

## Human skull (exploded)

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VIEW IN BROWSER

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### Summary

File format conversion of "Visible Interactive Human - Exploding skull" by WitmerLab at Ohio University

[Learning](#) > [Chemistry & Biology](#)

I did not print it yet.

This is a file format conversion (f3d, stl) of "Visible Interactive Human - Exploding skull" published by WitmerLab at Ohio University on Sketchfab.

Since this is merely a format change I did not (to the best of my knowledge) violate the license by sharing it here.

See [Full Size Anatomically-Correct 18-Piece Magnetic Human Skull Model](#) by [DaveMakesStuff](#) for a ready-to-print human skull.

#### Individual bones:

Use your slicer to get the individual bones. After splitting into objects PrusaSlicer will give you an error during slicing. That's because there are a lot of too tiny objects - you have to remove them first. See the pictures.

#### Assembling individual bones:

Obviously there are no connectors to hold the individual bones together. I thought of cutting out small cylinders (in Fusion360) on adjacent bones and push magnets in. I didn't try it yet and it even might not work at all.

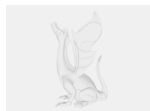
If anyone has a better/alternative idea I'd be happy if you let me know!

### **Original description on Sketchfab:**

This model of the human skull slowly “explodes” to reveal the structure of the component bones, much like an animated version of the classic physical Beauchêne preparation of an exploded skull. This model is the first in a series of human skull models on Sketchfab that will annotate various features as an aid to learning human skull anatomy. We launch it now to mark the WitmerLab Sketchfab site having reached 10,000 followers. This skull specimen (OUVC 10503) was CT scanned at OhioHealth O’Bleness Hospital in Athens, OH, under funding from NSF. It was previously published in 2008: [https://people.ohio.edu/witmerl/Downloads/2008\\_Witmer\\_&\\_Ridgely\\_DinoSinuses.pdf](https://people.ohio.edu/witmerl/Downloads/2008_Witmer_&_Ridgely_DinoSinuses.pdf). Ryan Ridgely in WitmerLab did the 3D modeling using Amira and Maya. More Visible Interactive Human resources available here: [https://people.ohio.edu/witmerl/3D\\_human.htm](https://people.ohio.edu/witmerl/3D_human.htm).

Please leave a comment or a photo if you print it!

## **Model files**



**exploded-skull.f3d**



**exploded-skull.stl**

[Find source .stl files on Thingiverse.com](https://www.thingiverse.com/thing/10503)

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