



Luke's Lightsaber



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Summary

Luke's Lightsaber prop for cosplay or display.

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Tags: [starwars](#) [cosplay](#) [star](#) [wars](#) [luke](#) [lightsaber](#)

I know there are variations out there, but I made my own as a fun project to continue my 3D modeling education. I made this to be printed in parts and I used 3 color filaments, but would be better printed in 5 colors (I didn't have green or red for the up/down buttons so I painted them). The model prints in sections which are held together by the "core threaded rod". I used CA glue to secure each section and mostly used the threaded rods for proper alignment. But if you want to forego the glue so you can assemble, disassemble, or make custom segments, that is an option too, however, due to the print orientation of the threaded rods, they may not be the strongest (print them with 100% infill). See the video below for assembly tips. Hope you enjoy making this as much as I did!

1. Printed in PLA on MK4 (no input shaping)
2. 0.2 mm Layer height (you can go lower, but I don't think this will give you any more detail at the cost of an increased print time)
3. Cubic Infill at 10% for all body segments, chip tray, chip
4. For screws, threaded rods, arrow buttons, and sub blocks I printed at 100% infill

5. Supports only on the emitter with the emitter opening towards the build plate
 1. used paint on supports
 2. supports on enforcers only
 3. organic supports
 4. Top interface layers = 0
6. Brims were used for the core threaded rods and arrow buttons
 1. 0.2mm interface
 2. 5mm width
7. Color change at layer for ribbed grip and "brass chip"
 1. 3mf files have been uploaded for both so color change is at correct layer
 2. Silver PLA used was <https://a.co/d/7oQnyLX>
 1. I printed this at 220oC and outer perimeters at 40mm/s to increase the shine (I wish I would have done this for the gold PLA as well, but I forgot)
 3. Gold PLA used was <https://a.co/d/f9PYwT7>
 4. Black PLA was <https://www.printedsolid.com/collections/jessie/products/jessie-pla-1-75mm-x-1kg-soul-black-glitter>
8. I used the threaded rods mostly as an alignment tool and dabbed some CA glue between each segment to hold it in place
9. For the arrow buttons, if you plan on painting them, you may be tempted to test fit them in the block - don't, they fit, and will get stuck there and won't be able to remove them without breaking them. Paint them before you put them in the block. If you're printing them in red/green filament, you're all set and can ignore this bullet.

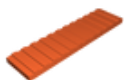
I completed this model after going through cadclass.org's Fusion 360 class. This project was the last chapter which combined all of the skills you learn through the course. Highly recommend it if you're interested in learning Fusion360!

Model files



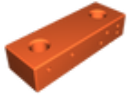
arrow_button_x_2.stl

☐ Print x 2 - one red, one green (I printed in black and painted)



chip_card.stl

☐ I used a color change at layer 12 or 2.40 mm - I uploaded the 3mf for convenience.



main_switch_block_silver.stl



sub_block_x_2_black.stl

☐ Print x 2



chip_tray_brass.stl

☐ When assembling, block screws will pass through this, through the block and into the block body



back_body_silver.stl



brass_shoulders_gold.stl



aluminum_shoulders_black.stl



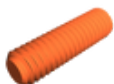
emitter_silver.stl

☐ This part will need supports - I printed with the emitter opening to the build plate



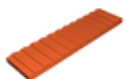
block_screws_x_2.stl

☐ Print x 2- this part is internal, color doesn't matter



core_threaded_rod_x_6.stl

☐ Print x 6 - this part is internal, color doesn't matter



chip_card_filament_change.3mf

☐ Added the filament changes, so you didn't have to!



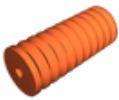
block_body_silver.stl



pommel_silver.stl



grip_multi-color_black_silver.3mf



grip_multi-color_black_silver.stl

☐ Added the filament changes, so you didn't have to!

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