

Hey there! Welcome to my guide to building Halo's Master Chief. Not to scare any perspective builders off, but this one is quite tricky at parts, but overall shouldn't be too-too bad. It's definitely not for new-comers though.

**One note** before you really get into this model: there are a lot of small pieces and fine cuts involved in making this model. In order for the separate parts to come together nicely, take your time. There's no rush here at all. Don't forget to take a breather once in a while to give your hands (and eyes) a break. Also, when you're doing some of the pieces with a lot of completely black faces, you can use a black sharpie to touch up the sides where the white tabs are visible. Don't over do it, only for touch-ups. I've also included the original model cutout file with the parts, trust me, you'll need it. To use it, you'll need a program called [PePaKuRa Viewer](#) (click to download).



< = Let's start off with parts 1-4 on the first page. These will make the glass visor that covers his face, so after printing them out, cut them and use the actual file to see where the fold lines are (for most of this model, I've kept them fairly light, this way your model will look cleaner.

The pieces themselves attach to each other just as they are lined up in the original image == >



Leave it aside for now, it's the last piece we'll attach to the head.

Piece 5 will form his "cheeks", "mouth", the black top visor, and the area that will support the glass visor (pieces 1-4). Cut out and assemble the adjacent edges as shown below. The only things that actually attach here are the two 'box-like' sections on each side:



**NOTE:** Make sure you do NOT assemble the black parts at the top (bottom in this picture) of this piece; they will later form the upper black visor and are best left till later to close.

Piece 6 will attach to the bottom of piece 5. However, before attaching 6 to 5, we want to glue 7 & 8 to 6. Piece 6 itself only has two adjacent connecting faces:



After that's taken care of, the two large flaps on pieces 7 and 8 will attach to the inside of 6, like so == >

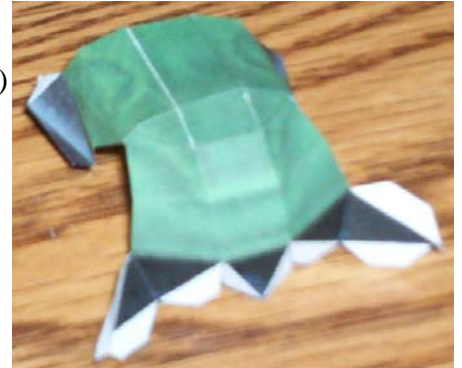




< = Ok, to connect the assembled pieces 6, 7, & 8 to piece 5, were going to start with the large black face at the top center of piece 6. Everything else from there on is just in a straight path. Don't get me wrong though, the tabs are tiny and tightly packed.

From here, you'd think we would complete the head first, then attach the glass face visor, but well do just the opposite! We want to attach the bottom of the visor to the helmet while we can still hold the visor by both sides (front and back).

To attach it, start with the top back corners of each side, dabbing glue on the first six tabs (6 per side), one side at a time. Then glue the remaining 4 tabs on the bottom center. (Sorry! Picture came out unusable) Don't glue the top closed!



Piece 9 is largely the top of his head, and slightly the back. Cut out and assemble = = = >

< = The easiest way to attach this piece to the rest of the head is via the small black section at the top center of piece 9. use the two center tabs to attach to the top front of the head.

Next, attach the two adjacent tabs (still working off of the same black faces) to the inside of the top black visor. Now, we can start closing the visor. Work your way around from

the inside until you've completely closed this section. Once that's done, finish up the sides and back of the head, connecting all the faces:

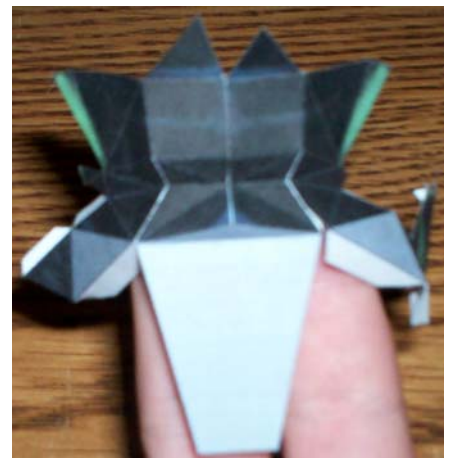


Finally, we can glue the top of the head to the glass visor:

A little lopsided, but what do you expect? It's paper.



