



## Flexi Transforming Dog



C47\_3d

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### Summary

Print-in-place model of a Flexi Dog

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[flexible](#) [flexi](#) [printinplace](#) [articulatedmodel](#) [transformer](#)  
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### Print-in-place model of a Flexi Dog Version 01 X 2025

#### It transform from a solid, standing model to a flexi model

(except ears and a tail wich are always moving)

To lock the legs set them streight down and push up. You will hear a click  
The force and tolerances are set like for kids - but it will depend on the filament used

Ears can rotate all around

A tail can swing to sides

Model can be printed in one color and with few colors on multicolor printer

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**If you want to sell prints of this model you can buy a commercial license here**

<https://cults3d.com/en/3d-model/game/flexi-transforming-dog-commercial-license>

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### **Short Video**

<https://www.instagram.com/p/DFpu6gvtJcO/>

### **More Flexi models in my collection:**

[https://www.printables.com/@C47\\_3d/collections/1869277](https://www.printables.com/@C47_3d/collections/1869277)

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### **UPDATE 01 X 2025**

Changed connectors to a new version

Now it will be much harder to take the dog completely apart

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### **PRINTING TIPS**

Printed with PLA with:

0.1mm and 0.2mm layer height

10% grid infill

2 walls

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FlexiTransformingDog\_Brim - will work as a brim for ears and a tail. This will help with bed adhesion

Set it to the same place as a base model and merge them together

Connectors (on legs and body parts) will be printed 'half-in air'

There is a 0.2mm gap between connectors and other parts on Z axis - this works like a self support

It is not recommended to resize model up - apart of connectors looking little worse there should be no problems with the print itself but you may need too much force to transform from solid to flexi and the opposite. You are free to test it tho

### **Print one single color Dog first before going to print MULTICOLOR**

See if everything will work fine

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### **Multicolor print:**

Select FlexiTransformingDog, MULTICOLOR\_dark, MULTICOLOR\_light and

MULTICOLOR\_red in your file explorer and move them to the slicer  
Click 'yes' when asked if you want to add is as a one model - it will merge  
all the files to one. If there will be no such notification merge them by  
yourself (select all, right click and merge)

Then choose a color for each model

'Dark' is a nose, center of eyes and paw pads

'Light' is outer part of eye

'Red' is a mouth

If models are merge you can then duplicate them to fill the bed plate

I printed 8 models with 0.2mm layer height (to lower number of filament  
changes)

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After a print you will need to break small connections between parts  
Move a tail left-right and ears front-back. For the rest use up or down  
movement

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## Model files

**flexitransformingdog.stl**



**flexitransformingdog\_brim.stl**



**flexitransformingdog\_multicolor\_dark.stl**



**flexitransformingdog\_multicolor\_red.stl**



flexitransformingdog\_multicolor\_light.stl



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