

Shambler Build Instructions

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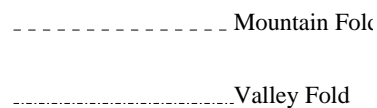
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1 Introduction

Building the shambler model is for intermediate- to advanced- level of experience model builders. Because the model is based on the original geometry, some of the model components are reasonably fiddly to assemble. You'll need a fair bit of patience to assemble this model, but it shouldn't prove too difficult.



(a)



(b)

Figure 1: The basics: (a) Required materials, (b) Fold types

First off, materials (see fig. 1(a)):

- Metal Ruler
- Craft Glue
- Hobby Knife
- Shambler Model (printed on heavy paper or card)
- Weights to put in feet (possibly cut up bits of fridge magnet)

I won't go into the specifics of paper model building, as there are many good tutorials available online on this topic. In general terms, you'll need to know that an edge marked with a dashed line is a mountain fold (i.e. with the paper facing upwards, you push either side of the edge down), and a dashed-dotted line is a valley fold (opposite of previous) - see fig. 1(b).

I'd highly recommend cutting out all of the pieces before you start, and gently scoring along the edges with a blunt knife. Don't use a gluestick as it won't hold the paper together very well; use a liquid craft adhesive (but superglue or epoxy is overkill!). Typically, you'd pour a small dab of it on to a sheet, wait a minute or two for it to become tacky, then apply liberally to the paper. Hold the two edges of the join together for a minute or two, and you should have a nice, clean join.

Edge flaps and edges are *not* numbered. However, you can easily just test the edges against each other to see how they fit. This shouldn't provide too many hassles; however, if it is a problem for a lot of people, I shall re-do the model with join numbers indicated.

2 Arms

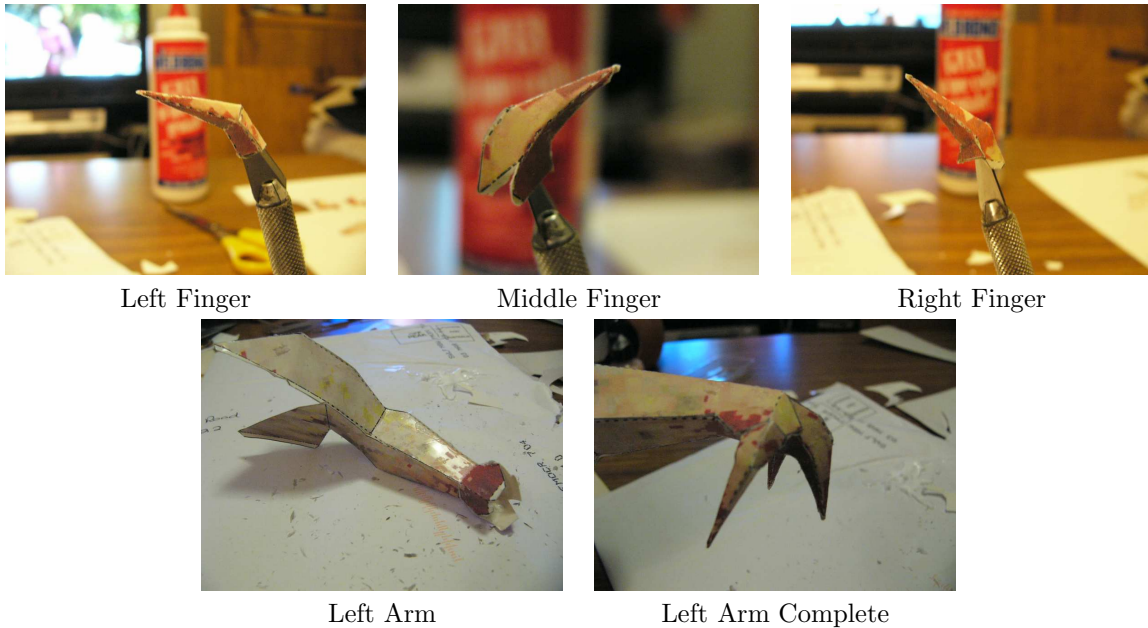


Figure 2: Left hand

The convention used here is that the fingers of the shambler are left, middle, and right with the palm facing upwards (i.e. towards you). Start with the left hand, and assemble each one of the fingers. They each form little cones (see fig. 2). Assemble the left arm using the two upper parts and the lower piece, and attach the fingers one by one. Notice that the fingers don't stick out at right angles, and they stick out perpendicular to the palm.

