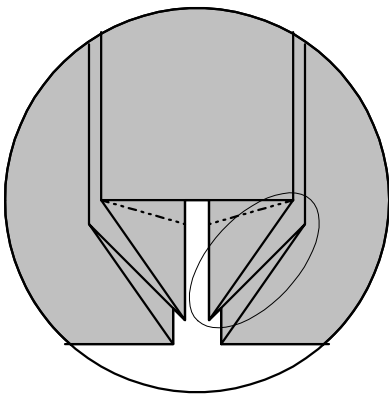
Reverse fold the tip on top layer

8



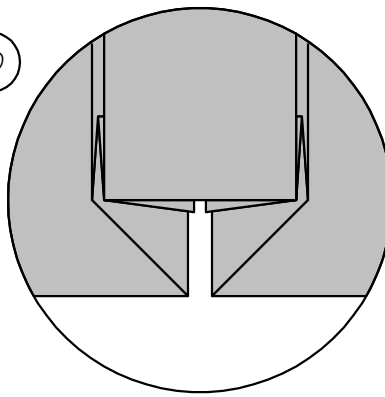
Model should now look like this. Next two steps will be an enlargement of circled area

9



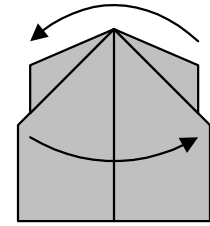
Reverse fold the tip on either side. Notice the valley fold, this edge should remain where it is, do not fold inside

10



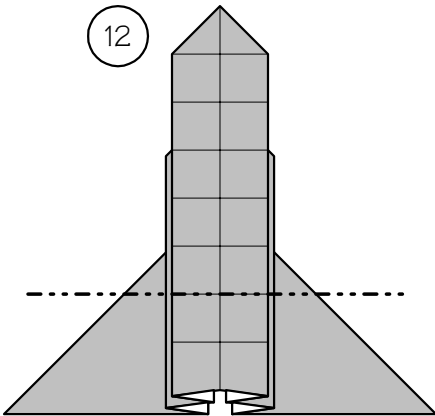
Model should now look like this, notice where the layers end up. Repeat on backside

11



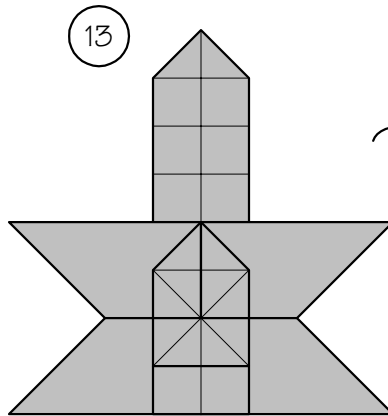
View of the top of the model. Rotate flaps to reveal the sides

12



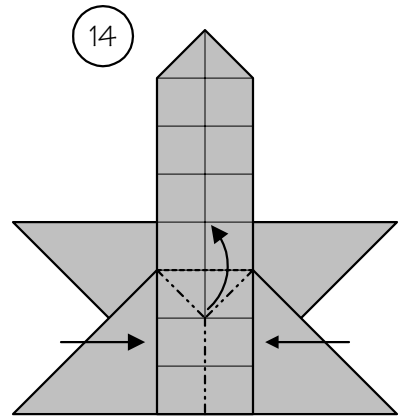
Valley fold half the layers, do this only on one side

13

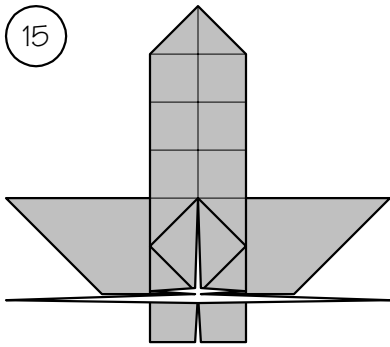


Model should now look like this. Flip model over

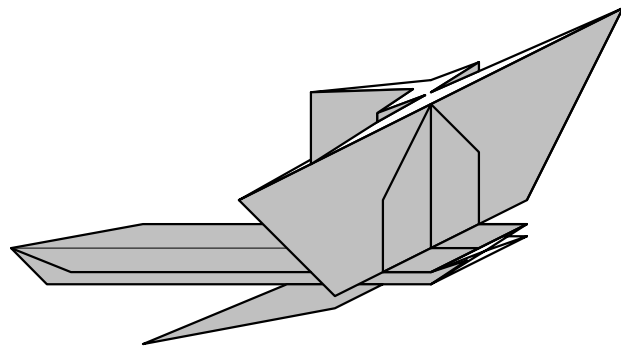
14



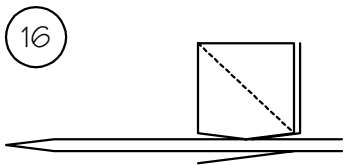
Make mountain and valley creases as shown. Push the sides in so that the top layer of paper as back end of the model rises. Model does not remain flat



