

3D MODEL ONLY

Terraria Blue Slime Voxel Model

**Aastla**[VIEW IN BROWSER](#)

updated 9. 10. 2023 | published 9. 10. 2023

Summary

Blue slime enemy from the Terraria videogame. Designed in Magicavoxel, turned the 2D sprite into 3D.

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Print using supports for the overhangs. (might not need them depending on your short bridge capability).

Pictured is printed using:

Prusa MINI+

Atomic Filament - Perfect Blue

0.2mm layer height.

Model files



blueslime_voxel.obj

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