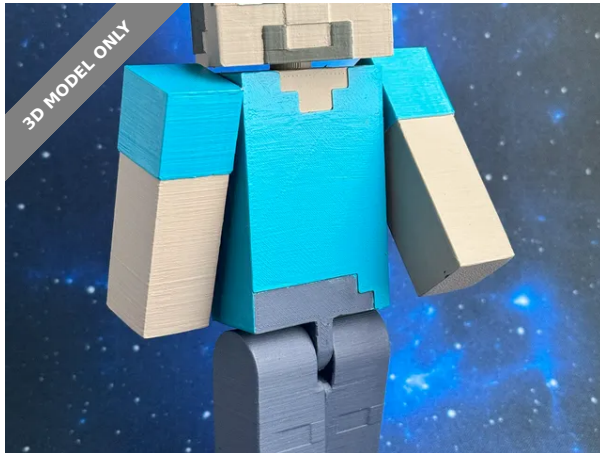




Minecraft Steve (articulated head, arms and legs)



doggy.prints

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Summary

Modeled after the original game character. As a kids toy or a display model. Body parts can be articulated individually.

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[figure](#) [steve](#) [model](#) [figur](#)

My version of Minecraft's character Steve. With articulated head, arms and legs. Easy to print with minimal supports.

The model is quite big but can be scaled to any size. I printed one at 50% and a small one at 33% scale. The joints might need some sanding after removing supports for smooth operation. Once fitted (with some force), the parts sit snugly but move freely. If the fit is too tight to assemble, just sand a little bit more or heat the parts slightly.

I printed my models with black PLA+ and painted them with water based model paint.

The recommended printing orientation can be found in the pictures. This way the main important surfaces have a nice finish.

If you have any improvements or tips, leave a comment.

Diamonds are just a pickaxe swing away - Happy Printing!

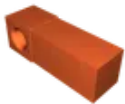
Model files



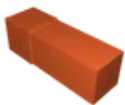
head.stl



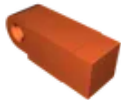
body.stl



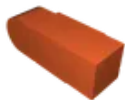
arm-right.stl



arm-left.stl



leg-right.stl



leg-left.stl

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