

HOLLOK KNIGHT - HUEFORGE

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Summary

3d impression based on the game hollow knight, playing with translucent colors on a night background

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Print at 30% infill with a layer height of 0.08mm with a base layer of 0.16mm

Filaments Used:

Black Transmission Distance: 0

Esmerald Green Transmission Distance: 10

Aqua Green Transmission Distance: 9.5

Light Grey Transmission Distance: 23

PLA Default White Transmission Distance: 5

Swap Instructions:

Black until layer #9 at 0.8mm

Esmerald Green until layer #13 at 1.12mm

Aqua Green until layer #20 at 1.68mm

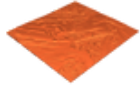
Light Grey until layer #29 at 2.4mm

White for the rest.

Model files



hollow-knight_front_200x187.stl



hollow-knight_front_128x120.stl

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