



## Linus van Pelt



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updated 3. 2. 2019 | published 3. 2. 2019

### Summary

Linus van Pelt, from the comic strip Peanuts by Charles Schulz.

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Linus van Pelt, from the comic strip Peanuts by Charles Schulz.

Linus is the best friend of Charlie Brown and is also the younger brother of Lucy van Pelt.

Though young, Linus is very intelligent and very wise, and acts as the strip's philosopher and theologian.

The model is in proportion to my other Peanuts models.

No supports are required. If you have the proper filament colors, no painting is needed.

Don't let the number of pieces or my lengthy notes worry you, it's a reasonably quick print and very, very easy to assemble.

The model is 140mm tall.

Enjoy!

## Print instructions

Rafts: Doesn't Matter

Supports: No

Resolution: .2mm

Infill: 10%

Notes:

See below for helpful printing and assembly tips.

Building the model

Colors (there are no multiple printed pieces)

Black:

hair

eyes

mouth

eyebrows

pants

shirt\_black\_1

shirt\_black\_2

shirt\_black\_3

shirt\_black\_4

shirt\_black\_5

shirt\_black\_6

shirt\_black\_7

shirt\_black\_8

shirt\_black\_9

shirt\_black\_10

..

Beige or Flesh:

head\_top

head\_bottom

arm\_left

arm\_right

legs

..

Brown:

shoes

..

Light Blue:

blanket

..

Red:

socks

shirt\_red\_1

shirt\_red\_2

shirt\_red\_3  
shirt\_red\_4  
shirt\_red\_5  
shirt\_red\_6  
shirt\_red\_7  
shirt\_red\_8  
shirt\_red\_9  
shirt\_red\_10  
shirt\_red\_11

..

Any color (hidden pieces)

head\_pins

shirt\_pin

## Printing and assembly tips

### Printing tips

1-As with most of my models, no supports are required.

2-The arms are tall with a small base, so I used a brim on those two pieces.

3-Be sure to clean any first layer squish if you have any problem joining parts. The parts should fit nicely when printed cleanly or with a slight first layer squish.

### Assembly tips:

1-The left/right eyes and eyebrows are interchangeable.

2-The leg holes in the pants should be positioned toward the back.

3-The left/right shoe parts are not interchangeable but are easy to distinguish which is left and right.

4-The left right pieces of the sleeves of the shirt are NOT interchangeable, so take some care in placing them before gluing.

5-When putting the shirt together the holes for the shirt pin is positioned towards the back. The side of each shirt part that was on the printer bed will always face down as you slide each piece through the shirt\_pin. Similarly, when sliding the arm pieces on to the shirt\_black\_6 piece (which acts as a pin) the side that was on the printer bed will face the body.

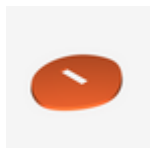
6-The hair is quite simple. It is printed flat. After removing it from the printer bed, you need to curl each individual hair similar to how you would curl a ribbon. Be sure to curl the all the hair strands in the same direction and start from the 'root'. This results in what looks like spider legs. Position

the root in the back/top of the head and adjust for the desired look as you glue it down. There is no 'notch' to be matched.

6-I glued the head/blanket/arm\_left all in together to the body at the same time. The blanket does not necessarily need to touch the ground. I did it this way to ensure the model stands stable on the shoes and the blanket does not cause any balancing issue.

\*Refer to the assembly diagrams in the pictures section for putting the model together. The model is meant to be glued.

## Model files



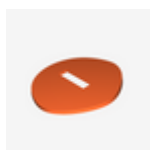
**shirt\_black\_3.stl**



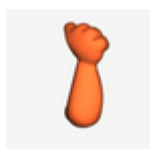
**shirt\_red\_2.stl**



**shirt\_red\_5.stl**



**shirt\_black\_4.stl**



**arm\_right.stl**

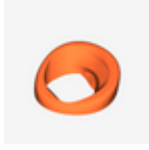


**shirt\_red\_4.stl**



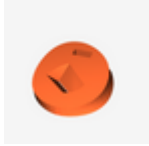
**blanket.stl**

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**shirt\_red\_11.stl**

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**shirt\_red\_10.stl**

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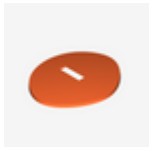
**shirt\_red\_9.stl**

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**pants.stl**

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**shirt\_black\_2.stl**

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**shirt\_red\_8.stl**

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**shirt\_pin.stl**

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**head\_top.stl**

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**mouth.stl**

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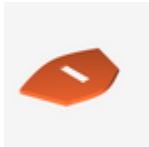
**shirt\_red\_7.stl**

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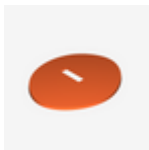
**hair.stl**

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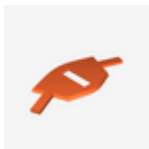
**shirt\_black\_5.stl**

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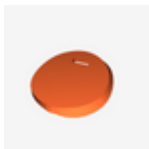
**shirt\_black\_1.stl**

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**shirt\_black\_6.stl**

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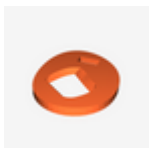
**shirt\_black\_9.stl**

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**socks.stl**

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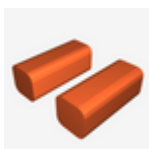
**shirt\_black\_10.stl**

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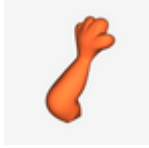
**shoes.stl**

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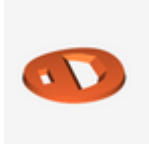
**head\_pins.stl**

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**arm\_left.stl**

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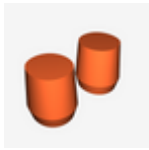
**shirt\_black\_8.stl**

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**shirt\_black\_7.stl**

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**legs.stl**

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**eyebrows.stl**

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**head\_bottom.stl**

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**eyes.stl**

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**shirt\_red\_6.stl**

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**shirt\_red\_3.stl**

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**shirt\_red\_1.stl**

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