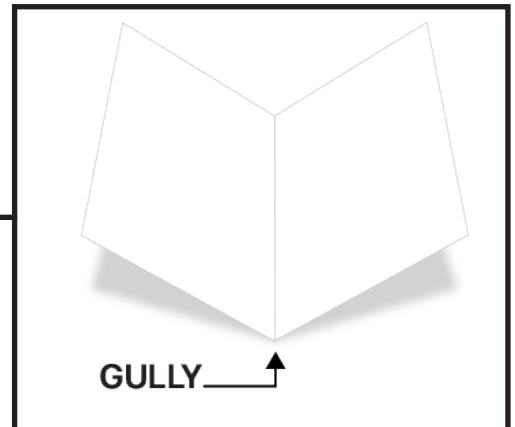


**Pop-ups Reference**

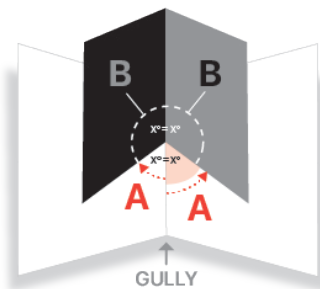
# Simple Rules

1. Every pop-up must span a gully

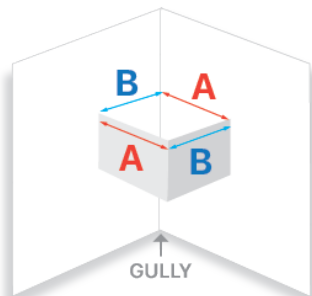


2. Pop-ups must be balanced on each side of the gully.

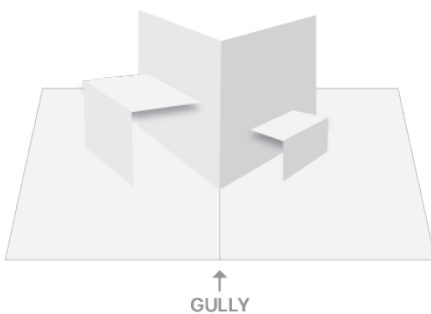
**V-FOLD**



**Parallel-FOLD**

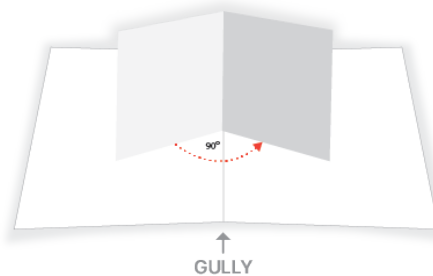


**BALANCE**  
on each side of the gully

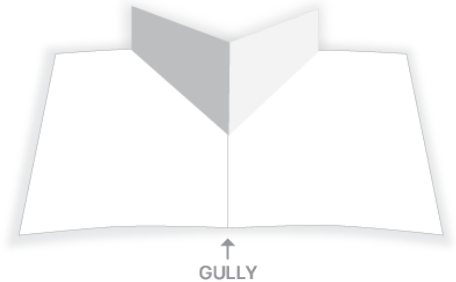


3. Every pop-up creates gullies and more pop-ups can be built into these gullies.

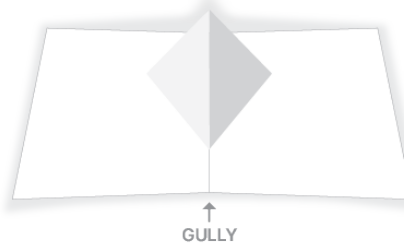
**PRIMARY FOUNDATION SHAPES**



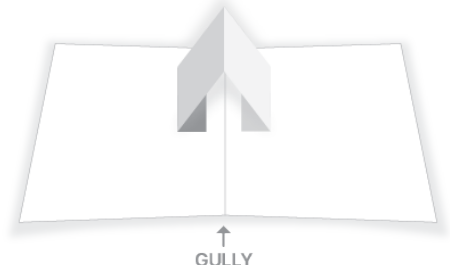
**V-FOLD**  
Right-Angle



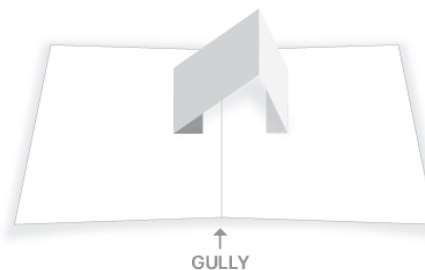
**V-FOLD**  
Accute-Angle



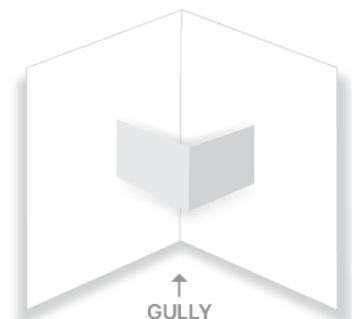
**V-FOLD**  
Pointed V-Fold



**PARALLEL-FOLD**



**ASYMMETRIC**  
**PARALLEL-FOLD**

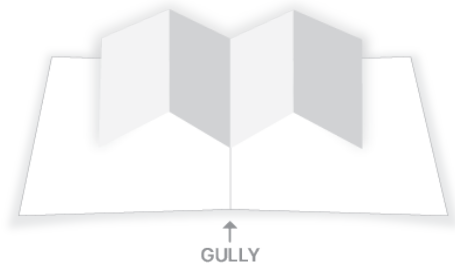


**PARALLELOGRAM**  
**FOLD**

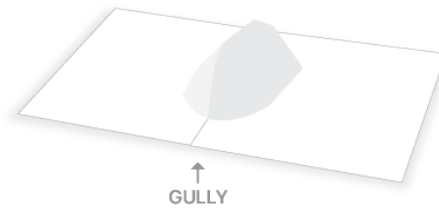
# Simple Rules

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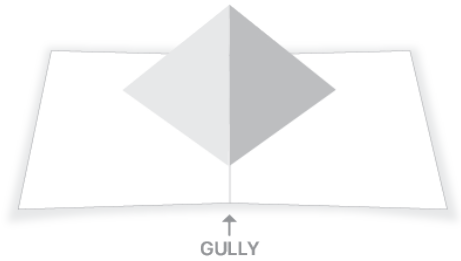
## SECONDARY FOUNDATION SHAPES



**ZIG-ZAG FOLD**



**CURVED SHAPES**



**PYRAMID FOLD**

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