Yes Man’s Papercraft Manual

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Files on the drive:

* Yes Man Papercraft Manual
* Colored Papercraft Yes Man Part 1 (Ver. 1)
* Colored Papercraft Yes Man Part 2 (Ver. 1)
* Colored Papercraft Yes Man Part 3 (Ver. 1)
* Colored Papercraft Yes Man Part 4 (Ver. 1)
* Yes Man’s (and others) Additional Faces

Introduction

Hello :], I’m Holy, this paper craft’s designer! I’d like to write a bit about why I made this project, so feel free to skip this page if you’d like. Make sure to read the disclaimers tho!

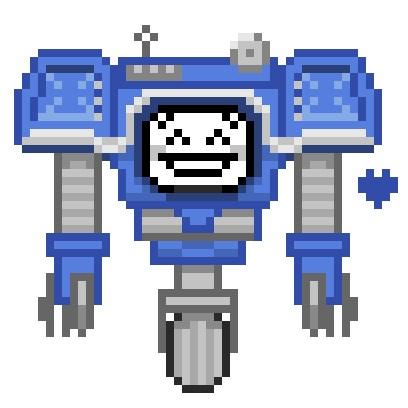
To be completely honest with this, I didn’t imagine myself working on another project of this type, but I guess I simply enjoyed it too much last time! This is the second papercraft I’ve designed until now, and as expected it was another silly robot; a new addition to my list of favorite/comfort characters (yes I collect them as some sort of sticker for a sticker collection lol).

So how did I end up liking Yes Man? I’m not completely sure about how it happened, but I wanna believe that I simply had seen his face too often on tags and artworks from other fellow robot enjoyers (you know who you are ;p). I did know about Fallout and understood the surface of its context, but I never really encouraged myself to dig further into the lore or anything. THAT WAS until this polite fella arrived and got me reading the lore + wanting to turn him into a figurine.

As always I’d like to highlight that the objective of these projects is to offer people a low-cost alternative for figurines or merch of the character being worked on. I’ll consider working on other types of characters aside from robots too, I have many evil plans brewing >:].

Feedback on my papercrafts is always appreciated! Have fun building your own silly killer robot!

-Holy



☆Disclaimers☆

This section addresses some preferences regarding the use of the drive’s link and its contents. Please read and take them into consideration.

* Please credit me whenever sharing the physical results or virtual modifications of the paper craft on any social media platform by adding “paper craft design/ base by @holymaccaronii on Tumblr” on your description.
* I’d prefer the files to be shared by copying and pasting the drive’s link since the manual contains useful info, not by jpeg. / picture files alone.
* I do not give my consent to anyone to use my template on anything else that isn’t a paper craft.
* Please respect my work and do not steal or claim my files as your own (except for original designs on blank papercraft templates).
* (Optional) If possible, please message me the outcome of your papercraft :D! If you experienced difficulties I’d gladly hear them too.
* Yes Man as a character rightfully belongs to the game franchise Fallout, developed by Obsidian (etc.) and published by Bethesda Softworks.

If you have any questions regarding the use or exposure of the papercraft for other reasons feel free to message me thru my Tumblr only. Thanks!

Materials and Pieces

Materials

Some materials are optional but I recommend having them at hand if possible to make the process as easy as possible.

* Paper: any type of paper that folds nicely works. I used bond paper for both the test print and final print.
* Glue: Glue pens, white glue, silicone, anything that can glue paper works.
* Scissors: any kind works.
* Printer: make sure to print the file in letter size.
* Toothpicks (heavily recommended): Toothpicks may come in handy when gluing pellets or big pieces together.

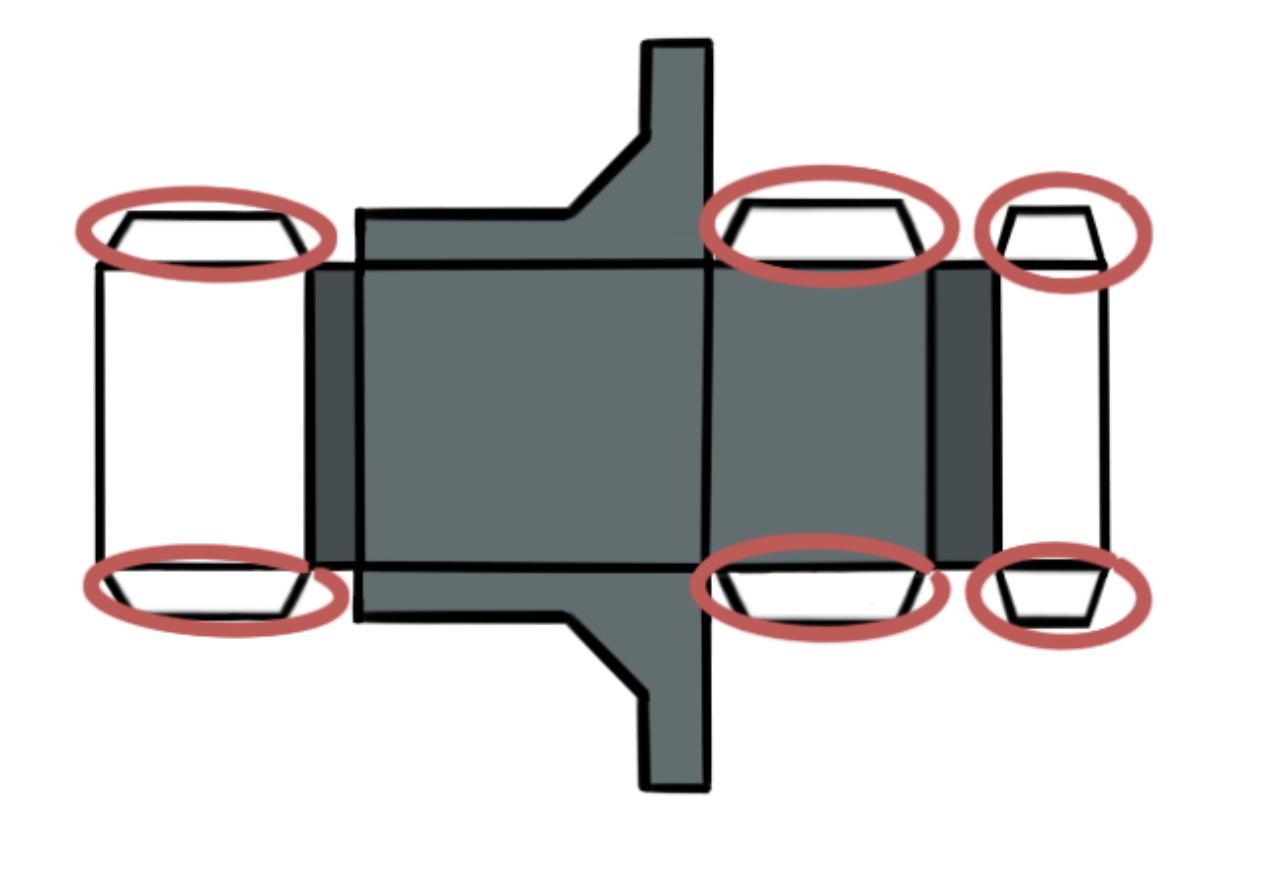


* Cutter: In this papercraft, the cutter will be necessary only for piece H3. You can use it to cut everything else too but just be careful and use a ruler!

Pieces

The paper craft is divided into 22 pieces, not including the switchable faces. I’ll list the meaning of each acronym as well as other words used to call certain parts.

* Pellets: blank parts all around a piece that are meant to be folded and glued. They come in trapezoid or triangle shapes.



