



Batman: Under the Red Hood - Helmet



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[VIEW IN BROWSER](#)

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Summary

This model is my approximation of the helmet Jason Todd wears in the animated movie Batman: Under the Red Hood. I did...

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This model is my approximation of the helmet Jason Todd wears in the animated movie Batman: Under the Red Hood. I did my best to match all lines and proportions to the front/back/side facing angles, as well as match the scale as best as possible. The original helmet was sculpted in Mudbox, and from there I used Rhino to add the rest of the details.

The model, as scaled, was a bit small for my head. I ended up having to modify it slightly after building, to get it on. I have an average sized adult male head and I'd probably want to scale it to 101% if I did it again.

I haven't figured out a good way to do the eyes yet. I guess ideally, you'd wear a silicone mask underneath, but the cartoon eye proportions make it very hard to see out of if you match it too closely. Very hard... if not impossible. I'd suggest some kind of tinted insert with chrome or backlit eyes, but my helmet was too small to fit anything else between my face and the inside. As a poor solution, I also uploaded a little eye mask you can print and insert between your face and the helmet. FYI if the helmet is too tight... this mask will bruise your forehead.

Finally figured this out! To make the eyes work, I suggest inlaying a fine black mesh that can be seen through, and simply spraying on the white eyes. Or add glowing white triangles there. You will be able to see fine through the black parts of the mesh, and the white doesn't even have to be transparent.

If someone wants to hollow the model out more/make it roomier, feel free to remix. As it is, it fit me (after I got it on) without padding and without any wobble, but thinning out the walls might make it go on easier.

I have included two versions in this upload. The "Solid" set is how I ended up making my final version: as a single one piece helmet. The "Split" is two separate pieces which fit together along the seams without magnets or anything. The "Split" model works much better, imo, because if your print is solid, the bottom ring will flex over your head, and you can get the overall helmet smaller. Plus it is super cool that it comes apart like the one in the movie. That said, printing in two parts will test the accuracy of your printer... My first attempt did not go well and took a lot of sanding.

I have only included a cut up version of the "Solid" helmet with no eyes, for smaller printers. (140x140x230). If anyone needs a particular version I haven't uploaded, just leave a comment.

You shouldn't need support for the model I sliced up, but I used it anyway. It probably wasn't worth the work, since nobody will see the inside/underside of the model anyway.

Post-Printing

I highly recommend printing this in ABS or some other rigid material. I used an ABS slurry to glue my parts and have had absolutely seamless results after sanding. The joints, if done this way, end up being stronger than the print itself, while also sanding as evenly as the print, compared to hot glue(shudders) or epoxy.

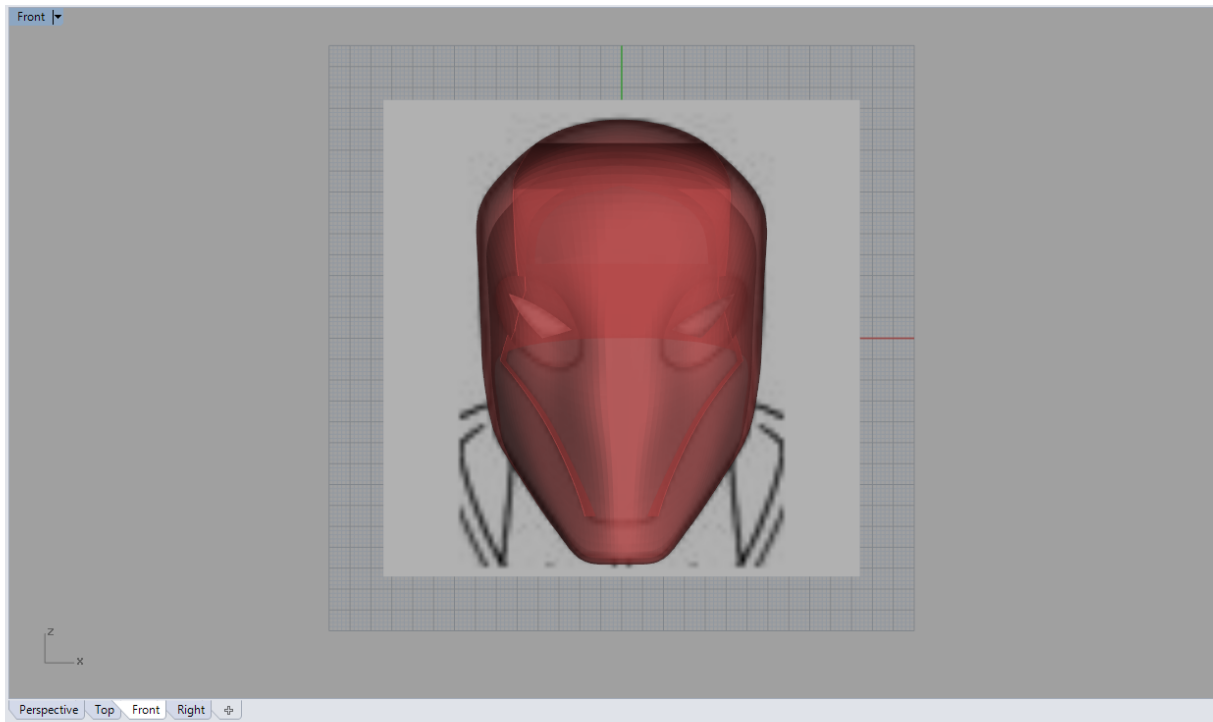
I am also quite fond of painting my primed ABS with truck-liner. It gives it a rugged texture and hides any stubborn print lines that you might not have

