

Steampunk bookends - customisable dynamic gearset!



dsdan

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Summary

Cool steampunk inspired bookends that double as fidget toys! Print your own selection of gears to make it yours!

[Household](#) > [Office](#)

Tags: [toy](#) [modular](#) [fidget](#) [gears](#) [steampunk](#) [movement](#) [dynamic](#) [bookends](#) [modifiable](#) [cogs](#)

Sorry for the garish transparent red PETG example print! It's all I had left haha.

There are a selection of 30mm diameter gears and 50mm diameter gears for you to mix and match. I highly encourage you remix and try new designs using the .stp files I included.

File guide:

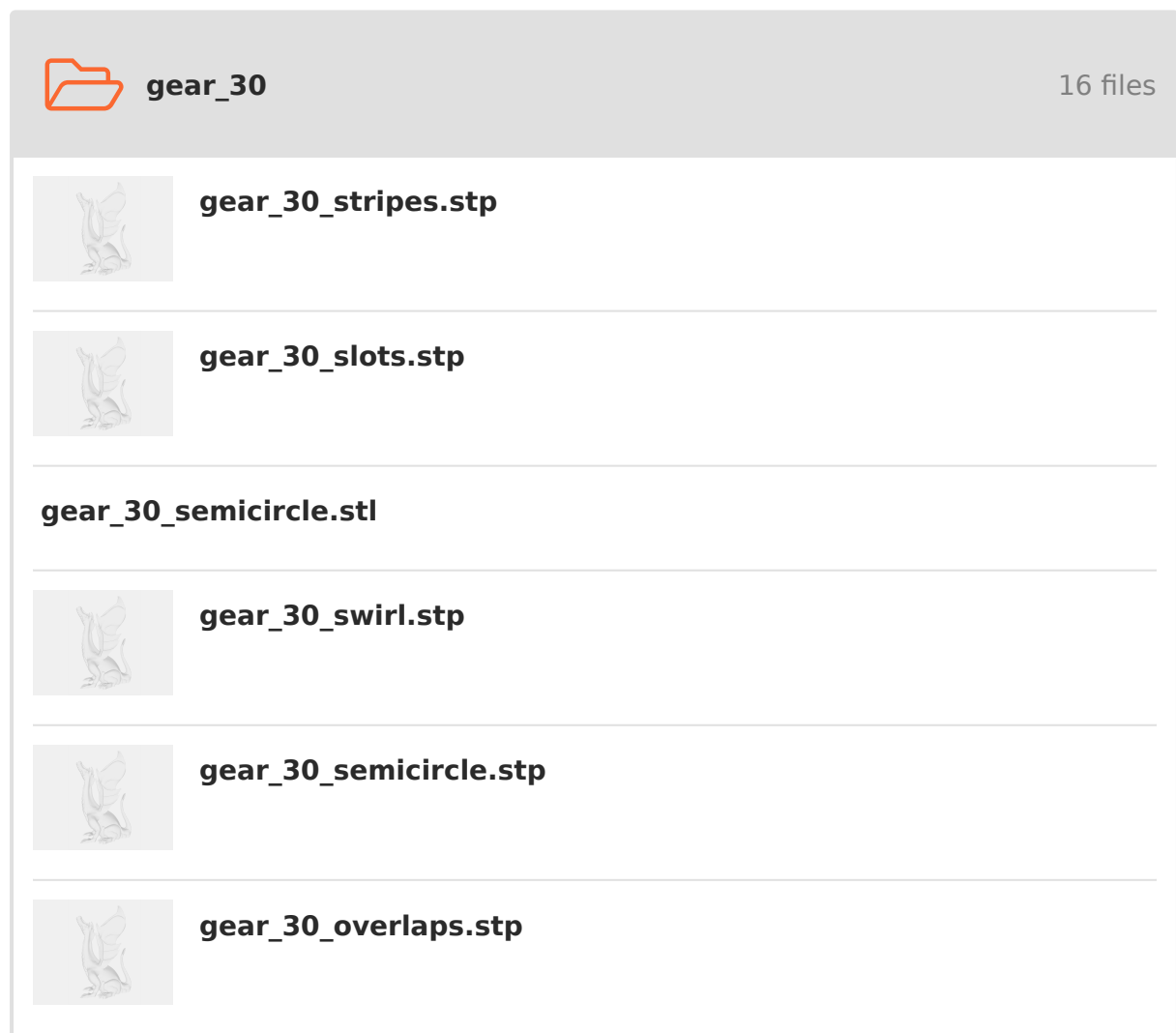
1. Print either base_static.stl or base_dynamic.stl
2. If you printed base_dynamic.stl, print gear_skeleton.stl
3. Print one each of any design of 30mm gears and 50mm gears

4. Print gear_tester.stl and plug your two gears in. Test to see if the gears mesh to your liking - if they don't, you might have to tune your printer
5. Print 2 other 30mm gears and 2 other 50mm gears
6. Assemble base_dynamic.stl together with gear_skeleton.stl using a bit of superglue
7. Pop the gears onto gear_skeleton.stl
8. Print the mirror versions for the other side of the books
9. Enjoy!

Print settings:

- 20% infill
- 3 perimeters
- Print base_x.stl with the static gears on the bed
- Print the rest with the flat side on the bed

Model files





gear_30_circles.stp



gear_30_basic.stp

gear_30_swirl.stl

gear_30_slots.stl

gear_30_stripes.stl

gear_30_basic.stl

gear_30_circles.stl

gear_30_overlaps.stl

gear_30_cross.stl



gear_30_cross.stp



gear_50

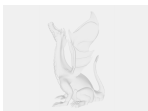
18 files



gear_50_semicircle.stp



gear_50_overlaps.stp



gear_50_stripes.stp



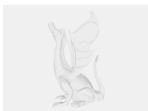
gear_50_slots.stp



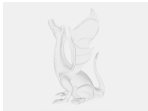
gear_50_basic.stp



gear_50_hex.stp



gear_50_circles.stp



gear_50_cross.stp

gear_50_stripes.stl

gear_50_slots.stl

gear_50_semicircle.stl

gear_50_hex_inv.stl

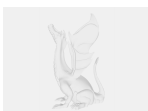
gear_50_hex.stl

gear_50_overlaps.stl

gear_50_circles.stl

gear_50_cross.stl

gear_50_basic.stl



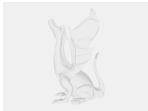
gear_50_hex_inv.stp



standards

6 files

base_static.stl



skeleton_1.stp

skeleton_1.stl

base_dynamic.stl



base_dynamic.stp



base_static.stp



mirrors

6 files

skeleton_1_mirror.stl

base_static_mirror.stl

base_dynamic_mirror.stl



skeleton_1_mirror.stp



base_static_mirror.stp



base_dynamic_mirror.stp

gear_tester.stl



gear_tester.stp

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