



Nintendo 64 logo for MMU

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Summary

This is a model of the N64 logo slightly tweaked to work better with the Prusa XL.

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This model is split up into multiple files to make the colors on the faces more visibly pop.

The yellow caps on the top and bottom are modeled as pyramids so to make the yellow diffuse into the model better. If you use a typical painting

Printing instructions:

This model does not slice properly on the current version of Prusaslicer (2.7.1). You need to use the most recent beta to get best results.

Note: I did not modify the model by aPyroDesign, it just has extremely similar dimensions. I created it from scratch in OpenSCAD.

Model files



Multicolor

4 files



n64_yellow_top.stl



n64_yellow_bottom.stl



n64_main.stl



n64_main.3mf



n64-monocolor.stl

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