



## Portal Turret Articulated Egg



checkerd

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### Summary

A turret from Portal games made by Valve, in a cute even more egg shaped shape! With opening guns!

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[turrets](#)

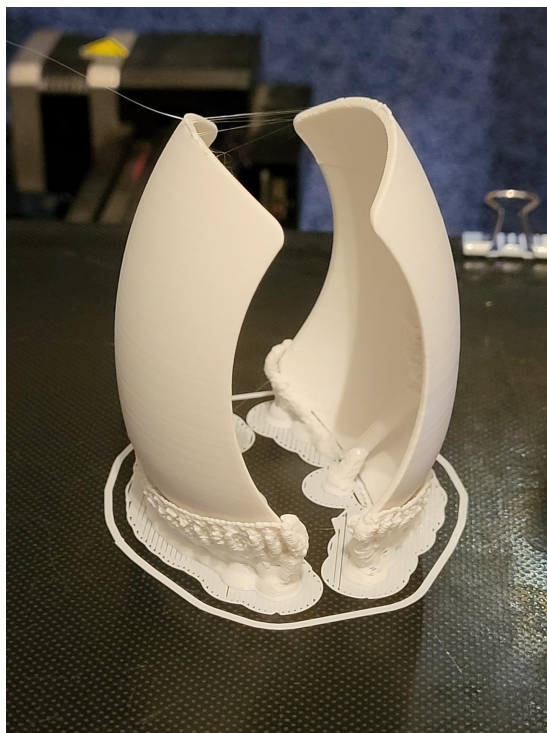
**It's a Portal turret shaped more like an egg that can open like the actual turret in-game!**

#### Notes:








- Every stl was positioned for the recommended printing orientation.
- The 100% egg is 8cm tall (without antennae) and 200% egg 16cm (without antennae).
- Most tolerances between parts have been done with an offset of (-0.15mm), the 200% egg keeps most offsets the same, the parts are just scaled to 200% and screw holes adjusted to work with M3 screws.
- If you're finding the 100% egg difficult to move or the "Levers.stl" difficult to insert into the "WheelPins.stl", you can try drilling the hole in








the lever with a 3mm drill bit.



- Everything was printed with a 0.4mm nozzle.
- The bottom of the "Egg.stl" was printed with variable layer height to help with layers properly overlapping each other and keeping the egg looking smooth.
- You need to print every file once for one turret egg.
- For the 100% egg the below listed parts were printed with a layer height of 0.16mm
  - AntennaLong.stl
  - AntennaShort.stl
  - GunRail.stl
  - Knob.stl
  - Levers.stl
  - RotatePin.stl
  - Wheel.stl
  - WheelPins.stl
- Parts that need supports are:
  - GunBase1.stl
  - GunBase2.stl
  - WheelPins.stl
  - Wing1.stl
  - Wing2.stl
- Print the wings like this, both for 100% and 200%, I used organic supports here:



## Assembly:






<b>1.</b> 	Get the “Egg.stl”.
<b>2.</b> 	Screw “GunRail.stl” inside the Egg using two M3 screws: 100% Egg: M3 5mm 200% Egg: M3 10mm
<b>3.</b> 	Get “Wheel.stl” and "WheelPins.stl".
<b>4.</b> 	Insert the pins into the wheel: 100%: Use cyanoacrylate glue to secure the pins in the wheel. 200%: Use glue if you want to, wasn't necessary for me.
<b>5.</b> 	Get “RotatePin.stl”, and insert it as far as it goes.
<b>6.</b> 	Insert the wheel with attached pins onto the “RotatePin.stl”.
<b>7.</b> 	Move the rotation pin back out...

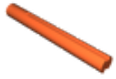
<p><b>8.</b></p> 	<p>... and attach the knob.</p> <p>(should go in without glue and stay in place)</p>
<p><b>9.</b></p> 	<p>Get “GunBaseX.stl” and “Guns.stl”.</p>
<p><b>10.</b></p> 	<p>Glue the guns and insert them into the base.</p>
<p><b>11.</b></p> 	<p>Now insert the “Levers.stl” into the gunbase.</p>
<p><b>12.</b></p> 	<p>And insert the lever onto the wheel pin, and gunbase onto the gun rail. Note the circle added to the levers, it is supposed to be next to the wheel.</p> <p>(You can insert the lever alone, onto the wheel pin first too, and then attach the gunbase)</p> <p>Secure the lever in the gunbase with an M3 screw.</p> <p>100%: M3 8mm</p> <p>200%: M3 16mm</p>
<p><b>13.</b></p> 	<p>Repeat steps 9-12 for the other side.</p>
<p><b>14.</b></p> 	<p>Attach the “WingX.stl” to either side, you should preferably glue them to the gunbases.</p>

<p><b>15.</b></p> 	<p>Insert both antennae, you can drop a little glue into the holes.</p> <p>Use a black marker to paint the middle seam of the “Egg.stl”, as well as the circle where the eye will go.</p> <p>Glue the eye to the front, print it in different colours by swapping filament mid-print.</p>
<p><b>16.</b></p> 	<p>Succumb to paradoxes.</p>

**Let me know if I need to explain something further and post a make if you make one! :)**

## Model files

 100% <span>15 files</span>
 <b>egg.stl</b>
 <b>wing1.stl</b>
 <b>wing2.stl</b>
 <b>gunrail.stl</b>



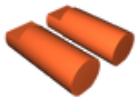
**rotatepin.stl**



**knob.stl**



**wheel.stl**



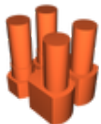
**wheelpins.stl**



**gunbase1.stl**



**gunbase2.stl**



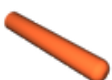
**guns.stl**



**levers.stl**



**antennalong.stl**



**antennashort.stl**



**eye.stl**



**200%**

15 files



**200egg.stl**



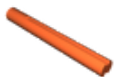
**200wing1.stl**



**200wing2.stl**



**200gunrail.stl**



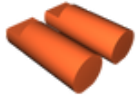
**200rotatepin.stl**



**200knob.stl**



**200wheel.stl**



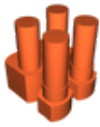
**200wheelpins.stl**



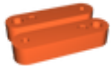
**200gunbase1.stl**



**200gunbase2.stl**



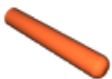
**200guns.stl**



**200levers.stl**



**200antennalong.stl**



**200antennashort.stl**



**200eye.stl**

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