Ok! One more piece and we can call the head done. Piece 10 will form the bottom of the chief's head/neck. This is probably one of the hardest pieces on the head. There are a lot of tiny faces and tabs as usual, but if you can manage this one, then you should be ok for the rest of the model.



Cut out the piece, but don't completely pre-assemble it. First, we'll want to leave the large grey tab (white in this picture due to flash) at the bottom unglued, which will give us better access to the other tabs we need to use later on. You can attach all the other surrounding tabs, just not the two large ones on either side. Also, don't 'complete the circle', making it into a loop. It's easier to attach to the head when it's open in the back = = = = = >





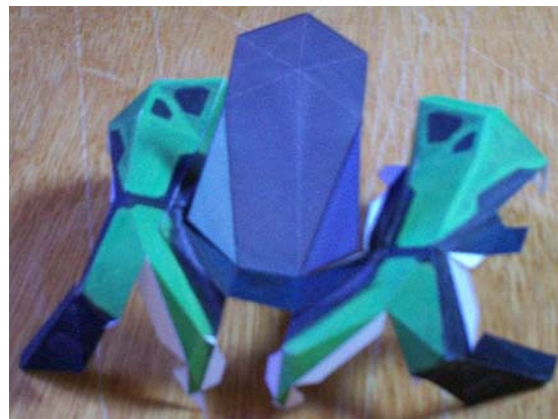
< = Ok, to attach it, we'll want to start with the smallest pieces in the front of the neck (using the diamond shaped piece that was on the right side originally). First attach the tab that will hook onto his chin, then take care of the few connections to the right (when looking at him from the front). After that, just work your way around in a circle towards the left. Once you've gone full-circle and are back at the front, all that's left is to close the bottom flap.

And now you have your Master Chief bust!... if only that were the end. Next up, the torso.



Print out the second page (and if you want to save yourself the trouble, 3 & 4 too, they have the rest of the torso). On page 2, we won't be able to use pieces 20 or 21 (in the top left corner) for while, so keep them to the side. They will be the sides of his 'back pack' later on.

We can begin with piece 11: cut out and pre-shape. This will form his neck, shoulders, as well as the top of his backpack = = = >



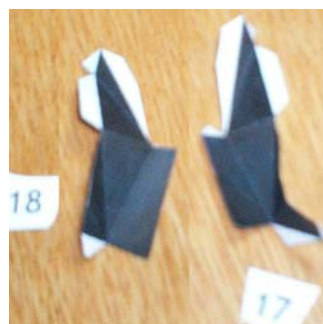
< = Next, we'll do the two sets of pieces that make the arm joints. Cut out and pre assemble 13 and 14, then 15 and 16.

Use the PePaKuRa model file I included to see exactly what tabs attach for each set, they're a little tricky. After this, we might as well attach them both to the section of the torso we have completed. They

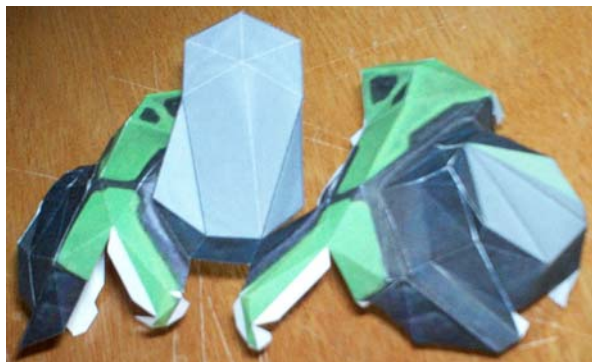


< = only attach by a few small faces for now.

Next, print out page 3 if you haven't yet, and cut out pieces 17 & 18. Pre-fold them and attach them. 17 goes with 15 & 16, & 18 goes on 13 & 14 = > & = = >



Piece 12, which we've skipped until this point, will form his chest and the sides of his upper torso, basically his armpits. Cut-out and do the little bit of pre-assembling you can on this monster of a piece = >

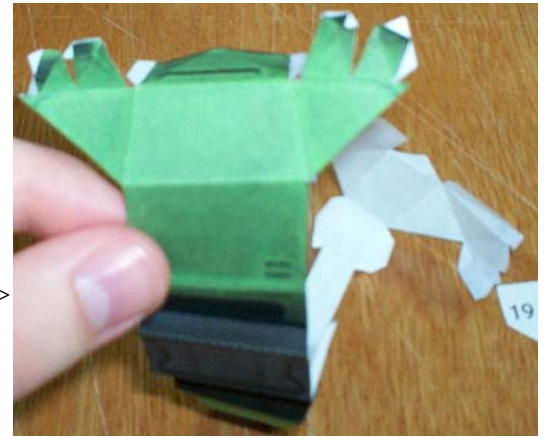






< = It wraps around the bulk of what you have completed so far, so start with the top center tab on piece 12, which will attach to the neckline of the other joined pieces. From here, just work your way around in a circle each way.

