



## Jebediah Kerman (Kerbal Space Program) (IVA suit)



WaRi

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### Summary

Jebediah Kerman from the game Kerbal Space Program in his IVA suit. the suit is a mix from the different suits that...

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Jebediah Kerman from the game Kerbal Space Program in his IVA suit. the suit is a mix from the different suits that the game had along the different versions, cinematics and the ACES suit.

I printed it at 250%, .08 layer height on my ender 2. It took 60 hours total. But if you print it at 100%, .2 layer height, it takes under 6 hours.

It was painted by my mother with acrylic paint. (I'm a bad painter, I can't paint inside the lines)

The visor was made with vacuum forming. There is an stl for the visor itself, and one for a vacuum forming mold.  
I used a homemade vacuum forming machine 20cm\* 20cm and a .2 mm acetate sheet. If you have one thicker, the better.

update 1:

I'm adding a full body mesh by request. but I strongly recommend you to print it in pieces.

Q&A:

The Head doesn't go through the helmet. (?)

The head has to enter through the visor opening.

How to orient the prints, and where to put support on an FDM machine?

I included a Pic with my Gcode

What paint did you use?

Acrylics; many different brands.

What specific colors?

What I had at hand. I don't have the names.

How did you made the clear visor?

With vacuum Forming and acetate, There is a Pic of my homemade machine.

If you want to know more search "vacuum Forming" on youtube.

Are you going to include: EVA suit/ valentina/ bill/ bob/ other facial expressions/ other poses?

No in the immediate future. If enough people Show interest I might consider it.

Can I print and sell this model?

Yes, the only restriction is attribution, so make sure to include my name and a link. And i'm not responsible if "take2" unleash their lawyers upon you.

Do I have to pay you something to you to sell this model?

You don't HAVE TO, But I appreciate very much if you do. (And I can't speak in behalf of Take2 and their lawyers.)

How Much do you want?

I don't know. It's more about the gesture than about the money.

To be honest; I never received any Tip from my models. (and only one people asked me) And I saw them for sell at Etsy and other markets. So I don't have high hopes.

I don't want to put my work behind a paywall. And I know that 1 USD can be a lot to some people. (In the country were I live, the salary is the half and everything costs double) But if you are going to sell this, I appreciate if you make the effort to tip me.

If you are going to tip me money through PayPal, don't send a dollar at a

time. PayPal has a fee of 5.4% + 0.30 USD. It takes a big chunk of small transactions. Gather at least 10 USD before tipping me.

Category: Art

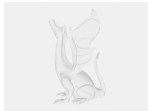
## Model files



**body3.obj**



**visor.obj**



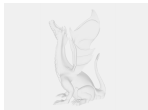
**collar2.obj**



**shoel.obj**



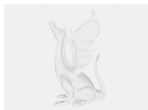
**head3.obj**



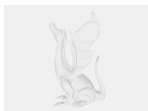
**shoer.obj**



**globel.obj**



**fullbody.obj**

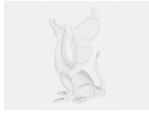


**glober.obj**



**helmet.obj**

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**visorforming.obj**

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**shoer.stl**

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**shoel.stl**

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**collar2.stl**

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**body3.stl**

[Find source .stl files on Thingiverse.com](https://www.thingiverse.com)

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