

CARLOS ‘CHUCK’ NORRIS

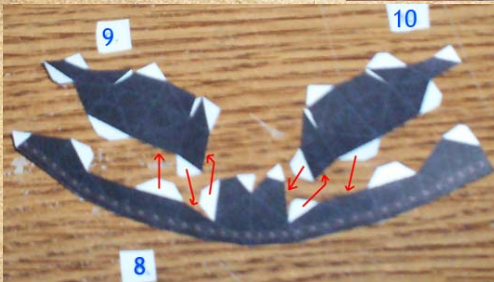
Hello there! Welcome to another of my models! And the first of 2008 even! These are the instructions for my Chuck Norris model (incase you couldn't tell by the large title at the top of the page. Well, I'll cut to the chase and we'll get right to it. (I had wanted to put all this text in a western-style font, but I couldn't find one that looked clean enough this small, and was still easy enough on the eyes... oh well).

To begin with, pieces (1)-(7) (all on page one, for your convenience) will make up the entire head. Ignore how messy the colors of (1) are; I didn't bother to make it clean since it will all be covered by the hat later on. Let's cut out and pre-shape all 7 now. Only make the connection on piece (1) for now:

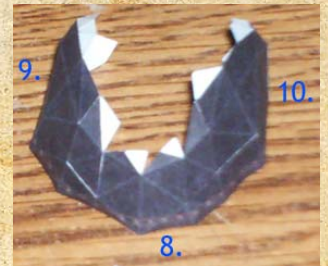


It's fairly easy to connect these pieces together. When attached, the 'seams' that makes each piece a circle are aligned down the back of the head. They connect in numerical order, so (1) is the top of the head, (2) goes around the outside of (1), followed by (3), etc:

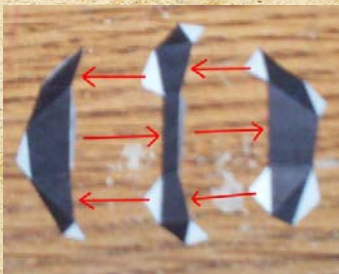
Man! That is a good looking decapitated Chuck. Unfortunately, were not *quite* done here, so let's move on to the next part of the model: his hat (because what's a cowboy without his hat?).



Pieces (8)-(14) & (63)-(64) make up the hat (all on page 1). I apologize for the last two being out of numerical order, I missed them the first time I went through numbering everything, and really didn't want to have to change every other piece. So, let's start out by cutting out, pre-folding, and joining (8), (9), & (10):



(11)-(13) will make the top-center of his hat. Cut out and pre-fold, they attach to each other just the same way they are aligned in the PDF pieces file:



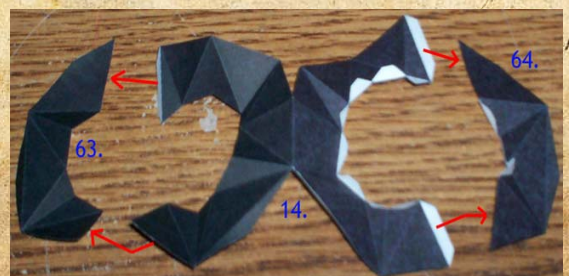
Next, we'll attach the combined (11)-(13) to the combined (8)-(10) by the little section in the front:



Next, work down the two sides until you zip it closed in the back



Pieces (14) & (63)-(64) form the brim of the hat, so cut those out and pre-fold them. (63) and the left half of (14) form the bottom of the brim, and (64) and the right half of (14) form the top. They're easy to assemble; simply attach each piece to its corresponding side, then fold them in half along the symmetry line (center of (14)), and glue them back to back:



Now we'll want to attach the brim to the main piece of the hat. This isn't too bad; start with the front two tabs and work your way backwards evenly, i.e. attach one tab per side, so you reach the last two tabs at the same time. Use this picture to orient them correctly:

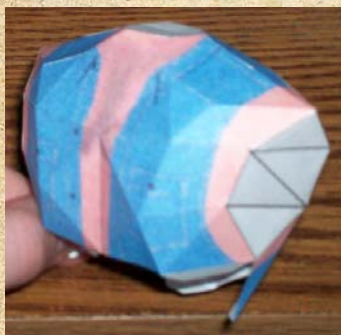


Next we'll begin the torso, and since we've run out of pieces, print out pages 2 and 3. For the moment, we'll be sticking with pieces (15)-(20) on page 2, and (21)-(26) on page 3, so separate these from the other pieces of guns, arms and hands, etc. and set the aforementioned aside.