Piece 19 should come next. This => will make a lot of his back, and some of his waist. The top of this piece is a bit of a nightmare, because the top of his 'backpack' has these little triangular indentations that are just a pain in the ass. Cut out, pre-fold, and make the few attachments you can do here at the top.



The small pieces at the top of 19 will form the will form the indents at the top of his backpack. I really can't easily describe how they connect, just do your best using this image as a guide = = = >



Next, we'll close the backpack with the two side pieces (pieces 20 and 21) from page 2. They have a few adjacent connecting edges that will give it walls:



To attach them to the main torso, we want to start with the lone black piece at the edge of each hole on the back. This will attach to the edge of piece 20/21, depending on which side you're working on, filling in as the missing wall on that piece. After that, work your way around in a slow, very careful circle until you've completely closed in the piece. Repeat for the other side, making sure to take advantage of how we left the neck hole open = = >

Ok! 3 more pieces and we're done with the torso. Now, print out page 4 if you haven't yet, and we'll begin with 22, the largest piece on the page. There are some connections here, so once it's out of the way, you'll end up with this = = = >



We might as well connect it now. Begin with the two tabs in the center of piece 22, which will attach to the flap hanging from the bottom front center of the torso, and work your way around each side, one at a time. Once you've reached the front, you'll need to work back around the way you came underneath, around each leg cap to close it up. We might as well close the neck hole too. (Sorry! Another

unusable picture! Stupid camera! Use the first picture on the next page to help a little)

Two more pieces and the torso will be done. Cut out 23 and 24, pre-fold, but don't pre-assemble. We need to leave them open s it's easier to attach them = = = = >





The first one you attach is easy because you've got the other leg hole still open. Whichever side you start with, begin with the four tabs attached to the green half of the piece. We'll attach those, and only those, to the center edge of the corresponding hole. Don't attach the rest yet. Take the other piece and do the same, so both pieces are attached on the same middle strip. You might as well get the top tab on each side while you can == >



Next, get the two large tabs at the top, one per side (use the previous picture as a guide). After that, get each of the small tabs attached to the black faces closest to the center, at the bottom. Next, attach each of the open gray pieces to the two small adjacent tabs, then carefully glue the large remaining tab closed:



...and bam!, Completed torso. You might as well glue on the head now, just for the hell of it.

Despite the order the are pieces in, I decided to do the legs first. Print out pages 6, 7, 8, & 9, and set aside the pieces of the arm from pages 4 & 6. Starting from page 6, cut out the piece labeled Left Leg. Folding this one is a little interesting, start with the smaller grey face at the bottom end (with 4 black fold lines through it). You need to sort of pinch it to make the folds at this part, but it works out. You'll start gluing on this end, using the large grey cap on the opposite end (with no tabs attached to it) as the last piece to close == == == == == >

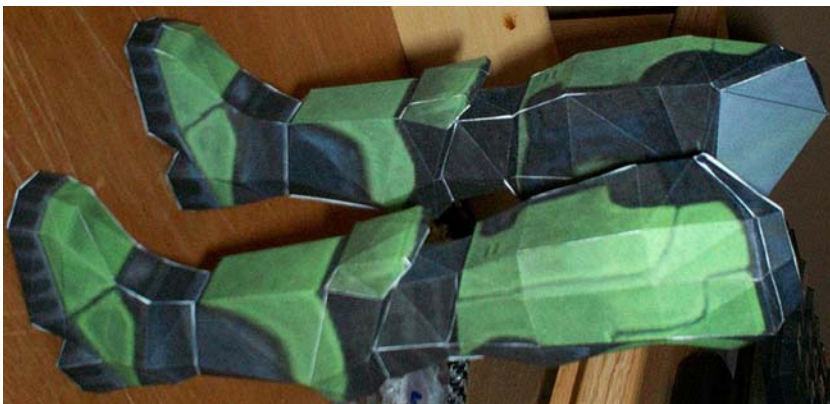


< = The lower half of the leg is pretty simple; don't let the top knee pad fool you.

