

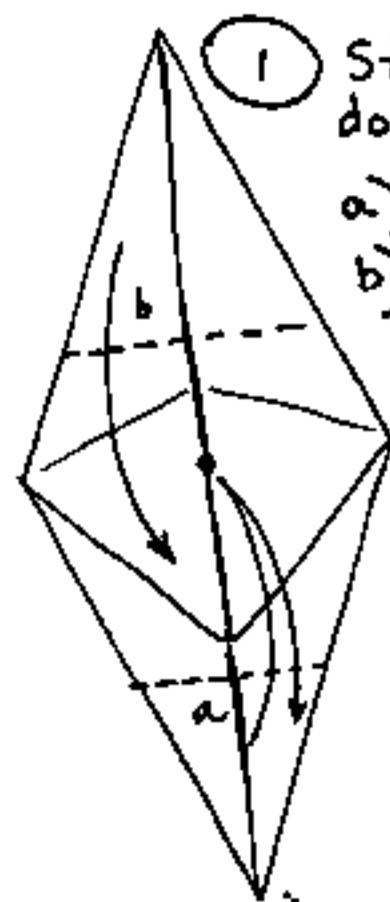
UNCLE SKULLSY

The original Uncle Skullsy was a character invented by Spider Barbour and Earl Lundy. He was a talk-show host made from a Halloween mask - a rubber skull - worn by Spider. Uncle Skullsy interviewed subjects like Mr. Rocco, a deeply striated rock wearing an old felt hat, and Violet Sorry-sight and Vince Linguini, has-been actors on the comeback trail. Earl videotaped the show, in negative color for added weirdness.



A
T
B

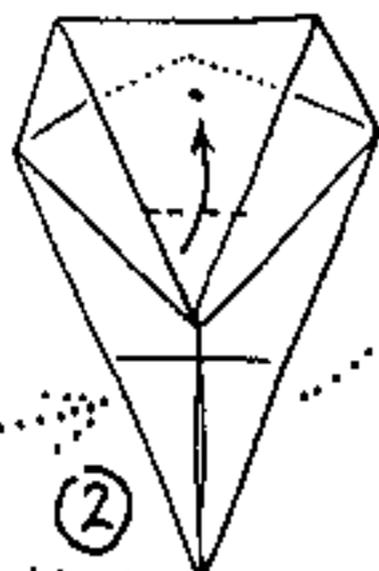
8
22
99



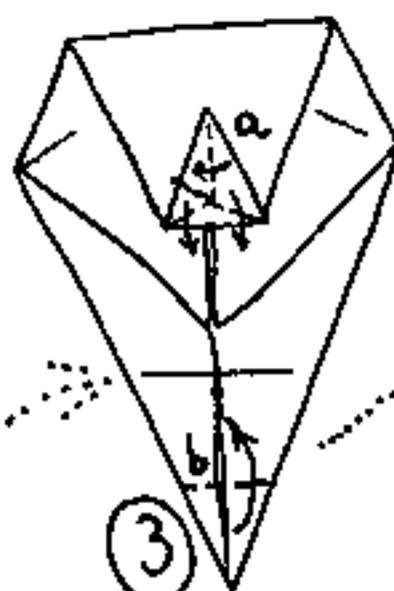
① Start with a fish base, small flaps pointing down. Use dark or black Kami + fold color inside.

a) Pre-crease lower tip to center.

b) VF upper tip to points of small flaps.

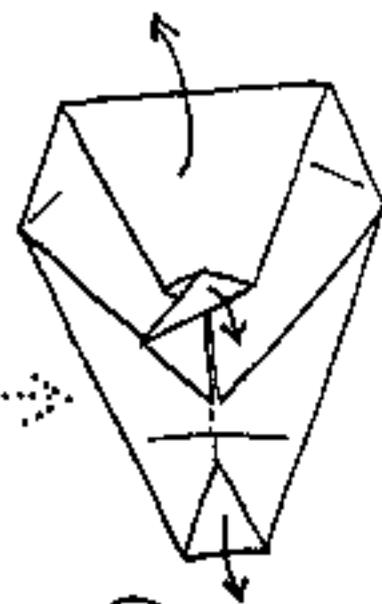


② VF tip to a point below the apex of existing but partially hidden creases.

