



## Model Grip

**A** Andrew Miller

[VIEW IN BROWSER](#)

updated 7. 10. 2022 | published 7. 10. 2022

## Summary

I use this grip when painting miniatures. Having large hands and painting small object always led to getting cramps...

[Art & Design](#) > [Other Art & Designs](#)

Tags: [grip](#) [holder](#) [paint](#)

I use this grip when painting miniatures. Having large hands and painting small object always led to getting cramps during long painting sessions. This grip is contoured to comfortably hold a model.

This can be scaled in your slicer to fit your hand better.

## Print Settings

### Printer Brand:

Creality

### Printer:

Ender 3 Pro

### Rafts:

No

**Supports:**

No

**Resolution:**

.28

**Infill:**

5% Lightning

**Filament:** Overture PLA White Rock

**Notes:**

Honestly, the infill could probably be 0% but I used 5% lightning just to provide some additional support for the top edge.

Also I used 5 layers for top/bottom and 4 walls for a strong shell.

Print this model upright and upside down to give your grip surface a nice texture.

## **Post-Printing**

### **Add Glue**

I use Tombow Mono Liquid Glue to stick the models to the grip. I holds strong, releases easy and doesn't seem to leave any residue behind.

Add a puddle of Glue and let cure for 24hours. This will result in a tacky surface that holds and leaves no residue. If you test is before 24 hours and have residue on your model, after 24 hour cure, dab the model and this should remove the residue from your model.

## **How I Designed This**

### **Design details**

Used Fusion 360 and created a simple contoured sketch and rotated around a central pivot.

Category: Art Tools

# Model files



modelgrip\_v1.stl

[Find source .stl files on Thingiverse.com](#)

## License ©

This work is licensed under a  
**Creative Commons (4.0 International License)**



### Attribution

- 
- ✗ | Sharing without ATTRIBUTION
  - ✓ | Remix Culture allowed
  - ✓ | Commercial Use
  - ✓ | Free Cultural Works
  - ✓ | Meets Open Definition