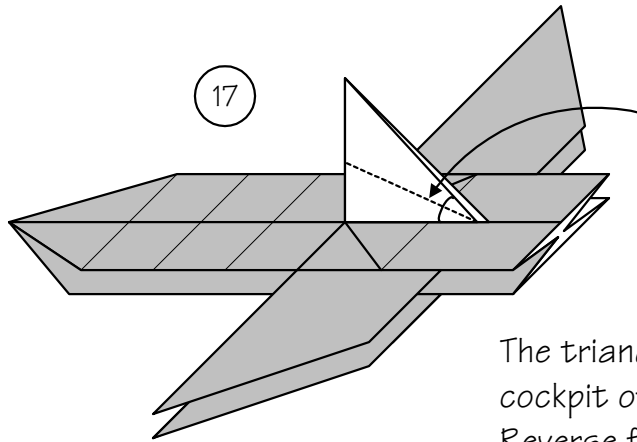
3-D →



Model should now look like this. A 3-D view is shown on the right, and a side view in step 16

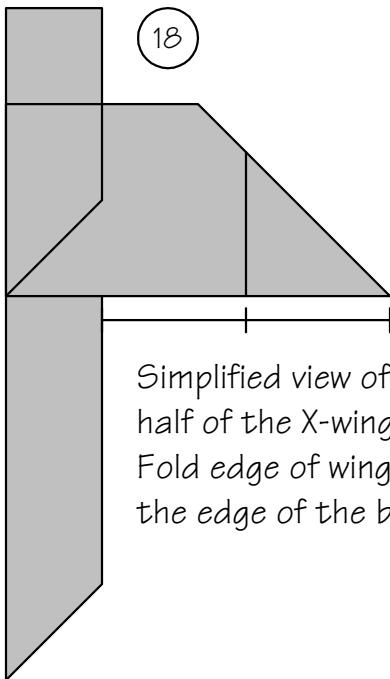


Side view. Flatten wing by folding along crease indicated

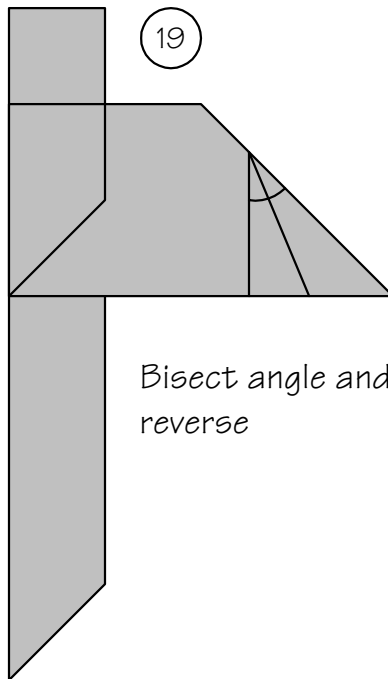


bisect 45 degree angle

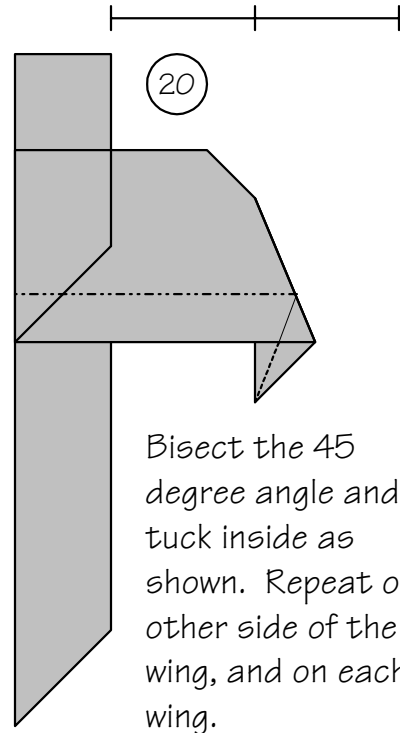
The triangle forms the cockpit of the X-wing. Reverse fold along line indicated



