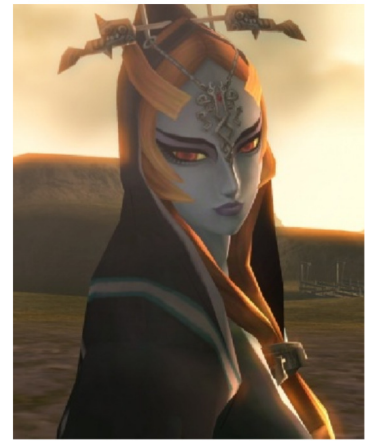


TWILI MIDNA

Midna is one of the main characters in Twilight Princess and the ruler of the Twilight Realm. However prior to the start of the game, she is overthrown by Zant and cursed, transforming her into an Imp.



With the help of Link and the Fused Shadows, they eventually defeat Zant, who has become nothing more than a puppet for the revived Ganondorf. After the final battle her curse is broken, revealing her true form.

IMPORTANT INFORMATION

This is quite a complex model so please make sure you have some experience beforehand, and appropriate building materials.

You must use thick paper or thin card for this. Regular printer paper will not work unless you're extremely skilled! I (Xenon) built it with 160gsm to good results- you could probably use anything between 120-200gsm or equivalent weight.

This model is ideally meant to be built in the smooth method. This is where you ignore most fold lines and only score the tab lines just in case. Some angular parts should still be built with scored folds so I'll point these out in the instructions. But exactly how much you smooth build also depends on your preferences, skill and card thickness.

The instructions and part numbers are only a guide and reflect my rough order of building. In fact for this model I'm certain the build order could be improved on the head. But in any case I really encourage you to use the PDO file (a must for a model of this detail) and think beyond this. My methods might not be ideal for you!



By Squeezychesecake
and XenonRay

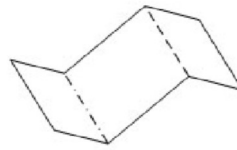
Built for Nintendo Papercraft
<http://nintendopapercraft.blogspot.com>

Part Letter List:

- A: 1-34 Arms and Hands
- B: 1-11 Body
- C: 1-18 Cloak
- E: 1-26 Extras
- H: 1-25 Head
- L: 1-28 Legs and Hips
- S: 1-9 Skirt

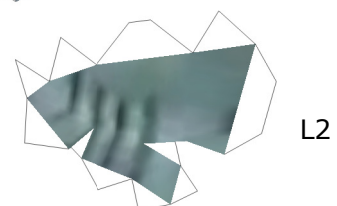
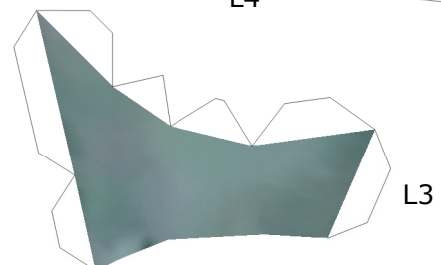
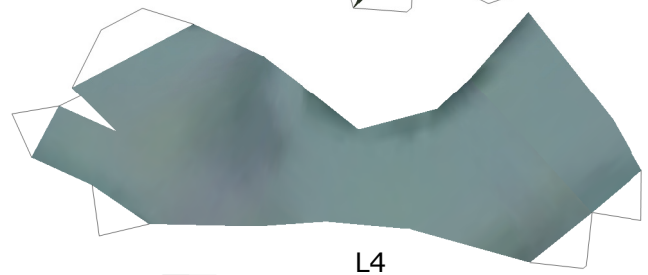
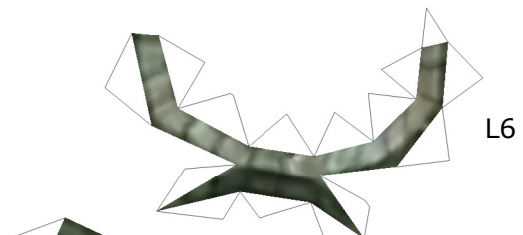
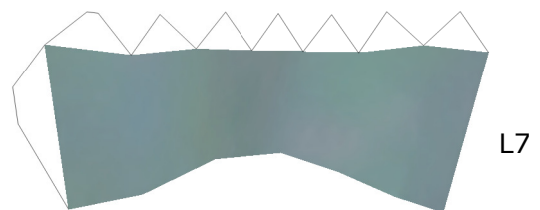
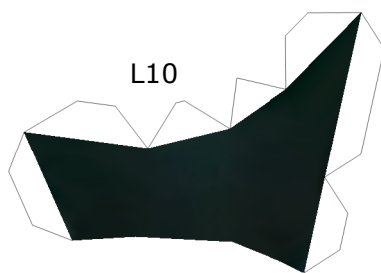
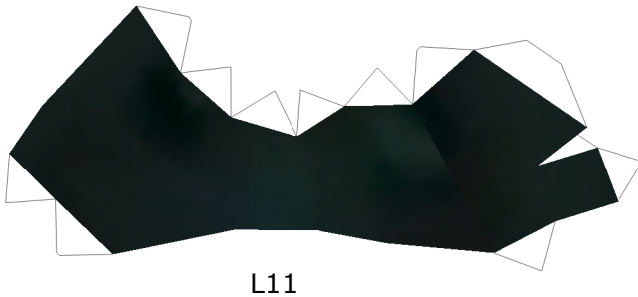
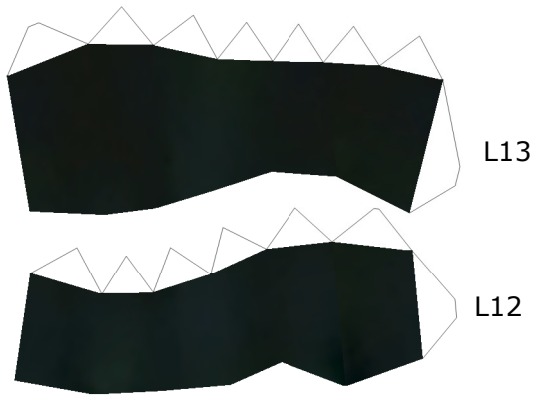
Feet and Ankles

