



Helldivers 2 Helmet - smooth



Tojik

[VIEW IN BROWSER](#)

updated 25. 4. 2024 | published 25. 4. 2024

Summary

Has more polygons and slices correctly.

===FOR_DEMOCRACY===

[Costumes & Accessories](#) > [Cosplay & Costumes in general](#)

Tags: [helmet](#) [polygons](#)

I have found some hard edges that were supposed to be smooth V1.1 addresses most of that. If I find time, I will try to fix the air intake holes, there are many broken triangles hiding inside

I have it printed! Scaling it to 1000% was a little too much, I'd say 900% scale is probably the more wearable size

This remix is based on



Helldivers Helmet

by AverageArmadillo



Wearable Helldivers Helm

by vinnybagadonutz

Model files

helldivers2-helmet-v11.stl

helldivers2-helmet-fixup-project-v11.blend

helldivers2-helmet-v1.stl

helldivers2-helmet-fixup-project-v1.blend

License

This work is licensed under a
[Creative Commons \(4.0 International License\)](#)



Attribution—Noncommercial—Share Alike

- ✗ | Sharing without ATTRIBUTION
- ✓ | Remix Culture allowed
- ✗ | Commercial Use
- ✗ | Free Cultural Works
- ✗ | Meets Open Definition