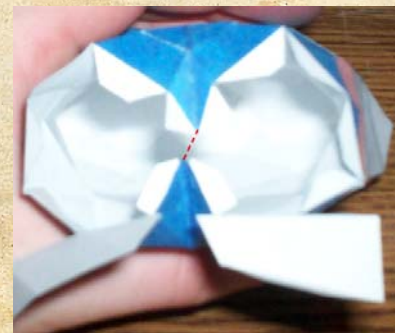


For these, I went ahead and cut out all 12 pieces at once; you don't have to do that, but I'm going to write this section assuming you did. Start off by pre-folding (15) & (21). We're going to work down both the front and back at the same time. Attach both together by the top tabs (i.e. the shoulders), and close the flap for the neck now too. Don't forget the two tabs on piece (21):

Continue down in this fashion with (16) & (22), then (17) & (23), making sure to close the arm holes too:



(18) & (24) are next, so attach them in the same manner, followed by (19), then (25), and finally (20) & (26). These last two are a little interesting, because at the center point between the legs, at the bottom, there isn't actually any connection. Not a problem, just interesting to note. Anyway, close the leg holes:



And the torso is done! If you want to, you can re-capitate him now (attach the head), or save it for later. It's up to you.

Next, we'll attach the belt, since it's already printed. Deviating from the previous numerical order, dig up the remainder of pages 2 and 3, and cut out (35) & (36). This one's simple. Just loop it around his waste so the end with belt holes is on your right. Give that a few seconds to sit, then glue on the circular snake skin buckle, right over the area (35) connects.

Ok, with the simple piece done, we'll do the arms.

You already have the entire

left arm, pieces (37)-(42), from page 3, so we'll start there. Set aside (43) & (44), the right arm, for now, we'll come back to it later. I went ahead and cut them all out at once, just like with the torso, so again, I'll write this assuming you did too. Do all the pre-folds for (37) and (38). Use the two tabs on (38) to orient how it will be attached to (37):

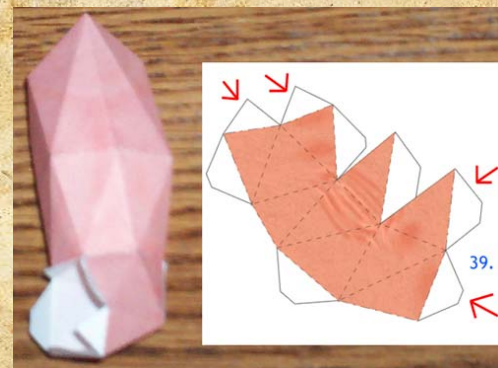


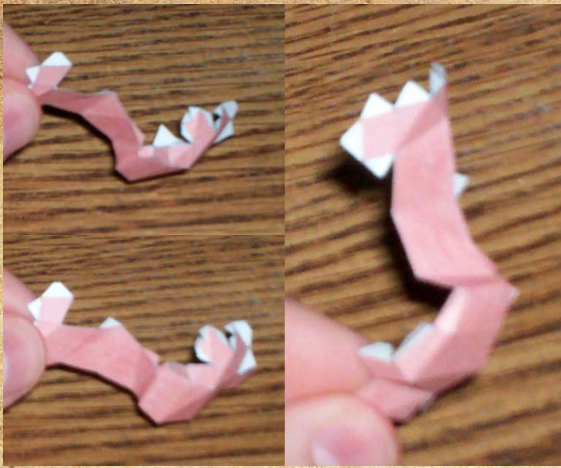
Piece (40) forms his forearm; you can take care of that one pretty quickly. Orient it via the two tabs on its end.

Ok! Now for the hand. You're not going to be happy about this... I probably made it more complex than it really needed to be. But oh well, It's not *too* too bad. Setting aside the rest of the arm, make the numerous folds for (41) and (42). (41) will form the hand, and (42) will be the thumb. First, you'll want to make all the little adjacent connections along the right half of the hand (41) that will make the sides of the fingers (next page...):



Piece (39) forms the elbow. Attach the four tabs indicated by the arrows to the rest of the arm, around the single tab already on the arm:





Once you've done all of these, you can pretty much just close the other flap like a book cover:

The thumb isn't too bad, just a bent box really. Attach directly to the hand when you're done.

