

Lord of Wind

B Beldolor

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Summary

A study in motion and balance ... the dragon forms out of tendrils of smoke and wind.

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A study in motion and balance ... the dragon forms out of tendrils of smoke and wind. Based loosely on a traditional material sculpture I did many years ago. This would look awesome with the tail printed in a translucent resin, but I chose grey to make the photos more clear.

Modeled entirely in VR with Oculus Medium.

Print instructions

Printed on ANYCUBIC Photon s; 5s exposure time, 0.02mm layer height. Siraya Tech Grey Fast (lower parts) and Elegoo Grey ABS like (upper parts).

Careful support structures are needed to achieve the complete details on the Face, Neck, Horns, Jaw and Body parts. Pre-supported files are provided but are saved as stls so shouldn't be resized too much or the supports might fail.

Use superglue to assemble the parts and a small amount of resin used to print can be used to fill in gaps between parts.

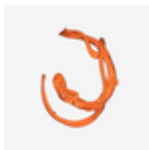
Model files



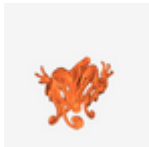
10_tail.stl



11_tail.stl



08_tail.stl



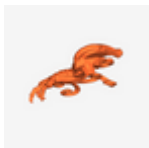
07_legs.stl



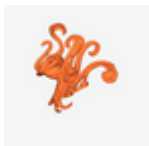
01_jaw.stl



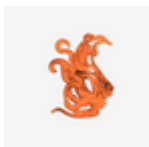
09_tail.stl



06r_arm.stl



06l_arm.stl



03_horns.stl



05_body.stl



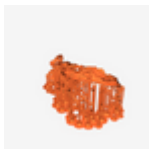
12_tail.stl



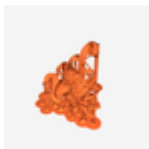
04_neck.stl



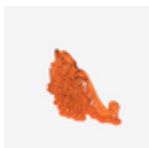
02_face.stl



s_004_neck.stl



s_005l_arms.stl



s_011_tail.stl



s_008_legs.stl



s_006_body.stl



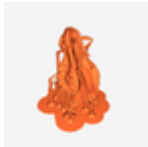
s_002_horns.stl



s_009_tail.stl



s_003_jaw.stl



s_001_face.stl



s_007_tail.stl



s_010_tail.stl



s_012_tail.stl



s_005r_arms.stl

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