For the boot, after cutting and folding, attach the two long grey strips to the sole of the boot. After that, just work your way around in a circle until you come to the grey tab at the top of the foot, closing it == >



Now you have one of the legs complete. Print out pages 8 and 9, and repeat the last few paragraphs only mirrored to produce the pieces for the other leg. Finally, glue everything together:



You can glue them to the torso too if you want to, or just wait until the end.

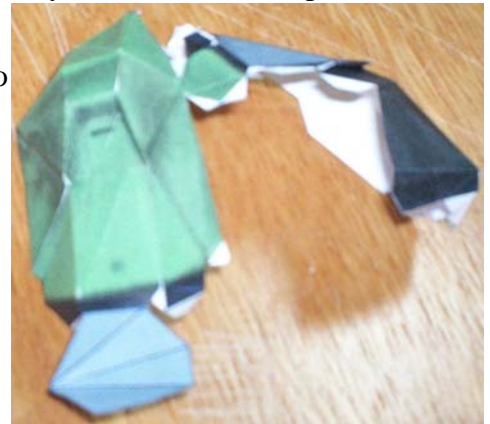


For this, I'd recommend printing all the pieces for the arms at once. You should already have the hands and pieces of the arms from page 4, and the lower arm from page 6, so print out page 5 and you're good to go. I chose to start with the right arm, so take the piece labeled as such from page 5, as well as a small piece from the center of page 4. This is the hardest section of the arm, I can see now that I didn't simplify it enough, but oh well, no use crying over spilled milk. After you pre-fold both pieces for the upper arm, we'll make the one attachment in the small piece. It's one little adjacent face, making it look like this = = = = = >



< = Next, we'll go to the larger piece. Starting at the large end cap, attach all of the adjacent edges to the right. To actually attach the surrounding pieces to the cap, you need to almost completely fold over this one piece.

Next, go to the other side where all the green faces are, and well being to assemble that. It looks a lot worse than it is, use this picture as a guide. Nearly all the connections are adjacent ones. NOTE: don't connect the grey tab at the bottom to anything until the end = = = = >



< = Continue closing up the piece, until you get it to this point.

The concaved edge of the small piece will be oriented downwards according to this picture, the small black flap (of the smaller piece) will attach to the small grey end cap (of the large piece, at the top in the left picture) = = = = >

Ok, next section. Get the two pieces of the right arm from the top half of page 6 and cut them out. Once you've pre-folded everything, we'll start by quick assembling the piece labeled elbow:



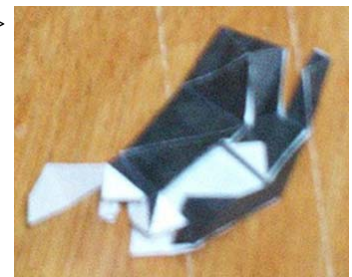
After that, we can glue it to the large gap in the model adjacent to the bigger end cap. The arm is pretty simple; it's just like the legs. The only tricky part is at each end cap, where all the tiny faces are. Just take your time:



You can glue the upper arm to the lower arm now if you wish to.

Now for the right hand. This is from the bottom right corner of page 4, so cut out the piece for the hand and for the thumb. We might as well start with the back of the hand. Attach the black piece adjacent to the biggest green tab. The hand isn't that bad, use this image as a guide of where to stop so you'll be able to connect the thumb easily = = = >

Quick build the thumb, and well begin attaching it with the tab with a valley fold. It connects to the inside of the palm (use the face with no tab as a guide) = = = >





Ok! Repeat for the other arm (except mirrored), and you're golden:



Now let's attach them. This is where we come to a bit of a crossroad. If you want to include the assault rifle with your model, continue on; but if not, you can stop here and still have a kick-ass model.

