



Base Humanoid Skeleton/Frame



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Summary

Base Humanoid Skeleton/Frame for posing, play, recreations, sculptors, etc. check the file notes for each part.

[Toys & Games](#) > [Action Figures & Statues](#)

Tags: [toy](#) [articulated](#) [actionfigure](#) [jointed](#) [humanoid](#)

each part is the right size so if you change the size of one part you will have change the size of all the parts

pretty fun toy just by itself.

or if you making a remix don't change the connection points or the parts might not fit together.

Soon I will make licenses for remixers and sellers.

Model files



Files

10 files



humanoid-frameupdated_ball_joint2_006.stl

☐ neck



humanoid-framecube_002.stl

☐ foot



humanoid-framecube_003.stl

☐ head



humanoid-frameupdated_ball_joint2_004.stl

☐ lowerarm



humanoid-frameupdated_ball_joint1.stl

☐ torso



humanoid-frameupdated_ball_joint2.stl

☐ hip



humanoid-frameupdated_ball_joint2_002.stl

☐ shin



humanoid-framecube_001.stl

☐ hand



humanoid-frameupdated_ball_joint2_003.stl

☐ upperarm



humanoid-frameupdated_ball_joint2_001.stl

☐ thigh

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