



Low Poly Eevee Model



ThinAir3D

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Summary

I present my first go at a Low Poly Pokemon!

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I present my first go at a Low Poly Pokemon! I plan to do many other Pokemon (specifically the originals) and figured who better to start off with than Eevee.

Dimensions: 50mm (X) x 30mm (Y) x 50mm (Z)
Approximate Print Time: 1.5-2 hours depending on settings

I decided to create my own series of Low Poly Pokemon to add to the already amazing selection already available by other designers.

This is somewhat of a start to an ongoing exercise for me to improve with Low Poly modeling and mesh manipulation in Blender, but my overall goal is to capture unique poses and positions with as many Pokemon as I can!

Feel free to give me a follow to catch the next releases, and tag me on Instagram @thinair3dprints. I would love to see your print!

This design is uploaded with a non-commercial license. If you would like to consider gaining access to ALL of my models and the rights to print and sell them, you can check out my Patreon at <https://www.patreon.com/thinair3D>

Print Info:

I suggest using whatever standard settings work best for you for simple decorative pieces, the model prints very easily. Here are the particular settings I used:

Nozzle Size: 0.6

Layer Height: 0.2

Infill: 5% (Adaptive Cubic)

Perimeters: 2

Scaling: I would suggest only scaling up, but not scaling down any further, otherwise you may have issues with the ears being too thin.

You can lower your Layer Height to get better quality than the 0.2 LH I used!

Model files



eevee-v1.stl

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