

# Star Trek: Enterprise Hand Scanner



Dash Lambda

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## Summary

This is a full-color printer-optimized prop replica of the tricorder from Star Trek: Enterprise.

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Tags: [prop](#) [startrek](#) [sliding](#) [fullcolor](#) [scanner](#) [accurate](#)  
[tricorder](#)

A while ago I decided to make the most screen-accurate Enterprise hand scanner I could, and, well, here's the result!

It's designed to be printed directly in color. Some pieces are probably easier with a multicolor printer, but you can also print each separate piece in one color and assemble them.

Most parts should be pretty straightforward. I recommend printing the hat with supports, the collar might benefit from supports, the rest should be good unsupported. Assemble it according to the exploded diagram.

The slide is retained by a single M3 screw. Put the screw in the slide all the way in, put the slide in all the way, then use the little hole in the back of the body to reach the screw and undo it enough that the slide can be opened but doesn't come out.

I've included the CADQuery script that generated the models. I made this a while ago so the script is a little messy, but if you're interested in the source model, it's there and fully parametric.

## Model files



**body.stl**

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**slide\_mating\_peg\_x4.stl**

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**screen\_plate.stl**

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**screen\_bezel.stl**

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**slide\_front.stl**

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**slide\_hollow.stl**

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**slide\_mid.stl**

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**slide\_switch.stl**

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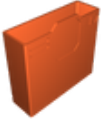
**slide\_back.stl**

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**slide\_button.stl**

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**collar.stl**

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**collar\_circle.stl**

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**collar\_square\_inset.stl**

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**collar\_slot.stl**

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**nub\_thingy.stl**

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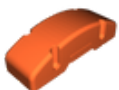
**collar\_slot\_inset.stl**

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**right\_grip.stl**

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**hat.stl**

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**left\_grip.stl**



**collar\_circle.step**



**collar\_slot\_inset.step**



**collar\_square\_inset.step**



**body.step**



**collar\_slot.step**



**slide\_button.step**



**slide\_hollow.step**



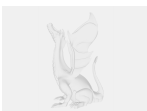
**slide\_mating\_peg.step**



**screen\_plate.step**



**slide\_switch.step**

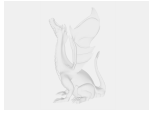


**slide\_back.step**

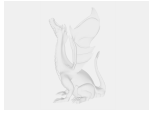
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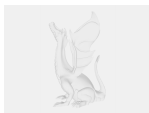
**right\_grip.step**



**nub\_thingy.step**



**collar.step**



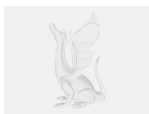
**hat.step**



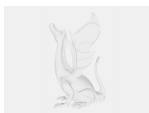
**screen\_bezel.step**



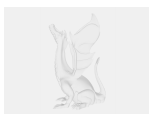
**slide\_mid.step**



**left\_grip.step**



**slide\_front.step**



**starfleet\_hand\_scanner.py**

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