



Alien Skull



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Summary

Aliens! Started with a rough shape from an Onshape document I made. Then made it much, much more interesting using...

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Aliens!

Started with a rough shape from an Onshape document I made. Then made it much, much more interesting using MeshMixer.

10-31-16 Update: added a larger version (180mm tall), smoother one with a hanger slot on the back.

11-1-16 Update: added a smaller version (50mm tall) with hole on back for 12mmx3mm magnet. Also added eyebrow horns and widen the head a bit.

Print Settings

Printer:

Tronxy X3

Supports:

No

Resolution:

0.3mm

Infill:

10%

Notes:

Printed in old ABS. My print room was a bit cool and no enclosure yet, so my ABS split in a few places. But planned on finishing it with acetone so wasn't a loss.

Printed without supports on the back of the head. Took about 6.5 hours on my printer. YMMV.

Post-Printing

Brushed on acetone (only works for ABS and ASA) and then packed the cracks with filament. Then liberally applied more acetone with lots brush strokes removing excess. Let dry a bit and add more.

How I Designed This

Started with a very loose shape I made in Onshape then exported it as an STL into MeshMixer. Then worked it until it was alien enough for me.

Category: Art

Model files

alien-skull.stl



180mm_alien_skill.stl



alienhead_magnet.stl

[Find source .stl files on Thingiverse.com](#)

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