* File/ Template: set of pieces meant to be printed together. The whole paper craft is divided into 5 (including the sheet with the faces). The files on this drive are mentioned on the cover.
* H1: Head piece 1
* H2: Head piece 2
* H3: Head piece 3
* T1: Torso piece 1
* T2: Torso piece 2
* T3: Torso piece 3
* T4: Torso piece 4
* W: Wheel piece
* R1: Right arm piece 1
* R2: Right arm piece 2
* R3: Right arm piece 3
* R4: Right arm piece 4
* L1: Left arm piece 1
* L2: Left arm piece 2
* L3: Left arm piece 3
* L4: Left arm piece 4
* F: Fingers (6 in total)
* Additional faces (numbers may vary)

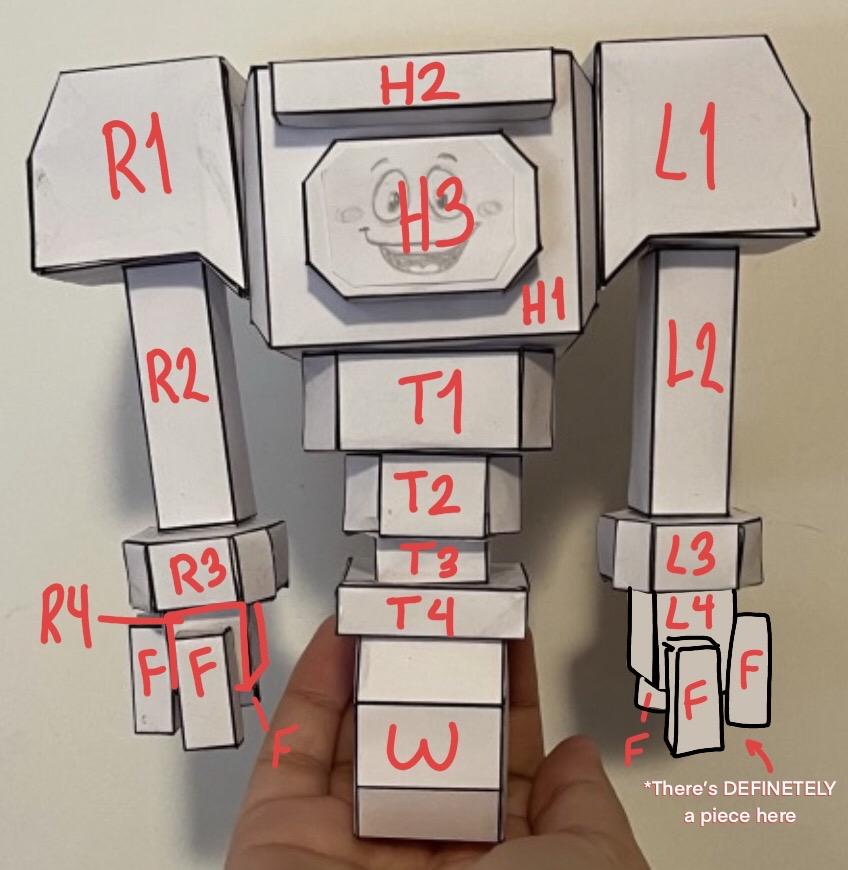
See visual representation on the next page

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\*Low effort representation of the location of each piece :P



Instructions

General instructions

I’ll leave recommendations on where to start, tips, and locations the pieces must be cut/folded for them to glue correctly. Go to page 8 to see visual instructions.

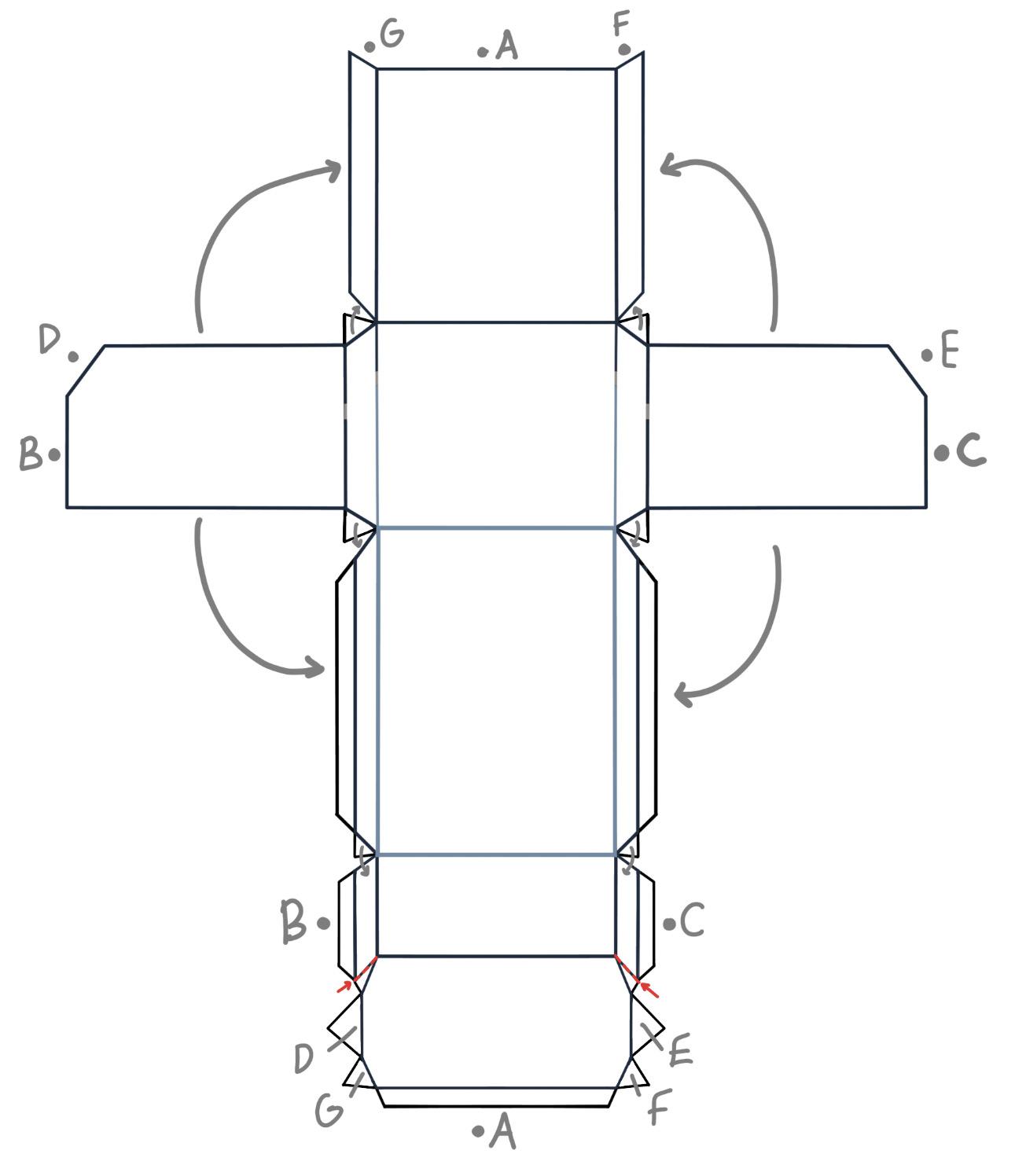
* Tip 1: Once you have your templates printed, I recommend to start gluing the H pieces (Glue the H3 piece first and then glue it to the H1 piece along with the H2 piece), continue with the T->L/R->F pieces and finally cut up the switchable faces.
* Tip 2: Some pieces have small pellets connected between 2 sides. It is important to cut these apart from a specific side for them to fold correctly. Worry not. I left indicators on ALL pieces that need this type of cut on the visual examples of page 8. Follow the red line ( – – – – ).
* Tip 3: Remember that all the lines showcased at the visual instructions from the pieces must be folded inwards (except for one fold on the R1 and L1 pieces).
* Tip 4: This is a very useful tip I used myself while building both the prototype and the final result. Once you’re about to close a piece by gluing the final face together, you might find yourself conflicted to glue the missing pellets. You can go ahead and cut one of these pellets off to help yourself glue the others by sticking in a toothpick to press them. A small empty slot might be left, so consider making this cut on the backside of the piece (or turn the piece around if possible).