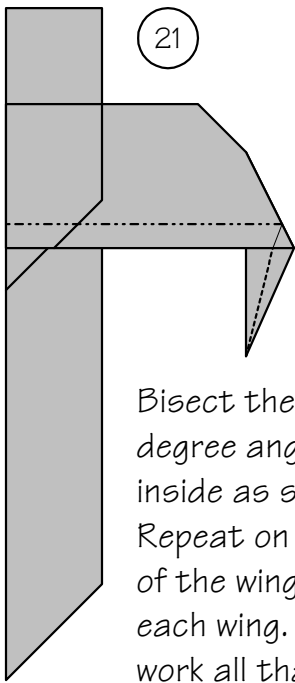
Simplified view of half of the X-wing. Fold edge of wing to the edge of the body



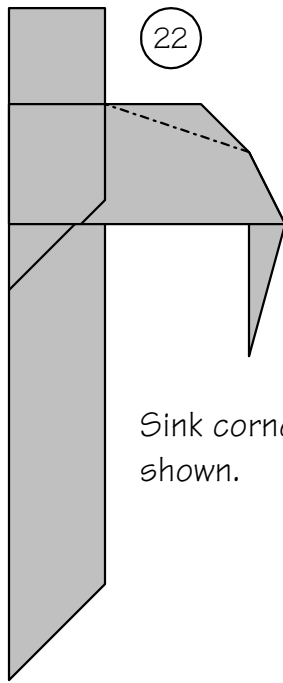
Bisect angle and reverse



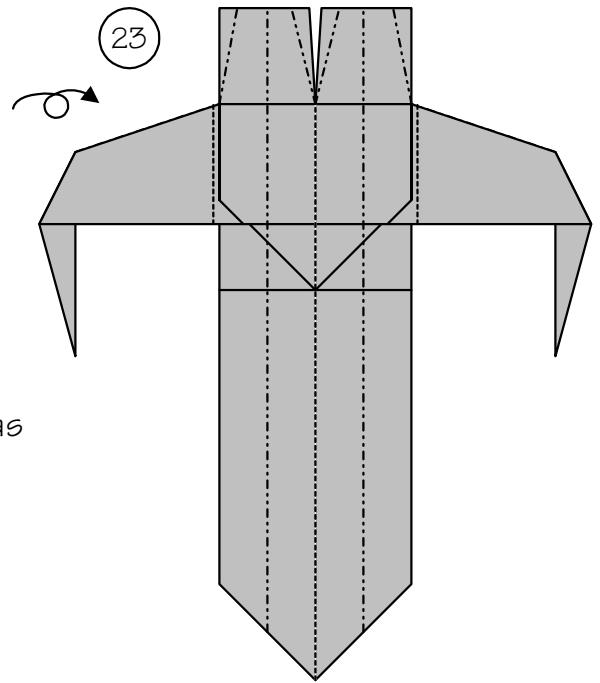
Bisect the 45 degree angle and tuck inside as shown. Repeat on other side of the wing, and on each wing.



21  
 Bisect the 22.5 degree angle and tuck inside as shown. Repeat on other side of the wing and on each wing. I'm doesn't work all that well, scrunching the paper a bit might be needed

