



The Mandalorian Articulated Figure - Star Wars



OpenFigure3D

[VIEW IN BROWSER](#)

updated 1. 4. 2026 | published 1. 4. 2026

Summary

Fully articulated, entirely 3D printable figure of our own design based on the Star Wars character.

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

Tags: [character](#) [toy](#) [vader](#) [darth](#) [starwars](#) [star](#) [wars](#)
[figurine](#) [figure](#) [mandalorian](#) [jedi](#) [yoda](#) [maul](#)
[articulated](#) [baby](#) [multipart](#) [poseable](#) [action](#) [actionfigure](#)
[din](#) [hunter](#) [balljoint](#) [jointed](#) [balljointed](#) [balljointfigure](#)
[babyyoda](#) [mando](#) [anakin](#) [kenobi](#) [bounty](#) [katan](#)
[themandalorian](#) [openfigure3d](#) [mandalore](#) [djarin](#)

THIS IS THE WAY.

OpenFigure3D's latest fully 3D-printable articulated figure is here! Din Djarin "**The Mandalorian**", from the Star Wars franchise series. It is multi-part so you can use different filament colors. You can also "paint it" in your slicer and print it multicolor.

The main designer is [Dany Sánchez](#), who is also behind [MiniWorld3D](#) and the other OpenFigure3D models of [Iron Man](#) & [Samus](#). Some parts further split for multipart printing by George Spake [@gpspake](#).

Further below are the full instructions, so for now consider that:

- This is an **advanced**-level print & assembly. It will require patience, long print hours and slicing expertise.
- Helmet has been updated March 31, 2026 for definitive, original OF3D version.
- PDF Cape template for fabric or paper
- [Extra items available here \(separate publication\)](#)
 - Jet pack
 - Rifle
 - Beskar ingot
 - Bounty tracker fob
 - Hand (grabbing pose)
- **OpenFigure3D** is an account where several designers and 3D artists share 3D printable articulated figures & sculptures. These could be **free** fanarts or originals.
- THIS MODEL IS **FREE** and **only** on Printables, DO NOT BE FOOLED AND PAY FOR IT ELSEWHERE.
- **Please don't publish these files elsewhere.** OpenFigure3D is meant to be OPEN, contact us if you want to be a part of it, let's keep it together.
- This is no Bandai, Hot Toys, S.H. Figuarts, Figma, Black Series figure lol. It's 3D printed so it will not be perfect - but hey, it's free and fun!
- This is a fanart for personal use, it's not intended to replace official merchandise.

--FULL INSTRUCTIONS-----

TAKE YOUR TIME. Save this, print this, come to it later. [\[ASSEMBLY VIDEO instagram.com/p/CrSsv9iOQrx/\]](#)

1. Who is this character?

This is Din Djarin, the Mandalorian, a bounty hunter turned the internet's daddy. We included a head with no helmet too, and a couple hand poses. This particular model is based on his appearance after he receives a full beskar armor.

2. What's inside?

You'll see folders with the body parts, named as clearly as possible. Both limbs are provided and some parts embossed "L" or "R" to distinguish

them. Some parts have been split so they can be printed without supports with flat side on the print bed, and glued after.

3. What's **NEW** or **Improved** since our other figures?

- Ease of printing / assembly.
- Some parts are offered split in halves for easier and cleaner printing, without supports. Glue is necessary to put halves together. The splitting is also strategic, as it makes the joints strong along the layer lines, instead of weak against them.
- Both limbs are provided, so no more mirroring and losing track.
- Some parts are embossed with L or R
- Superb part splitting for a colorful result even with a regular, single extruder setup.

4. **Printing Recommendations**

4.1 Scale. It's a little larger than a regular action figure for the joints to be printable. 100% scale works great with a 0.4mm nozzle, you can scale up for a stronger, easier assembly. We don't recommend scaling smaller unless you use a resin printer.

4.2 Most parts need supports. A few others don't, or are provided split in halves that can be printed flat and glued after. Modern slicers like PrusaSlicer allow part splitting and adding holes and pegs for an easy assembly, so we have left that to your preference.

4.3 Orientation on the print bed matters a lot, especially for strength of articulation parts, like ball joints. In general, they tend to break along the layer lines, so try to print perpendicular to them: for example, print sockets and ball joints horizontally so the layers run along it. It is preferable to have a strong part that won't break during assembly than a smooth looking one that will snap instantly and be useless. A version of the hip socket is provided split in halves for glueing after.

4.4 **General recommendations**

- Depending on your supports setting and bed adhesion, you can print without brims, except for really small parts. Using brims fuses everything together in the first layer and makes removal much more difficult.
- 50mm/s speed, 20 for outer perimeter.
- Use at least 3 perimeters, minimum 20% infill.
- Mirror the hands in your slicer to have the Right side ones.
- Make sure to use the correct "biceps" part for each side during assembly, the angled side must face the front, in order to have good motion range when bending the elbow.