Visual Instructions

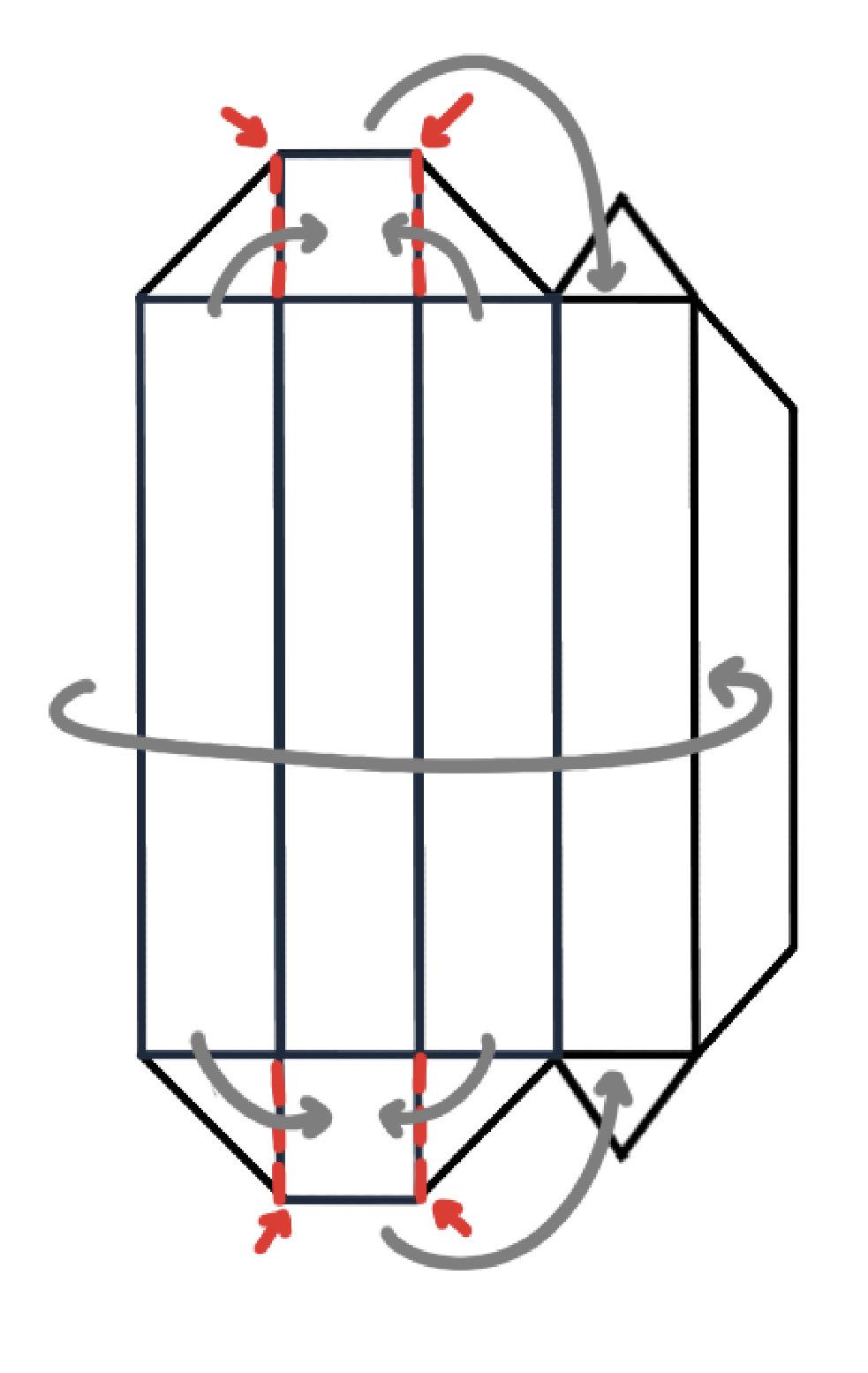
Remember: all lines inside the outline must be folded inwards (or outwards):

* Red arrows and (----) point out extra cuts
* Gray arrows point out the place where the pellets must be pasted.
* Letters (A, B, C, etc.) point out gluing places for pellets as well, look for the same letter in the template.
* Green lines (on pieces L1 & R1 only) indicate an outward fold.

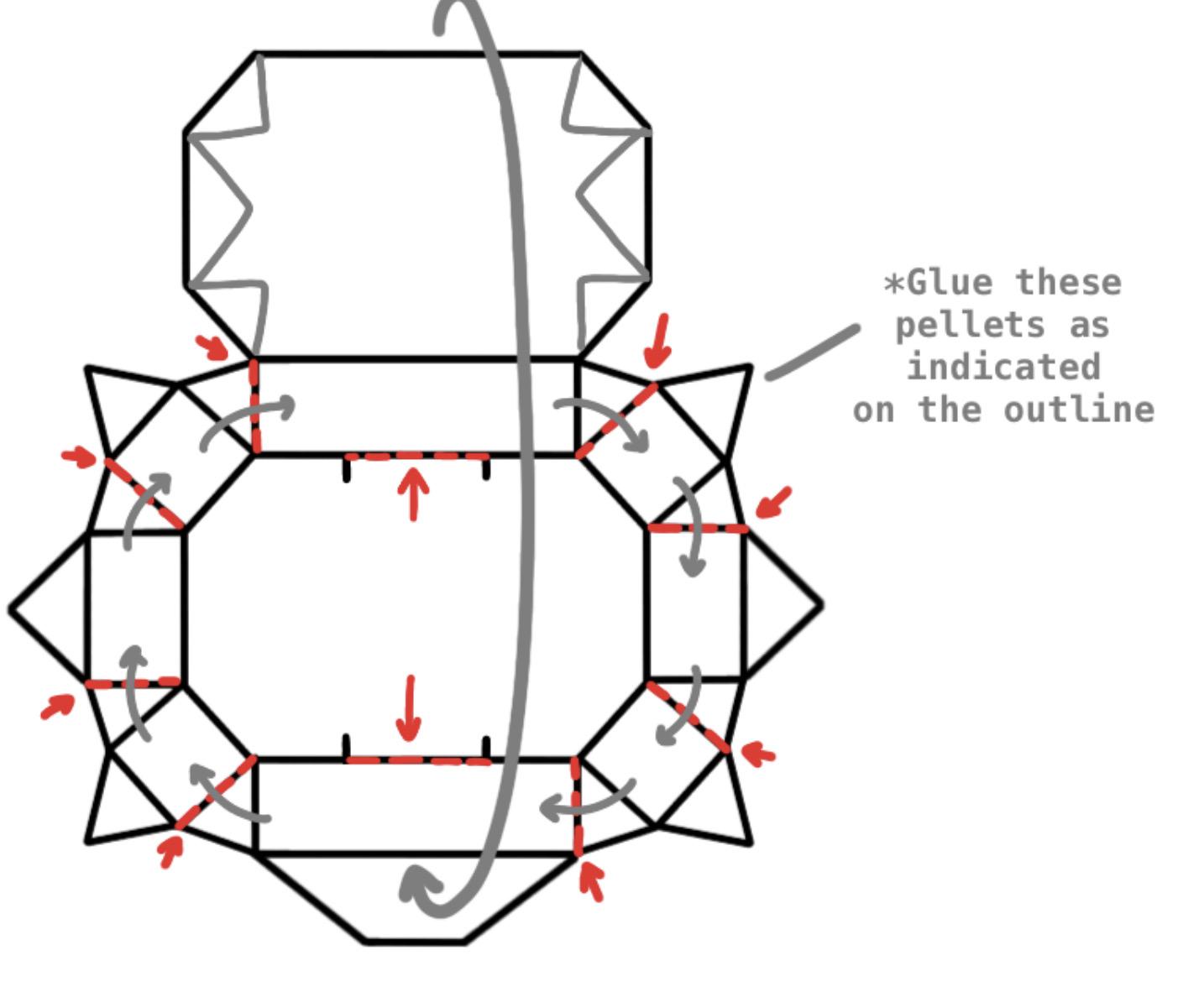
1. H1 (Head piece 1)



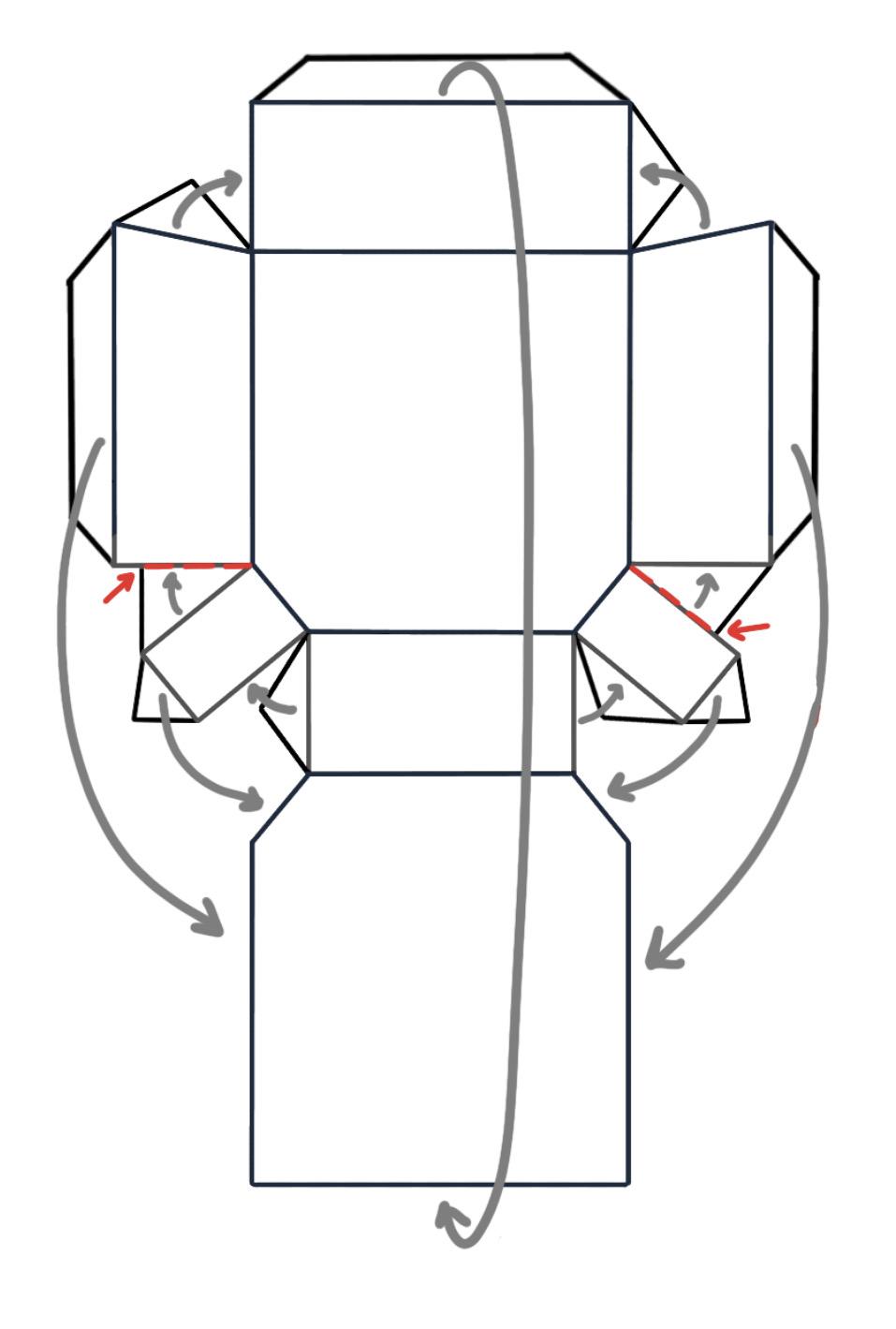
2. H2 (Head piece 2)



