

菲 Phenanthrene

作者: 百度纸飞机吧 @武仙大兜虫

Author: GeoffreyLions

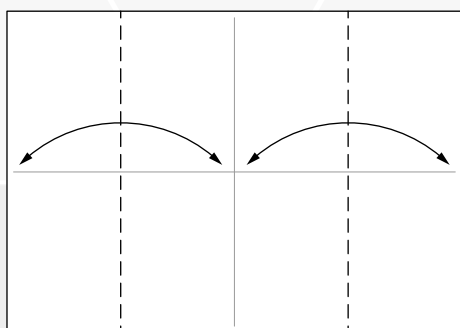
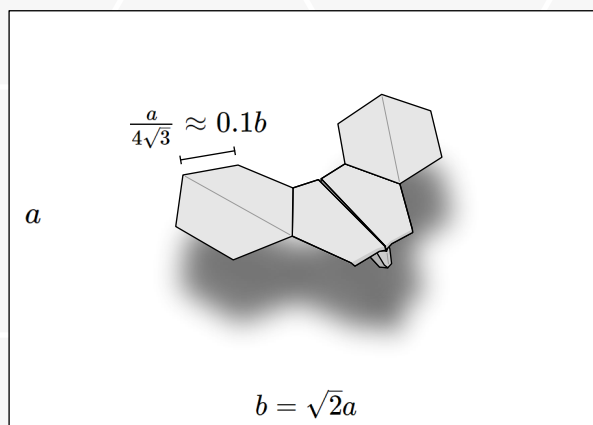
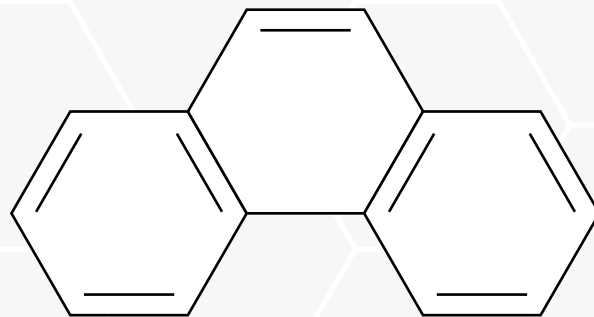
设计 / Designed: 2020/04

修改 / Revised: 2020/12

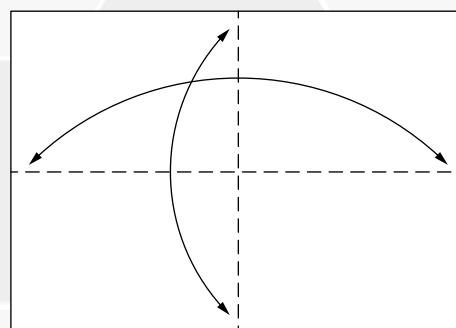
绘图 / Diagrammed: 2020/05; 2021/07

“六边形战士，一键三连！”

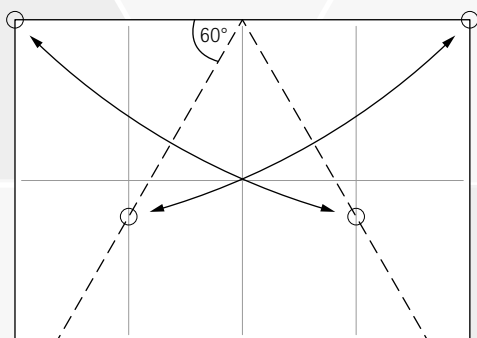
受“苯”(@残页纸断行诗)和“萘”(@勿念2333)启发创作了这架由三个正六边形构成的纸飞机，飞行性能良好。此版本针对上一版头部过厚、容易开裂的不足进行了优化，并加入了多个锁定结构，使得成品完全不用粘胶，且更容易调整。



