

Bender (Futurama)



Monomethylhydrazine

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Summary

This is a model I've been working on for a while of Bender, a robot, from Futurama, a show by Matt Groening.

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This is a model I've been working on for a while of Bender, a robot, from Futurama, a show by Matt Groening. I designed this in Autodesk Fusion360, assembled in Autodesk Inventor, and resized in Ultimaker Cura. I used a screenshot taken from xeestudio.com of a 2D drawing they did of bender to rough out the proportions and my own eye and memory from watching the show to ensure it looks perfect. I used Rust-o-leum automotive filler and grey spray paint to paint the base color and hand painted the details using Testors model paints.

Bender's wiki page: https://futurama.fandom.com/wiki/Bender_Bending_Rodriguez

Futurama wiki: <https://futurama.fandom.com/wiki/Futurama>

Photo link: <https://xeestudio.com/how-to-create-bender-from-futurama-with-the-new-puppet-warp-tool-in-adobe-illustrator/>

Rust-o-leum filler: <https://www.amazon.com/Rust-Oleum-Automotive-260510-12-Ounce-Sandable/dp/B006ZLQ4HQ/ref=sr\1\4?ie=UTF8&qid=1542044873&sr=8-4&keywords=automotive+filler&dplD=41SaR7phjml>

Similar model paints: https://www.amazon.com/Testors-Acrylic-Value-Finishing-Paint/dp/B0006N72QG/ref=asc_df_B0006N72QG/?tag=hyprod-20&linkCode=df0&hvadid=167129414796&hvpos=1o1&hvnetw=g&hvrar

Print instructions

Category: Scans & Replicas

Model files



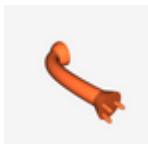
bender_body.stl



bender_assembly_resized.stl



bender_head_resized.stl



arm.stl



benders_leg.stl

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

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