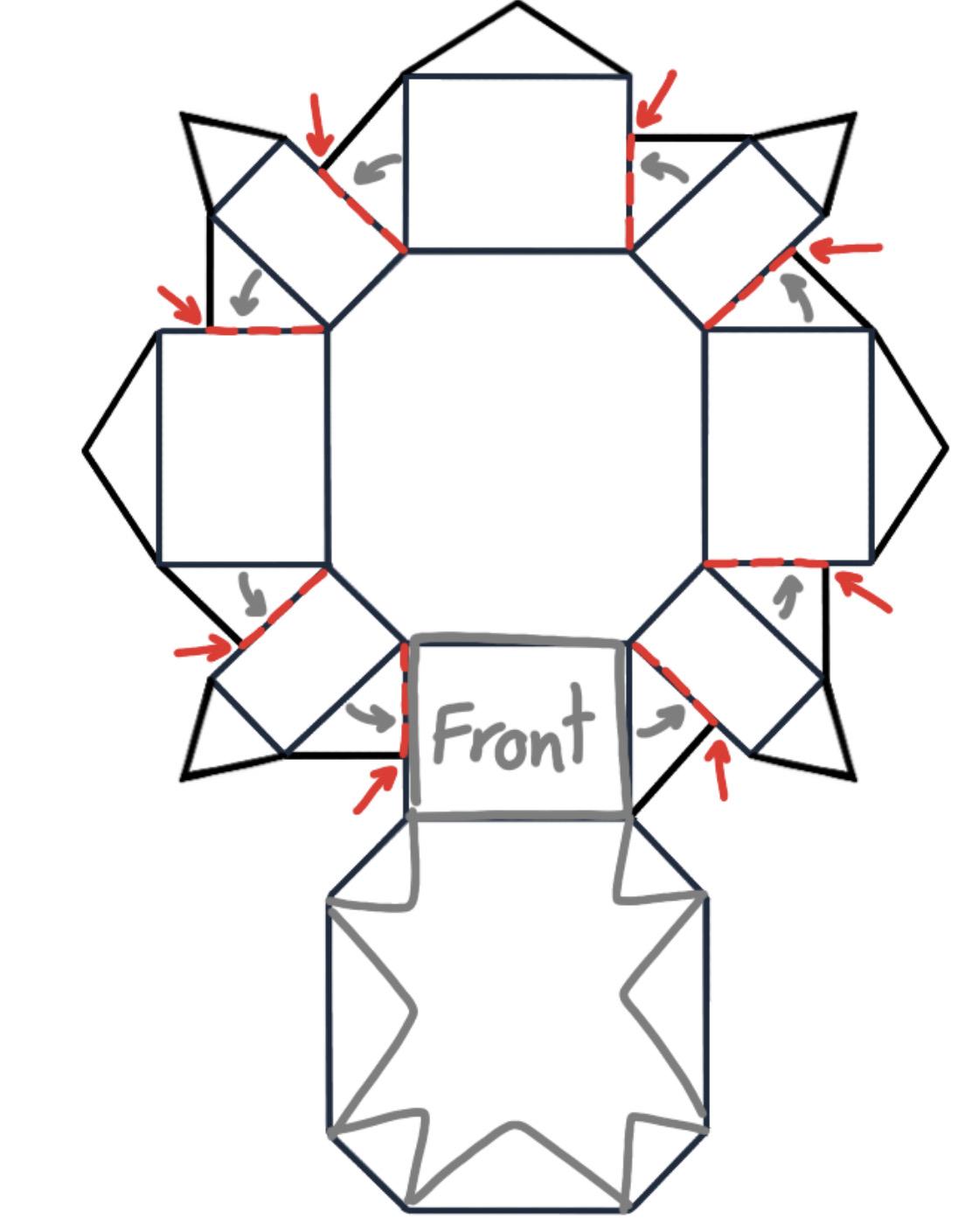
3. H3 (Head piece 3)



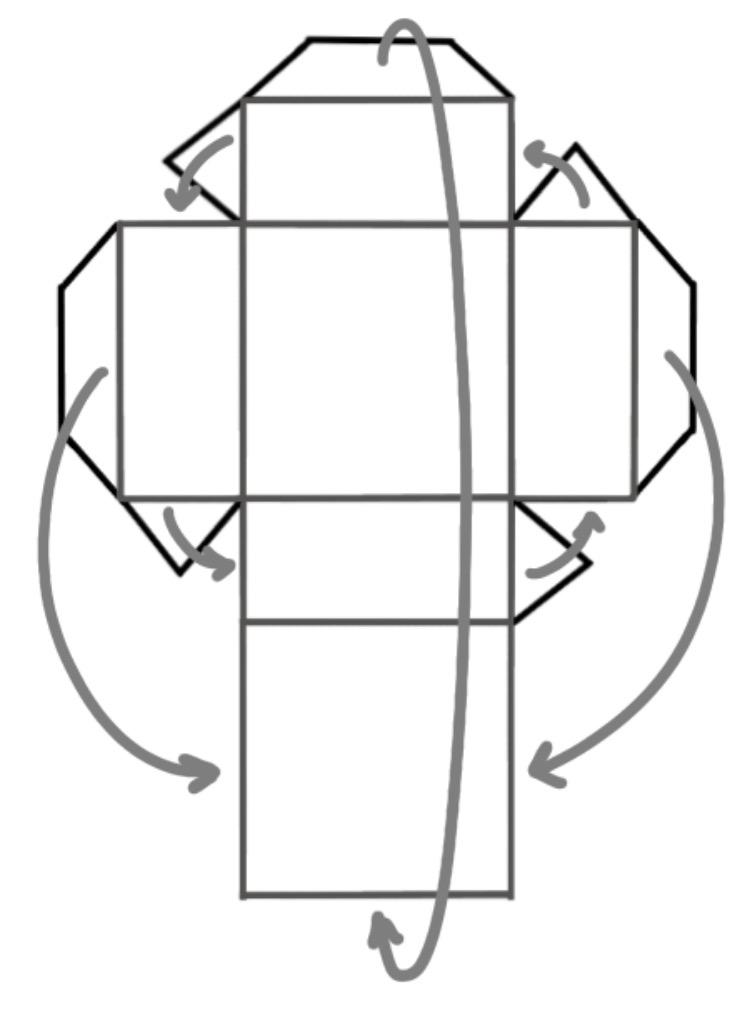
4. T1 (Torso piece 1)



