

Polar Sheep. Print-in-place lamp

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VIEW IN BROWSER

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Summary

This is a project of a fluffy lamp that resembles sheep's wool.

Household > Living Room

Tags: sheep printinplace loop lampshade ikealamp

This is a project of a fluffy lamp that resembles sheep's wool. The filament structure and the translucent material combine with cold light to create the effect of an icy surface, so I decided to name this design Polar Sheep. The peculiarity of 3D printing is repeatability, in this project, each lamp is unique, since the texture of the threads is always a little random. This brings printed products closer to natural ones.
I was inspired by similar projects with unsupported thread pulling experiences (e.g. drop printing by Mark Peeters), but I have not seen such a total application in lighting objects.
Printing of a single part can be stopped at any time and you can get the lampshade of the desired length, for example, make it shorter. And replacing the LED lamp allows you to get the desired color shade and brightness. Do not use bulbs that get very hot. I recommend LED, for example.
The plafond fits the Ikea Hemma chandelier and most other chandelier with cartridge size of about 40 mm.
In the near future I plan to publish a modification with a smaller diameter

and the same height (and possibly with a different geometry, for example, square).

Check out another lamp project of mine where I used the principle of interlaced bridges: https://www.prusaprinters.org/prints/40606-liquid-cuprum-print-in-place-lampshade

And the project where I pushed the idea of printing with bridges to the limit: https://www.prusaprinters.org/prints/41007-orbital-structural-printing-print-in-place-lamp

Print instructions

Because parts must be sized to match the height and width of the layer, changing the scale while printing can have unpredictable results. Therefore, I advise you to print 0.2-0.3 thick and 0.4 layer wide, with 100% airflow. The texture of the loops will change slightly depending on the location and number of fans. Infill = 0, skirt = 0, or out of bounds. Top and bottom layer = 0. Wall line count = 1.
No support and post-processing is needed here, everything is printed in one piece. Plastic consumption is about 250 g.

Model files



sheep_lamp.stl

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