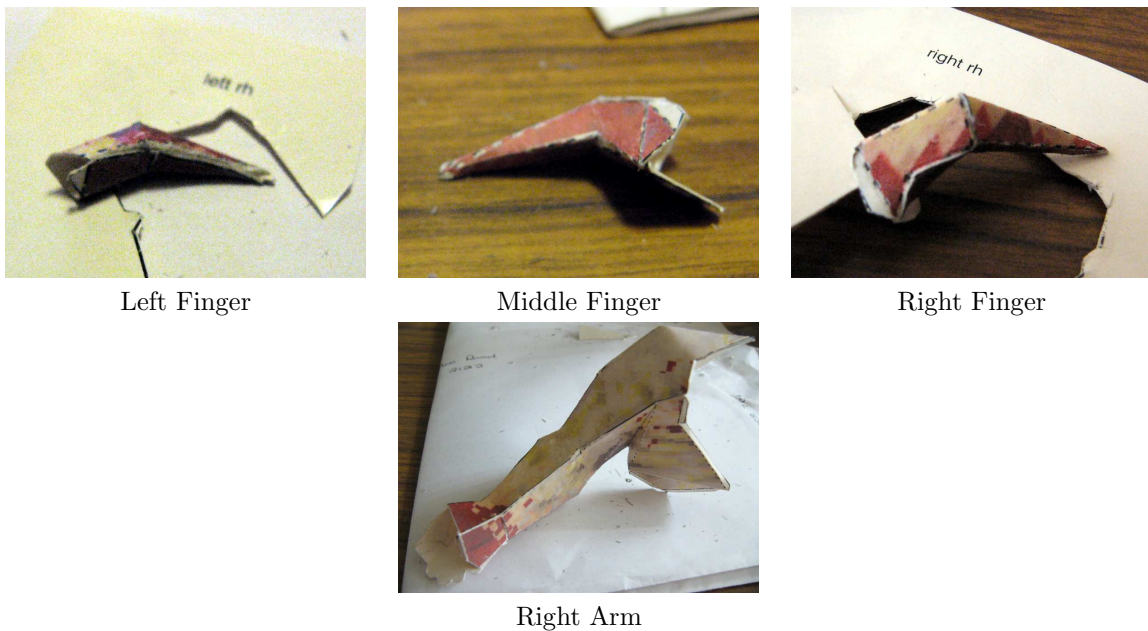
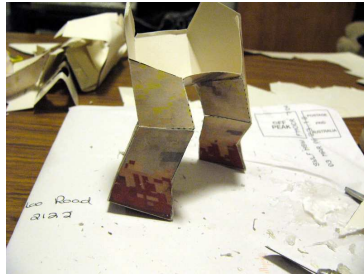


Figure 3: Right Arm

The right arm, as shown in fig. 3, is assembled in a similar fashion to the left.



Legs and Rear Torso



Feet weights

Figure 4: Legs and Rear Torso

3 Feet and Torso

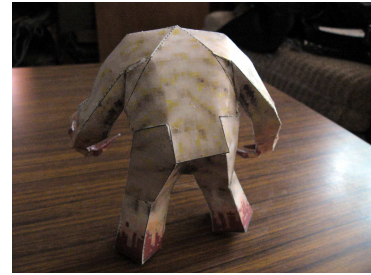
The feet of the model are assembled as one piece (see fig. 4). You will probably want to drop some weights into the feet cavity, as the centre of gravity of the model is a bit weird and won't stand up properly on its own. I'd suggest dropping in a pile of washers, or even cut up bits of fridge magnet.



Torso front



Without rear torso



With rear torso

Figure 5: Torso assembly

Assemble the front torso (see fig. 5), and carefully attach the arms to it. Once this assembly is dry, attach it to the legs. The last piece you will want to attach is the rear torso.

4 Done!



Figure 6: Done!