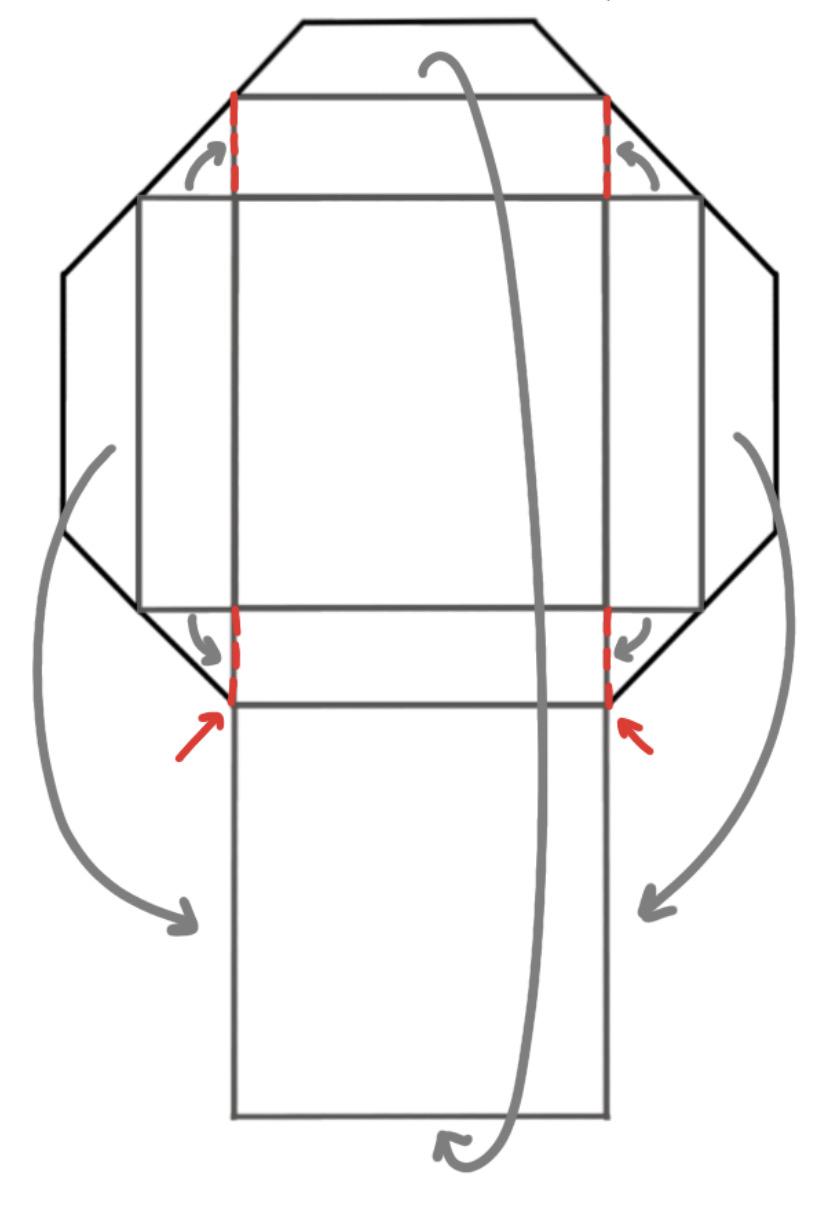
5. T2 (Torso piece 2)



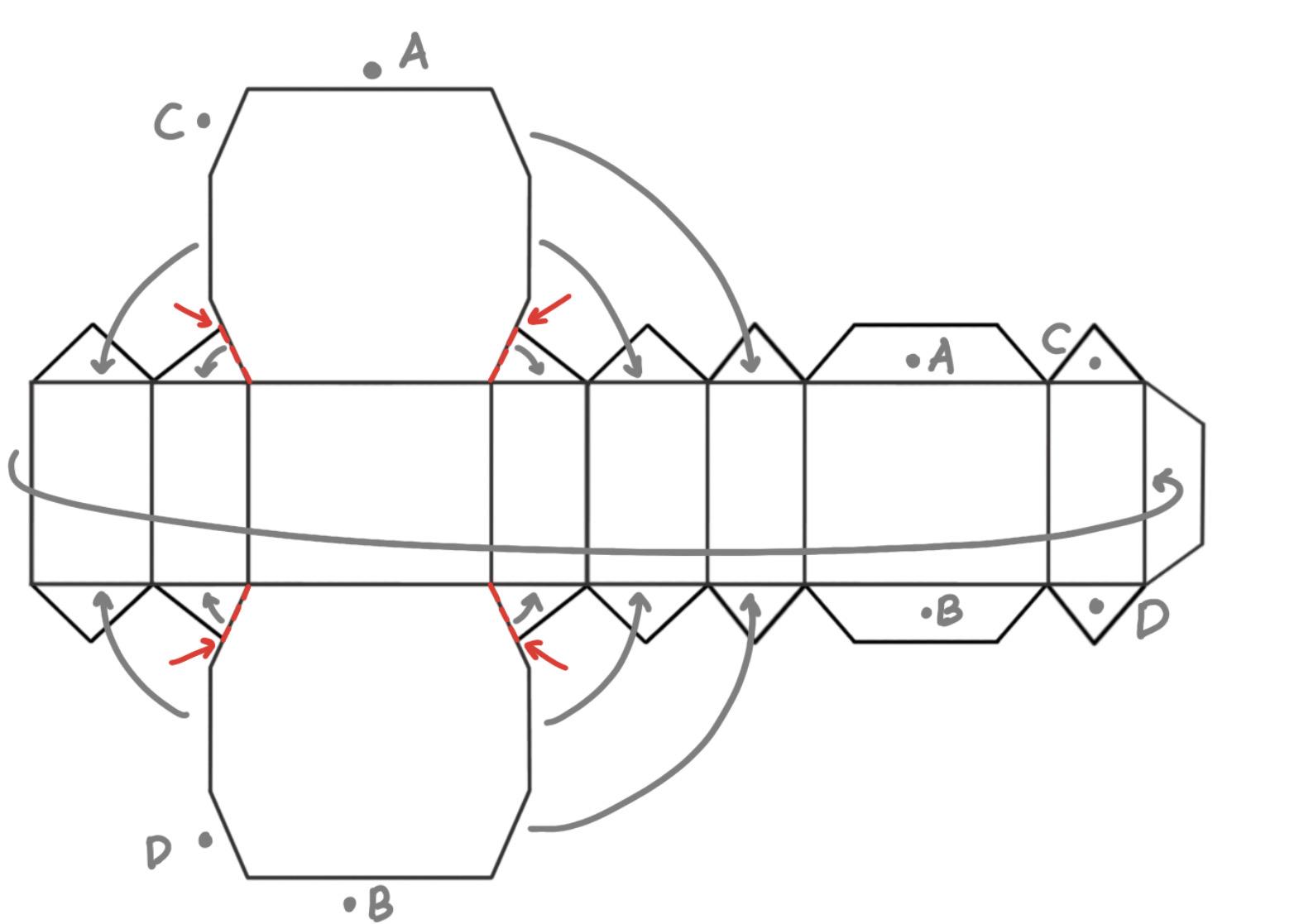
6. T3 (Torso piece 3)



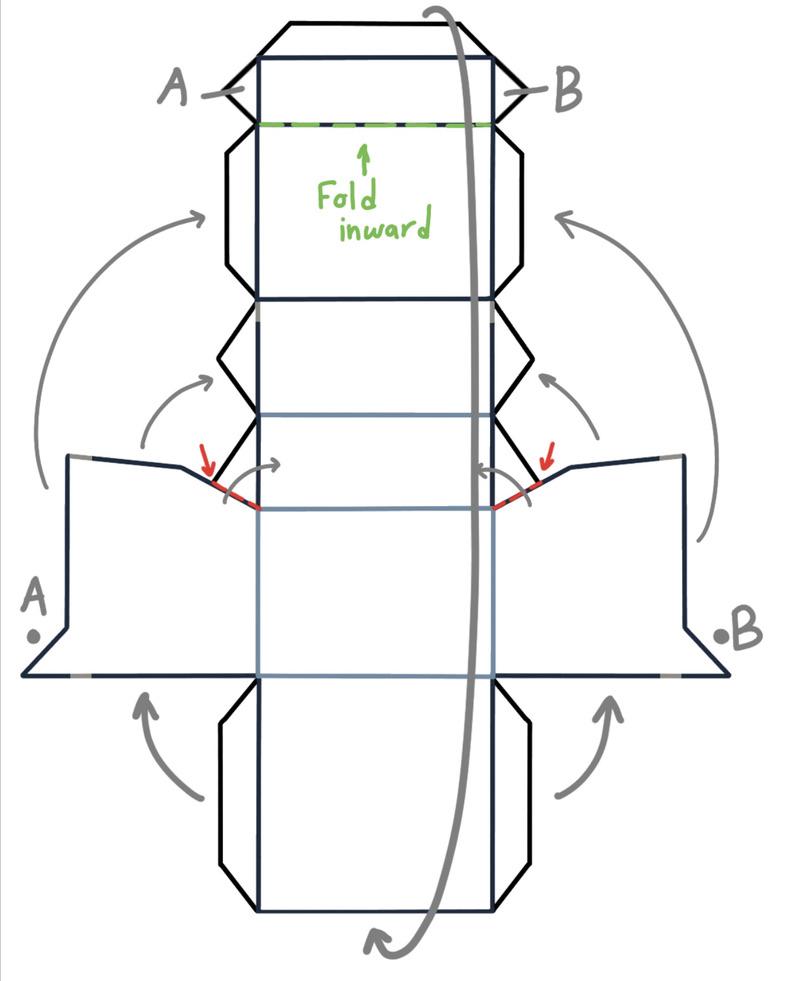
7. T4 (Torso piece 4)



