



Cheshire Cat



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Summary

Cheshire Cat from Alice and Wonderland I had a lot of purple ABS left over from my last project (Dino Flintstone) and...



N/A



22 pcs



0.20 mm



0.40 mm



PLA



N/A



Prusa
MK3/S/S+

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Tags: [cat](#) [animal](#) [wonderland](#)

Cheshire Cat from Alice and Wonderland

I had a lot of purple ABS left over from my last project (Dino Flintstone) and decided on building the Cheshire Cat. Since my daughter loves Alice in Wonderland, this was an easy choice to make.

The model as printed is 25cm high and 28cm long, however since it is sliced into pieces to allow for the colors, you only need to check the size of the largest flat piece (body_6.stl, approx 130mm x 125mm) to determine your print size. The tallest piece is head.stl, 63mm. The model should scale well except for the eyes (just the black dots) and whiskers.

I used glow in the dark ABS for the mouth for that extra special touch.

Gcode files for the MK3 were supplied by maker "DORFFMEISTER", thank you!

Enjoy!

Print instructions

Rafts: No
Supports: No
Resolution: .2mm
Infill: 10%

Notes:**

See important notes in the 'extra notes for printing' section for the black eyes and whisker pieces.

I printed all the parts except for the head with one shell. I printed the head with two shells due to the 'extreme' overhangs (60 degrees max) which I am always cautious with.

Building the model

Colors

pink:
face

ear_r
ear_l

arml_1
arml_3
arml_5
arml_7

armr_1
armr_3
armr_5
armr_7

arm_bump (two copies)

tail_2
tail_4
tail_6
tail_8

body_1
body_3
body_5
body_7
body_9
body_11
body_13

body_bump (four copies)

purple:
head

arml_2
arml_4
arml_6

armr_2
armr_4
armr_6

tail_1
tail_3
tail_5
tail_7
tail_9

body_2
body_4
body_6
body_8
body_10
body_12
body_14

white (or glow in the dark):

teeth_1
teeth_2
teeth_3

black:
eyebrow_r
eyebrow_l

eye_r
eye_l

whisker_l (three copies)
whisker_r (three copies)

yellow:
eyeball_r
eyeball_l

Extra notes for printing

Rafts are not required, except for the eye_r and eye_l parts due to the small sizes.

Be sure to thoroughly clean any first layer 'squish'. Depending on your first layer squish, you may need to resize the bumps to reduce their height. Without a first layer squish all pieces fit perfectly.

Due to the narrow size of the whiskers, I printed them with 0% infill and 0 bottom layers. This allows them to be squeezed into the narrow whisker slots on the face. Alternatively you can simply sand them down to fit.

Extra copies of parts:
Three copies of whisker_r
Three copies of whisker_l
Four copies of body_bump
Two copies of arm_bump

Assembly

The assembly diagram in the pictures section shows all connections. To keep the diagram somewhat readable, for the tail, body and arms I simply labeled the first and last piece for each of those sections. All numbered pieces are to be assembled in order.

Special notes to be aware of:

1-Take care to note left and right pieces. They look quite similar but are actually different.

2-The whiskers could be problematic if the model is resized. At the standard size, the whiskers actually fit quite well if you follow the whisker instructions above.

3-There is a fair amount of gluing to be done. I wound up gluing pieces in pairs, letting the glue settle a bit then gluing pairs together. Also, masking tape worked great in holding pieces together while waiting for the glue to dry.

4-Glue the tail together.

5-Glue the body together. See the diagram for the body_bump position.

6-Glue the body and tail together.

7-When gluing the arms, create each arm (including the arm_bump) without the hands. Glue the arms to the body. Interlock the hands together and then glue them between the arms. It's simpler than it sounds, but if you glue the hands first, you may not be able to fit the arms into the body.

A few people have installed the hands upside down and did not realize it until after the glue dried. Be sure that the slight dent in the hands face up and fit into the chin. The rounded side rests on the ground.

8-Be sure that the bottom of the hands rest on the table surface, even with the body. When placing the head, the head will rest on the hands and fit into the body.

9-Push the eyes into the eyeballs, then glue the eyeballs, ears and eyebrows into the head.

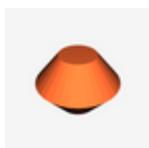
10-insert the whiskers and teeth into the face. When inserting the teeth into the face, put in teeth_1 and teeth_3 first. Be sure they are all the way in and then insert teeth_2 between them.

11-Glue the face and head together

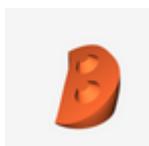
12-The last step should be to glue the full head/face to the body (the head is rotated), while the chin rests on the hands.

Note-The body and tail are hollow (I wanted to cut down on print time). If you are handy, you might consider putting a light inside the model!