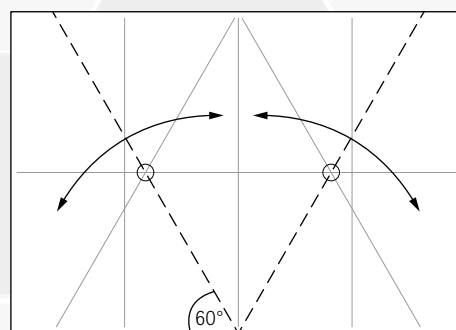
2. 继续对折，将长边四等分



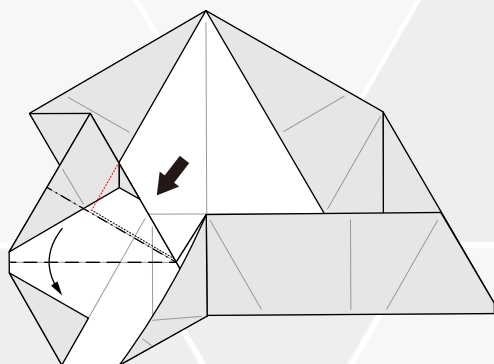
1. 沿长边和短边各对折一次



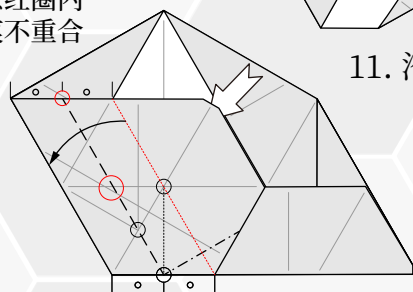
3. 让顶点落在对侧四等分线上
形成60度折痕



4. 对侧重复操作

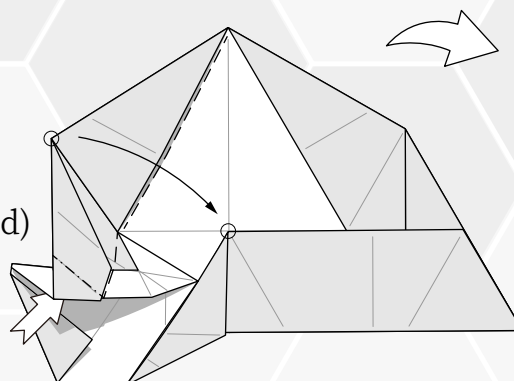


注意红圈内
折痕不重合

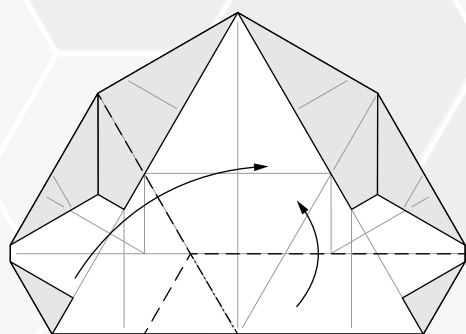


10. 将红色虚线对齐边缘折叠,
同时拉开下侧的内部纸层
注意图中的多个参考

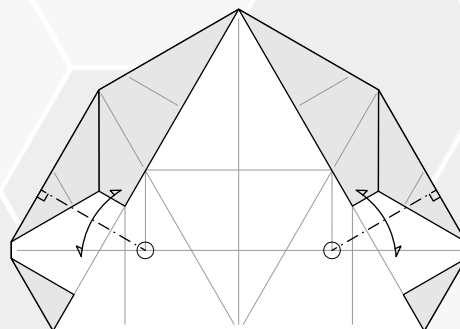
11. 沿已有折痕压折(squash-fold)
模型将不能展平



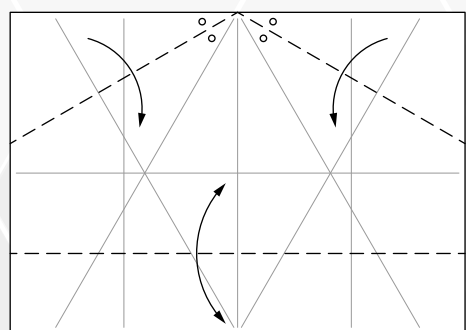
12. 将打开的纸层部分合拢压平
以下仅展示左半部分



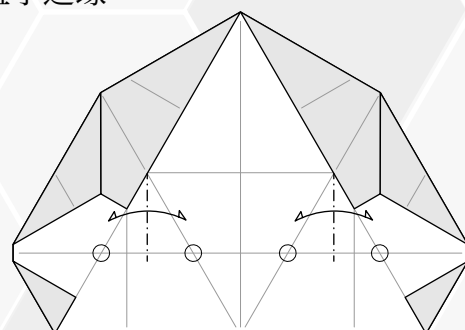
9. 如图折叠(相当于内翻折)



