



Glasses - Parametric replacement frame (Model: BOSS BO 1343F 807)



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Summary

Frame for Hugo Boss glasses, reusing the original hinges and temples.

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I sat on my glasses -yet again- and, since the temples (or legs?) survived, I decided to make a 3d model of the frame and print it, so I don't need to buy new ones! (the glasses cost 160€ new, but it only cost 19 cents to print them!)

You'll find the .f3d file in the downloads, in case you want to edit the model to better suit your needs. Do keep in mind that you should not put the lenses in whichever orientation or position you want. You should either copy that from some old glasses of yours, or directly consult with a professional.

It should be fairly easy to modify this model, as you will likely only need to modify the sketch called "front", to replace the shape of my lens with that of yours. The rest of the model should update automatically. You might also need to adjust the hinge to fit your temples (although, if there is

enough interest, I could put in some extra hours and come up with 3d printed temples as well).

I recommend printing this model layed out flat, with a 15% inclination, as seen in the screenshot from Cura slicer.

Hope it saves you some headaches!!

Print settings:

- Infill: 40%.
- Supports: yes.
- Brim/Raft: optional, but recommended.
- Temp: depending on your filament, but try to go for a high value so you get good layer adhesion and thus a stronger print. I used 210 oC.
- Material used: PLA.

! Note / Reminder: Do not print the stl file without first reviewing the model and adjusting it for the shape and position of your lenses. It is very unlikely that your lenses will be exactly equal to mine, as this is sadly not standardized (or so I believe).

Model files



glasses.stl

☐ Try not to print this directly. Better try adjusting the model below to fit your lenses.



glasses-v33.f3d

☐ Edit the sketch called "front" in Fusion 360 to fit the shape of your lenses.



glasses-v35.f3d

☐ same as v33, just edited the cutout for the lens (sketch "internal_lens_cutout")

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