



## Spaceship Pack

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### Summary

This being my first Thingiverse make, it isn't too complicated. If your like me and like spaceships/Futuristic stuff...

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This being my first Thingiverse make, it isn't too complicated. If your like me and like spaceships/Futuristic stuff and have a 3D printer, Then your probably looking for a good set of spaceships to print out. Well do i have the pack for you.

What this pack does is uses a procedurally generated spaceship and i turn them into models.

### Update 3/14/17

Added actual .stl files instead of .GCODE files which obviously you can use on your printer

Sorry for this, i guess i was just sleepy and selected the wrong files

### Print Settings

#### Printer:

Anet A3 Enclosed

**Rafts:**

Doesn't Matter

**Supports:**

Doesn't Matter

**Resolution:**

Depends on how high of quality you want

**Infill:**

Doesn't really matter

**How I Designed This****Introduction**

Now when i first wanted some of these there wasn't really anyone that i saw doing this yet, so grab your notebooks and write this down if you want to make some of these on your own.

**Requirments**

What you'll need:

\* Blender \* Chrome (Haven't tried this on any other browser yet) \* Basic knowledge on how to use a 3D modelling program

**How to get the ship**

First what you need to do is go to chrome. Next search for <http://ship.shapewright.com>.

This is where you are going to get your ship randomly generated. When you first get to the site you will be granted with a randomly generated ship with a random seed. If you want to give a name at the top to give it a seed then you can. Or you can just press "Build It" for another random seed. Once you are satisfied with the ship it has generated, go to the bottom right hand corner of the window. Click Download as VRML. Name it and put it in a easy to find folder.

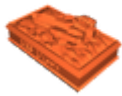
**How to make the base**

If you are using blender like i did, then you need to clear everything from the scene. then you need to import the file. Once you have done that, rescale and position it in the middle of the scene. Next you need to create a base object for the ship to go onto. I reccomend starting with a box,

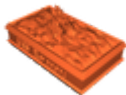
stretching it a bit and doing some edits to make it look nice. The one i made will be included in the folder for your uses, Just be sure to change the name on the front to be what the name of your ship is. Once your ship is complete and on the base, export it as a .stl file. Now you can bring it into your slicer program and scale it how you want

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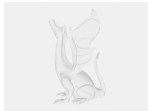
## Model files



**uss\_utopia.stl**



**uss\_revanent.stl**



**spaceship\_base.blend**

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

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