

## Hund in Blender nachmodelliert

 **killershead**

[VIEW IN BROWSER](#)

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### Summary

Hundekopf in Blender selber modelliert. Erstes mal in Blender und erstellen von Anatomie.



10.06 hrs



1 pcs



0.10 mm



0.40 mm



PET



62 g



Prusa  
MK3/S/S+

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Tags: [dog](#) [statue](#) [blender](#) [3dmodel](#) [hund](#) [hundekopf](#)

[Deutsch]

Habe das erste mal den Kopf unseres Hundes nachmodelliert. Leider sind die Proportionen nicht ganz gelungen, dennoch finde ich das es ganz ok aussieht.

Final gedruckt in PETG Prusament Jet-Black

0,1mm Layerhöhe

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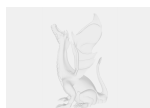
[English]

I modeled our dog's head for the first time. Unfortunately, the proportions are not quite right, but I think it looks ok.

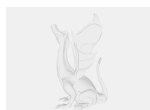
Final printed in PETG Prusament Jet-Black

0,1mm LayerHight

## Model files



**dog\_blender\_v3\_2.blend**









**dog\_blender\_v3\_2.obj**

## Print files



**dog\_blender\_v3\_2\_01mm\_petg\_mk3s\_10h4m.gcode**

 PET  0.40 mm  0.10 mm  10.06 hrs  62 g  Prusa MK3/S/S+

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