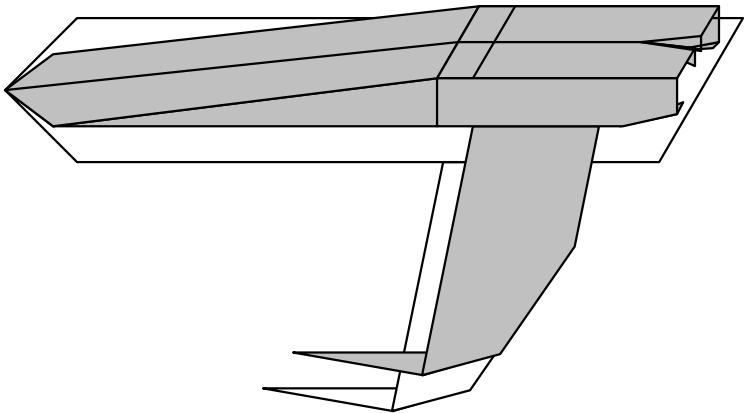


22  
 Sink corner as shown.



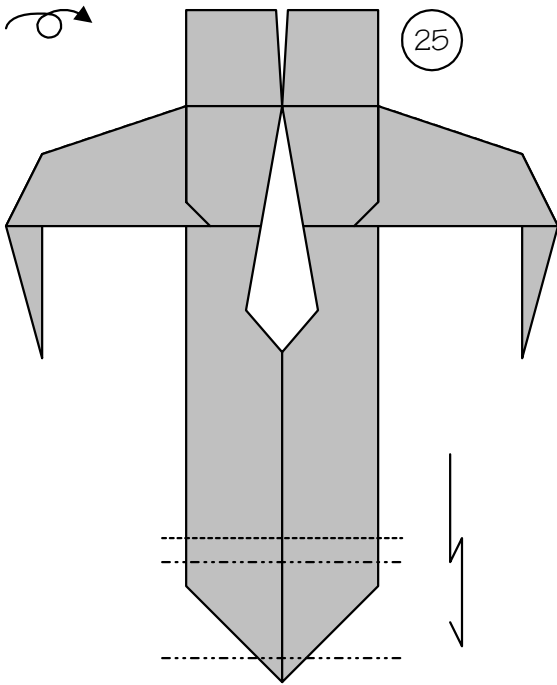
23  
 Flip model over, you are now looking at the bottom of the x-wing. Fold each side of the body in half. The section near the tip is a reverse fold, while the section near the top forms a right angle. Valley fold the wings to form right angle Shape engines as shown. See next step for side view

24

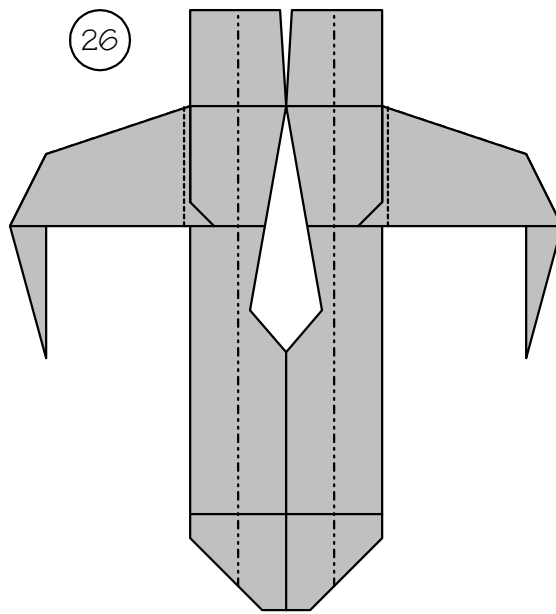


The diagram is not to scale and the perspective is wrong, but I think you get the idea. The entire model should be the coloured side, but the diagram shows only the bottom as grey.

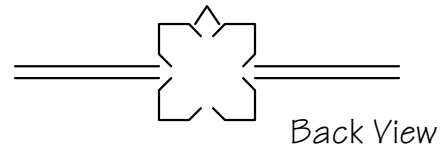
Model: Chi-Wing Fighter	Page 4 of 5
Designer: Wayne Ko	
Diagrammed By: Winson Chan	
email : winson_chan@spectrumsignal.com	
Revision: 1.0	Date: 06/23/98®



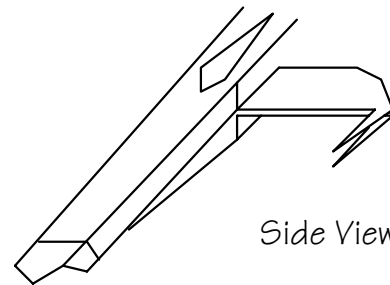
Unfold the top layer and flatten the tip. Make the crimp as indicated



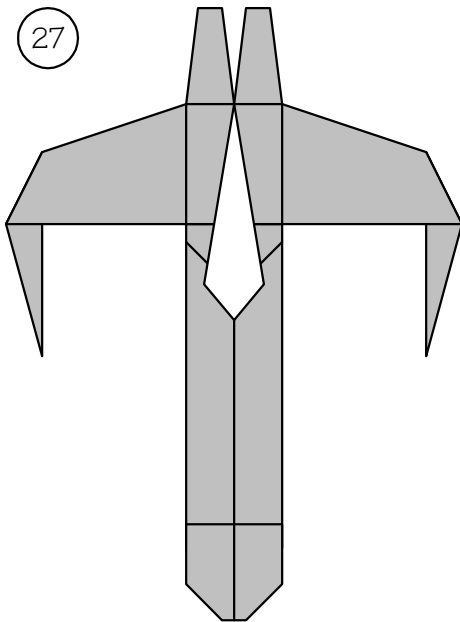
Fold each side of the body in half, shape the engines by folding each corner down. Valley fold the base of each wing. Model does not remain flat.



Back View



Side View



If you have any questions or comments about the diagrams email me. Remember, this is rev 1.0 of the diagrams so don't be surprised if there are some mistakes. Feel free to make copies of these diagrams and share with everyone. Don't forget, origami should be shared and given away, so make something nice and give it to someone you know or someone you don't, it may make their day. Happy Folding!

Model is now complete. Notice side and back views

Model: Chi-Wing Fighter	Page 5 of 5
Designer: Wayne Ko	
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Revision: 1.0	Date: 06/23/98 <sup>®</sup>