Mountain Fold



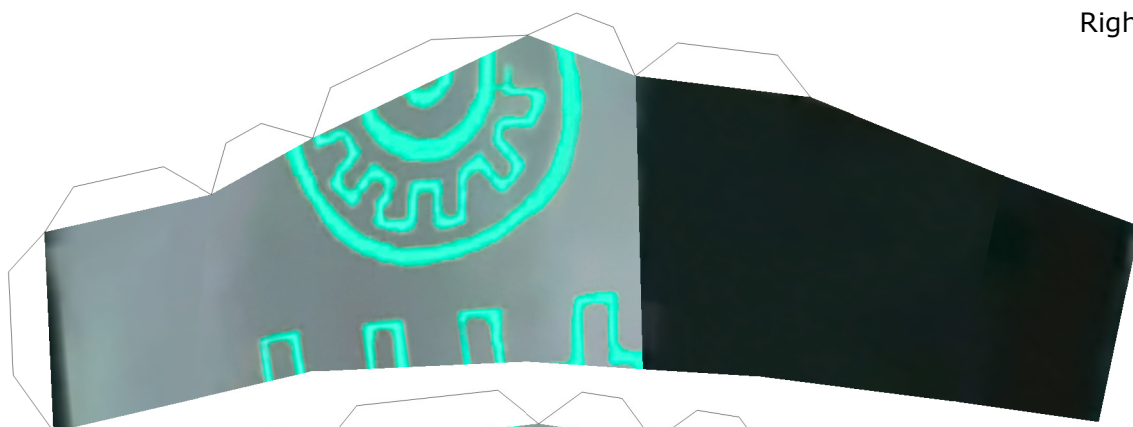
Valley Fold

I recommend smooth building but you can use the fold lines if that suits you better. Even if smooth building the lines are a handy resource to see how a piece is shaped.

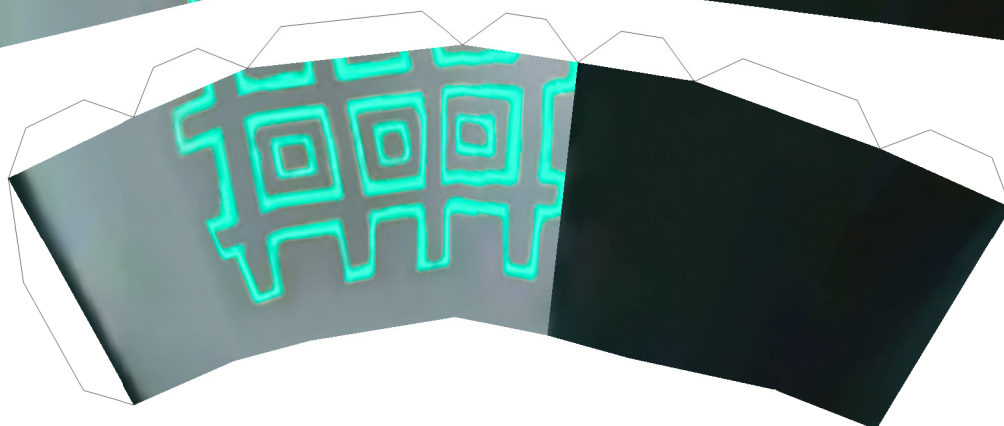


Right Leg

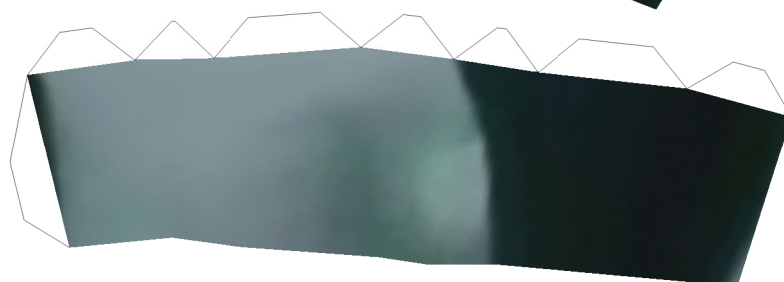
L19



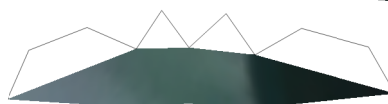
L18



L17



L16



L15



L14