- Din Djarin head has a triangular surface that can be ignored, slice and print as normal, it won't affect anything.
- To add a cape, you can print the provided PDF template in regular letter or A4 paper, and trace it into any dark fabric scrap. Remove the chest strap and chest armor, position the cape and “clamp” it with the armor. Then add the chest strap (see next step). The strap should be on top of the cape on the left shoulder, but then switch and go under to be fastened to the belt. It's really weird.
- Assemble the chest strap by inserting the front hole into the belt peg, bend lightly and do the same in the back, vertical and over the right shoulder, then slowly tilt diagonally until it's firmly secured on the left shoulder.

Feel free to try different supports, orientation, and settings in general if you find they work better for you.

5. Post-print

5.1 Cleanup. Removing supports, brims, and any debris or imperfections that may cause interference between parts is crucial.

5.2 Tolerances. We found the best is to have 0 tolerance between touching parts. This is because it's easier to adjust manually by **shaving off bits with a knife or sanding** until fit is perfect. Sometimes it fits nicely right off the printer. There is wild variation between printers, qualities, filaments, etc. The problem to avoid is making a joint too loose, which makes the figure like a rag doll. If this happens to you, you can:

- a) coat the inside of sockets and ball joints with nail polish, let it fully dry
- b) insert a lining made of a tiny piece of paper or plastic bag between the parts to fill the gap and make it tight
- c) use clay or tack, but not permanent glue
- d) reprint the part

5.3 Fractures. If a joint breaks, we designed small parts that you can reprint without replacing a whole body part. None of the ball joints broke when printed laying horizontally, as layer lines run along it. In contrast, they snap easily if the layer lines run perpendicularly.

5.4 Assembly. It's a pretty straight-forward puzzle, you can see the photos if you have doubts. Be kind but firm. Insert small parts to larger ones first, before doing larger ones to each other.

5.5 Paint. Feel free to paint the figure, or print it in colors. It could benefit from applying a dark wash to darken the simulated gaps and part crevasses.

That's it! Thank you so much for printing our figures! We hope to see your make photos here or on Instagram at [@openfigure3d](#)

Please remember to keep this models to yourself, support us by not re-publishing or selling them. We will continue to create more free fanarts and originals.

Credits:

Main photos by George Spake [@gpspake](#) in various filaments & fabric add-ons.

Multi-part / MMU remixed parts by George Spake [@gpspake](#):

- Split Hip Socket
- Longer darksaber
- Left knee

Other photos by [Dany Sánchez](#) printed in SpiderMaker filaments matte PLA Kraft Brown, Dark Slate Green, Brick Red, Concrete Grey, Frosted Almond and Universe Black.

Pedro Pascal head sculpt by [Luana Ferreira](#).

Thanks to beta testers [iprintandstuff](#) , [jude_kamado](#) , and [jujudribbials](#) . Help by [estikuma](#) too.

[!] This figure is for personal use ONLY - do not distribute digital files or sell physical reproductions.

Star Wars and all of its affiliated properties remain the intellectual property of Lucasfilm Ltd. under Disney. Characters, Names And Related Indicia Are Property of their respective owners. This model is a non-profit, fan work inspired and based on the appearances on screen. You are forbidden from selling this 3D digital file or physical print. No infringement is intended.

Model files



A - head

4 files



of3d-mando-helmet.stl



din-djarin-head.stl



neck-v2.stl



prepainted-helmet.3mf

☐ for MMU/AMS



B - torso

8 files



2x-arm-socket.stl



armor-back.stl



armor-front.stl



hips-half-front.stl



hips-half-back.stl



hips.stl



belt.stl



torso.stl



C - arms

11 files



r-forearm.stl



r-elbow.stl



l-shoulder.stl



l-elbow.stl



r-biceps.stl



r-shoulder.stl



l-hand-grip.stl



l-forearm.stl



l-biceps.stl



l-hand-fist.stl



l-hand.stl



D - legs

22 files



r-armor.stl



2x-hip-socket.stl



l-side-padding.stl



l-armor.stl



l-thigh-half-front.stl



l-shin.stl



l-knee.stl



l-thigh-half-back.stl



l-foot.stl



r-side-padding.stl



r-knee.stl



l-thigh.stl



r-foot.stl



r-shin.stl



r-thigh-half-back.stl



r-thigh-half-front.stl



r-thigh.stl



2x-hip-socket-split-b.stl



2x-hip-socket-split-a.stl



l-knee-multipart-a.stl



l-knee-multipart-b-gun.stl



l-knee-multipart-c-gun.stl



E - extras

6 files



darksaber.stl



holster.stl



chest-strap.stl



pistol.stl



pistol-halves.stl



darksaber-longer-version.stl

Other files



cape-template.pdf

License

This work is licensed under a
[Creative Commons \(4.0 International License\)](#)



Attribution—Noncommercial—No Derivatives

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