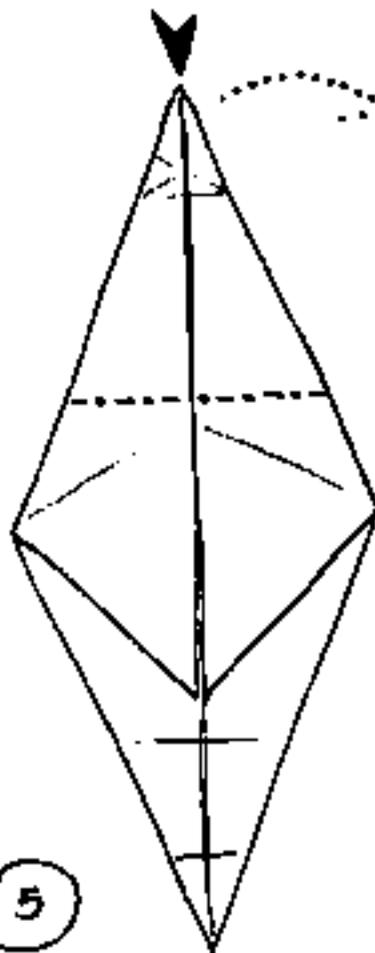


③ a) Rabbit-ear. Note: do not bisect lower corners.

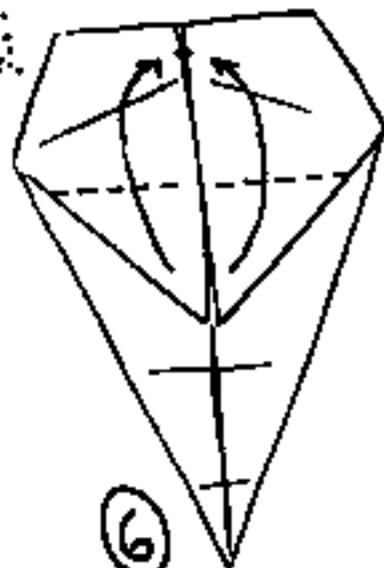
b) VF to a point below crease made in step 1a.



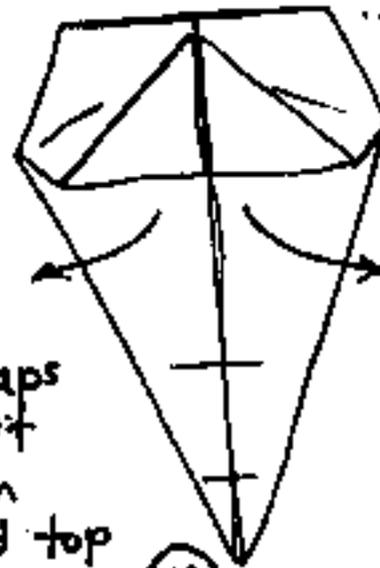
④ Unfold back to Step 1.



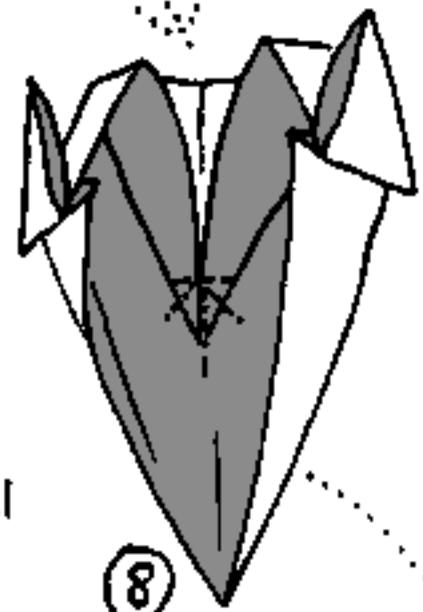
5 Sink on crease made in Step 1b.



