



M.O.D.O.K. Helmet



JJ Smith

[VIEW IN BROWSER](#)

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Summary

This is a M.O.D.O.K. helmet design based on a foam make by SKS Props.

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I saw a video from SKS Props making this helmet using his HD Foam. I didn't have foam and wanted to test my 3D modeling ability, and thus came this helmet from his design.

Here is a link to his video showing how he built, assembled, and painted his helmet: <https://www.youtube.com/watch?v=kgzt4ZKFOTk>

I modeled and built the entire helmet in Tinkercad, then split it into 8 pieces because my bed was too small. I then split it into 2 pieces because by shrinking it to fit my head, I was able to print it in 2 pieces.

I didn't want to look for ball joints for the legs/arms so I modeled those myself as well. The joints are quite loose so if you want more posable legs/arms, you may have to use alternate attachment methods.

I made a separate piece for the bit below the head jewel because mine broke off after printing and I REALLY didn't want to spend another 2 days printing the front again just for that.

Print Settings

Printer:

Voxelab Aquila

Rafts:

Doesn't Matter

Supports:

Yes

Resolution:

0.16

Infill:

20%

Filament:

Kingroon PLA

White

Notes:

Print 2 M.O.D.O.K._Upper_Leg.stl, M.O.D.O.K._Lower_Leg.stl, M.O.D.O.K._Foot.stl, M.O.D.O.K._Upper_Arm.stl, and M.O.D.O.K._Lower_Arm.stl.

Print 2 M.O.D.O.K._Fist with 1 of them mirrored so you don't have 2 left hands (like I did originally).

Print 4 M.O.D.O.K._Ball_Joint.stl

Category: Costume

Model files



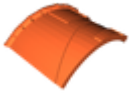
modok_helmet_full_alt.stl



modok_helmet_front.stl



modok_helmet_back.stl



modok_helmet_pt_1.stl



modok_helmet_pt_2.stl



modok_helmet_pt_3.stl



modok_helmet_pt_4.stl



modok_helmet_pt_5.stl



modok_helmet_pt_6.stl



modok_helmet_pt_7.stl



modok_helmet_pt_8.stl



modok_helmet_pt_-8.stl



modok_helmet_pt_8.stl



modok_dongle.stl



modok_lower_arm.stl



modok_upper_arm.stl



modok_fist.stl



modok_lower_leg.stl



modok_upper_leg.stl



modok_foot.stl



modok_ball_joint.stl

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