



Old Hag



reddadsteve

[VIEW IN BROWSER](#)

updated 20. 9. 2020 | published 20. 9. 2020

Summary

Old Hag, is based on the Evil Queen character from a 19th-century German fairy tale "Snow White".

[Toys & Games](#) > [Action Figures & Statues](#)

Tags: [white](#) [snow](#) [evil](#) [witch](#)

Old Hag, is based on the Evil Queen character from a 19th-century German fairy tale "Snow White".

The Evil Queen goes down the dungeon to her secret room where she practices her dark magic, complete with a pet raven, and in desperation uses her spell-book and cauldron to mix a potion that transforms her into the Old Hag.

No supports are required. If you have the proper filament colors, no painting is needed.

The assembled model is 250mm tall and is in proportion to my Snow White model.

Enjoy!

.....

Print Instructions:

Supports: No

Resolution: .2mm

Infill: 10%

Notes:**

Refer to the notes below for a few helpful printing and assembly instructions.

.....

Building the model

Colors

Black: (Paramount3D PLA - Black)

eye_blacks (contains two pieces)

eyebrow_right

eyebrow_left

mouth

shoe

..

Black: (Paramount3D PLA - Matte Black)

cloak_bottom

cloak_top

sleeve_right

sleeve_left

hood

..

White: (Paramount3D PLA - White)

eye_white_right

eye_white_left

tooth

hair_right

hair_left

..

Dark Red: (Paramount3D PLA - Hannibal Red)

tongue

..

Red: (Hachbox PLA - True Red)

apple_red_bottom

apple_red_eyes (contains two pieces)

apple_red_nose

..

Light Brown: (Paramount3D PLA - Military Khaki)

eye_brown_right

eye_brown_left

..

Dark Brown: (eSUN ABS - Brown)

apple_stem

..

Skin: (Paramount3D PLA - Universal Beige)

head

hand_right

hand_left

..

Grey: (Paramount3D PLA - Battleship Gray)

sleeve_insert_right

sleeve_insert_left

..

Bright Green: (unknown PLA)

apple_green

..

.....

Printing and assembly tips

Printing tips

1-No supports are required.

2-There are some pieces that may need brims or rafts, use your discretion. I used brims on the tooth and eye_blacks.

I used a raft on the eyebrow_left/right parts after two failures with a brim.

3-The tooth is quite small, so you may want to print a few in case you lose it. Do not be concerned if the part looks a bit deformed at that size and shape.

..

Assembly tips:

1-Take your time gluing the model together and enjoy the process.

2-I used E6000 sticky craft glue to put this model together. The sticky glue allows more time to position the parts than a fast drying superglue. I have 'fat fingers' and a shaky hand, so the sticky glue works out best for me, especially with small pieces.

3-I suggest gluing in the eye_browns before the eye_whites (with the eye_blacks already glued in). The eye_whites have a bit of play and could accidentally be inserted incorrectly. Look carefully at the pictures.

4-The hood is a snap fit into the cloak_top. Press it in firmly.

5-The tooth is quite small. Be sure that the mouth and tongue are already glued in, with the opening for the tooth aligned. I used a sticky toothpick to place the tooth in and nudged it into a position that looked good. There is no exact fit for this part.

6-The apple green has small indents for the thumb and middle finger so that the apple sits high in the hand, with the apple slightly rotated in the hand.

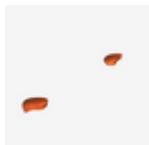
7-Refer to the assembly diagram in the pictures section as well as the uploaded pictures for putting the model together. The model is meant to be glued.

Do not hesitate to ask questions, feedback is essential to making better models.

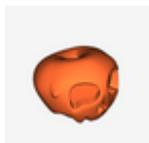
Model files



apple_red_nose.stl



apple_red_eyes.stl



apple_green.stl



apple_stem.stl



eye_white_right.stl



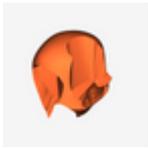
apple_red_bottom.stl



eye_blacks.stl



sleeve_insert_left.stl



cloak_top.stl



eye_brown_left.stl



tooth.stl



eyebrow_left.stl



eyebrow_right.stl



head.stl



hood.stl



eye_brown_right.stl



eye_white_left.stl



sleeve_left.stl



shoe.stl



hair_right.stl



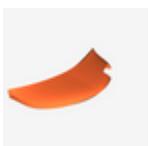
mouth.stl



sleeve_insert_right.stl



hair_left.stl



tongue.stl



hand_left.stl



sleeve_right.stl



hand_right.stl



cloak_bottom.stl

License

This work is licensed under a
[Creative Commons \(4.0 International License\)](https://creativecommons.org/licenses/by-nc-sa/4.0/)



Attribution—Noncommercial—Share Alike

- ✘ | Sharing without ATTRIBUTION
- ✓ | Remix Culture allowed
- ✘ | Commercial Use
- ✘ | Free Cultural Works
- ✘ | Meets Open Definition