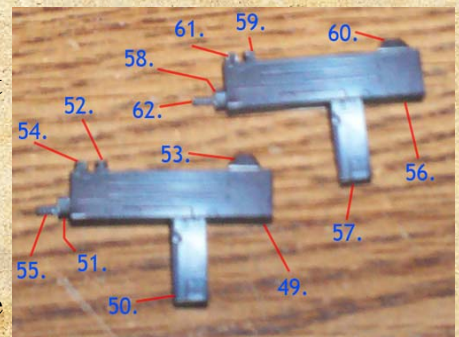
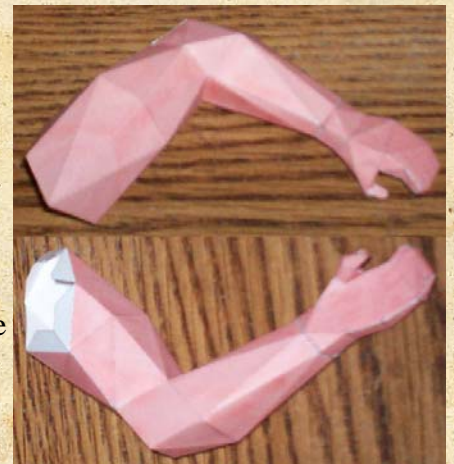
And finally, attach the hand to the rest of the arm we set aside earlier:



Ok! Lather, rinse, repeat!... That is to say, cutout, pre-fold...? You get the idea, print out page 4 and repeat all the above for his other arm. Once you've done that, you should have a nice little pair of beefy arms for Chuck:



From here, we may as well do the guns, since we have them printed (page 2). Pieces (49)-(55) form the first, and (56)-(62) form the second. They are identical, so either one can be the left or right. Start by building the body of the gun, piece (49). This is just a simple box, so not much I can do to explain. Piece (50) forms the handle, (52)-(54) form little random pieces across the top of the gun, and (51) & (55) form the hardest part, the tip of the nozzle.



Repeat this for the other gun, and then we'll glue them to his hands. Just put a dab of glue on the palm side of the handle, making sure the gun is far enough back to be against the thumb:



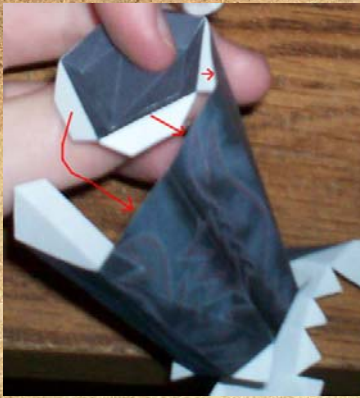
Now, with the bulk of the model done, let's continue and build the legs! We have the entire left and half of the right already printed, so just print the final two pages and be done with it. Cut piece (30) from page 5, and sit the rest aside. Piece (27) forms the top half of the leg, and (28) the bottom. What I chose to do was cut out and pre-fold both pieces, then attach them together, before making all the adjacent connections:



Once that's done, I connected all the adjacent sides, then zipped them down the one major seam on the back:

Simple enough. Repeat for the other two pieces, and we're that much closer to a completed model!





The boots are composed of two pieces each. For the left boot, we'll need to cutout and pre-fold pieces (31) and (33). Start with the top half of (31). Once this is assembled, you can simply wrap the 'body' of the boot around this top caved-in section, followed by the bottom half:

...and repeat!



Piece (33) forms the bottom half of the boot. There's not much I can say about this one, it's pretty straight forward to assemble.

Piece (31) slides into the hole in the top of (33), and glues to the inside of the bottom of (33). Glue the leg and the completed boot together, and you're done with one of the legs:



Now for the home stretch! Attaching the legs should be simple enough (note to self: for future models, never exclude the caps between limbs and torso). I originally left them off because it seems like the limbs get a stronger bond to the torso, but it makes attaching them cleanly more difficult, since the sides are more free-form. You'll notice the large white gaps between my models legs and torso. But anyway:



And... Congratulations! You have completed my Chuck Norris model! Just pray that your paper Chuck doesn't roundhouse kick you while you're sleeping, because Chuck's kicks, no matter what form he is in, are lethal ;)

If you care to check out the rest of my collection, or even have a question or comment about this or any other model, stop by my deviant art page to see what's new! I love getting feedback!

- Mike McDermott, "billybob884"
<http://billybob884.deviantart.com/>