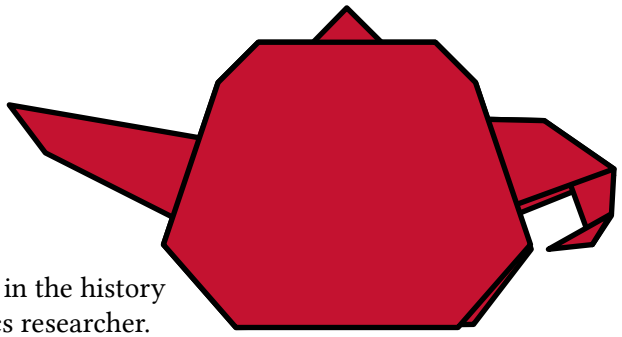
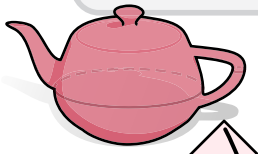
Utah Teapot

Mark Gillespie (2026)



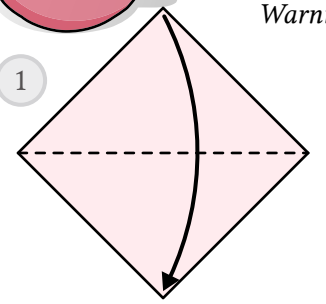
Notation
Colored side
Light side
Valley fold
Mountain fold



The Utah teapot is one of the foundational 3D models in the history of computer graphics, a familiar sight to any graphics researcher.

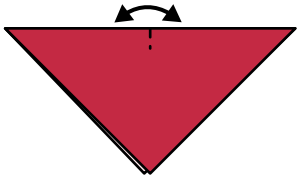
Warning: many folds in this model have no guidelines. Just put them wherever looks right!

1



fold tip down

2



pinch at center

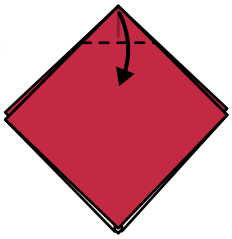
3

fold and unfold

4

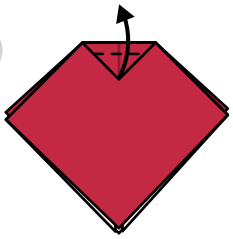
reverse fold

5



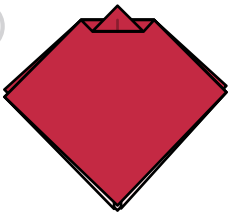
fold tip down

6



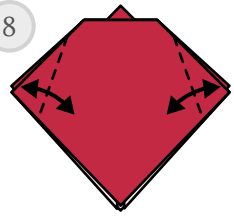
fold tip back up

7



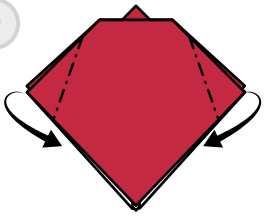
flip the model over
(if you're comfortable with sink folds, open sink the tip instead)

8



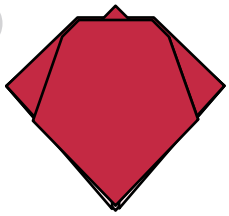
fold and unfold edges at an angle

9



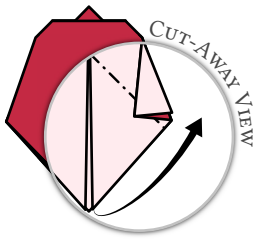
reverse fold

10



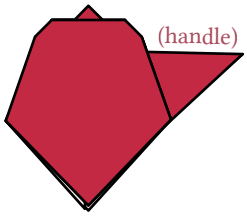
repeat steps 8 and 9 behind

11



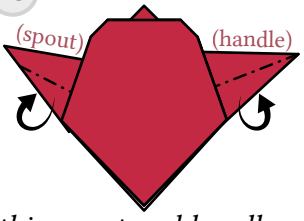
reverse fold tip up to form handle

12



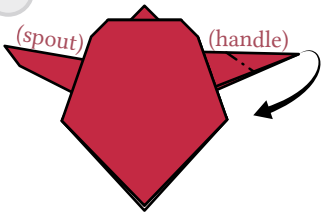
repeat step 11 on left, modifying angle slightly to point spout up

13



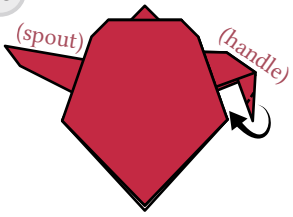
thin spout and handle and repeat behind
squash fold inner layers as necessary to make everything lie flat

14



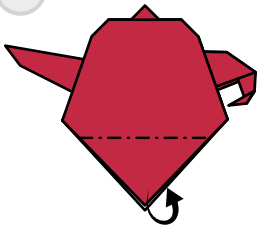
reverse fold tip of handle downwards

15



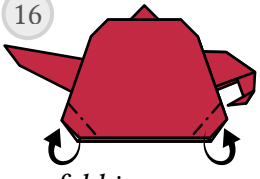
outside reverse fold tip of handle inwards

16



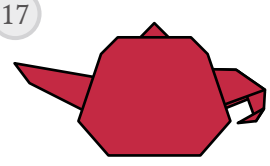
fold in bottom corners on front and back

16



fold in corners

17



completed teapot