



Wally Gator



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Summary

Wally Gator, from an American animated television series produced by Hanna-Barbera

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Tags: [alligator](#) [cartoon](#)

Wally Gator, from an American animated television series produced by Hanna-Barbera Productions that originally aired as one of the segments from the 1962-1963 block The Hanna-Barbera New Cartoon Series.

Wally is an anthropomorphic, happy-go-lucky alligator who wears a collar and a pork pie hat. Although his catchy theme song describes him as a "swingin' alligator of the swamp," his home is in the city zoo

No supports are required. One piece contains built-in supports and braces. Two optional parts are included, one with different built-in supports for Cura slicing and another without the built-in supports are also supplied if you want to use your slicer supports (see notes below). If you have the proper filament colors, no painting is needed.

The assembled model is 200mm tall.

Enjoy!

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Special shoutout to maker Benoît Lussier (Printables id: Benoît Lussier) for providing QA printing and quality feedback. A picture of his print is included. See his build under his ID for more details.

Another shoutout to Jarvis Henderson (Printables id: biggdog55) for suggesting the oar for balance and the pier for a base and performing Cura testing.

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****Print Instructions:****

Supports: No

Resolution: .2mm

Infill: 10%

Notes:**

Refer to the notes below for a few helpful printing and assembly instructions.

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****Building the model****

Colors

Black: (Paramount3D PLA - Black)

eye_blacks (contains two identical pieces)

cuff_buttons (contains four identical pieces)

hat_band

mouth

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Red: (Hatchbox PLA - True Red)

tongue

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Green: (Hatchbox PLA - True Green)

head

body

body_cura (optional piece, contains a looser tail support)

body_without_supports (optional piece)

hand_left

hand_right

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Gold: (Hatchbox PLA - Gold)

face

chest
tail

..

White: (Overture PLA - White)

eye_white_left
eye_white_right
collar
cuff_left
cuff_right

..

Purple: (CookieCad PLA - Lavender)

hat_top
hat_bottom

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Brown: (Polymaker PLA - Army Brown)

oar

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Light Brown: (Polymaker PLA - Wood Brown)

pier_walkway
pier_posts (contains six identical pieces)

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Transparent Blue: (Bumat PLA - Transparent Blue)

water

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Any color: (hidden piece):

hat_pin

..

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****Printing and assembly tips****

Printing tips

1 - No supports are required. One piece contains built-in supports, body, which was tested and printed using default PrusaSlicer settings on multiple machines. When testing with Cura, the supports under the tail fused to the body when using default Cura settings. body_cura is included with a different support under the tail if you have similar issues.

An optional part without the built-in supports is also supplied if you want to use your slicer supports. The built-in supports are designed for a .4mm

nozzle and for the size that the model is presented. Use your discretion for which parts to use if you resize the model significantly.

****Note:** The built-in supports have only been tested with the part sliced at .2mm******

2 - There are some pieces that may need brims or rafts, use your discretion. When setting up my prints I prefer to be conservative to ensure the least chance of a print failure, especially since the base of many parts are hidden when inserted into another part.

*I used brims on:

- eye_blacks
- cuff_buttons

*I used a raft on:

- hand_left
- hand_right

3 - The cuff_buttons are extremely small, so print extras and keep them all on the brim until you are ready to glue them on.

4 - Care should be taken when removing the supports from the feet. I found loosening up the support from the left foot first and then holding the right foot while removing the right foot supports worked for me. Benoit decided to cut the support branches first so the two parts could be removed individually, which worked for him.

****Different printers/slicers/slicer settings and filament created far more variables for these built-in supports than any of my other projects****

5 - In general for all my models, when removing parts from the printer bed, it's a ****VERY**** good idea to place left/right parts into separate containers to help with the assembly process. Sometimes the difference between the left and right parts is very small but it is still worth keeping track of them and assembling them in their proper place.

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Assembly tips:

1 - Take your time gluing the model together and enjoy the process. Give some thought into which parts to glue together as groups and then gluing the groups together. Let the glue for each group set completely before combining groups.

2 - I used 3D Gloop and E6000 to put this model together. I have experimented with different glues for my models and have found that these glues are a great option for my models. Each type of glue has different pros/cons and I found that 3D Gloop was far easier to use than

superglue (for me). The E6000 sticky glue allows more time to position parts and is still the best for smaller parts. 3D Gloop covers the middle ground for me and really works wonders. It leaves enough time to set, so parts can be positioned correctly and it dries fast enough to hold awkward parts without the need for taping. I used the PLA version that comes in a tube. For both glues using a smaller amount is usually better than more glue.

3 - If you dry fit the mouth into the head, you might not be able to get it out again to add glue. This happened to me and I just left it unglued.

4 - The cuff_buttons are obviously super small. Using the tacky E6000 makes it much easier to apply these parts.

5 - Refer to the assembly diagrams in the pictures section as well as the uploaded pictures for putting the model together. The model is meant to be glued.

Do not hesitate to ask questions, feedback is essential to making better models.

Model files



eye_white_right.stl



water.stl



chest.stl



pier_posts.stl



cuff_buttons.stl



eye_white_left.stl



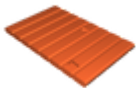
tail.stl



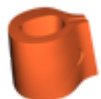
hat_bottom.stl



tongue.stl



pier_walkway.stl



cuff_right.stl



eye_blacks.stl



head.stl



hand_left.stl



hand_right.stl



oar.stl



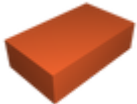
mouth.stl



hat_band.stl



cuff_left.stl



hat_pin.stl



collar.stl



hat_top.stl



body.stl



face.stl



body_without_supports.stl



body_cura.stl

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