

# Minecraft Steve Posable

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## Summary

A ball-and-socket articulated version of Minecraft Steve.

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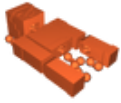
Tags: [videogame](#) [minecraft](#) [steve](#) [articulated](#) [posable](#)

**Update:** This was designed for an original Ender3, if you have a newer printer like something from BambuLabs you will need to expand XY by 0.1mm (X-Y contour = 0.1)

Having printed many different versions of Minecraft Steve and most of them either break when putting together or are very loose, I made a ball-and-socket version. Both the body and limbs have socket joints so there is more range of movement. I am including all of the individual pieces and a group ready to print version. The sockets are print in place and assumes your printer can do a 9mm bridge, it also is pre-supported and inserting a ball joint part will free up the socket. The sockets are printed flat so should be fairly strong and if the joint is too loose with a smaller nozzle, maybe add 0.1mm XY/horizontal expansion to just the ball joint parts.

My print settings, 0.6mm nozzle, 0.2mm layer height, 30mm/s speed, 3 walls. Comes out to 21 grams of PLA and 2 hours on an Ender3 using Cura Slicer.

# Model files

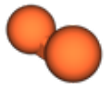


**minecraft-steve.stl**

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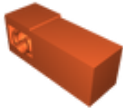
**head.stl**



**neck.stl**



**chest.stl**



**left\_arm.stl**



**left\_shoulder.stl**



**right\_arm.stl**



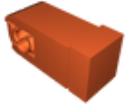
**right\_shoulder.stl**



**hip.stl**



**right\_leg.stl**



**left\_leg.stl**

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