



ChibiGrim on Skulls NEW HD version



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Summary

Chibi Grim Reaper

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UPDATE:

Sorry, I didn't realize I uploaded the "original" remix twice, the _medres file is the new sculpt. I was wondering why everyone was printing the old version.

A remix of the ChibiGrim model. Added a base of skulls for Grim to stand on.

The grey print pictured was printed at 36% scale, .4mm at .12 layers

Now including the HD remake with a new look.

"lowpoly" is the original look, "medpoly" is the new look. (I have the "highpoly" version as well but it's a pretty big file size with not much difference in the model at these scales)

My original model can be found here:

<https://www.thingiverse.com/thing:2615174>

The Chibi Grim posted on Thingiverse is a model from MyMiniFactory, you can see the original model here:

<https://www.myminifactory.com/object/3d-print-chibi-grim-24430>

The difficult part of this model to print is when it's printing the blade of the scythe, towards the top just as it merges with the handle, sometimes the blade can get knocked over (especially at low layer heights). If you're not using z-hop pay attention to the print, you can always slow the print way down when it gets to this area. Once the blade successfully connects all should be fine.

Model files



chibigrim_skulls_lowpoly.stl



chibigrim_skulls_medres.stl

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