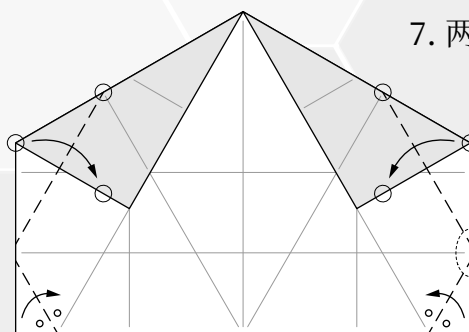
8. 过参考点折叠
折痕垂直于边缘



5. 上侧沿角平分线折叠
下侧将短边四等分

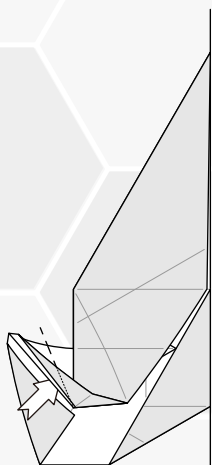


7. 两点对齐沿角平分线折叠
折一半即可

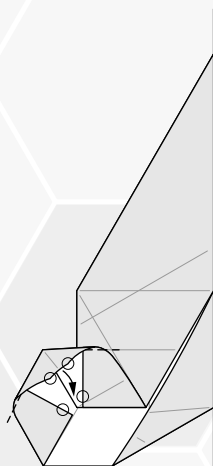


6. 上侧依照参考点折叠
下侧沿角平分线折叠

注意此处
存在空隙,
折痕不相交



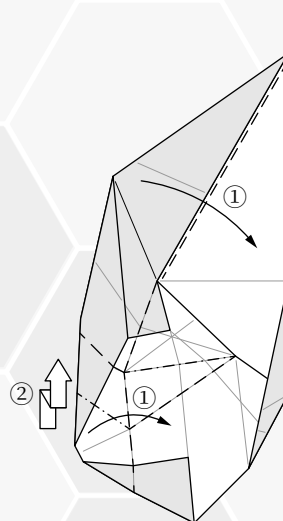
13. 继续压平左侧纸层



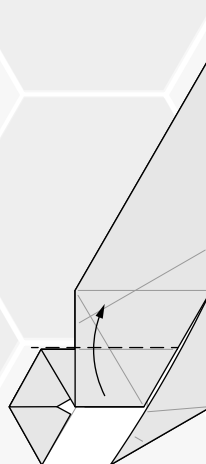
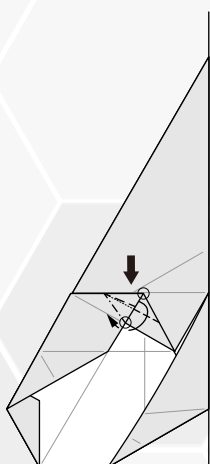
14. 依照参考点压折
(squash-fold)



