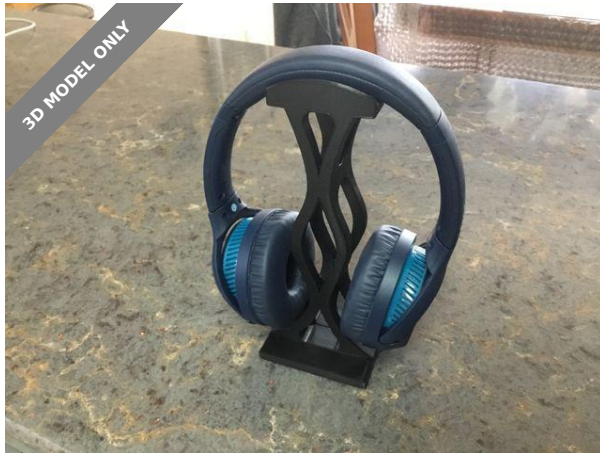




## Headphone Stand



TbyD

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updated 1. 2. 2023 | published 1. 2. 2023

### Summary

So, COVID\_19 has you stuck at home, binge watching Game of Thrones (again), and you need another beer (not Corona,...

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So, COVID\_19 has you stuck at home, binge watching Game of Thrones (again), and you need another beer (not Corona, that wouldn't be cool) so you go to put down the headphones that your wife makes you wear because she's sick of your choice of TV shows; and where to put them? On your sleek, stylish satin black headphone holder, of course!

Version 2 was designed in two halves plus a base so it could be printed on a Prusa textured sheet, which gives a beautiful textured finish on the front and back side. Version 3 prints in one piece plus base, so the textured finish is only on the front side .

### Print instructions

Version 2: use the V2 .stl files. Flip the flat side of the stand down and print 2 copies of stand pieces and one base without supports or brim. 15% fill seems adequate. To assemble, make sure the inner faces are smooth. Cut 3 10mm pieces of 1.75 filament to use as dowels. You may need to ream out the holes in the inner face to fit the dowels. Glue the dowels into one

side then double check that the 2 sides fit together tightly. Glue the sides together making sure they are aligned, and then glue onto the base.

Version 3: use the V3 .stl files. Flip the front side of the stand down and print the stand and the base. Use supports for open center part of the stand. 15% fill seems adequate. To assemble, simply glue onto the base. V3 is 36 mm, 4mm narrower than V2. Either width should work with most headphones. You could stretch/shrink the stand and the base to change the width.

I added a taller version that works better with large headphones. Tall Stand.stl prints the whole stand ( I printed it on its side with support enforcers in the center of the gaps). Tall Stand Split.stl prints 2 pieces that need to be glued together.

I also added a variation of the base Base w\_cord.stl that has a clip that holds the end of the charging cable when the headphones are not plugged in.

## Model files



**base\_v3.stl**



**base\_v2.stl**



**stand-v3.stl**



**stand-v2.stl**

**base-w\_cord.stl**

**tall-stand-split.stl**

tall-stand.stl

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