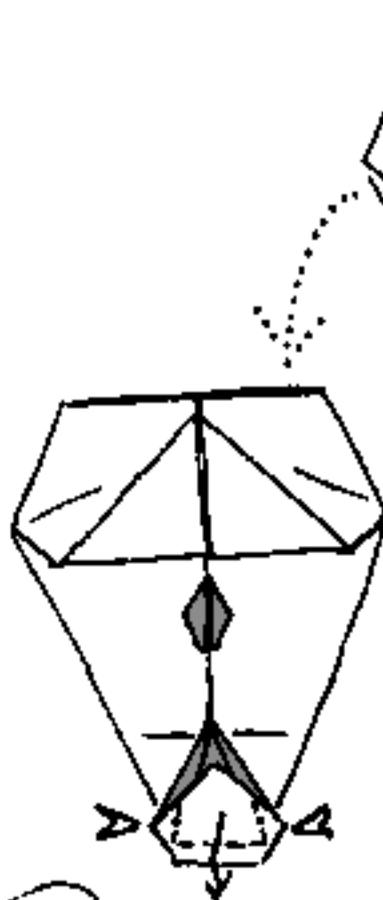
6 VF small flaps to a place about halfway between crease apex and top edge of model.



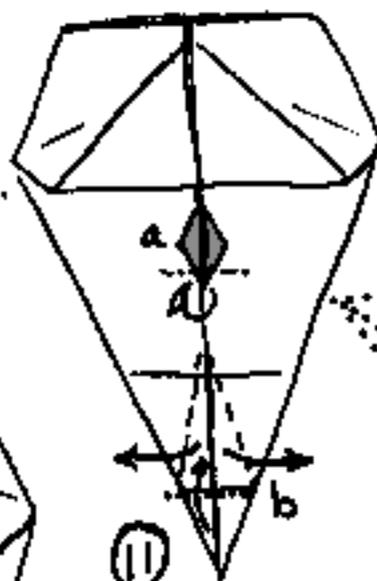
7 Open model down the middle.



8 Refold tip on creases from Steps 2 and 3a to form nose.



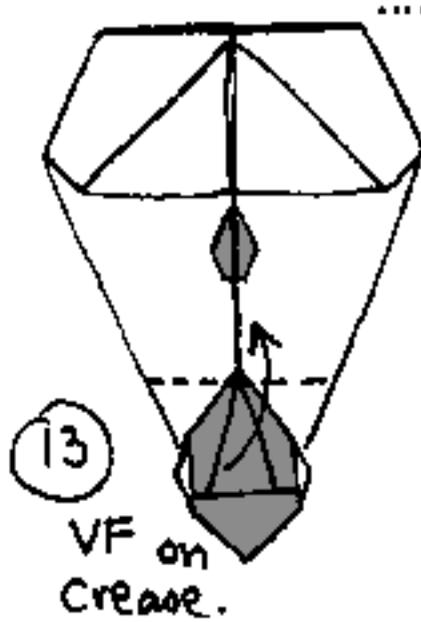
9 Close up model with nose sticking out. Flatten nose to one side.



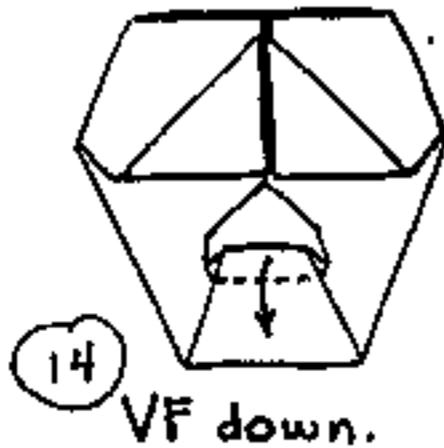
10 Squash-fold nose.

11 a) MtF nose tip.
b) Open flap, bringing up lower tip. Flatten.

