



Niles the animatronic Parrot

 **Paglia Industries**

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updated 23. 6. 2024 | published 23. 6. 2024

Summary

This is Niles the animatronic parrot. He is controlled by Pololu's micro Maestro (6-channel) servo board, and uses 4...

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Tags: [robot](#) [thingiverse](#) [animatronic](#) [parrot](#)

This is Niles the animatronic parrot. He is controlled by Pololu's micro Maestro (6-channel) servo board, and uses 4 micro servos to move him.

Leg Top is OPTIONAL. I accidentally added it. It was intended for a MK 2 prototype but you can use it to make the parrots legs longer by hot gluing the base of Leg Top to the bottom of the Parrot and then attach the Leg Bottom to it.

Skull & Jaw MUST be SCALED UP to 300% in Cura.

You will need:

(x 2) Legs Bottom

(x 2) Reversible Hinge

(x 2) Wings

(x 2) Foot Base New

(x 6) Foot Nail

All other parts are printed once (x 1)

I printed all the parts with a 10% infill and 0.15 mm layer height.

ONLY the Jaw should be printed with support.

You will be able to find the full, in depth tutorial for Niles on my website under the projects page, and you can also find the tutorial on my instructables page. Enjoy!

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

Link to the tutorial on Instructables: <https://www.instructables.com/id/Niles-the-Animatronic-Parrot/>

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

Stay tuned and enjoy the build!

Print Settings

Infill:

10% or higher

Filament:

[GeeTech PLA](#)

Notes:

Only the jaw needs support.

Skull & Jaw MUST BE SCALED UP TO 300% in CURA.

Category: Robotics

This remix is based on



Niles the animatronic Parrot

by PagliaIndustries

Model files



legstop.stl



wing.stl



reversible_hinge_with_holes.stl



animatronic_bird_body_cover.stl



pan-tilt-plataforma.stl



footnail.stl



pan-tilt-tapa.stl



pan-tilt-base-camara.stl



animatronic_bird_body.stl



footbasenew.stl



legsbottom.stl



foottoe.stl



jaw_macow.stl



skull_macow.stl

[Find source .stl files on Thingiverse.com](https://www.thingiverse.com)

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