

Mega ViseChomp Mini Paint Handle Module

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VIEW IN BROWSER

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Summary

A larger variant of my mini paint handle vise clamp designed for larger minis and figures. Supports cork and 50mm+ bases

Hobby & Makers > Tools

Tags: mini handle dnd warhammer 40k chuck clamp painting vise miniatures warhammer40k dndminiature scroll

Overview

A large version of my vise clamp with a 3 jaw scroll chuck and center magnet for additional hold. Designed to handle larger miniatures and also basic figures/busts etc. The grips on the jaws pivot to adjust to different shapes, and can be covered with adhesive velveteen to help protect when holding painted sides/bases. Mixing the length of the jaws can accommodate oval and odd-sized bases. It also includes a cork gripping jaw set for those who like to use larger corks when painting. Starting with the "small" sized jaws, it can hold standard 50mm bases and larger.

(Note that the cover photo just used a rough proxy figurine that was printed with 0.28mm layers just to be able to test the size and hold)

It fits onto my standard paint handle, with weights and flared holder being especially useful for larger models.

Printing

Select the pieces you need, including deciding on which jaws you will be starting with.

Settings

- 0.28mm layer height
- 2+ walls
- supports enabled (although most parts print with minimal use of supports)
- default infill (the walls will provide most of the needed strength)

STEP vs STL

I've included .step files because they give smoother results with smaller files as long as your slicer (such as Orca Slicer) supports them. The .stl versions are included for those who need them for their workflows, but are normally of a poorer quality due to tessellation being baked in.

Do not be fooled by the Printable's 3d preview. They recently added support for .step files (nice!), but run their preview conversion at a much lower quality than Orca slicer and its ilk use when opening .step files. So it is still better to use the .step versions if your slicer supports it.

Needed

Per chuck base:

- 1x ChuckScrollBase
- 1x ChuckBody
- 1x ChuckHub
- 3x ChuckJaw_sm, ChuckJaw_md, or ChuckJaw_lg

Cork Jaws (optional):

- 3x ChuckCorkJaw
- 3x ChuckCorkPad

Additional Parts

For each chuck base:

- 1x M3x6 or M3x8 bolt
- 1x M3 nut
- 1x 8mm x 2mm neodymium magnet for each chuck (if desired)

Assembly

See the instructions for the initial ViseChomp holder.

The main difference is that all of the large jaws take a pad piece that pivots, so follow the "Chuck Cork Jaws" instructions for that step.

If desired, cut and fit a piece of adhesive velveteen sheet to cover the inner face of the pads. This will help hold painted.

Usage

Same as for the base chuck usage from the original ViseChomp, just with your hands holding things that are a little larger.

Model files



largechuckbody.step



largechuckbody.stl



largechuckhub.step



largechuckhub.stl



largechuckjaw_lg_06.step



largechuckjaw_lg_06.stl



largechuckjaw_lg_10.step



largechuckjaw_lg_10.stl



largechuckjaw_lg_20.step



largechuckjaw_lg_20.stl



largechuckjaw_md_06.step



largechuckjaw_md_06.stl



largechuckjaw_md_10.step



largechuckjaw_md_10.stl



largechuckjaw_md_20.step



largechuckjaw_md_20.stl



largechuckjaw_sm_06.step



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largechuckjaw_sm_10.step



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largechuckjaw_sm_20.step



largechuckjaw_sm_20.stl



largechuckjaw_xs_06.step



largechuckjaw_xs_06.stl



largechuckjaw_xs_10.step



largechuckjaw_xs_10.stl



largechuckjaw_xs_20.step



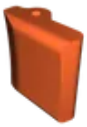
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largechuckpad_lg_06.step



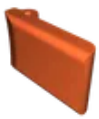
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largechuckpad_lg_10.step



largechuckpad_lg_10.stl



largechuckpad_lg_20.step



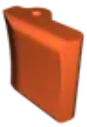
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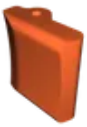
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largechuckpad_md_06.stl



largechuckpad_md_10.step



largechuckpad_md_10.stl



largechuckpad_md_20.step



largechuckpad_md_20.stl



largechuckpad_sm_06.step



largechuckpad_sm_06.stl



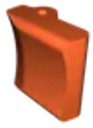
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largechuckpad_sm_10_teeth.stl



largechuckpad_sm_10.step



largechuckpad_sm_10.stl



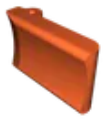
largechuckpad_sm_20_teeth.step



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largechuckpad_sm_20.stl



largechuckpad_xs_06.step



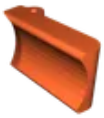
largechuckpad_xs_06.stl



largechuckpad_xs_10.step



largechuckpad_xs_10.stl



largechuckpad_xs_20.step



largechuckpad_xs_20.stl



largechuckscrollbase.step



largechuckscrollbase.stl



largeflatbase.step



largeflatbase.stl

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