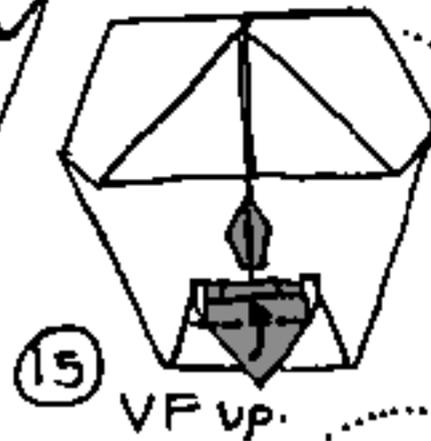
12 VF below widest point in a kind of petal fold. Avoid splitting the corners & push them in to relieve the stress.



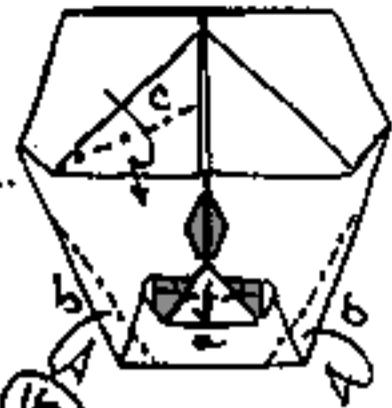
13
VF on
crease.



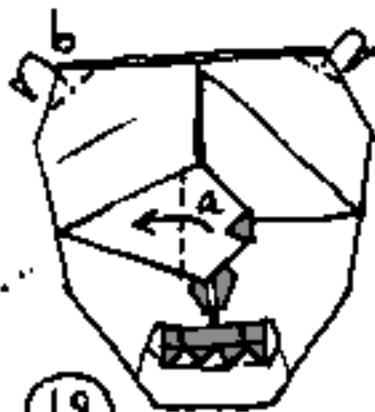
14
VF down.



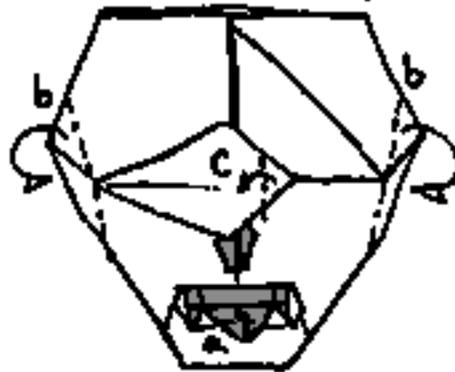
15
VF up.



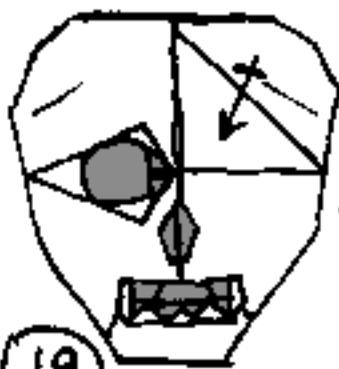
16
a) VF down.
b) Mt F sides
evenly.
c) Squash-fold.



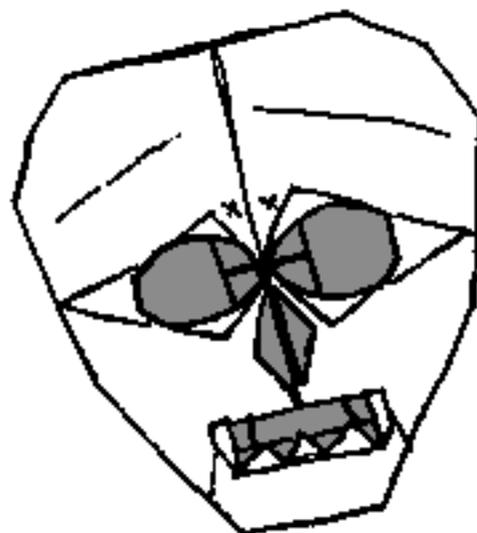
18
a) VF to the left of
the widest point of
flap. Do not flatten
corners.



17
a) VF up.
b) Mt F sides evenly.
c) VF.



19
Carefully, to avoid
flattening left eye,
repeat steps 16c,
17c and 18a on
right flap.



Note: the
skull shape and
the features can
be varied by
altering placement
of folds.

To keep eye in place,
sharpen inner, upper
edge (x) slightly.