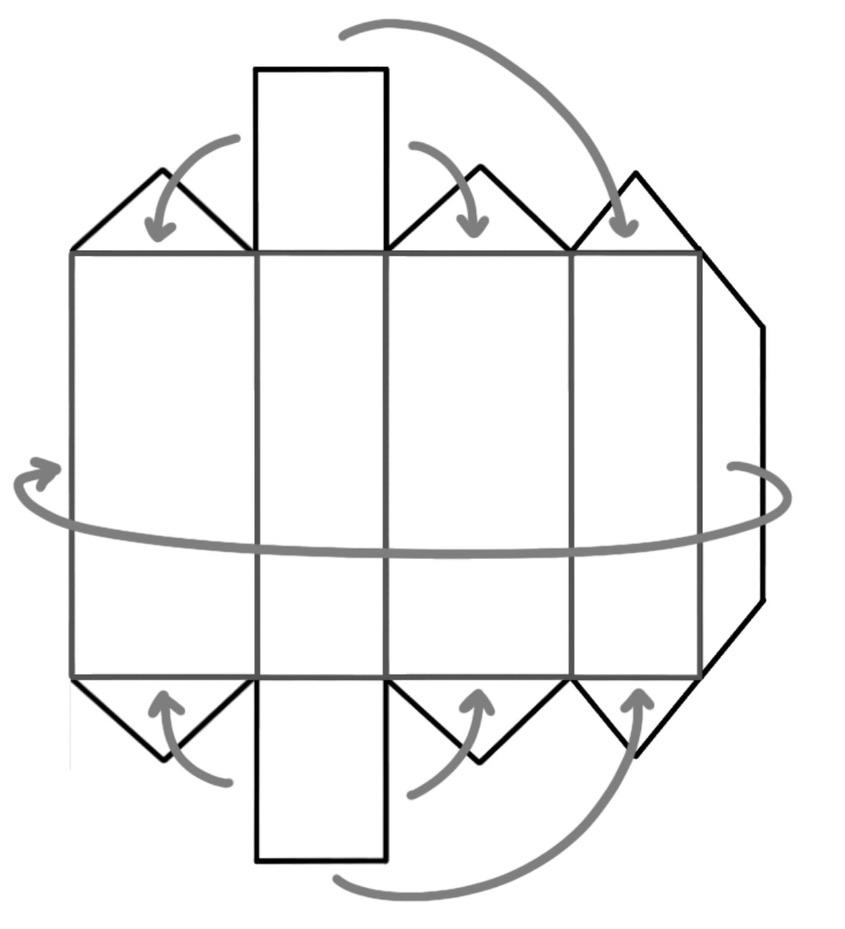
8. W (Wheel)



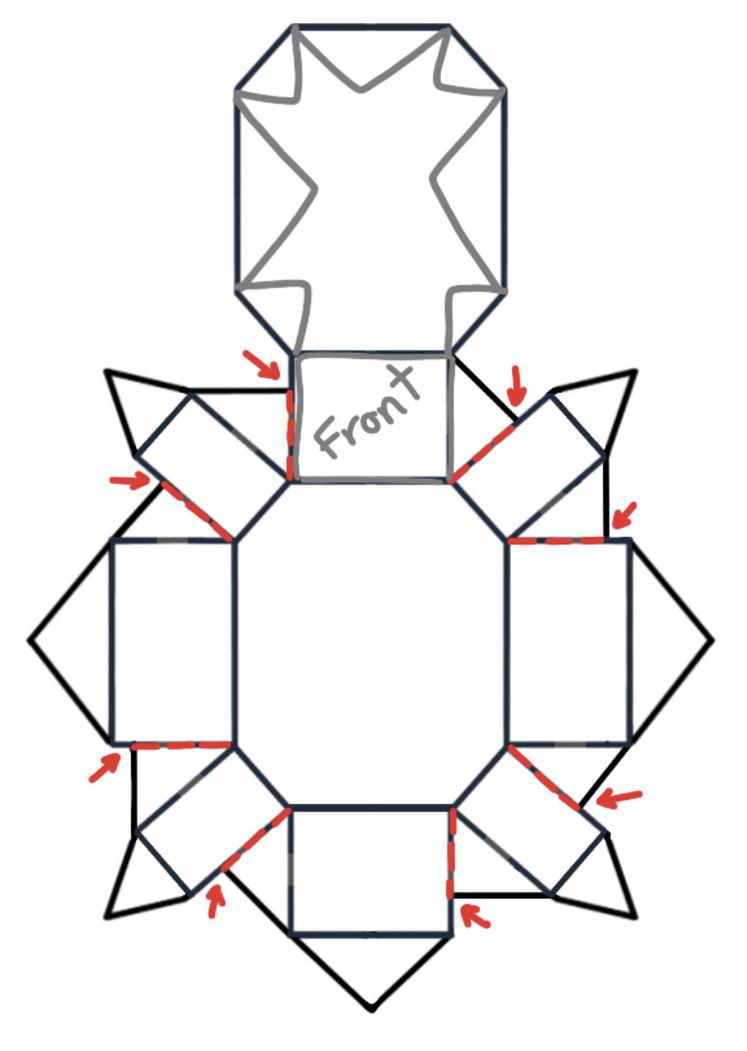
9. R1 / L1 (Right/left arm piece 1)



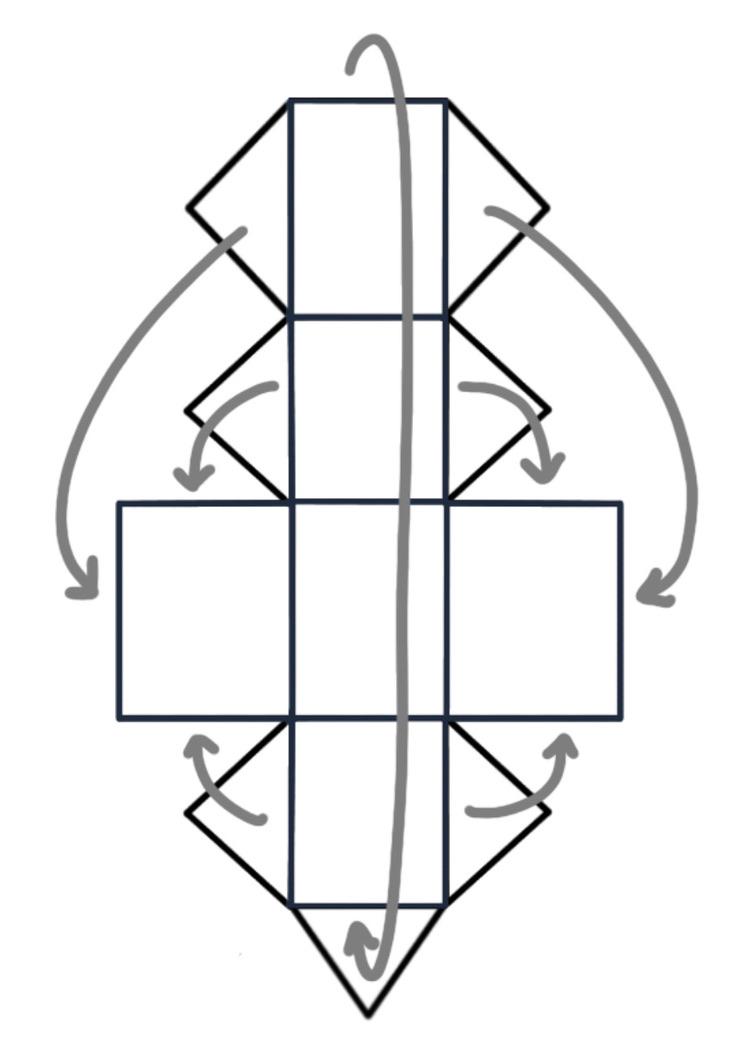
10. R2 / L2 (Right/left arm piece 2)