Giving the chief a gun was an afterthought. I didn't want to have to reposition the arms and hands (especially since I had built them already), so I just have him holding it at his side. For this, print out page 10. I cut out all the pieces at once, so I could build it smoothly:



Start off with pieces 1 and 2. pre-fold them, and then start #1 by gluing the long flap that makes the underside of this piece. After this, glue the flap that makes the lcd display screen closed. From here, work your way one flap at a time down the front center,

alternating sides so you stay even. Stop before you attach the last flap (the one with the valley fold). Before that, we're going to attach piece 2. Glue on one of the large side tabs to the biggest flap of piece 2. I can't offer too much help here, just try to very carefully work your way around in a circle (and honestly, you can cut off the two tiny tabs on each side of piece 2, they're so small I couldn't attach them myself ^\_U ). Repeat for the other side, close the last front tab we skipped before, and you'll get this (Note: there will be two open holes, don't think that you messed something up) = = >

Set aside the combined 1 & 2 for now, because next we want pieces 3 & 4. Start with one side of the long tabs running down the center rectangular part. Next, we'll attach piece 4 to 3 at the two gaps on the outside edge (center of each side). Once you've attached that side's half of the tabs, return to the center bar and continue towards the front. Save the back square with no tabs as the last piece to close = = = >



Next we'll do piece 5 and 6. This one also has two large open holes in it along the bottom. We'll use the tabs along the edges of the hole to glue this piece to the other parts. Ok, pre-fold everything verrry

< = carefully, then we'll start attaching 6 to 5. Piece 6 fits in the center gap of piece 5, so we'll begin by attaching the two large tabs of piece 6 to the long sides of the gap in piece 5. make sure you orient it correctly, the larger end flap of piece 6 should be on the outside of piece 5. Close that end of the now joined pieces, then finish the small piece where the hole on the top is. Next, get the little loop square extending off the bottom center, and finally close off the front end.

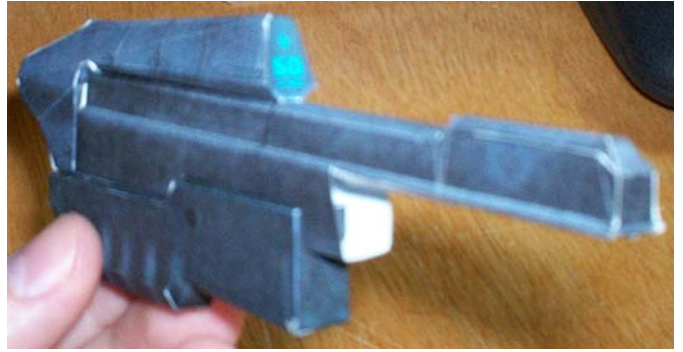






< = Ok, now we can start attaching pieces together. Take the piece we just completed, and combined 3 & 4, and well glue them together. This picture isn't the greatest, but you'll want to leave a little bit of a ledge where they connected.

Next, attach these two to the first section we did, combined 1 & 2. The corner of combined 5 & 6 will fit into the hole we left open in combined 1 & 2 = = = >



< = Sit all this aside for the moment, and well jump to piece 8. This one is straight forward, it's basically just a box with that one little piece jutting out of the top. After assembling, glue it to the back end of the other assembled pieces:

Now let's do the handle. Take piece 7 and pre-fold. I recommend starting with the inside edge of the handle, work



your way down evenly on each side, all the way around to the outside. No tricks here, not as easy as the last piece, but still simple:



Now you can attach it = >



Ok! Two more tiny pieces and the gun is done! They're both cylinders, except the one that forms the barrel of the gun has a cutout on the back end. Each end should be easy to assemble. When you attach the flashlight, the black line should point up:

This will let you fit it snugly into his hand, his middle finger (well, the chunk where the 3 fingers are) will sink in there, so all you need to do is put a little glue around the edge of that hole, and the inside where his thumb touches.



I'm really not too happy about doing it this way, but really it's not a big enough deal for me to go back in and redesign the gun's handle or the hand. The gun doesn't fit well into the chief's hand, so what you need to do is grab a pair of scissors and take a little chunk out of the handle, like so:





And... presto! You're done with a kick-ass Master Chief model!

Now, if anyone comments about the imperfections of your model (for example, my gun is a little twisted), just say, "hey... where's your kick-ass Master Chief model? Oh! That's right, YOU DON'T HAVE ONE!" hehe.

Thanks for taking the time to build this model, I hope you ended up as happy with yours as I did mine!

- Mike McDermott, "billybob884"  
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