



Fang Skull

 **Paglia Industries**

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Summary

Fang is a fully 3D printable animatronic dragon. These are the files for Fang's head. You will see a file called All...

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Fang is a fully 3D printable animatronic dragon.

These are the files for Fang's head.

You will see a file called All Skull Parts V2.Zip you should download this as it includes all the skull parts, some helpful pictures, and tells you which parts need to be scaled up to 150% in Cura.

You will notice that I have included the SCALE.STL this is not mentioned in the tutorial yet. You will have to print A LOT of these (90-100% infill) if you want to cover his head with scales (That way you can make him look fearsome & cool and hide the servos). to connect the scales together you must slightly heat the arm (with a soldering iron or heat gun. Just make sure not to heat the body) and bend it 90 degrees and put the arm trough the loop of the second scale and weld them together with a soldering iron. (Refer to pictures above).

Important Notes:

You will need x4 Segment_V2 (the neck) parts scaled up to 150% in Cura printed at a 10% or higher infill.

You will also need x2 of the iris eye and x2 of the 2xEyeBallFullV2.

Cylinder.STL is optional. You can use PVC glue to join the skull parts together instead of using the cylinder.

You can find the tutorial for Fang's skull on my website under the projects page. You will see a page pop up notifying you that the rest of the tutorial is not complete. That is because I am currently assembling and testing the body and once I get that done I will post those parts as a separate thing, so stay tuned.

Keep up to date with all my latest projects & tutorials here:

Link to my Instructables page: <https://www.instructables.com/member/pagliaindustries/>

Link to my website: <https://pagliaindustries.wixsite.com/mysite>

Link to my youtube page: <https://www.youtube.com/channel/UC1OBvuYrBDoy5uEZ0f03G-A>

Print Settings

Rafts:

Doesn't Matter

Supports:

Yes

Infill:

10-100%

Notes:

Some files need support others don't.

For example, the Rack, Ram Horns and SKULL_Parts, & Mandible defiantly need support and they need to be scaled up to 150% in Cura.

55mm fin should be printed with a 90-100% infill as it is very thin.





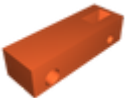
Important:

All these parts must be scaled up to 150% in Cura:

Segment_V2 (I printed 4 of these), RAMHORN L & R, Skull_Parts 1-3, Teeth Down & Top, Mandible_Parts 1-2, Cylinder (This is optional to print. I did not print as it took too much time and material. You can use PVC glue to join the skull pieces together instead of the cylinder).

Category: 3D Printing

Model files

Fang Jaw		5 files
	spur_gear_16_teeth.stl	
	rack-bolt.stl	
	servo-mount-v2.stl	
	rack-needs-support.stl	
	jaw-pusher-v2.stl	

Fang Neck		3 files



segment_v2-scale-to-150.stl



servo_pulley_v2.stl



servo_mount_v2.stl



Fang Iris Eye

4 files



2xeyeballfullv2-x2-needed.stl



135mm_base_fixed.obj



55mm_nut.obj



55mm_fin_pinx9_fixed.obj

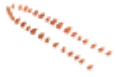


Fang Skull (Scale up to 150%)

12 files



ramhornr-scale-to-150.stl



teeth_top.stl



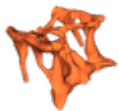
skull_part_02.stl



mandible_part_01.stl



skull_part_01.stl



skull_part_03.stl



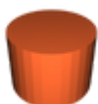
mandible_part_02.stl



ramhornl-scale-to-150.stl



teeth_down.stl



cylinder.stl



skull-12-fused-not-accurate.skp

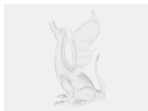


jaw-pusher-v3.skp



scale.stl

Other files



all_skull_parts_v2.zip

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

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