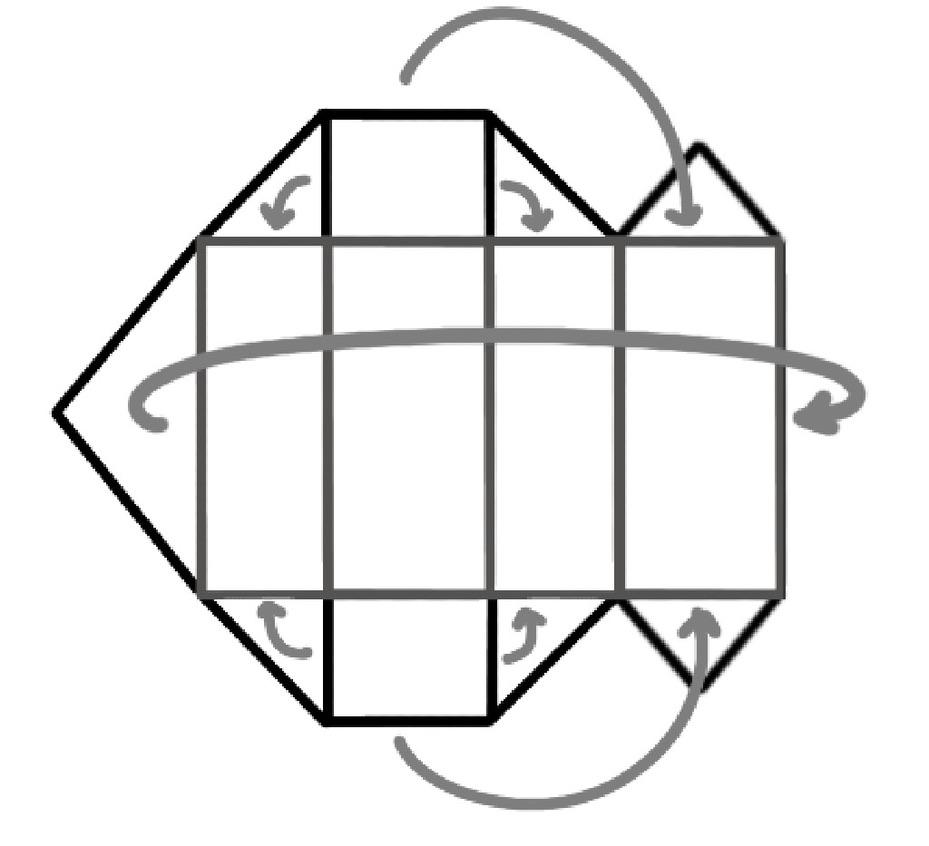
11. R3 / L3 (Right/left arm piece 3)



