

Jerusalem: City of Gold



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Summary

HueForge print of Jerusalem

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The Old City of Jerusalem's Western Wall, painted with HueForge.

Print at 100% infill with a layer height of 0.08mm with a base layer of 0.16mm

Filaments Used:

PLA BambuLab Basic Black Transmission Distance: 0.6

PLA BambuLab Basic Brown Transmission Distance: 2

PLA BambuLab Copper Brown Metallic (Note: I used PolyLite Pro Metallic Bronze Transmission Distance: 1 when modeling this in the HueForge software)

PLA MiKA 3D Silk Gold (Note: I used Overture Silk Gold Transmission Distance: 4 when modeling this in the HueForge software)

PLA BambuLab Basic Red Transmission Distance: 5

PLA BambuLab Basic Yellow Transmission Distance: 6

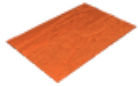
Swap Instructions:

Start with Black

At layer #6 (0.56mm) swap to Brown

At layer #7 (0.64mm) swap to Metallic Copper (or PolyLite Metallic Bronze)
At layer #10 (0.88mm) swap to Gold
At layer #12 (1.04mm) swap to Red
At layer #14 (1.2mm) swap to Yellow for the rest.

Model files



jerusalem_filament-painting_3_front_150x100.stl

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