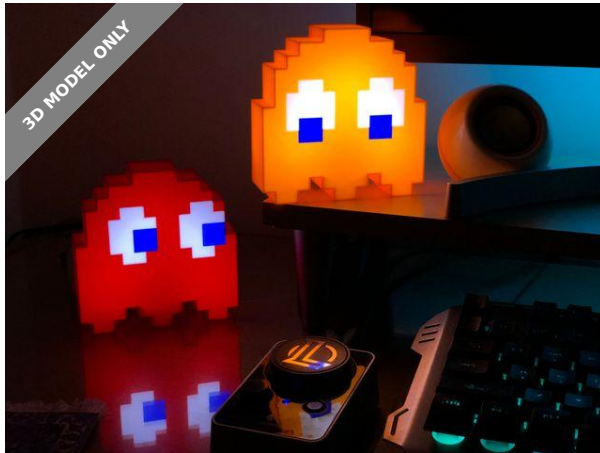




PAC-MAN's Ghosts



tksgeo

[VIEW IN BROWSER](#)

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Summary

PAC-MAN's Ghosts colorful hollow model for decoration or as a night light. New Vulnerable (blue) ghost added !

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8Bit PAC-MAN's ghosts are back as a decoration (and/or light) for your computer desk or the shelf next to it.

Easy to print and colorful brings back memories from that golden age where the video games are start to rule the world. Its easy to print (uses the multi pass printing method) and I bringing you all the four “eye looking directions” to choose from. The dimensions are

Width: 114mm, Height: 114mm, Depth: 35mm

and the filament is common with nothing special. It's printed thin and becomes semi-transparent.

The Files

Are four groups of files; one for each direction.

The up, down, left and right mark at the beginning of the file name refers to which direction the eyes are looking.

The "blue" mark in file name refers to the inner part/color of the eye and the white for the outer.

The "body" is the main part of the ghost which, as the eyes, is different for every looking direction.

The "number" means the order, preferably, of multi pass printing.

The "back" file is the same for all directions and is where you can stick the led stripes in order to light it up. Then glue it to body with glue of your choice.

I use a few drops of Cyanoacrylate glue type (instant glue, super glue etc) but you can use a softer type of glue. It's up to you.

There is NO hole for the power plug. Cut it (its 0.6mm thin) with Xacto type knife carefully where ever you like to and use the power plug you like. It's up to you and do it at your own risk.

There is some pictures showing how I did it. I use 5v led stripe, and USB power supply. This gives you also the ability to use a power bank to light it up.

Slicing hints

Before you slice, you must align them; blue eye, white eye, and body in order to print them correctly afterwards.

For Cura, load all the three files and use "CTRL+A" to select all (blue eye, white eye, and body parts) and then use the "CTRL+ALT+G" to align them. Then right click on group and select "center selected" and finally "CTRL+SHIFT+G" to ungroup parts.

Sorry for the Prusa Slicer users. Didn't have the chance to use it yet.

You can also use the already aligned .3mf files which contains all the "eyes and body" parts.

After aligning, DON'T move them; slice em and save em (the g-code file) independently.

Optionally see this [video](#) of "Make Anything" just to see how the things work with multi pass printing.

The “back” file is the same for all directions as I mentioned before. You can also use it as a test print to see if everything is fine with your bed level, filament transparency and the nozzle.

The printing “layer height” must be 0.2 mm with 0.4 nozzle and you should NOT scale it in any way as the dimensions are calculated to keep it transparent and stiff as possible.

The blue part of the eye is 0.4mm (two layers) height for transparency reasons of the blue color

The white part is 0.6mm (three layers) as the face of the rest of the body.

Use “wall line count” option to three for the body as width is 1.2mm. So the wall line should be 0.4mm witch is calculated automatically. Also the top/bottom layers should be at least three.

Don't forget also to enable the “**z hop**” at 0.8mm height. And no skirt or anything else for both eye parts.

Printing hints

Print blue eyes first, then print the white part and finally the body at the color of your choice. Don't forget to clean the filament from the nozzle well, between the color changes. You can also print everything with white filament and paint it afterwards, (preferably with airbrush) with transparent colors, if you light it up, or any acrylic color, if you use it as decoration. Guides for the eyes should be visible to mask it well.

Update :

Vulnerable (blue) ghost added

A More rigid back cover added that fits to all “bodies”

You can play here for free as long is printing (Google Doodle)

<https://www.google.com/logos/2010/pacman10-i.html>

(Mute and unmute to have sound fx !!)

Make Like and Comment

Have Fun and Enjoy

Model files



01-down-blue-eye-ghost.stl



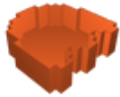
02-down-white-eye-ghost.stl



03-down-body-ghost.stl



04-down-back-cover-ghost.stl



down-pacman-ghost-group.3mf



01-left-blue-eye-ghost.stl



02-left-white-eye-ghost.stl

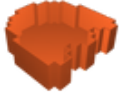


03-left-body-ghost.stl

04-left-back-cover-ghost.stl



left-pacman-ghost-group.3mf



01-right-blue-eye-ghost.stl



02-right-white-eye-ghost.stl



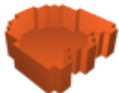
03-right-body-ghost.stl



04-right-back-cover-ghost.stl



right-pacman-ghost-group.3mf



01-up-blue-eye-ghost.stl



02-up-white-eye-ghost.stl

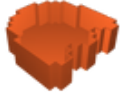


03-up-body-ghost.stl





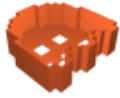
04-up-back-cover-ghost.stl



up-pacman-ghost-group.3mf



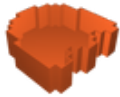
01-vulnerable-ghost-eyes.stl



02-vulnerable-ghost-body.stl



03-vulnerable-ghost-back-cover.stl



vulnerable-ghost-group.3mf



more-rigid-back-cover.stl

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