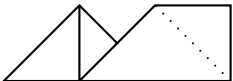
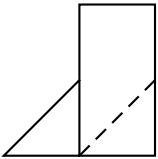
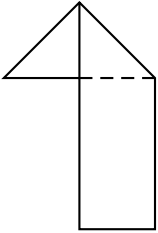
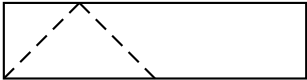
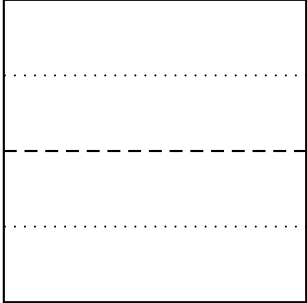
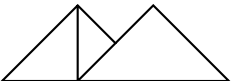
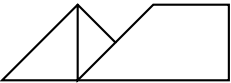
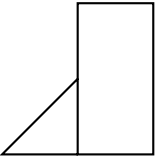
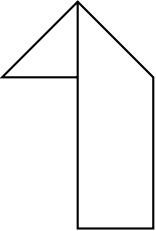


Making a PHiZZ Unit

Folds

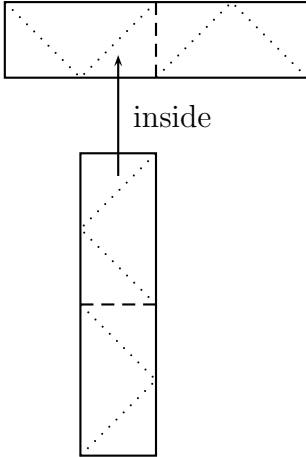


Result

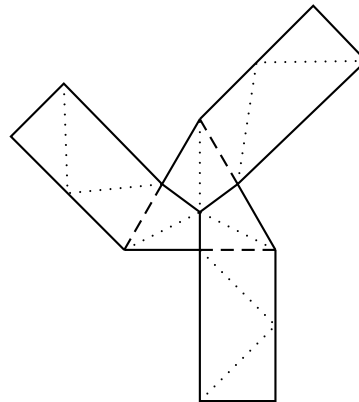
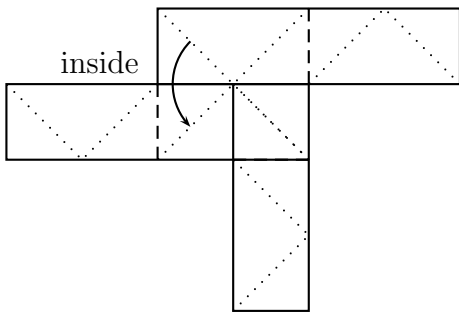
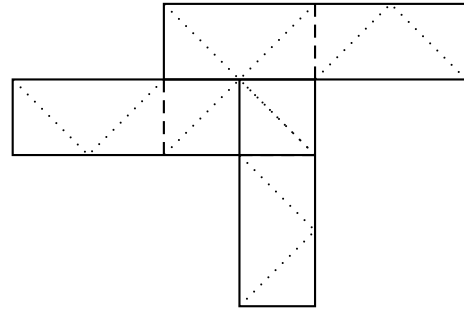
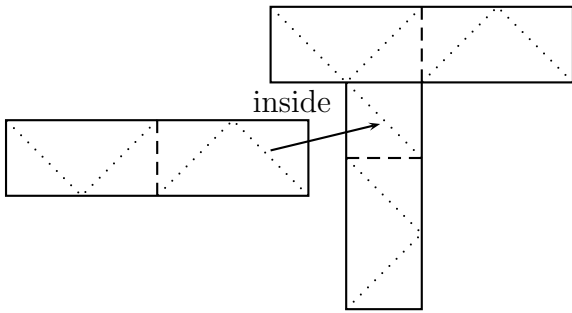
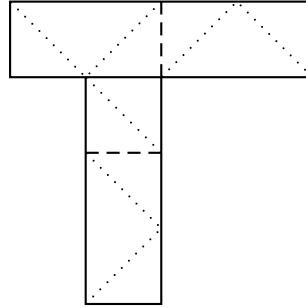


Making a Vertex from Three PHiZZ Units

Insert Unit



Result



(Not Flat!)