12. R4 / L4 (Right/left arm piece 4)

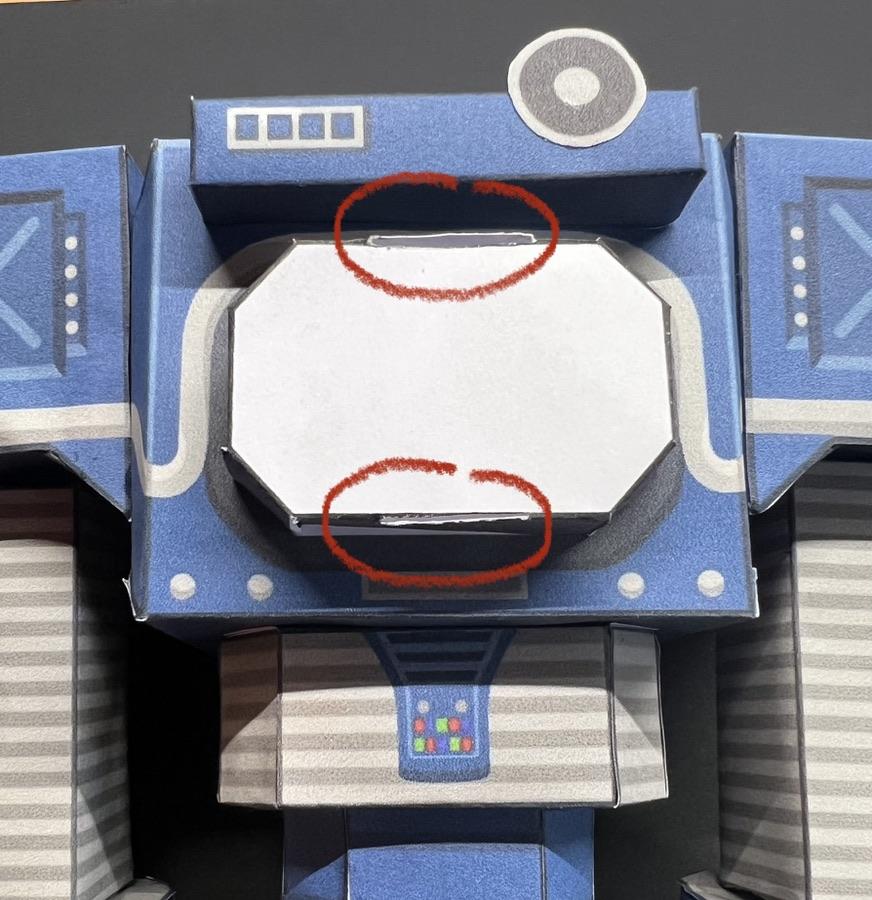


13. Fingers

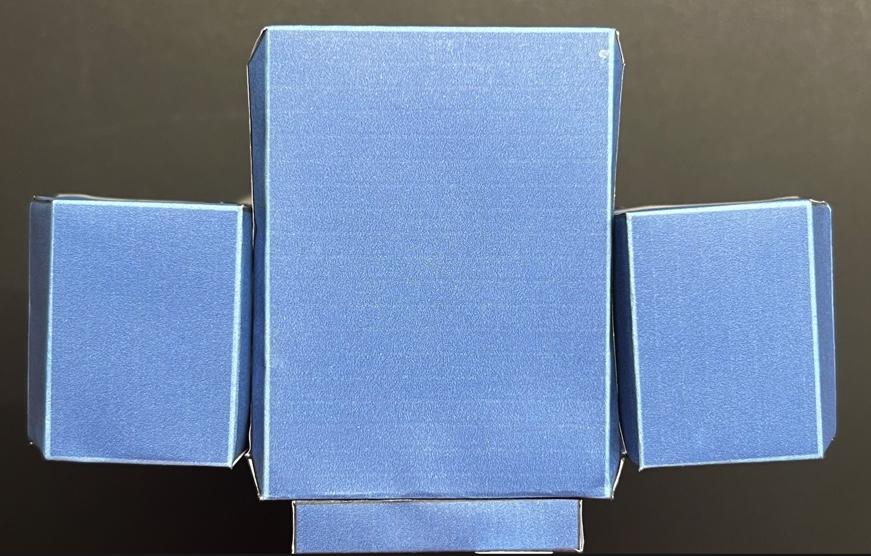
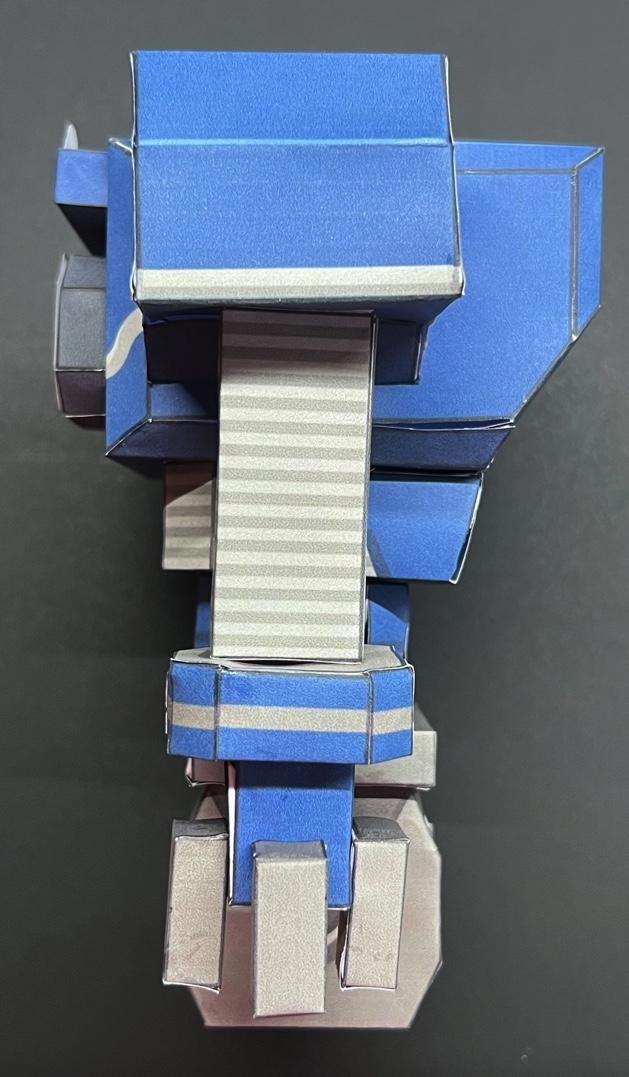
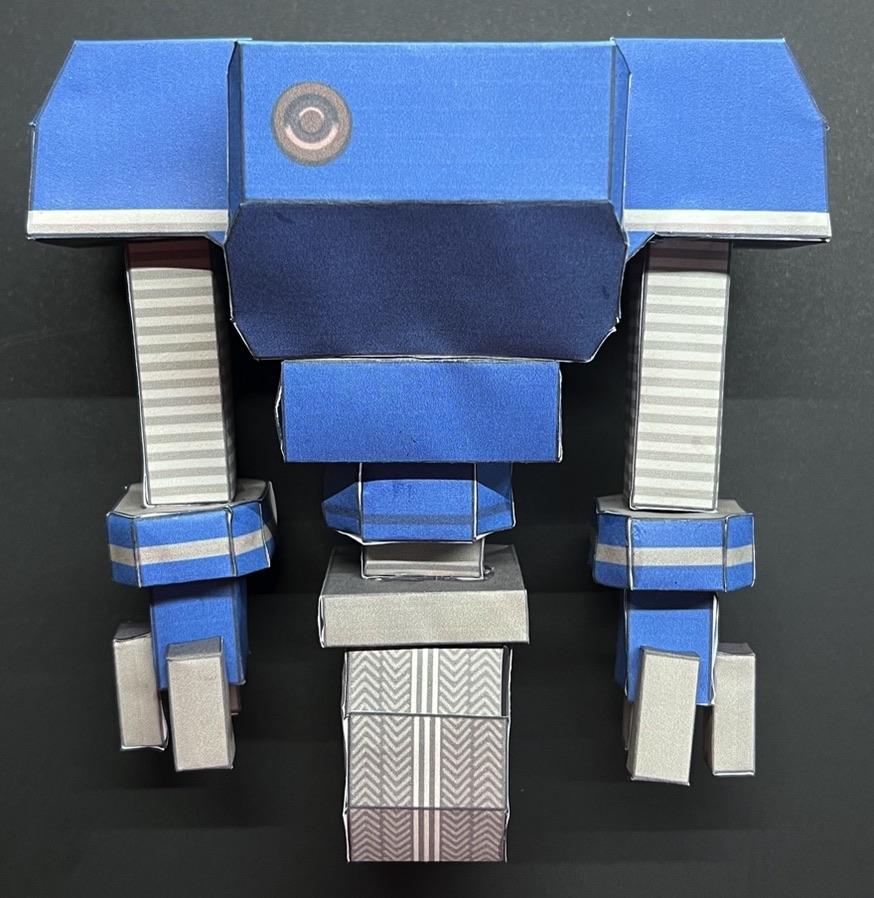
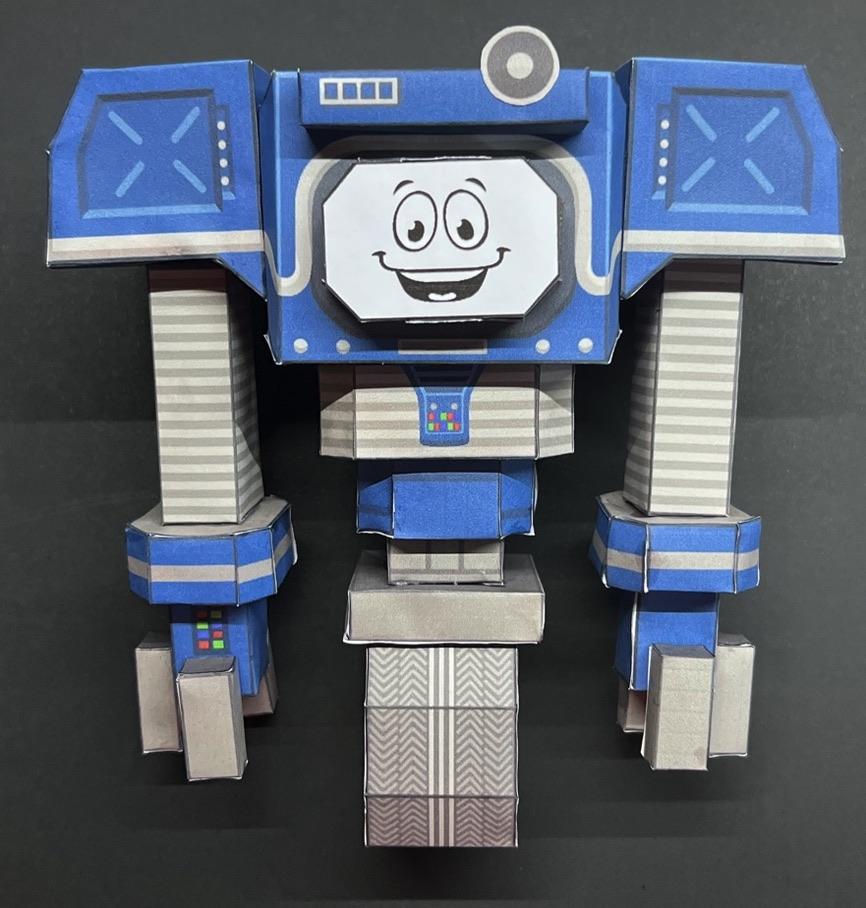
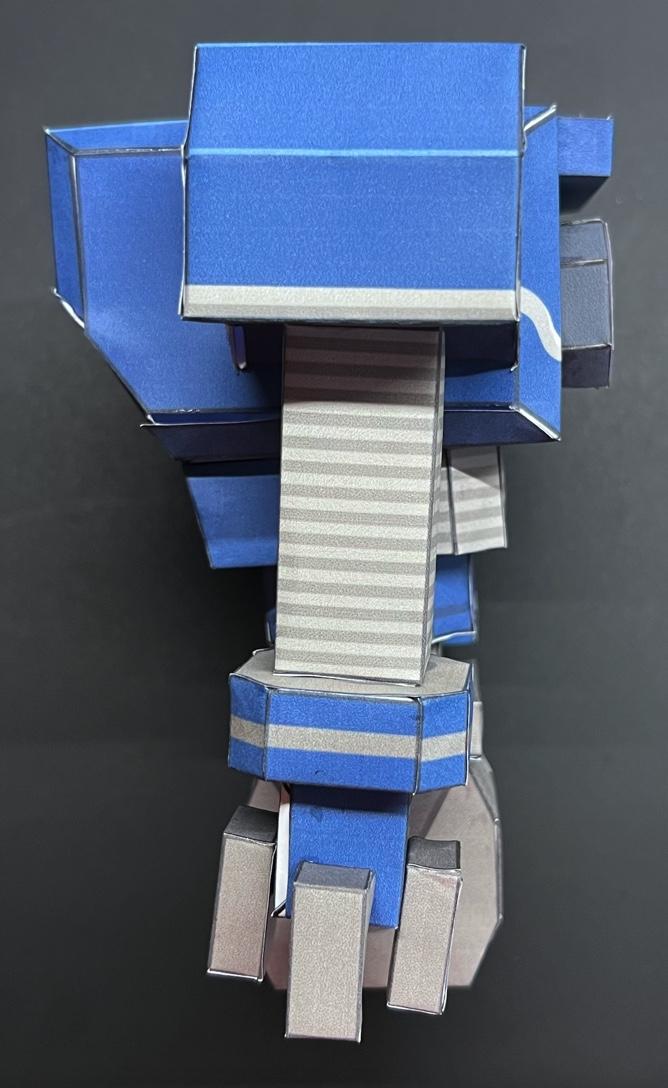


Additional Instructions/Tips

* Unbalance: depending on how accurately you glue the body, it may gain stability, or it may not. You can cut a small cardboard circle/shape and glue it to the base (wheel). (It is least likely for him to be unbalanced however).
* Additional faces: Yes Man is able to switch his face. For this make sure you have performed the two cuts mentioned in the instructions for piece H3 (red line). Simply fold the two rectangular pellets on the top and bottom of his faceplate and insert them on the cavities of the cuts.



Full Turn-around Reference



\*It’s not the best example of accurate gluing :p

(TREMENDOUSLY square fella).