15. 将纸层部分打开
模型将不能展平

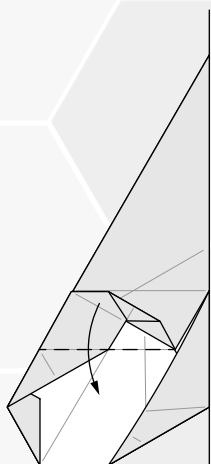


16. 调整折痕方向, 重新合拢纸层
先向内折叠边缘①, 再段折②

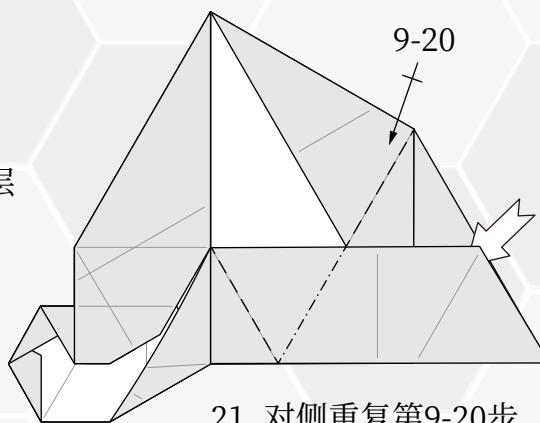


18. 向内卷折加强翼缘

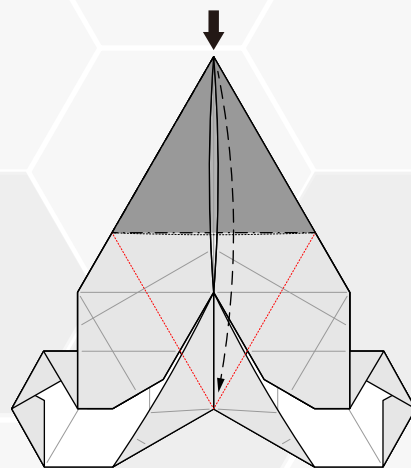
19. 顶角内翻折
塞入口袋



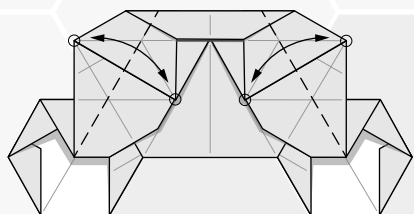
20. 复位顶部纸层



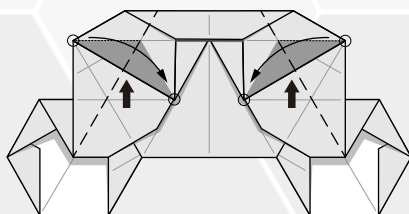
21. 对侧重复第9-20步



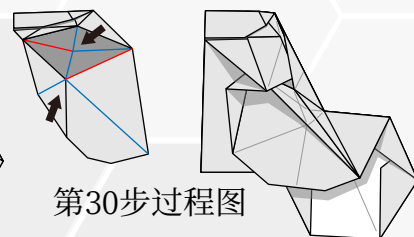
22. 顶角开放沉折(open-sink)
塞入下侧口袋



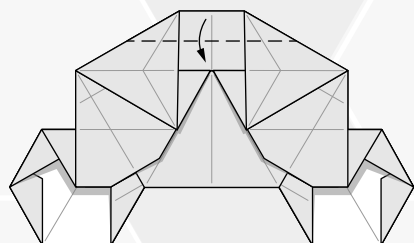
29. 两点对齐折叠并打开



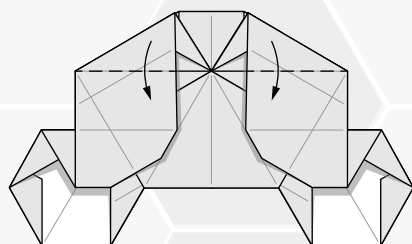
30. 部分打开纸层
重新折叠第29步
阴影部分沉折锁定



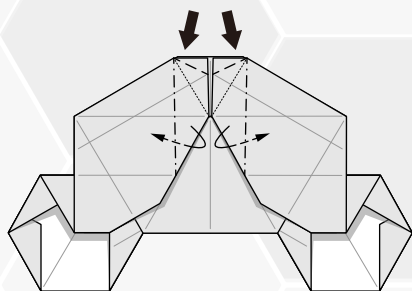
第30步过程图



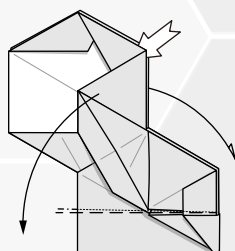
28. 上侧对折



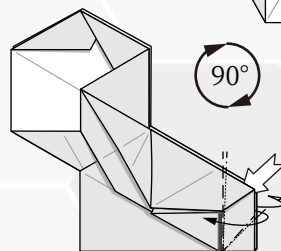
27. 复位第25步上翻的纸层



26. 向内折叠

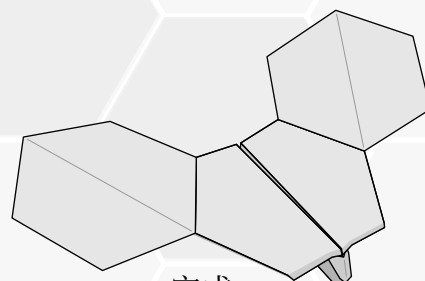


32. 封头

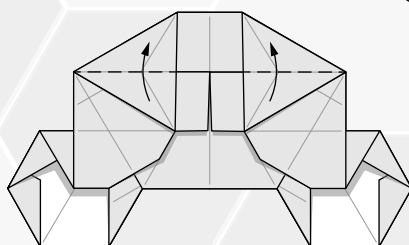


31. 沿中线对折

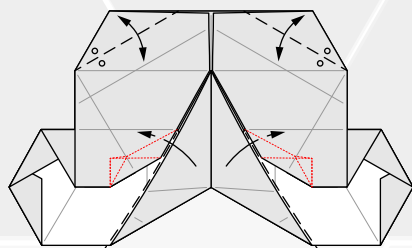
33. 折出机翼



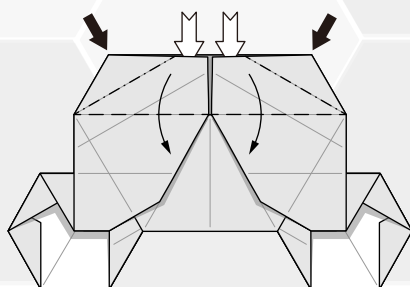
完成



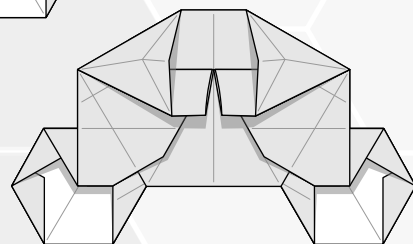
25. 上翻纸层



23. 下侧三角形塞入第19步形成的口袋
上侧沿角平分线折叠



24. 扩展沉折
(spread-sink)



第24步过程图