



HueForge Iron Man Helmet



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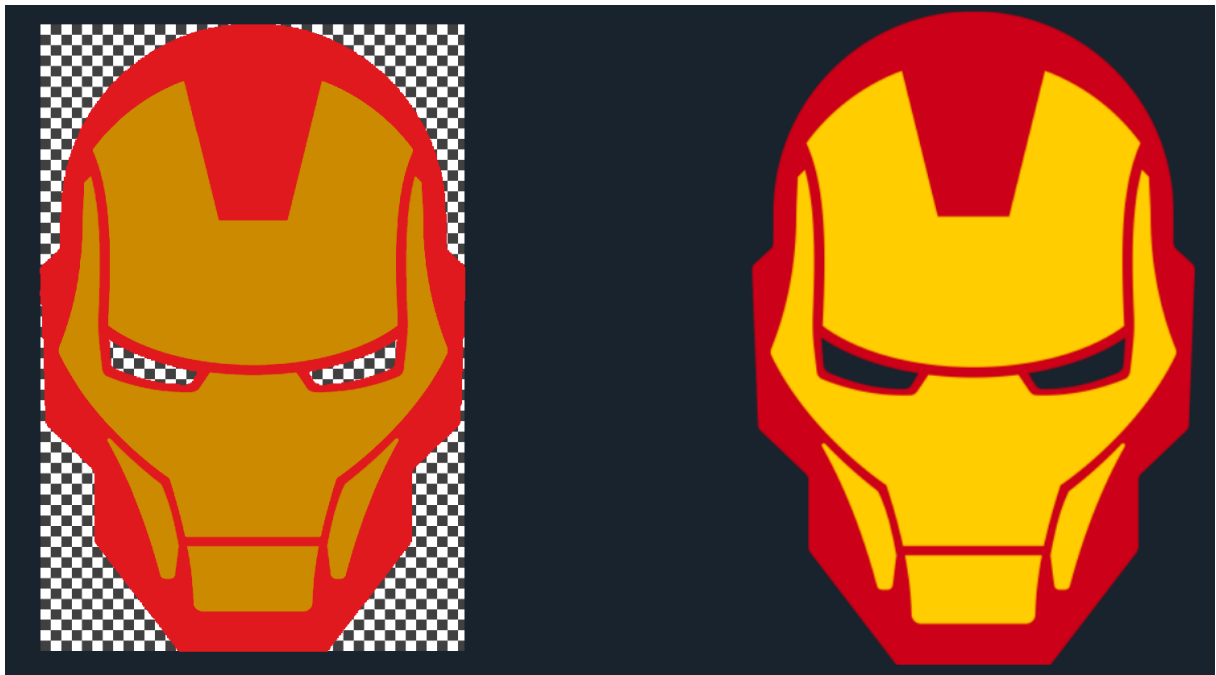
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Summary

Filament painted using HueForge software, generated from Stable Fusion and printed with Polymaker PLA! No MMU required.

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Tags: [red](#) [filamentpainting](#) [yellow](#) [ironman](#) [helmet](#)
[hueforge](#) [polymaker](#) [marvel](#)



Created this Iron Man Helmet generated using Stable Fusion and HueForge software! Play around with different colors and swap heights to customize the look.

Filaments Used:

Polymaker PLA Wine Red Transmission Distance: 1.0

Polymaker PLA Pro Gold Transmission Distance: 3.0

Swap Instructions:

Wine Red until layer #11 at 0.96mms

Gold until layer #20 at 1.68mms

(Filament transmission distances are direct from PolyMaker)

P.S. I printed mine with a raft and then used that as a “backing” for the print, as well as for filling in the eye color. If you do it this way you have to take into account the height of the raft for color changes when printing.

Model files

iron-man-helmet_front_68x100.stl





iron-man-helmet_front_34x50.stl



iron-man-helmet_front_135x200.stl



iron-man-helmet_front_203x300.stl

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