

Adjustable Monitor Shelf - Remixed for Faster Printing



HeyMoe!

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Summary

Add a little shelf to the top of your monitor / TV to store random desktop items / display your knick-knacks.

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Tags: [remix](#) [displayshelf](#) [monitorshelf](#)

NOTE: The photos for this model do not reflect the actual printed STLs provided but are there to show how this shelf functions. There is a photo of 2 examples using the solid shelf + the “even faster” steps provided below using the hexagon and grid infill pattern. Please use the 3D Model viewer to see what the solid and grid models look like.

This is a remix of a great little shelf for the top of your monitor / TV. I loved everything about the original except for how long it took my printer to print it.

This remix simplifies the original by removing all the little hexagons with 1) a solid surface and 2) large grid.

Here are the print stats for the different models using the same print profile for my Sovol SV06 printing both the shelf and the support arm at the same time.

- Original:
 - Time: 3h 19m
 - Filament Used: 56.69g
- Remix: Solid Shelf
 - Time: 2h 7m
 - Filament Used: 62.27g
- Remix: Grid Shelf
 - Time: 2h 21m
 - Filament Used: 56.51g

The remixes shave about 1 hour off the print time and if you print the grid version you use about the same amount of filament as the original.

If you want to speed things up even more and don't mind doing a little extra work in the slicer before printing, you can knock about another 30 mins off the print time by following these “even faster” steps:

1. Load the solid shelf model (small or large lip) into your slicer.
2. Once the model is loaded, right click on it and select “Add Modifier” and then select “Box” or “Slab”.
3. Resize and move this modifier shape so it covers the front part of the shelf leaving the back cylinder-shaped part of the shelf where the support arms attach uncovered. The shape does not have to be exact as long as it fully encompasses the front part of the shelf and does not overlap the support arm if you're printing it at the same time.
4. Now right click on this modifier object and select “Layers and Perimeters”. You should now be able to change the number of top and bottom solid layers as well as the number of Perimeters to apply to the part of the model the modifier encompasses. Change the top and bottom layers to 0 (zero) and perimeters to 6.
5. Now right click on the modifier object again and select “Infill”. I've found using a 20% infill density with the grid pattern works well but you can try a different density and pattern to your liking.
6. Slice your plate and see if everything looks correct and if so, print away like normal.

I used PrusaSlicer for the above steps but was able to do the same process with OrcaSlicer though it's slightly different but easy enough to figure out. See included picture to see what my PrusaSlicer screen looked like after following the above steps.

Doing the above steps using the 20% grid infill, I was able to print both support arm and shelf in 1h 37m using 49.46g of filament. About 1.5 hours faster than the original.

NOTE: The strength of the shelf using the “even faster” steps may not be as strong the original and remixed models. The hexagon infill one I printer definitely has some flex to it but more than strong enough for the items I want to put on it. Using the grid infill pattern is more sturdy I think.

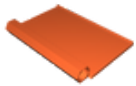
This remix is based on



Adjustable Monitor shelf - Fits any display: curved back, thin bezel, laptop, or TV.

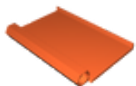
by GiskardReventlov

Model files



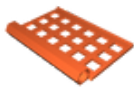
shelf-only-small-lip-solid.stl

☐ Solid shelf surface with smal lip



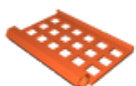
shelf-only-large-lip-solid.stl

☐ Solid shelf surface with large lip



shelf-only-small-lip-grid.stl

☐ Grid shelf surface with smal lip



shelf-only-large-lip-grid.stl

☐ Grid shelf surface with large lip



support_only.stl

☐ Originial Support Arm - Stored here for easy download

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