Model files



body_bump.stl



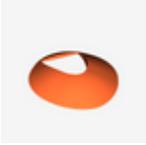
armr_2.stl



teeth_2.stl



arml_2.stl



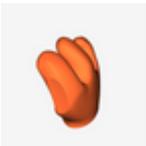
body_1.stl



body_8.stl



ear_r.stl



armr_7.stl



tail_5.stl



ear_l.stl



body_13.stl



face.stl



armr_5.stl



armr_6.stl



tail_9.stl



arml_7.stl



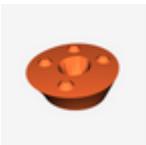
whisker_l.stl



whisker_r.stl



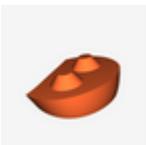
armr_1.stl



tail_7.stl



tail_6.stl



arml_3.stl



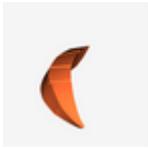
arm_l_6.stl



tail_3.stl



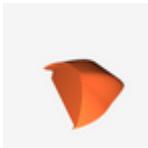
body_5.stl



teeth_3.stl



tail_2.stl



body_14.stl



eye_r.stl



arm_l_4.stl



arm_bump.stl



eye_l.stl



body_10.stl



body_4.stl



body_2.stl



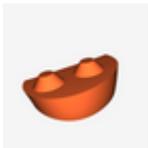
body_9.stl



head.stl



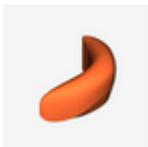
teeth_1.stl



armr_3.stl



arml_1.stl



eyebrow_l.stl



tail_4.stl



body_11.stl



eyeball_l.stl



eyebrow_r.stl



body_7.stl



body_3.stl



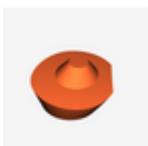
body_6.stl



armr_4.stl



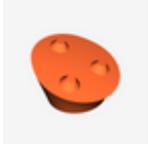
tail_1.stl



arml_5.stl



eyeball_r.stl



tail_8.stl

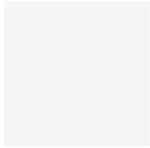


body_12.stl

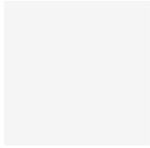
Print files



_purple-head-210c_10per_020mm_5h_8m_46grams_cos.gcode



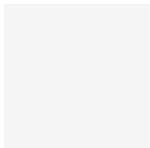
_pink-arms-ears-face-tail-210c_10per_020mm_13h_.gcode



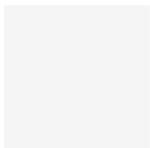
_purple-body-2-6-8-14-210c_10per_020mm_7h_5m_82.gcode



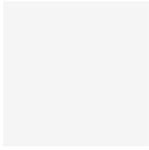
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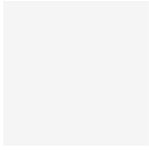
_yellow-eyeballs-210c_10per_020mm_0h_14m_2grams.gcode



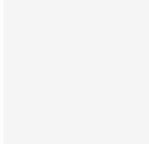
_black-eye-balls-eye-brows-whiskers-210c_10per_.gcode



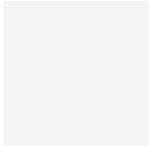
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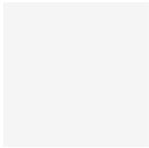
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`_purple-arms-tail-210c_10per_020mm_9h_4m_92gram.gcode`



`_white-teeth-210c_10per_020mm_0h_55m_8grams_cos.gcode`



`_pink-arms-bumps-body-bumps-210c_10per_020mm_0h.gcode`



`purple-body-4-10-12-210c_10per_020mm_7h_9m_84gr.gcode`

PLA 0.40 mm 0.20 mm



`pink-body-3-9-11-13-210c_10per_020mm_9h_16m_112.gcode`

PLA 0.40 mm 0.20 mm



`white-teeth-210c_10per_020mm_0h_55m_8grams_cost.gcode`

PLA 0.40 mm 0.20 mm



`pink-arms-ears-face-tail-210c_10per_020mm_13h_1.gcode`

PLA 0.40 mm 0.20 mm



black-eye-balls-eye-brows-whiskers-210c_10per_0.gcode

PLA 0.40 mm 0.20 mm



yellow-eyeballs-210c_10per_020mm_0h_14m_2grams_.gcode

PLA 0.40 mm 0.20 mm



purple-head-210c_10per_020mm_5h_8m_46grams_cost.gcode

PLA 0.40 mm 0.20 mm



purple-body-2-6-8-14-210c_10per_020mm_7h_5m_82g.gcode

PLA 0.40 mm 0.20 mm



purple-arms-tail-210c_10per_020mm_9h_4m_92grams.gcode

PLA 0.40 mm 0.20 mm



pink-arms-bumps-body-bumps-210c_10per_020mm_0h_.gcode

PLA 0.40 mm 0.20 mm



pink-body-1-5-7-210c_10per_020mm_6h_14m_70grams.gcode

PLA 0.40 mm 0.20 mm

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

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