been able to sand or fill, and is incredibly durable. Just depends on if you want a rugged vs glossy look.

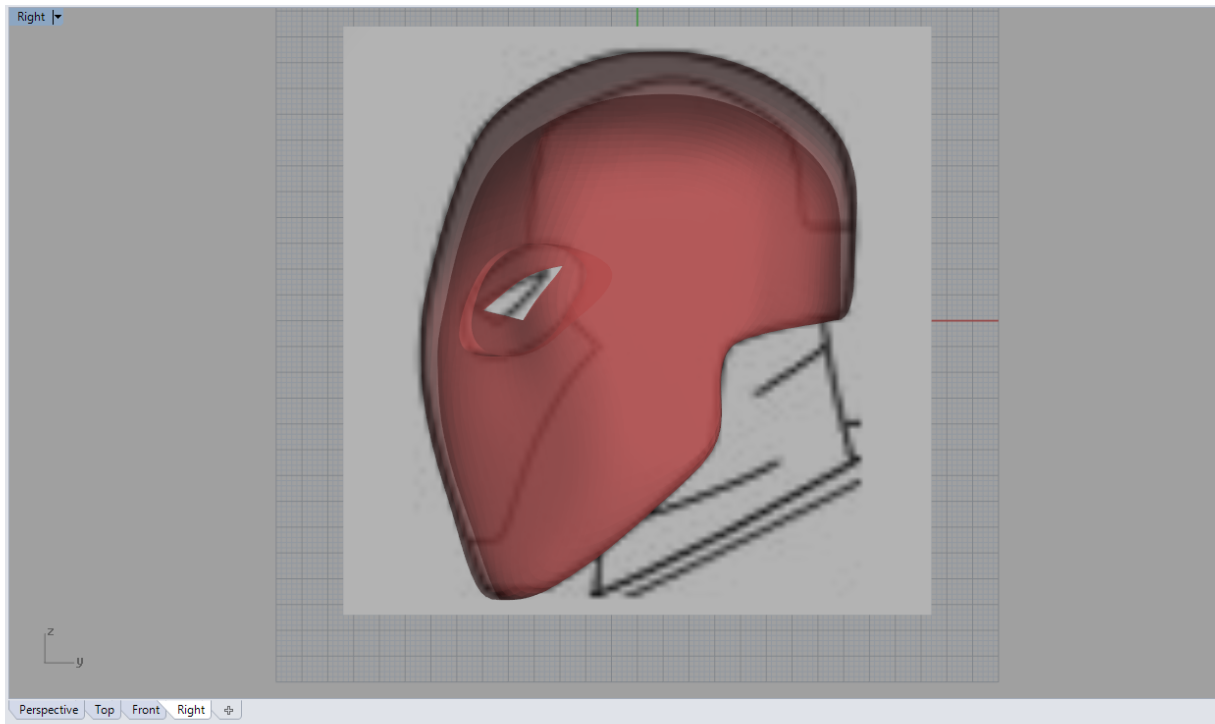
How I Designed This

Within Mudbox I made a couple mirrored image planes in order to shape the helmet properly. Then, in Rhino, I used boolean commands to cut out the eyes and form the groove lines along the surface.

Sketchfab link: <https://skfb.ly/6ACrq>



A front view, showing the accuracy of my lines, and eye placement.



A Side View, once again showing accuracy of eyes and the overall silhouette.

Category: Costume

This remix is based on



Batman: Under the Red Hood - Helmet

by [bradleymtb](#)

Model files

rh_solid.stl

rh_split_top_noeyes.stl

rh_split_bottom.stl

rh_solid1.stl

rh_solid2.stl

rh_solid3.stl

rh_solid4.stl

rh_solid5.stl

rh_solid6.stl

rh_solid7.stl

rh_split.stl

rh_split_top.stl

rh_eyes.stl

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

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