

Helldivers 2 Savior of the Free Helmet (Unwearable)



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Summary

“That’s one more victory for the right side of history!”

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Tags: [cosplay](#) [helmet](#) [helldivers2](#) [helldivers](#)

This was quite tedious. Unfortunately I have absolutely no clue how to make the helmet wearable or how to get the whole visor smooth, but from slicing it the visor actually looks fine where I'm having issues smoothing it so maybe it'll be alright. I'm also including all of the .blend files to maybe help anybody that wants to make their own wearable version of this helmet (I'd love for that to be posted if anybody makes it). I definitely haven't been working on this for a week and a half. Why would you think that?

This is a larger file (only 3MB but up from 415kB) than the original that I got from [@AverageArmadillo](#), but that's because there's just a lot more vertices in a model like this that's (somewhat) meant for printing as opposed to a video game model that's just used for hitboxes. These were modified in Blender and brought into PrusaSlicer to be scaled to (very roughly) life-sized for a typical person. They're 1100% scale of the ones in the .blend files, but scaling it down for something like a half-scale bust would look great too. If these are going to go on a miniature in a kit-

bashing situation, I have no clue if this model would be better than the original model that I remixed this from, but I do think that it's slightly more printable than the straight-up game files.

Fins:

These are actually a lot larger than I expected them to be, and they're also curved forwards a little bit since that's how they were in the actual game (files). The cut-outs seem slightly thin towards the top so that's on me, but I think they'll be okay in certain orientations. I think.

Helm:

I have absolutely no clue how to separate the different little segments of the helmet and still have them be printable and assemble-able, so that may be a problem that someone remixing this would have to figure out.

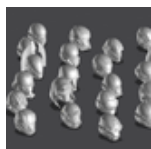
Cuts:

All of the fins pieces should fit onto a Prusa Mini/ Ender 2 because the largest part is 165mm and all the rest are ≤ 160 from end to end. All of the dovetails have a groove depth, width, flap angle, and tolerance of 10.0mm, 12.0mm, 70°, and 0.20mm, respectively. I want the tolerance to be slightly larger than default just so it's not such a tight fit on printers that aren't as dialed in as others *cough my own cough*.

As is tradition with my models, these haven't been printed yet, but they did slice correctly in both Cura and PrusaSlicer so they shouldn't give you any issues.

I got the cover photo from the fandom wiki [here](#), but I also used [this](#) YouTube video to double check some details like which side the fins' details were on (both, much to my chagrin), and if they actually curved like the model did (they did).

This remix is based on



Helldiver 2 Helmet Collection

by AverageArmadillo

Model files



Helms

2 files



helm.stl



helm-semi-smooth-visor.stl



Fins

8 files



left-fin-whole.stl



right-fin-whole.stl



left-fin-1base.stl



left-fin-2.stl



left-fin-3tip.stl



right-fin-1base.stl



right-fin-2.stl



right-fin-3tip.stl

blender-files.blend

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